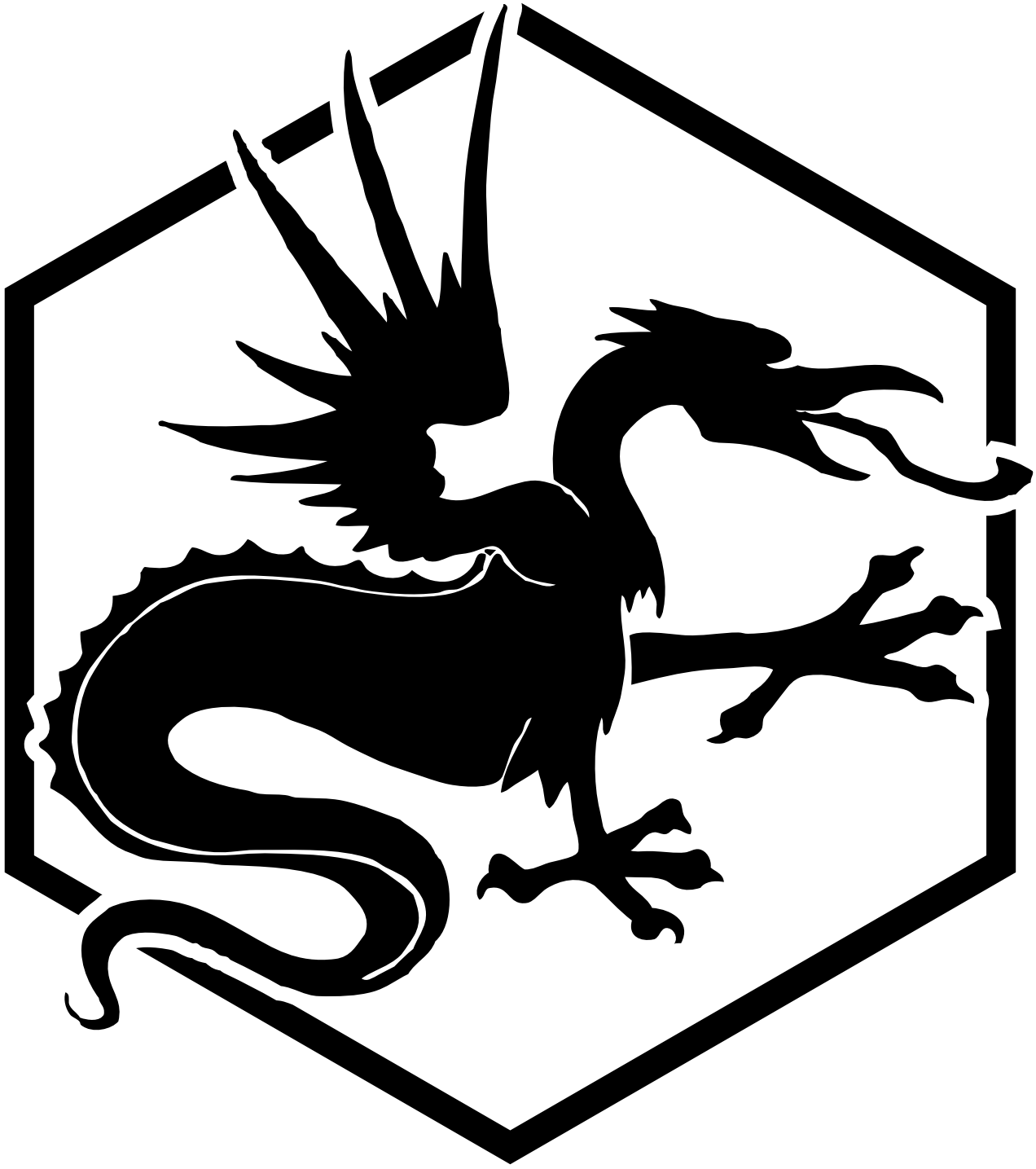
THE HERO SYSTEM BESTIARY



HERO SYSTEM
SIXTH EDITION

STEVEN S. LONG

THE HERO SYSTEM BESTIARY



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Steven S. Long

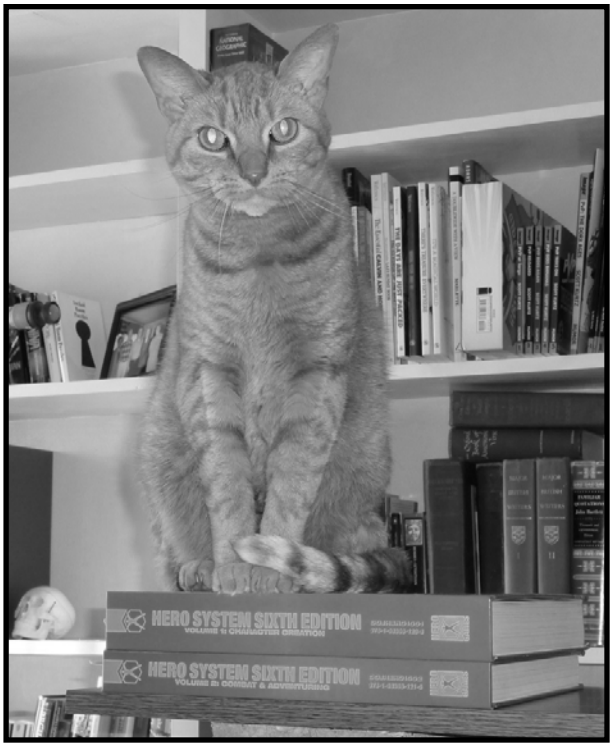
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DEDICATION
To Osiris, the Small Fuzzy Guardian of the Universe, who continues to catch all the naps so I can keep writing.

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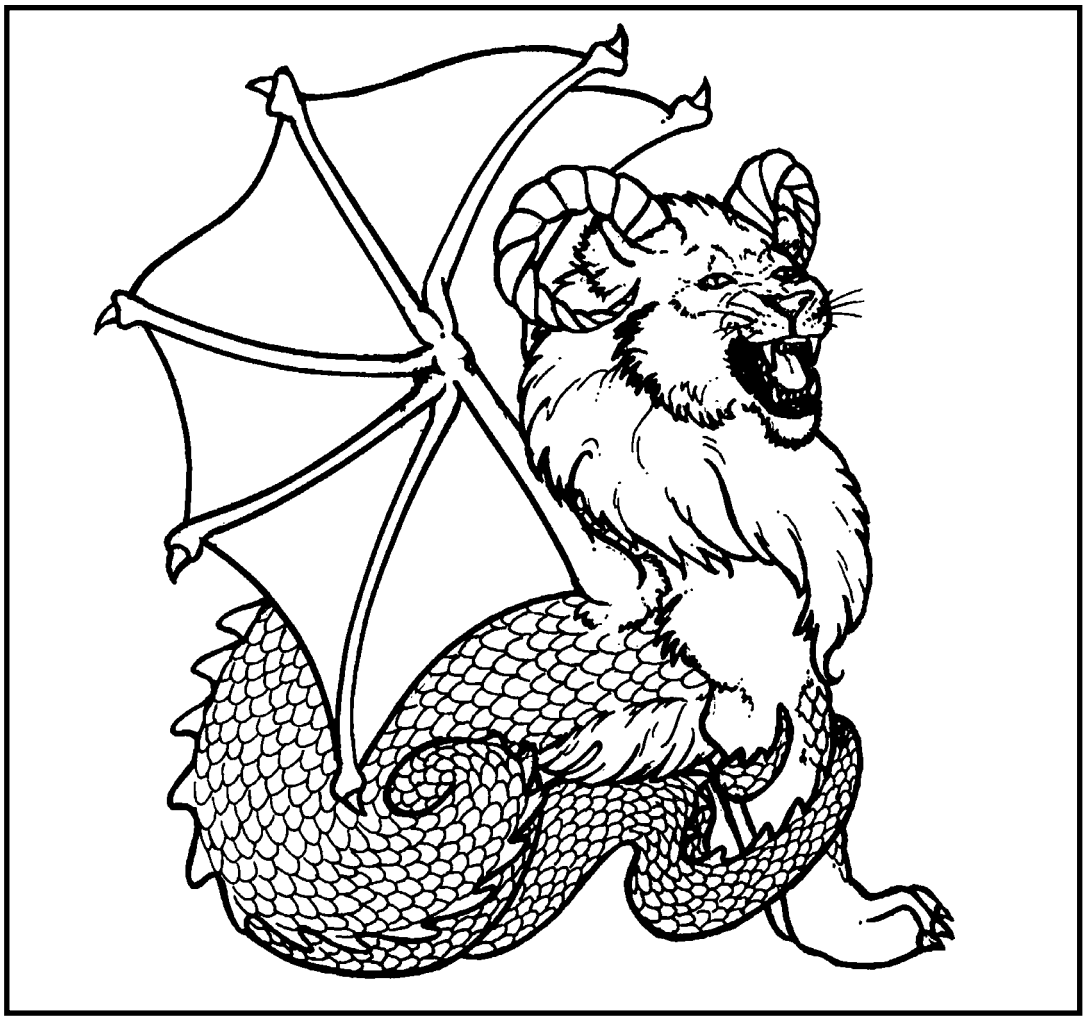
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INTRODUCTION

From gigantic apes encountered by Pulp-era explorers, to strange alien creatures inhabiting distant planets, to ferocious "pets" supervillains use to attack superheroes, to the seemingly endless variety of mundane and fanstastic beasts fought by Fantasy adventurers, animals are an important part of just about every roleplaying genre. To help *HERO System* GMs use monsters, animals, and creatures in their games, and create others unique to their own campaigns, *The HERO System Bestiary* presents over 300 of them with complete character sheets and descriptions, plus numerous option packages and Templates.

The *Bestiary* includes six chapters. The first, *Creatures In Your Game,* begins with a look at the role of animals in roleplaying game scenarios — what they are, how they function within your game, and their uses by both players and GMs. Next, there's an extensive discussion of how to create animals. This section not only goes over the Characteristics, Skills, Powers, and other game elements of the *HERO System* and describes how you can use them to build a monster or animal in game terms, it also provides numerous Templates you can add to a creature to alter it. Want to build a dragon that lives in icy arctic wastes, a cybernetically modified guard dog, a horse trained for battle, a demonic griffin, or a hawk with fire powers? Just add the appropriate Template and you're ready to go. (There's a separate set of Templates for humanoid monsters, too.) Lastly, Chapter One covers how to use creatures in



ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player's Guide*

HSMA: *HERO System Martial Arts*

combat, including extensive rules on creating Hit Location Tables for animals (with several sample tables to get you started).

Chapter Two, *Monsters And Fantastic Creatures,* covers wondrous beasts and beast-like creatures, such as griffins, harpies, gargoyles, and unicorns.

Chapter Three, *Humanoid Monsters,* features the human-like monsters so common to many Fantasy worlds and other settings: orcs; ogres; giants; trolls; the undead; dark elves; and much, much more. The Humanoid Templates in Chapter One make it easy to create just the right humanoid opponent for your PCs.

Chapter Four, *Monsters From Other Cultures,* describes strange creatures from cultures other than the "generic Western European" seen in most Fantasy settings and related games. It includes Celtic/British Isles faerie-folk and similar monsters, and monsters from many parts of Asia (including China, India, and Japan).

Chapter Five, *Science Fiction, Horror, And Movie Monsters,* presents a grab-bag of favorite critters from movies, novels, comic books, and the like. It includes giant fire-breathing dinosaurs, starship-devouring space amoebae, hunter-seeker robots, evil brains kept alive in tanks of organic fluid, and more.

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

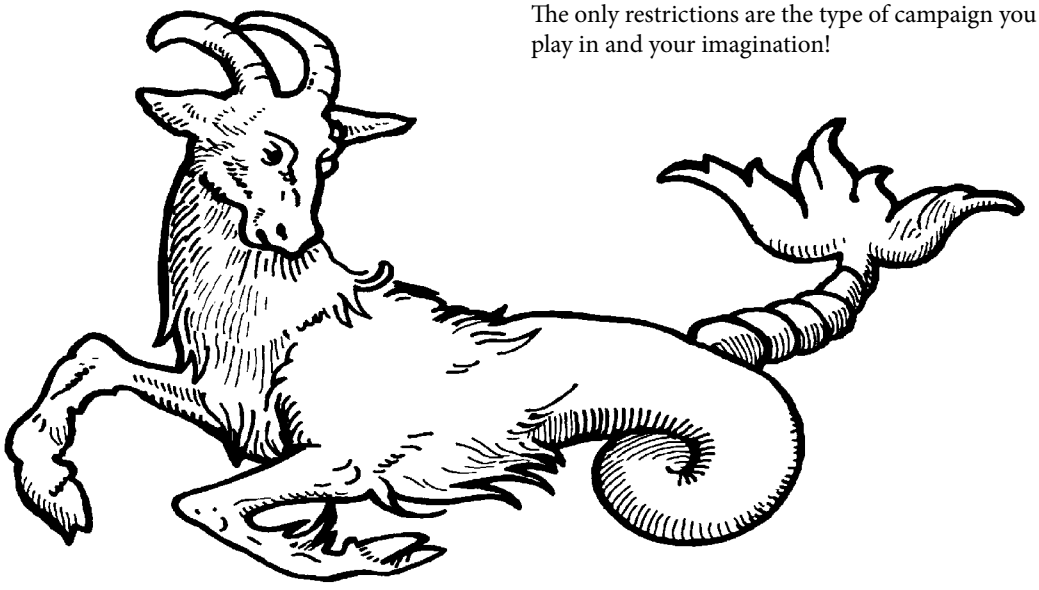
HOW TO USE THIS BOOK

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

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

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

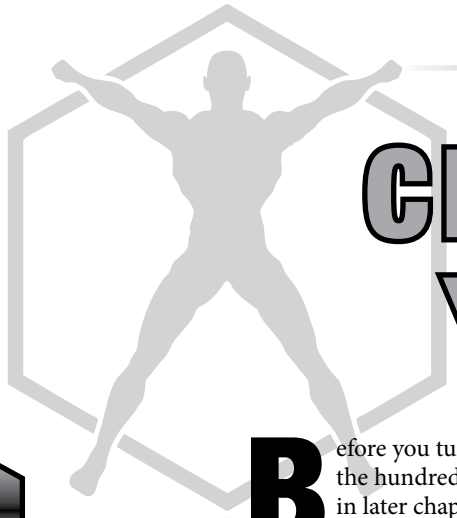
The potential for adapting creatures is endless. The only restrictions are the type of campaign you play in and your imagination!





CHAPTER ONE

CREATURES IN YOUR GAME



CREATURES IN YOUR GAME

1

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

WHAT IS A CREATURE?

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

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

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

ALIENS

Animals as we think of them are the carbon-based beasts native to Earth. But in many campaigns, there's more to the setting than just Earth. In games involving planetary or dimensional travel, characters can easily encounter forms of life that, although sentient and/or humanoid, are so strange they act more like "creatures" for story purposes.

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

This situation becomes even more interesting when the aliens aren't carbon-based lifeforms (or when the existence of magic allows for the creation of some truly unusual creatures). Intelligent species with structures based on, for example, silicon, fluorine, sulfur, or some other "exotic" element (perhaps even one unknown to twenty-first century Earth science) could seem even more like animals than sentient beings to humanoids. The possibility for confusion, conflict, and other great "story hooks" is strong. Unless your campaign has a heavy "realism" focus, don't worry about the plausibility of non-carbon-based life; as long as you can tell a good story with it, use it.

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

NONCORPOREAL BEINGS

In Science Fiction or Fantasy campaigns, or other campaigns with an element of the strange or weird, not all animals (or similar creatures) have physical form. In Star Hero, characters may run into bizarre energy beings who feed off their ship's power plant, their own life-force, or their

emotions (like the Psychovore in Chapter Five). Even if intelligent (or just very cunning), these beings are so unlike normal humanoid life that they cannot communicate and are, in effect, creatures. Similarly, in a Fantasy Hero game, characters may encounter things like air elementals or ghosts, which lack physical form but nevertheless are both dangerous and animal-like.

CONSTRUCTS

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

THE ROLE OF CREATURES

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

Background Creatures

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

COMPANIONS

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

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

But sometimes characters want special animal companions. The wizard's familiar mentioned above is a good example; so is a cowboy's horse that possesses an eerie comprehension of his commands, or a highly-trained guard dog. These animals have abilities beyond those of their normal brethren — often *far* beyond — and can provide their PC masters with assistance during adventures. Characters who want to have creatures like this must pay Character Points to buy them as Followers (6E1 102). (Alternately, a character could take his animal companion as a DNPC, making the creature much less useful to him.)

COMEDY RELIEF AND COLOR

Sometimes animals enter a story just to provide "color" and atmosphere. For example, if the GM wants to emphasize the fact that a forest is peaceful, he might describe, in Disney-like terms, all the frolicking forest creatures the characters can see. When danger nears, he can get the point across to the PCs by describing how all the happy animals have run away and hidden themselves. Similarly, the GM can convey the threatening nature of an alien planet by describing a couple of vicious-looking animals the PCs glimpse in the nearby underbrush. He could even emphasize the alien-ness of the place by giving them some distinctive feature (like all the mammals having six-legged bodies instead of being quadrupedal).

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

STORY FOCUS

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

DRAMATIC VERSUS REALISTIC ANIMALS

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



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

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

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

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

continued next page

Since the *HERO System* is a dramatic adventure game, designed for heroic situations and challenges, in many cases the "dramatic" approach to an animal serves the GM better than the "realistic" one. Group storytelling is not the same thing as creating a nature documentary. But the verisimilitude of the game is enhanced if the GM sticks to "reality" as much as he can without spoiling the story.



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

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

Obstacles

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

SECONDARY HARM

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

DISTRACTION

Similarly, animals can distract the PCs, leading them astray as they try to reach their goal. By delaying or sidetracking them this way, the GM can heighten the dramatic tension in the story or inflict other hindrances on the PCs.

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

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

FOOLING THE CHARACTERS

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

For example, think of a Champions campaign where it seems a panther has escaped from the local zoo and is spreading havoc in the city. Its attacks are savage, and perhaps suggest a pattern. The PCs finally track down and capture or kill the beast, and the attacks stop... for a little while. As they soon find out, or can deduce if they cleverly analyze clues from some of the earlier attacks, the real killer is a supervillain who let the cat loose and used its well-publicized presence in the city as cover while he committed some brutal murder-robberies.

Primary Goal

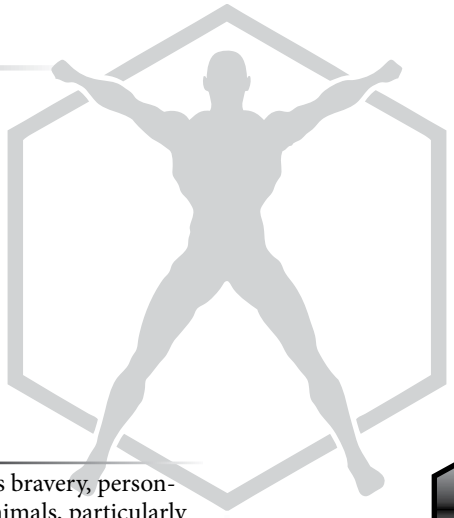
Last, but certainly not least, animals can serve as the primary focus of a story or game session. This can range from being hunted by the PCs, to hunting the PCs, to creating the obstacle the characters must overcome to triumph.

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

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

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

CREATURE CREATION



1

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

CHARACTERISTICS

Here's some information on how to tailor Characteristics to create animals.

STRENGTH

Large animals, such as bears, whales, or elephants, typically have high STR, and small animals like mice very little STR (often STR 1). However, this isn't a hard-and-fast rule; some animals are much stronger than their size would indicate (or much weaker). The average chimpanzee is smaller than the average human male, for example, but significantly stronger.

INTELLIGENCE

As noted on 6E1 44, "Intelligence represents a character's intellect, memory, reasoning, perceptiveness, and general "thinking power." To a certain extent it also reflects his ability to take in and process information quickly." Since perceptiveness and quickly processing and reacting to information are important attributes for many animals (their lives often depend, on a day-to-day basis, upon their ability to detect and escape danger), they often have INTs in the standard 8-12 range common to most "normal" characters. But this does *not* mean they're capable of learning to read, talking, reasoning as well as a human, thinking abstractly, or the like. An animal's ability — or, more accurately, lack of ability — to do such things is reflected by the Physical Complication *Limited Intellect* (see below).

EGO

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

PRESENCE

PRE represents a character's bravery, personality, and forcefulness. Most animals, particularly herbivores, have relatively low PREs — they scare easily. Conversely, many predators have higher than normal PRE, since their natural weaponry and ferociousness makes them frightening to others. But that's not to say they can't be scared away by loud noises, fire, or the like. When a human character makes a Presence Attack against an animal, be sure to apply the appropriate modifiers. If a character seems helpless or vulnerable to the animal, he should roll fewer dice... but if he's waving a flaming torch (violently demonstrating "power"), most animals are far less likely to want to stay near him.

SPD

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

ENDURANCE

Animals rarely buy more than about END 30 at most. When they get tired, they stop what they're doing (or break off the attack) and rest.

STUN

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

SKILLS

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

Most Skills not listed below, including all Skills related to technical matters, are generally inappropriate for animals. Two Skills — Animal Handler and Riding — receive special coverage because they focus primarily on animals.

EVERYCREATURE SKILLS

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

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

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

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

The *PS: [Specific Animal] Abilities* Skill represents various minor or lesser abilities all members of a given species possesses. Examples include some fishes' ability to return to the place they were born to spawn, some birds' instinct to fly south for the winter without getting lost, or a raccoon's ability to use its dexterous paws to open simple containers.

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

Animal Handler

This Interaction Skill allows a character to manage and train — "handle" — animals of various sorts. A character with Animal Handler knows about the animals he's skilled at handling (their types and species, common behavior patterns, abilities, and so forth), the types of tricks an animal can learn, the best ways to teach those tricks to the animal, how to give commands to a trained animal, how to calm down a potentially dangerous animal, and so forth. However, Animal Handler does not allow a character to ride an animal; that requires Riding (page 17).

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

Characters must buy Animal Handler by category — a person who knows how to train and work with dogs doesn't necessarily have any skill with bears, dragons, cats, insects, or birds. (But see *Cross-Category Compatability,* below.) The accompanying table lists the categories for easy reference. The GM may add more categories if he wants to; this is particularly appropriate for campaigns taking place in unusual environments (such as many Fantasy games, and Science Fiction campaigns involving a lot of planetary exploration).

ANIMAL HANDLER CATEGORIES

Category	Example Subcategories
Aquatic Animals	Cetaceans (dolphins, whales) Fish (freshwater and saltwater, excluding sharks) Jellyfish Octopi and Squid Seals, Walruses, and Manatees Sharks
Bats	N/A
Birds (This category does not include Raptors.)	Ostriches and Emus Seabirds Songbirds Tropical Birds (parrots, toucans, and so forth) Waterfowl
Bovines	Cattle (domesticated and wild) Bison
Camels	N/A
Canines	Dogs Foxes Hyenas Wolves
Deer	Antelopes Caribou Deer Elks Llamas and Alpacas Moose Wild Sheep (bighorns, mountain goats, and the like)

Dragons	Dragons Hydrae Wyrms Wyverns
Elephants	Elephants Mammoths Mastodons
Equines	Horses Donkeys Mules Pegasi Unicorns
Felines	Housecats Great Cats (cheetahs, jaguars, leopards, lions, tigers, and so forth)
Insects And Arthropods	Ants Bees Beetles Butterflies and Moths Flies Scorpions Spiders Termites Wasps and Hornets
Lagomorphs	Hares Rabbits
Monstrous Hybrids	Griffins Hippogriffs Manticores
Pigs	Pigs (domesticated and wild) Peccaries Warthogs
Primates	Apes Chimpanzees Monkeys
Raptors	Eagles Falcons Hawks Kites Vultures and Buzzards
Reptiles And Amphibians	Dinosaurs Frogs and Toads Lizards Salamanders Snakes Turtles
Rodents	Beavers Gophers Rats and Mice Squirrels and Chipmunks
Ursines	Bears
Weasels	Badgers Ferrets Minks Otters Skunks Weasels and Stoats Wolverines



The typical uses for Animal Handler include training animals, getting trained animals to perform tricks, and calming down ferocious or vicious beasts.

TRAINING ANIMALS

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

TIME REQUIRED; ANIMAL INTELLECT

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

As described on page 23, a creature's intellect is defined by its *Limited Intellect* Physical Complication, which comes in four categories: Near-Human, Animal, Instinctual, and Machine. Tricks also come in categories: Simple, Moderate, and Complex (see below). The accompanying table provides the Base Time (in hours or days) required to teach a trick, and the maximum number of tricks the animal can learn (the GM may, at his option, increase or decrease this number for specific animals or species).

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

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

ANIMAL TRAINING TIMES

Type Of Trick

	Simple	*Moderate*	*Complex*	*Maximum Number Of Tricks*
Intelligence				
Near-Human	1 hour	2-4 hours	1-2 days	10
Animal	1-2 hours	1-2 days	3-5 days	5
Instinctual	1-3 days	4-10 days	11-21 days	2
Machine	.5-1 hour	2-3 hours	4-8 hours	10

If the character fails his Skill Roll, he may try again using the standard rules for failed Skill Rolls. Each attempt requires the same number of hours or days as the first attempt.

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

Animal Handler doesn't work on creatures without the *Limited Intellect* Physical Complication. Such beings are too intelligent or uncontrollable for characters to train in this manner.

TRAINING MODIFIERS

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

ANIMAL HANDLER MODIFIERS

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

TYPES OF TRICKS

Tricks fall into one of three categories: Simple; Moderate; and Complex. Here are some of the tricks most commonly taught to animals and their categories:

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

Domesticate (Moderate): The character "breaks" the animal, converting it from a wild beast to a trained animal that can be kept on a ranch or farm, in a home, or the like. (This isn't a "trick," exactly, but the training involved can be similar so the same rules apply.) This doesn't necessarily mean the animal isn't dangerous at all — its wild instincts may surface from time to time if it's mistreated — but it's much less dangerous to humans than it was when wild.

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

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

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

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

Retrieve/fetch (Moderate): The animal knows how to retrieve or fetch specific objects, such as a dead duck or a thrown ball, without hurting them. If the animal only knows how to fetch thrown balls or the like, the GM may reduce this to a Simple trick.

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

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

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

PERFORMING TRICKS

A character should make an Animal Handler roll whenever he wants a trained animal to perform a trick or otherwise do something unusual. The character's roll acts as a Complementary Skill Roll to the animal's Professional Skill roll with its trick. If the animal's roll succeeds, it comprehends and obeys the command; if it fails, it's too confused to act or does something wrong. If it fails badly (by 4 or more) it may attack the character, run away, or do something else dangerous or extremely inconvenient.

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

CALMING FEROCIOUS BEASTS

A character can also use Animal Handler to calm down wild animals and ferocious beasts belonging to any category he knows how to handle, and to accomplish similar tasks. This usually requires him to succeed with a roll at a -2 or greater penalty, depending upon the type of animal and its intent — getting a stubborn wildebeest to move out of the road is easier than breaking a bucking bronco, which in turn is easier than preventing a charging guard dog from attacking. (See the accompanying table for suggested tasks and modifiers.) In this sense characters can even use Animal Handler to represent a quasi-mystic "rapport" between a character and all wild creatures.

CALMING FEROCIOUS BEASTS

Task	Animal Handler Modifier
Get large herbivore to move out of the way	-2
Make wild animal run away	
Herbivore	-2
Hungry, dangerous carnivore	-3
Calm down wild animal so it doesn't run away	-3
Stop wild animal from attacking	-4
Stop trained guard animal from attacking	-5
Make wild animal "friendly" for a short time	-6
Make trained guard animal "friendly" for a short time	-7

These examples are only guidelines; the GM can modify them as he sees fit to represent the situation.

UNDERSTANDING ANIMAL COMMUNICATION

At the GM's option, a character can make an Animal Handler roll to understand what an animal in any category he knows is trying to communicate to him. "Realistically" this is a pretty limited method of "talking" — at most the character can comprehend simple "statements" such as: come here; follow me; that guy's trouble; there's danger; I'm hungry; let's play fetch; there are a lot of them; I don't like your girlfriend. But not all genres are "realistic." In some cinematic games a character may be able to learn significant amounts of information from a friendly animal or animal companion ("Rrruff!" "What's that, girl? Timmy fell down a well? Let's go save him!").

CROSS-CATEGORY COMPATABILITY

Some of the information and abilities imparted by training one category of animals may extend to other types of creatures. At the GM's option, a character with any category of Animal Handler may use the Skill on animals from another category at a -4 penalty. If the character has

ANIMAL FOLLOWERS

Characters do not have to use Animal Handler to calm down animals bought as Followers; those creatures are automatically friendly to the character. Typically, animal Followers are built with tricks they already know, and/or a Language allowing them to communicate easily with the character, so that the character doesn't need Animal Handler to work with them.



bought three or more categories, the GM may reduce this penalty to -3 to reflect the character's greater understanding of a wide variety of animals. The GM may also alter the penalty (up or down) to reflect the situation, common and dramatic sense, and other factors. For example, in many adventures letting a character use Animal Handler to calm down or frighten off a wild beast would make the game more fun, so the GM might allow this at only a -1 or -2 penalty even for animals in categories the character hasn't specifically learned to handle.

EQUIPMENT

Animal Handler usually doesn't involve or require any equipment; it's a purely personal Skill. However, some trainers do use equipment — whips, shock-prods, food dispensers that respond to specific behaviors, special types of harnesses or leads — as part of the training process. The GM can treat this as a modifier to appropriate Skill Rolls (usually positive, but possibly negative; not all animals respond to the lash well).

POWERS AND ANIMAL HANDLER

A character with Mind Control or Telepathy that affects the Animal class of minds may find it easier to use them instead of Animal Handler to communicate with and/or control animals. At the GM's option, using these powers as part of the training process can reduce training time and/or negative modifiers by as much as half.

Characters don't have to use Animal Handler to control Summoned animals if the Summon has the *Amicable* Advantage. If the creature is neutral or hostile to its Summoner, then Animal Handler might be one method used to make it do what the Summoner wants.

CONSEQUENCES OF FAILURE

Failure when teaching an animal a trick usually means the animal simply didn't learn the trick; the character can try again, as discussed above. A badly-failed roll (by 4 or more) may cause the animal to turn on the character and attack him, attempt to escape, or the like. It could also mean the animal simply can't ever learn that particular trick. Failure when trying to get an animal to perform a trick is discussed above.

Failure when trying to calm an animal down (or the like) means the animal remains hostile. A badly-failed roll (by 4 or more) may cause the animal to think the character is weak or vulnerable, and thus to attack immediately.

Failure when trying to communicate with an animal means the character doesn't understand what the animal's trying to "say." A badly-failed roll (by 4 or more) may mean the character misunderstands the animal's communication, which may lead to all sorts of trouble.

BASE TIMES

The Animal Training Times table provides the Base Times for teaching an animal a trick. Getting an animal to perform a trick it knows usually requires a Half Phase Action. Trying to communicate with an animal usually takes a Full Phase, but for some simple "talks" the GM may reduce this to a Half Phase Action.

The Base Time required to calm a ferocious beast (or perform a similar task) varies. In combat or crisis conditions typically it takes a Full Phase, but in some cases the GM may rule that it takes longer, or that more than one successful roll is necessary (the Task Difficulty rules discussed on APG 23 may apply in that situation).

UNIFYING/SUBDIVIDING ANIMAL HANDLER

In some cinematic campaigns, such as some Fantasy Hero campaigns or high-powered Pulp Hero games, splitting Animal Handler into categories may not work well. In those games, GMs can allow characters to buy Animal Handler as a typical Interaction Skill (3 Character Points for a PRE-Based Roll, +1 to the roll for each +2 Character Points) and apply it to any type of animal.

On the other hand, campaigns that feature a lot of human-animal interaction may want to create even more categories for Animal Handler. At the extreme, a character might have to buy Animal Handler by individual species rather than by groups — the first species costs 2 Character Points for the PRE-Based Roll, each additional species costs +1 Character Point. In this sort of campaign, Animal Handler (Bullfrogs) wouldn't help a character work with cane toads or poison-arrow frogs — each of those amphibians would require its own Skill.

ANIMAL HANDLER BY GENRE

Animal Handler works the same in all genres. It's particularly common in some genres (such as Fantasy and Western), but functions the same regardless.

CYBERPUNK/NEAR FUTURE

In most Cyberpunk campaigns, Animal Handler is almost unheard of (except for Canines, for guard dogs). Many Cyberpunk characters go their entire lives without seeing animals other than rats, pigeons, and other urban vermin.

FANTASY

In Fantasy Hero campaigns, GMs may want to expand the categories this Skill applies to so it covers various types of "monsters." The Animal Handler Categories table already lists dragons, pegasi, and unicorns; other possibilities might include Aquatic Monsters (kraken, sea serpents, monstrous fish), Basilisks, Oozes, and Monstrous Hybrids (griffins, hippogriffs, manticores, and the like). If appropriate, an Animal Handler includes gigantic or monstrous versions of listed creatures; for example, giant wolves fall into the Canines category, and rocs into Raptors.

Lycanthropes and other zoomorphs (characters who can change into animal shapes) often have the ability to relate well with (or even speak to or summon) the type of animal(s) they can change shape into. One way to represent this is with a high Animal Handler roll in the appropriate

category(ies). Animal Handler doesn't work on lycanthropes, since they're self-willed; if they're not sentient in their animal form, Animal Handler works on them then, but at the standard penalty for "fierce" animals.

SCIENCE FICTION

In realistic Hard SF campaigns, alien animals are all completely different from any terrestrial species. Each planet has its own menu of animal categories, and knowing how to deal with creatures native to one world doesn't help on a new or strange planet (though the GM might allow an Animal Handler roll at -3).

In a more cinematic setting, such as a Pulp Sci-Fi or Space Opera campaign, alien animals may well look and act like Terran creatures. If it has wings and feathers, it's a bird, even if it comes from a planet orbiting Epsilon Eridani. Characters should still suffer a Skill Roll penalty of -2 for working with alien creatures in a group they know how to handle — at least until they've spent a game session or two learning about those animals' habits and instincts.

Riding

This Agility Skill allows a character to ride a living creature under difficult circumstances. A character with Riding knows how to stay astride his mount, how to make the mount move in the direction and way he wants it to, how to equip and care for the animal, and so forth. Riding does not allow a character to train his mount to perform tricks; that requires Animal Handling (see above). Nor does it allow him to perform acrobatic-type maneuvers in the saddle, which requires Acrobatics (see below), though the GM might allow a character with Riding to attempt such stunts at a -3 penalty.

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

When a character buys Riding, he receives for free a Transport Familiarity with a 1-point group of riding animals (Camels, Dogs, Equines, Flying Beasts, Huge Beasts, Swimming Beasts, or other groups created by the GM). He may buy other TFs as usual for that Skill. At the GM's option a character can use Riding with an animal he doesn't have a TF for, but at -3 to all rolls.

In some cases, animals have a *Riding* Skill of their own. This doesn't allow them to ride other animals, but rather functions as a Complementary Skill for a rider's Riding. This represents the mount's training at helping a rider keep his seat, avoid falls, and the like. The animal should take a -1 Limitation, *Complementary To Rider's Skill Only,* for its Riding.

USING RIDING

The accompanying Riding Modifiers table lists some of the more common situations requiring a character to make a Riding roll. For Riding in combat, you should also refer to the *Mounted Movement* section on 6E2 30-32. Standard Combat Modifiers, such as Encumbrance, may also apply.

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

Weather applies to aerial mounts (such as griffins or giant birds) and in some cases to aquatic mounts (such as giant fish or turtles). Land mounts generally aren't affected by the weather, though the noise it causes may frighten an animal, thus requiring the rider to make a roll to control it.

MOUNTING AND DISMOUNTING

Typically mounting a riding animal takes a Full Phase, while dismounting one takes a Half Phase (in both cases, the GM can increase the time as necessary, particularly for large mounts like elephants and rocs). If a character succeeds with a Riding roll, he can mount in a Half Phase and dismount as a Zero Phase Action. If he fails, he takes the usual time; if he fails badly (by 4 or more), he falls.

SPURRING

For most mounts, characters with Riding know how to "spur" them — how to obtain a temporary burst of speed by causing the animal pain. With a successful roll, which takes no time, the character forces the mount to Push its movement for +2m (+4m for success by half or a Critical Success) (this does not incur the typical penalty for making a mount Push its movement). This causes the animal ½ point of BODY damage. If the roll fails the character has to make another Riding roll to stay in the saddle as the animal balks or tries to throw him; if the roll fails badly (by 4 or more), the character automatically gets thrown.



RIDING MODIFIERS

Use/Circumstance	Modifier
In combat	See *Mounted Movement,* 6E2 30-32
Injured animal	Apply "damage to subject" modifiers (APG 24)
Injured rider	Apply "injury" modifiers (APG 25)
Injury to legs or arms	Additional -1 to -3
Steering mount with knees	-1
Jumping	
Small obstacle	-0
Medium obstacle	-2
Large obstacle	-4
Very large obstacle	-8, or impossible
Movement modifiers	
Mount moves/turns violently	-2 to stay in the saddle
Mount moves/turns very violently	-4 to stay in the saddle
Make flying/swimming mount hover/float	-2 (if possible at all)
Make flying/swimming mount move upside down	-4 (if possible at all)
Make mount Push its movement	-3
Mount climbs vertical surface using Clinging	-3
Weather	
Moderate (winds 31-44 MPH)	-1
Heavy (winds 45-57 MPH)	-2
Very Heavy (winds 58-71 MPH)	-3
Storm Force (winds 72+ MPH)	-4

EQUIPMENT

Riding assumes a character has at least minimal equipment for staying on a mount, such as a saddle and reins. If a character's riding bareback, impose a -1 penalty; if the character has no reins or the like (whether or not he has a saddle), impose a -2 penalty. On the other hand, some equipment, like special military saddles, may provide bonuses to rolls for the character to remain seated on the mount.

POWERS AND RIDING

A touch of Mind Control that affects the Animal class of minds may help make a mount calm and cooperative, possibly yielding a small bonus to Riding rolls. Similarly, Telepathy with animals makes it easier to communicate with an animal, which may help considerably with Riding.

CONSEQUENCES OF FAILURE

The consequences of a failed Riding roll vary. Typically they mean the animal didn't perform as commanded — it shied away from making the jump, won't speed up to a gallop, or the like. In many cases, this is an ordinary failure; the rider can try again if he wants to using the standard rules for that. If the roll fails badly (by 4 or more), the rider may fall from his saddle due to the mount's sudden movement or other factors. The rider must succeed with a STR Roll at -2 or fall off the mount.

Falling off a swimming mount may not have any dangerous consequences (other than getting left behind, perhaps). On the other hand, falling off a flying mount could result in the character's death (see *Falling,* 6E2 140). Falling from a ground-based mount is roughly like performing a Move Through on the ground — the character takes the mount's velocity divided by six (v/6) in dice of Normal Damage. He may make a Breakfall roll, at -1 per 2d6, to take only half damage (or no damage, if he makes the roll by half). (At the GM's option, Riding may serve as a Complementary Skill.) If the mount was standing still, the character takes 2d6 Normal Damage from the fall.

BASE TIMES

The time required to use Riding in combat is covered under *Mounted Movement* on 6E2 30-32. Other tricks and stunts performed with Riding usually require a Zero Phase Action or take no time.

SUBDIVIDING RIDING

In genres where characters often ride animals, such as most Fantasy games and some Science Fiction games, the GM may prefer that they buy Riding by category, using the categories and rules for Animal Handler.

RIDING BY GENRE

Riding is most common in Fantasy, and to a lesser extent any pre-modern genre/time period. Once automobiles and more advanced vehicles become available, animals are used less frequently for transportation except in specialized circumstances.

PULP

Riding is a much more common Skill among Pulp characters than modern-day characters. Cars certainly exist in the Pulp era (their numbers increase enormously most years, particularly in the Twenties), but they're concentrated in civilized countries and around cities. Many, many people grow up in the countryside riding horses and mules; in other countries the camel still rules the roadways. Adding even a Familiarity with Riding is a good way to give a character a touch of background that doesn't necessarily have anything to do with his current career... and which may come in handy on his adventures.

SCIENCE FICTION

In a Space Opera or Pulp-style Star Hero campaign, a character's ability to ride a particular type of animal from his homeworld may automatically extend to similar creatures on other worlds. For example, a Human who can ride horses can ride any horse-like creature on any world (though the GM may impose a minor penalty, such as -1, until the character and his mount get to know each other). Alternately, for purposes of Riding the GM may allow characters to buy 2-point Riding TFs by planet: Earth Riding Creatures, Venusian Riding Creatures, Spica IV Riding Creatures, and so forth.

In a Hard SF game, Riding (and associated TFs) rarely, if ever, carry over from world to world. A character who wanted to ride horse-like creatures on many worlds would have to pay for each 1-point TF separately: Earth Equines, Venusian Equines, Spica IV Equines, and so on.

At the GM's option, a character can use Riding for creatures he doesn't have a TF for, but at a minimum -3 penalty to all rolls. Creatures larger than the "Huge Animals" TF category (such as the sandworms of *Dune*) may impose additional penalties on the Riding roll, because they're so large and tough it's hard to control them.

Other Skills

ACROBATICS

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

ACTING

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

BREAKFALL

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

CHARM

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

CLIMBING

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

COMBAT SKILL LEVELS

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

KNOWLEDGE SKILL

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

LANGUAGE

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

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

MARTIAL ARTS

Since Martial Arts represents improved HTH Combat fighting ability, it can be an appropriate way to represent an animal's fighting "skills." See *Red In Tooth And Claw,* HSMA 84, for more information and an example Martial Art for animals.

MIMICRY

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

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

PARAMEDICS

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

STREETWISE

Animals don't have Streetwise themselves, but characters can use Streetwise to stop, or participate in, the traffic in illegal animals and animal parts. Poaching — sometimes for food by starving peasants, sometimes by greedy mercenaries willing to despoil the environment for their own short-term gain — has existed for centuries as part of the world's underground economy, and it shows no signs of stopping. For information on the value of animal parts, see page 47.

SURVIVAL

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

TACTICS AND TEAMWORK: PACK TACTICS

Animals like wolves that work together in packs may buy these Skills. The animals (or the pack's leader[s]) make Tactics rolls to trail the target, separate it from its herd, drive it where they want it to go, replace tired pack members with fresh ones, and so forth. Eventually, when they bring the target to bay and engage it, they use Teamwork to make Coordinated attacks and obtain a Multiple Attacker bonus (see page 38).

TRACKING

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

PERKS

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

CONTACT; FAVOR

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

FOLLOWER

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

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

Generally, animals themselves should never have Followers.

POSITIVE REPUTATION

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

TALENTS

Most Talents not listed below are generally inappropriate for animals.

BUMP OF DIRECTION

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

DANGER SENSE

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

ENVIRONMENTAL MOVEMENT

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



POWERS

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

DRAIN

Drain — typically a Drain STR, DEX, or CON — with with the *No Range* Limitation is the best way to build most non-fatal animal venoms. See *Venom,* page 32, for more information and examples.

ENHANCED SENSES

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

ENTANGLE

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

EXTRA LIMBS

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

KILLING ATTACK

Most animals' natural weapons — horns, hooves, claws, antlers, fangs — are represented as HKAs. If an animal has more than one type of natural weapon (say, fangs and claws, or horns and hooves), typically each one is bought individually. This is because attacks or events that incapacitate one of the weapons may not necessarily incapacitate the other, so it's important for the GM to evaluate each one individually. For example, a

REDUCED PENETRATION KILLING ATTACKS

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

tiger tied up with some types of Entangles couldn't use his claws, but could still bite someone who came too close. Buying different natural weapons separately also makes it possible for the animal to Multiple Attack with them.

Killing Attacks — typically RKAs with the *No Range* Limitation — are the standard way to build most lethal animal venoms. See *Venom,* page 32, for more information and examples.

MULTIFORM

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

RESISTANT PROTECTION

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

SUMMON

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

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

TELEPATHY

If characters have Telepathy which affects the Animal class of minds, the type of information they can receive and transmit using it depends on the campaign setting, the genre, and the GM.

In games stressing "realism," animals may not have much to say. Until they reach the Near-Human level of intelligence, most animals' thoughts are dominated by basic drives and needs: food, shelter, protection, mating, and so on. A character who tries to communicate with them mentally will likely receive very little information. A question such as, "How many soldiers passed this way?" probably elicits a response like, "Many — do you have any food?" Animals can't count well, don't recognize most human symbols or artifacts, and have all sorts of other difficulties that impede the clear flow of precise information. Characters may soon find it's more trouble than it's worth to try to talk to them.

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

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

POWER LIMITATIONS

INCREASED ENDURANCE COST

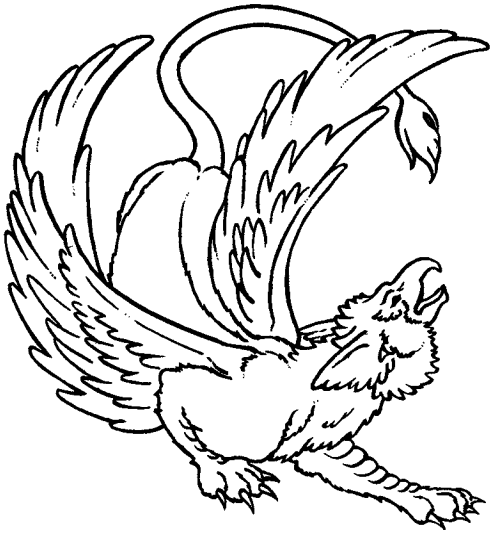
Since most animal abilities cost END, this Limitation is useful for simulating activities animals can only engage in for a short time because they're so tiring. For example, both bears and cheetahs can put on brief bursts of speed to catch prey, but can't run at that fast pace for very long without becoming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

REDUCED PENETRATION

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

RESTRAINABLE

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



COMPLICATIONS

DEPENDENT NPC

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

DISTINCTIVE FEATURES

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

ENRAGED/BERSERK

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

HUNTED

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

A sentient species that Hunts an animal usually counts as a "More Powerful" Hunter, since intelligence, opposable thumbs, and weapons typically win out over bestial cunning and ferocity in the end. However, the animal's nomadic nature may limit the Hunter to a specific geographic region of its much broader territory, or restrict the frequency with which the Hunter pursues it.

NEGATIVE REPUTATION

As discussed under the *Positive Reputation* Perk, some animals become particularly well-known, and this may entail a Complication as well as a benefit. For example, if Old Slewfoot is known to usually go after certain types of bait, or frequent certain parts of the swamp, that's a Negative Reputation which hinders him.

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

PHYSICAL COMPLICATION

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

COLD-BLOODED

Cold-blooded animals — primarily reptiles — don't have a standard internal body temperature the way most beasts do. Instead, their body temperature depends on their surroundings. If it gets too cold, they can't move or function; thus, they tend to live in deserts, the tropics, and other warm regions. In game terms, if the Temperature Level (see 6E2 145) is above +3 or below 0, a cold-blooded creature's movement and DEX are halved. At Temperature Level -2 and below, a cold-blooded creature cannot move at all, and will likely die (or be eaten) if not safely sheltered somewhere. Giant-sized or fantastic reptiles, such as dragons, may be warm-blooded (or at least tolerant of a greater range of temperatures).

Value Physical Complication

20 *Cold-Blooded* (Frequently, Greatly Impairing)

LIMITED INTELLECT

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

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

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

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

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

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

BASE POINTS AND COMPLICATIONS FOR CREATURES

For the sake of consistency, the creatures in this book (even the sentient humanoid ones, like demons) are all built on 175 Total Points (including 50 points from Matching Complications). That's the standard for most Heroic campaigns — the types of campaigns where GMs are most likely to use creatures as opponents or obstacles. However, because animals typically have a lot of Complications in one category — Physical Complication — they don't always obey the standard Complication limit of 25 points per Complication type maximum for most Heroic campaigns.



This same approach is recommended for ***HERO System*** GMs for their own campaigns, but each GM should make his own decision based on the dynamics of his game. For example, powerful demons encountered in a Champions campaign might be built like a superhero (400 Total Points, including 75 points from Matching Complications).

EXAMPLE CREATURES BY SIZE

Insectile: Spider

Minute: Bat

Minuscule: Demonling, Neuroparasite, Scorpion, Songbird

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

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

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

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

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

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

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

Gigantic: Apatosaurus, Giant Ape, Greater Dragon, Kraken

Gargantuan: Giant Dinosaur, Giant Worm, Sea Serpent

Colossal: Roc

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

Value Physical Complication

15 *Near-Human Intelligence* (Frequently, Slightly Impairing)

20 *Animal Intelligence* (Frequently, Greatly Impairing)

30 *Instinctive Intelligence* (All The Time, Greatly Impairing)

20 *Machine Intelligence* (Frequently, Greatly Impairing)

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

POOR SENSE(S)

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

Value Physical Complication

20 *Poor Eyesight*, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)

15 *Poor Hearing*, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)

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

REDUCED MANIPULATION

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

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

A creature with either of these Physical Complications should also apply the *Limited Manipulation* Limitation to any Extra Limbs they buy.

Value Physical Complication

20 Very Limited Manipulation (Frequently, Greatly Impairing)

15 Limited Manipulation (Frequently, Slightly Impairing)

SIZE/WEIGHT

Perhaps the most common Physical Complication for animals is *Size/Weight,* which represents the detrimental effects of their mass or scale. Animals aren't always as limited in this respect as humans are — they rarely have to fit through doors, walk on upper floors, or ride in vehicles — but they do suffer some problems because of their size and/or weight. See 6E1 442-46 for Templates and Physical Complications pertaining to size and weight, and other relevant information.

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

PSYCHOLOGICAL COMPLICATION

Several Psychological Complications are common to animals. They include:

TIMID

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

Value Psychological Complication

15 Timid (Common, Strong)

DOMESTICATED

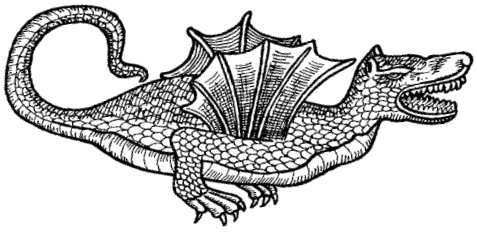
Creatures with this Psychological Complication have become so used to living with, and being taken care of by, humans (or some other sentient species) they can no longer fend for themselves. They often lack the *Survival* Everycreature Skill, and look to humans for food, shelter, and comfort.

Value Psychological Complication

20 Domesticated (Very Common, Strong)

RIVALRY

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



CREATURE TEMPLATES



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

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

ADORABLE

An animal with this Template is just too darn cute. Its appearance is more likely to make humans love it, care for it, and protect it.

Cost	Power
3	**Adorable:** Striking Appearance +1/+1d6
6	**Really Adorable:** Striking Appearance +2/+2d6
9	**Utterly Adorable:** Striking Appearance +3/+3d6

ALTERED

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

CYBERNETIC

An animal with this Template has undergone surgery and other procedures to install cyberware, make improvements through bio-engineering, and so forth. Of course, the range of biological and technological modifications you could make to animals is virtually endless; the example abilities provided here represent just a few of the most common possibilities. An animal can buy any of them it wishes; it doesn't have to buy a minimum amount, or buy some of them before buying others.

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

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

Cost	Power
4	**Cyberears:** +2 PER with Hearing Group
22	**Cybereyes:** +3 PER with Sight Group, Infrared Perception (Sight Group), Ultraviolet Perception (Sight Group), and Telescopic (+4 versus Range for Sight Group)
15	**Cyberradar:** Radar (Radio Group)
6	**Enhanced Olfactory Senses:** +3 PER with Smell/Taste Group Rolls. (Add *Tracking* for Smell/Taste if animal lacks it; this increases the total cost by 10 points.)

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

Cost	Power
18	**Dermal Armoring:** Resistant Protection (+6 PD/+6 ED)

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

Cost	Power
10	**Enhanced Musculature:** +10 STR

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

Cost	Power
15	**Metallic Claws:** HKA 1d6, Armor Piercing (+¼) (19 Active Points); Reduced Penetration (-¼) (If animal's natural claws are larger than HKA 1d6, increase damage appropriately.)

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

Cost	Power
24	**Metallic Jaws:** HKA 1d6, Armor Piercing (+¼) (total cost: 19 points) **plus** +10 STR (10 Active Points); Only To Grab With Jaws (-1) (total cost: 5 points) (If animal's natural teeth/fangs are larger than HKA 1d6, increase damage appropriately.)

MAGIC

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

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

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

Cost	Power
96	**Deadly Gaze:** RKA 6d6, NND (defense is Power Defense or being blind; +½), Does BODY (+1), Reduced Endurance (0 END; +½), Constant (+½), Persistent (+¼) (337 Active Points); Always On (-½), Eye Contact Required (-½), Cannot Use Targeting (-½), Beam (-¼), Cannot Be Bounced (-¼), Limited Range (6m; -¼), No Knockback (-¼)

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

Cost	Power
30	**Magical Protection:** Magic Damage Reduction, 50%
10	**Magical Protection:** Power Defense (10 points)

Total cost: 40 points.

Swiftness: Magical energies have improved the creature's speed and reaction time.

Cost	Power
12	**Swiftness:** Running +12m
10	**Swiftness:** +1 SPD

Total cost: 22 points.

MUTATION

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

Berserk Strength: Its mutations cause it constant pain, making the animal crazed with fury and fear. (In addition to listed ability, animal also acquires a Complication: Enraged: Berserk in combat (Very Common), go 14-, recover 8- (45 points).)

Cost	Power
15	**Berserk Strength:** +15 STR

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

Cost	Power
12	**Hideousness:** Striking Appearance (mutated ugliness), +4/+4d6

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

Cost	Power
19	**Lethal Radioactive Aura:** RKA ½d6, NND (defense is Life Support [Safe Environment: High Radiation]; +1), Does BODY (+1), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Area Of Effect (1m Radius around character; +¼), Reduced Endurance (0 END; +½), Persistent (+¼) (47 Active Points); Always On (-½), No Range (-½), Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0)
11	**Non-Lethal Radioactive Aura:** Drain CON 1d6, NND (defense is Life Support [Safe Environment: High Radiation]; +0), Constant (+½), Area Of Effect (personal Surface — Damage Shield; +¼), Area Of Effect (1m Radius around character; +¼), Reduced Endurance (0 END; +½), Persistent (+¼) (27 Active Points); Always On (-½), No Range (-½), Only Works On Living Beings (-½), Side Effects (irradiates environment, always occurs; -0)

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

Cost	Power
5	**Tentacles:** Extra Limbs (as many as desired), Inherent (+¼) (6 Active Points); Limited Manipulation (-¼)
7	**Tentacular Strength:** +10 STR (10 Active Points); Only With Extra Limbs (-½)

Total cost: 12 points.

AQUATIC

A creature with this Template has adapted to, or been altered for, life underwater. (If the creature's not native to an aquatic habitat, he may also want to buy Environmental Movement: Aquatic Movement for 4 Character Points.)

Cost	Power
5	**Gills:** Life Support: Expanded Breathing (Breathe Underwater)
3	**Aquatic Body or Webbed Paws:** Swimming +6m (possibly more)
3	**Aquatic Body:** Life Support (Safe Environment: High Pressure, Intense Cold)

Total cost: 11 points

BATTLE-TRAINED

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

Cost	Power
3	**Combat-Acclimated:** +3 PRE (may be more)
1	**Combat-Acclimated:** +3 PRE (3 Active Points); Only To Protect Against Presence Attacks (-1)
2	PS: Attack 11- (see Animal Handler, page 12).
2	PS: Stop Attacking 11-

Total cost: 8 points

CAMOUFLAGE

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

Cost	Power
1	**Camouflage Coloration:** +1 to Stealth (2 Active Points); Only In Specific Environments/Situations (-1)
2	**Color-Changing Camouflage:** +1 to Stealth (2 Active Points); Costs END To Activate (-¼)

DISEASED

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

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

RABIES

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

The best way to treat rabies is to capture the animal and test it to determine if it has the disease. If it does, or if testing is not possible, the wound is cleansed and antibiotics administered, and the victim then undergoes a series of painful injections over the next several days.

Rabies, First Stage (starts one week or more after victim is bitten): Drain CON and END 1d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Area Of Effect (personal Surface — Damage Shield that only applies when animal bites victim; +¼), Reduced Endurance (0 END; +½) (47 Active Points); Extra Time (one week or more onset time; -4½), Activation Roll 14- (-¼), Bite HKA Must Do BODY (-½), Damage Over Time (4 increments, one per day for four days, defenses only apply once, cannot be used again on same victim until all increments accrue; -3½), No Range (-½). Total cost: 4 points.

Rabies, Second Stage (starts after First Stage takes full effect): Drain STR, INT, and EGO 1d6, Expanded Effect (three Characteristics simultaneously; +1), Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Area Of Effect (personal Surface — Damage Shield that only applies when animal bites victim; +¼), Reduced Endurance (0 END; +½) (52 Active Points); Extra Time (onset time begins after first stage takes full effect; -4½), Bite HKA Must Do BODY (-½), Damage Over Time (3 increments, one per day for three days, defenses only apply once, cannot be used again on same victim until all increments accrue; -4), Linked (to First Stage; -¼), No Range (-½). Total cost: 5 points.

Rabies, Third Stage (starts after Second Stage takes full effect): Drain STUN 1d6, Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Area Of Effect (personal Surface — Damage Shield that only applies when animal bites victim; +¼), Reduced Endurance (0 END; +½) (42 Active Points); Extra Time (onset time begins after second stage takes full effect; -4½), Bite HKA Must Do BODY (-½), Damage Over Time (3 increments, one per day for three days, defenses only apply once, cannot be used again on same victim until all increments accrue; -4), Linked (to Second Stage; -½), No Range (-½). Total cost: 4 points.

Rabies, Final Stage (starts after Third Stage takes full effect): Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Does BODY (+1), Area Of Effect (personal Surface — Damage Shield that only applies when animal bites victim; +¼), Reduced Endurance (0 END; +½) (52 Active Points); Extra Time (onset time begins after third stage takes full effect; -4½), Bite HKA Must Do BODY (-½), Damage Over Time (5 increments, one per hour for five hours, defenses only apply once, cannot be used again on same victim until all increments accrue; -1), Linked (to Third Stage; -¼), No Range (-½). Total cost: 7 points.

Rabies, total cost: 20 points.

BUBONIC PLAGUE ("THE BLACK DEATH")

Carried by fleas that live on rats, and passed on to humans when the fleas bite them after the rats come into close contact with people, bubonic plague is often referred to as "the black death" because of the black buboes (swellings) and black skin blotches it causes (from internal bleeding). It attacks quickly, typically killing the victim within five days after exposure. Mere hours after contracting the disease, the victim begins to feel

ONSET TIME

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

chilled, feverish, nauseous, and eventually delirious. He also experiences severe pain, boils, and black buboes as large as an apple in the armpits and groin which ooze pus and blood. An even more virulent form, pneumonic plague, spreads through the air and causes continuous fever and the spitting of blood instead of swelling.

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

Bubonic Plague, First Stage: Drain CON 1d6, Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Area Of Effect (personal Surface — Damage Shield for animal that's host to the fleas; victim; +¼), Reduced Endurance (0 END; +½) (42 Active Points); Activation Roll 14- (-¼), Extra Time (onset time begins one hour after exposure; -3), Damage Over Time (5 increments, one per day for five days, defenses only apply once, cannot be used again on same victim until all increments accrue; -3), No Range (-½). Total cost: 5 points.

Bubonic Plague, Second Stage (starts after First Stage takes full effect): Drain STR 1d6, Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Area Of Effect (personal Surface — Damage Shield; +¼), Reduced Endurance (0 END; +½) (42 Active Points); Extra Time (begins to affect victim one day after First Stage takes full effect; -3), Damage Over Time (5 increments, one per day for five days, defenses only apply once, cannot be used again on same victim until all increments accrue; -3), Linked (to First Stage; -½), No Range (-½). Total cost: 5 points.

Bubonic Plague, Third Stage (starts after First Stage takes full effect): Drain Striking Appearance 1d6, Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Area Of Effect (personal Surface — Damage Shield for animal that's host to the fleas; victim; +¼), Reduced Endurance (0 END; +½) (42 Active Points); Extra Time (begins to affect victim one day after First Stage takes full effect; -3), Damage Over Time (3 increments, one per day for three days, defenses only apply once, cannot be used again on same victim until all increments accrue; -4), Linked (to First Stage; -½), No Range (-½). Total cost: 5 points.

Bubonic Plague, Final Stage (starts after Second Stage takes full effect): Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Does BODY (+1), Area Of Effect (personal Surface — Damage Shield that only applies when animal bites victim; +¼), Reduced Endurance (0 END; +½) (52 Active Points); Extra Time (begins to affect victim one day after Second Stage takes full effect; -3), Damage Over Time (5 increments, one per day for five days, defenses only apply once, cannot be used again on same victim until all increments accrue; -3), Linked (to First Stage; -¼), No Range (-½). Total cost: 7 points.

Bubonic Plague, total cost: 22 points.

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

DIVINE

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

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

Cost	Power
31	**Divine Awareness:** Infrared Perception (Sight Group), Ultrasonic Perception (Hearing Group), Ultraviolet Perception (Sight Group), Telescopic (+6 versus Range for Sight and Hearing Groups)

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

Cost	Power
5	**Divine Form:** Life Support (Longevity: Immortality)

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

Cost	Power
60	**Divine Shield:** Physical and Energy Damage Reduction, Resistant, 50%

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

Cost	Power
33	**Holy Aura:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½) (41 Active Points); No Range (-½), Only Affects Evil Beings (-½) (total cost: 20 points) plus Sight Group Images, +4 to PER Rolls, Area Of Effect (2m Radius; +¼), Reduced Endurance (0 END; +½) (38 Active Points); No Range (-½), Only To Create Light (-1), Linked (-½) (total cost: 13 points)

Divine Template, total cost: 129 points.

ELEMENTAL

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

Each Template lists its powers separately. If appropriate, you may buy some or all of them with the *Unified Power* (-¼) Limitation, thus reducing the cost. You may wish to make some of the powers Inherent, depending on the nature of the creature.

AIR

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

Cost	Power
27	**Body Of Air:** Desolidification (affected by magic) (40 Active Points); Cannot Pass Through Solid Objects (-½)
75	**Body Of Air:** Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%
100	**Windrunning:** Flight 40m, x8 noncombat, Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½)
12	**Windrunning:** +6 with Flight
-14	**True Flyer:** Running -12m and Swimming -4m

Total cost: 200 points.

EARTH

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

Cost	Power
30	**Body Of Earth:** Resistant Protection (10 PD/10 ED) (or substitute Resistant (+½) for PD/ED, if appropriate)
30	**Strength Of The Earth:** +30 STR
42	**Passage Of Earth:** Tunneling 12m through 10 DEF material, Fill In
10	**Stonesight:** Partially Penetrative (earth/stone) for Sight Group

Total cost: 112 points.

FIRE

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

Cost	Power
3	**Beauty Of Flame:** Striking Appearance +1/+1d6
40	**Body Of Fire:** Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Fire (-½)
20	**Body Of Fire:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼) (41 Active Points); Always On (-½), No Range (-½) (or increase to RKA 2d6 for a Real Cost of 41 points)
30	**Wings Of Fire:** Flight 30m
2	**Heat Resistance:** Life Support (Safe Environment: Intense Heat)

Total cost: 93 points.

ICE/FROST

Creatures of Ice (or Frost, if you prefer) have bodies made of, or coated with, solid ice, giving them a chilling touch that weakens their enemies. (See also the Winter Template, below.)

Cost	Power
21	**Body Of Ice:** Resistant Protection (8 PD/6 ED) (or substitute Resistant (+½) for PD/ED, if appropriate)
34	**Body Of Ice:** Energy Damage Reduction, Resistant, 75% (60 Active Points); Only Works Against Ice/Cold (-¾)
4	**Chilling Touch:** Drain CON 1 point, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼) (8Active Points); Always On (-½), No Range (-½)
2	**Cold Resistance:** Life Support (Safe Environment: Intense Cold)
2	**Adapted To Icy Environments:** Environmental Movement: Icewalking

Total cost: 63 points.

WATER

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

Cost	Power
27	**Body Of Water:** Desolidification (affected by magic or fire) (40 Active Points); Cannot Pass Through Solid Objects (-½)
75	**Body Of Water:** Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%
8	**Body Of Water:** Life Support (Expanded Breathing: Can Breathe Out Of Water, Safe Environment: High Pressure, Intense Cold)
25	**Waverunning:** Swimming +30m, x8 noncombat

Total cost: 135 points.

EXTRA HEADS

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

FIGHTING MULTI-HEADED HUMANOIDS

Several of the humanoid monsters in this book — such as the ettin, the sarkany, and various giants and trolls — have more than one head. This raises some interesting implications for combat.



First, even though these creatures have multiple heads, they suffer the same Hit Location modifiers for the Head as any other character. The GM may, in his discretion, reduce the OCV modifier (perhaps to -6) to reflect the fact that an attacker has so many more heads to strike at.

Second, loss of a head counts as a serious injury, and may involve enough BODY damage to kill the being, but doesn't automatically result in death the way it would for a human or dwarf. The creature has other heads and can keep right on fighting if it's not Stunned or Knocked Out. In fact, in some legends, multi-headed trolls could put their severed heads back on their necks and restore them to life with a sip from a magic healing elixir!

Third, the GM may, if he wishes, impose other penalties on a multi-headed humanoid when it loses one or more heads. If the creature has abilities based on having more than one head — such as Increased Arc Of Perception for Sight or other senses, psionic powers, or heightened intelligence — the GM can get rid of or reduce those abilities. Loss of

continues next page

Cost Power

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

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

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

Total cost: 18 points.

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

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

FAMILIAR

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

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

Cost Power

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

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

Cost Power

23 **Magic Augmentation:** Aid Magic 3d6, Variable Effect (any one Magic spell or power at a time; +½), Delayed Return Rate (points fade at the rate of 5 per Hour; +1¾) (58 Active Points); Aid Others Only (-½), One Use At A Time (-1)

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

Cost Power

32 **Shared Senses:** Clairsentience (Sight And Hearing Groups), 4x Range (1200m), Usable Simultaneously (familiar and wizard at once; +½), Reduced Endurance (0 END; +½) (80 Active Points); Blackout (-½), Only Through The Senses Of Others (familiar only; -1)

FEROCIOUS

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

Cost Power

10 **Ferocious Strength:** +10 STR

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

Total cost: 14 points.

INFERNAL

As above, so below. Where creatures of the heavens have the Divine Template to represent their common powers, the fiendish beasts of Hell have the Infernal Template. Demonic and diabolic animals are incredibly diverse, with a wide range of foul and horrifying abilities; the ones listed here represent some of the most common.

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

Cost Power

31 **Demonic Claws:** HKA 1½d6 (plus STR), Armor Piercing (+¼)

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

Cost Power

41 **Hellfire Aura:** RKA 1½d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (½ END; +¼) (62 Active Points); No Range (-½)

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

Cost Power

5 **Infernal Form:** Life Support (Longevity: Immortality)

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

Cost Power

60 **Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%

MAN-EATING

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

Cost	Power
10	**Great Strength:** +10 STR
2	**Quick:** +1 DEX
5	**Great Size And Toughness:** +5 CON
2	**Clever:** +2 INT
3	**Clever:** +3 EGO
3	**Terrifying Appearance:** +5 PRE (5 Active Points); Only To Make Presence Attacks (-½)
3	**Great Size And Toughness:** +3 BODY

Total cost: 28 points.

SIZE

To create a creature who's larger or smaller than human-sized, apply one of the Size Templates from 6E1 442-46.

SMART (CUNNING)

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

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

Total cost: 9 points.

SPACE

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

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

Total cost: 102 points.

SPIKES

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

Cost	Power
18	**Spikes:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼) (41 Active Points); Always On (-½), Activation Roll 14- (-¼), No Range (-½)

UNDEAD

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

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

Cost	Power (Corporeal Undead)
70	**Automaton Nature:** Does Not Bleed, No Hit Locations, Takes No STUN (basic version; don't forget to adjust the animal's defenses as indicated on 6E1 293; defenses listed in this Template have already been adjusted)
4	**Undead Body:** +2 PD (6 Active Points); Only Protects Against Slashing Or Piercing Attacks (for skeletons) Or Crushing Or Piercing Attacks (for zombies and mummies) (-½)
3	**Undead Body:** +2 PD (6 Active Points); Only Protects Against Piercing Attacks (-1)
6	**Undead Senses:** +4 PER with all Senses (12 Active Points); Only To Perceive Images Created By Means Other Than Necromancy (-1)
10	**Undead Strength:** +10 STR
40	**Undead Vitality:** Life Support: Total (including Longevity: Immortality)

a head may automatically trigger an Enraged/Berserk.

If a multi-headed humanoid loses a head, it doesn't grow back. Healing or Regeneration — either natural or magical — can restore the lost BODY, but where there was once a head there's now just a stump. The *Healing* or *Regeneration* Powers with the *Can Heal Limbs* Adder can regrow a lost head.



BEYOND TEMPLATES

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

For instance, suppose you're running a Fantasy Hero campaign where the PCs' major enemy is an insane wizard who likes to create new animals by mixing and matching parts. You decide to build a *vulthound,* a monster with the body of a hyena, head of a gigantic vulture, and legs of a lion, to serve as the wizard's pet. For the head, you can take the beak and eyes of an eagle (page 426), using the guidelines from the *Size* Templates in 6E1 to make it larger and deadlier (so it fits properly on the hyena body). For the hyena body, you use the body (*i.e.,* the main physical Characteristics and abilities) of a wolf (page 494). For the lion's legs, you buy the same amount of running, and same claws, as a lion (page 439). Thus, with just a few minutes of work, you've got a brand new monster to bedevil the PCs with!

Total cost: 133 points (plus cost of Reduced Endurance (0 END) on STR and various forms of movement)

Cost	Power (Incorporeal Undead)
47	**Deathchill Touch:** Drain STUN 2d6, Affects Physical World (+2), Reduced Endurance (0 END; +½) (70 Active Points); No Range (-½)
53	**Ghostly Form:** Desolidification (affected by silver weapons or magic), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼) (80 Active Points); Always On (-½)
24	**Ghostwalking:** Flight 16m, Reduced Endurance (0 END; +½)
42	**Psychokinesis:** Telekinesis (10 STR), Affects Physical World (+2), Reduced Endurance (0 END; +½) (52 Active Points); Limited Range (10m; -¼)
10	**Undead Form:** No Hit Locations
6	**Undead Senses:** +4 PER with all Senses (12 Active Points); Only To Perceive Images Created By Means Other Than Necromancy (-1)
35	**Undead Vitality:** Life Support: Total

Total cost: 217 points (minus cost of selling back STR to 0)

Cost	Optional Undead Ability
27	**Hunger For Life:** Detect Life (no Sense Group) (PER Roll), Range, Targeting, Sense

VENOM

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

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

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

As noted on 6E2 210, venoms are typically bought as RKAs, NND, Does BODY, No Range (and in this case Linked to some HKA the animal has, such as fangs or a stinger). If desired the GM can add a Linked Drain CON, representing the fact that being poisoned can make someone sick and weak even if they survive. All of these venoms assume the animal can deliver a poisonous bite four times per day. Adjust this (and recalculate the cost) if necessary.

VENOM TYPES

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

Gauging the lethality of a given animal's poison often proves difficult. Scientists evaluate poisonous substances by their "LD50," meaning the dose necessary to kill half the subjects within 24 hours. For obvious reasons, it's not possible to test LD50 ratings fully under controlled conditions. The venoms assigned to animals in this book are estimates based on available scientific and reliable anecdotal evidence; feel free to adjust them to suit your own research or preferences.

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

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

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

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

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

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

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

Cost	Ability
3	**Weak Venom:** Drain CON ½d6, NND (defense is Life Support [appropriate Immunity]; +1), Damage Over Time (3 increments, one per minute for three minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +1) (15 Active Points); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)
4	**Mild Venom:** RKA 1 point, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one per minute for 5 Minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2) (25 Active Points); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)
7	**Average Venom:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)
8	**Strong Venom:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Damage Over Time (3 increments, one every 5 Minutes for 15 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -0), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)
12	**Deadly Venom:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (4 increments, one every minute for four minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +1½) (67 Active Points); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)
14	**Lethal Venom:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2) (75 Active Points); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)
19	**Extremely Lethal Venom:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (6 increments, one every 6 Segments for 36 seconds, defense only applies once, cannot be used again on same victim until all increments accrue; +3) (90 Active Points); Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)

You can also use these venoms for poisonous creatures — ones that poison the victim when the victim touches or ingests them. Some poisonous creatures are extraordinarily deadly; for example, some species of South American poison arrow frogs secrete a poison so lethal, only a few micrograms (about as much as the ink in the period at the end of this sentence) can kill an adult human. Simply apply Area Of Effect (personal Surface — Damage Shield; +¼) and Constant (+½), and remove the *HKA Must Do BODY* (-½) and *Linked* (-½) Limitations.

WINGED

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

Cost	Power
13	**Wings:** Flight 20m (20 Active Points); Restrainable (-½)

WINTER

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

Cost	Power
1	**Used To The Cold:** Life Support (Safe Environment: Intense Cold) (2 Active Points); Requires A Survival Roll (-½)
2	**Winter Coat:** +2 to Stealth (4 Active Points); Only In Snow/Ice (-1)

Total cost: 3 points.

CREATING CRYPTIDS

If you're running a modern-day campaign, particularly one focused on weird events and conspiracies, you might want to include *cryptids* — cryptozoological creatures and beings — in your adventures. This book doesn't have a specific chapter on cryptids because you can easily create most of them by adapting other character sheets to your purpose. Here are some examples:



Bigfoot, Yeti, Sasquatch: **Gigantopithecus (page 453) or the Carnivorous Ape (page 52)**

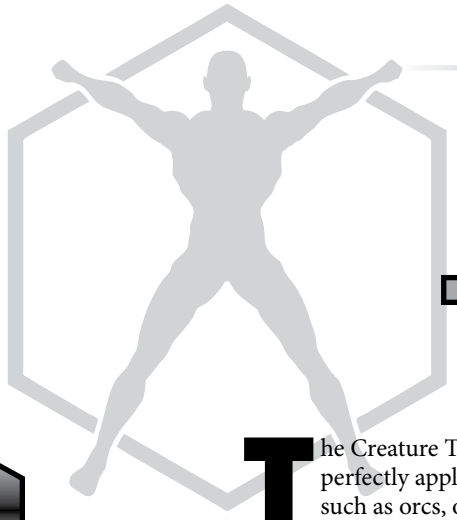
The Loch Ness Monster: **Plesiosaurus (page 456)**

Chupacabra: **Combat Dog (page 464) with some extra Leaping and the Blood Drain ability from the Chiang-Shih (page 337).**

The Beast of Gévaudan: **The Giant Wolf (page 220) or a regular Wolf (page 494) with the *Ferocious* and *Man-Eating* Templates.**

Mothman: **Vulchine (page 303) or most other winged humanoids**

The Jersey Devil: **Apply the *Winged* Template to a Riding Horse (page 472), then make the creature bipedal.**



HUMANOID TEMPLATES

1

The Creature Templates described above are perfectly applicable to humanoid monsters such as orcs, ogres, and trolls. For example, in some campaigns the heroes might encounter an Aquatic Orc, a Divine Sarkany, an Infernal human, a Fire Ogre, or the like. Additionally, you can use the following templates for humanoid monsters to create stronger-than-normal uthosa, orcish shamans, wolfar chieftains, and the like.

If a humanoid already has a Skill or other ability granted by a template, you can either use the points to increase it, substitute some other ability for it, or remove it. The Characteristic bonuses granted by these templates do not account for Normal Characteristic Maxima doubling (if that rule's used in the campaign); if a humanoid is already close to or past the point at which the cost of a Characteristic doubles, he won't get quite as much benefit from a template as a weaker humanoid will.

BARBARIC

A Barbaric humanoid is culturally more primitive and crude than most of his kind, but makes up for it by being tougher and stronger. He may come from a backwater area where survival requires brawn instead of sophistication, or may be a biological throwback to an earlier, less advanced type of his race.

Cost	Abilities
3	+3 STR
4	+2 DEX
2	+2 CON
5	+1 OCV
5	+1 DCV
2	+2 PD
1	+1 ED
1	+1 BODY
2	Survival (choose environment, or add +2 Character Points to existing Survival)
3	Tracking
3	+1 PER with all Sense Groups

Total cost: 31 points

CHIEFTAIN

A Chieftain is the leader of a tribe, clan, or gathering of humanoids. He tends to be a little stronger and tougher than average, and also smarter and more impressive. He has wealth in the form of tribute, slaves, or other resources (though the customs of his culture may require him to sometimes give his followers lavish gifts).

Cost	Abilities
1	+1 STR
1	+1 CON
3	+3 INT
5	+5 PRE
3	Oratory
3	Persuasion
2	Fringe Benefit: Chieftain (value may change depending on the size of the tribe and the character's political power)
3	Money

Total cost: 21 points

FIGHTER

A humanoid with this template is a trained warrior. Unlike his brethren, who may know how to use weapons and often get into fights, he's a highly-skilled fighter — disciplined, tough, and deadly. In addition to the abilities in this template, he usually has better weapons and armor than others of his kind.

Cost	Abilities
3	+3 STR
2	+1 DEX
2	+2 CON
5	+1 OCV
5	+1 DCV
2	+2 PD
8	+1 with HTH Combat
3	Tactics
2	WFs (2 Character Points' worth)

Total cost: 32 points

MIGHTY

Some humanoids are bigger, stronger, tougher, and more vicious than their kin, and these two templates represent that. Since Mighty humanoids often become war-leaders, bodyguards, and military officers, the first Template is a "Lieutenant" Template, and the other is a "Captain" Template. The latter is appropriate for the biggest, toughest members of a group of humanoids. The two are *not* cumulative; a character doesn't have to take the Lieutenant template before taking the one for Captains.

LIEUTENANT

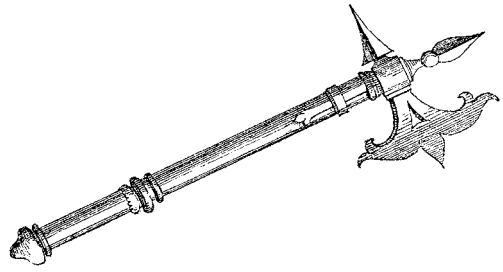
Cost	Abilities
3	+3 STR
2	+1 DEX
3	+3 CON
3	+3 PRE
5	+1 OCV
5	+1 DCV
2	+2 PD
2	+2 ED
2	+2 BODY
3	Fringe Benefit: Membership (ranks higher in the group hierarchy than normal humanoids)

Total cost: 30 points

CAPTAIN

Cost	Abilities
5	+5 STR
4	+2 DEX
5	+5 CON
5	+5 PRE
5	+1 OCV
5	+1 DCV
3	+3 PD
2	+2 ED
3	+3 BODY
4	Fringe Benefit: Membership (ranks higher in the group hierarchy than normal humanoids)

Total cost: 41 points



PRIEST

For humanoids who have sophisticated religions, the Priest template represents a character who's devoted himself to serving the gods and has received magical abilities in return. Rather than listing specific spells, this Template simply allots points for spells and the like, since magic systems tend to differ so much from campaign to campaign.

Cost	Abilities
60	60 Character Points' worth of spells and other priestly abilities
2	+2 INT
3	+3 EGO
3	+3 PRE
3	+1 OMCV
3	+1 DMCV
5	Faith (EGO +1)
2	KS: Religious Doctrine 11-
3	Oratory
3	Paramedics (Healing)
2	PS: Priest Of [religion] 11-
3	Fringe Benefit: Religious Rank

Total cost: 92 points

PSIONIC

In games featuring psionic powers, this template can turn any normal humanoid into one who possesses those abilities. The listed powers are just suggestions; feel free to substitute others of the same cost, or to change them or add to them.

Cost	Abilities
25	**Psionic Powers:** Multipower, 50-point reserve; all Activation Roll 14- (-¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½)
2f	**1) Mind Domination:** Mind Control 8d6, Telepathic (+¼); common Limitations
2f	**2) Mindscapes:** Mental Illusions 10d6; common Limitations
2f	**3) Mindreading:** Telepathy 10d6; common Limitations
2f	**4) Mind Attack:** Mental Blast 4d6, Reduced Endurance (½ END; +¼); common Limitations
25	**Mindseeking:** Mind Scan 10d6; Activation Roll 15- (-¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½)
24	**Mindspeech:** Mind Link, any 8 minds; Activation Roll 14- (-¼)
8	**Mindshield:** Mental Defense (8 points)

Total cost: 90 points

SHAMAN

Instead of having full-fledged wizards or priests, many humanoid groups have "shamans" instead. A shaman is a spellcaster who fills both a religious and a secular roll; he may also have a great degree of political power due to his influence over people or the ruler. Rather than listing specific spells, this Template simply allots points for spells and the like, since magic systems tend to differ so much from campaign to campaign.

Cost	Abilities
60	60 Character Points' worth of spells and other shamanic abilities
3	+3 INT
3	+3 EGO
3	+3 PRE
3	+1 OMCV
3	+1 DMCV
2	KS: Shamanic Doctrine 11-
5	Magic: Shamanism (INT +1)
3	Oratory
3	Paramedics (Healing)
3	Fringe Benefit: Religious Rank

Total cost: 91 points

SKULKER

A humanoid with the Skulker template is a sneaky, clever person. He relies on his wits, dexterity, and gift of gab to achieve his aims. He's often devilish and manipulative, trying to achieve from behind the scenes what warriors and rulers do in the open, but he could be a spy serving a noble ruler, a selfish thief, or the like.

Cost	Abilities
6	+3 DEX
3	+3 INT
3	+3 PRE
5	+1 OCV
5	+1 DCV
4	+2 to Concealment or Stealth (character's choice)
6	Choose two of the following Skills: Acrobatics, Breakfall, Climbing, Fast Draw, Lockpicking, Security Systems, Sleight Of Hand
6	Choose two of the following Skills: Charm, Conversation, Lipreading, Persuasion, Shadowing, Streetwise, Trading

Total cost: 38 points

WIZARD

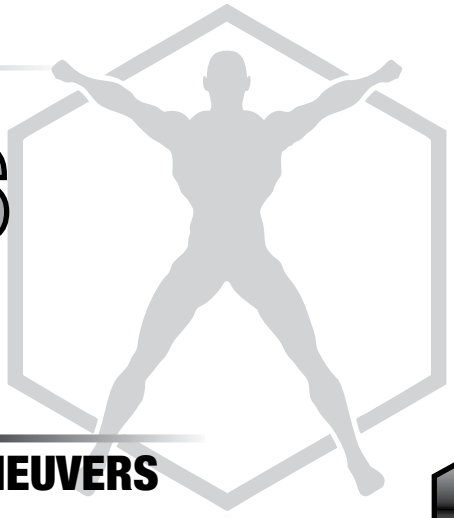
Humanoid groups sophisticated enough to have true priests instead of shamans may also have true wizards. Rather than listing specific spells, this Template simply allots points for spells and the like, since magic systems tend to differ so much from campaign to campaign.

Cost	Abilities
60	60 Character Points' worth of spells and other wizardly abilities
5	+5 INT
2	+2 EGO
5	+5 PRE
3	+1 OMCV
3	+1 DMCV
3	Inventor (Spell Research)
2	KS: Arcane And Occult Lore 11-
8	KSs of the character's choice
1	Literacy
19	Magic (INT +8)

Total cost: 111 points



CREATURES IN COMBAT



1

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

ENTERING COMBAT

ABORTING AN ACTION

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

COMBAT MODIFIERS

ENVIRONMENTAL CONDITIONS

See page 21 regarding animals and the *Environmental Movement* Talent.

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

MULTIPLE ATTACKERS: PACK TACTICS

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

TARGET SIZE

See 6E1 442 for information about the Size modifiers for animals that are larger or smaller than human sized.

COMBAT MANEUVERS

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

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

BLOCK

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

DODGE

As mentioned above under *Aborting An Attack,* animals often use this maneuver when injured.

GRAB

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

Unlike humanoid attackers, who typically Grab two limbs with this maneuver, most animals only Grab one. Bearhugs and the like are an exception.

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

ALBINO ANIMALS

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



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

GRAB BY

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

HAYMAKER

Animals rarely Haymaker any of their attacks, except when Enraged or in similar straits.

MOVE BY: TRAMPLING

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

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

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

Animals deliberately performing a Move By use Combat Movement. Stampeding animals typically move at Noncombat velocities, and so have OCV 0 for purposes of the trample. Animals with the *Timid* Psychological Complication will do their best to avoid the character, and thus suffer a -3 OCV penalty.

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

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

Second, the character can try to kill (or Knock Out) the lead animal, causing the rest of the herd to part around it (and, hopefully, run around the character as well). To do this, he has to kill the lead animal so that its body lands no more than 2m in front of him. For dramatic purposes, this is most likely to happen if he waits until the lead animal is only 4m away and then kills it with a single attack. However, the GM may allow the character to start attacking earlier in an effort to whittle the leader down, if appropriate.

HERD SIZE AND DENSITY

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

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

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

MULTIPLE ATTACK

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

FIGHTING MULTIPLE TARGETS

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

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

Second, you can simulate the attack as a form of Multiple Attack (typically with Grab). Creatures with long tentacles, such as the kraken, should have little trouble reaching any nearby character. Even better, this gives the trapped characters' comrades a better chance to free them, due to the reduced DCV that comes from using Multiple Attack. Unless the animal's description indicates otherwise, use the standard rules for breaking limbs (6E2 107) to determine what it takes to cut through a tentacle.

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

PULLING A PUNCH

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

MARTIAL MANEUVERS

As discussed on page 19, some animals buy and use Martial Maneuvers. As a general rule, they shouldn't buy maneuvers which improve upon normal maneuvers that they cannot use (such as Block or Disarm).

FIGHTING GIGANTIC MONSTERS

Enormous monsters, such as sea serpents, rocs, kraken, and some giants and dragons, raise some potential issues for *HERO System* combat. A human-sized opponent fighting a roughly human-sized opponent, or even one that's twice as large, is an easy thing to deal with; tackling a monster the size of a building requires some special rules.

The default rules for the *HERO System* don't make any allowance for extreme size differences between combatants, other than the OCV bonus granted an attacker by the *Size* Physical Complication (see 6E1 442-45). However, see the suggested guidelines for *Large Targets* on 6E2 126 for some ways to deal with the general issues posed by combatants of differing sizes.

CLIMB EV'RY MONSTER

Some monsters are so large that the PCs may be able to climb them to strike at vulnerable points (such as the head, heart, or eyes). Standard rules for Climbing (see 6E1 68) apply, though the GM may want to increase the speed at which characters climb for dramatic purposes. The accompanying table provides additional modifiers.



MONSTER CLIMBING MODIFIERS

Incline Of Surface	Modifier	Example
45-60 degree incline	-0	
61-75 degree incline	-1	Draconic monster's body
76-90 degree incline	-2	Humanoid monster's body
91-105 degree incline	-4	
106-120 degree incline	-6	
121 or greater degree incline	-8, if climbable at all	
Slipperiness Of Surface	**Modifier**	**Example**
Slippery surface	-2	
Very slippery surface	-4	Scaly skin
Extremely slippery surface	-6	
Incredibly slippery surface	-8	Giant blob-monster
Handholds	**Modifier**	**Example**
Numerous handholds	+4	Fur
Many handholds	+2	Body spikes or spines
Average handholds	-0	Gigantic golem's stony body
Few handholds	-2	Scaly skin
No/Almost no handholds	-4	Giant blob-monster
Motion	**Modifier**	**Example**
Monster is moving a lot	-2 or more	In combat; running
Monster is moving	-1	Walking
Monster is barely moving	+0	Lying in wait for prey
Monster is not moving	+1	Relaxing, asleep

THE CRUSHING FALL

Even when your heroes finally defeat a gigantic monster, the danger it poses isn't necessarily past. Some monsters are so big that they can hurt characters just by falling on them! Use the Weapon Size/Shape rules (6E2 174) to determine the "threat zone" created by the collapsing monstrous corpse; characters may have to use Dive For Cover to get out of the way (if they have the chance). Then use the Crushing Damage rules (6E2 125) to determine how badly hurt the victims are. It may be easiest to use the monster's STR as the STR for the Crushing damage, but the GM can reduce that it if seems too likely to kill characters.

FIGHTING DEFENSIVELY

Enormous monsters typically have enormous STR — and enormous claws, fangs, and other weapons. In all but the most high-powered campaigns, a single blow from a gigantic monster can be enough to kill a Heroic-level PC outright. Thus, smart PCs will fight defensively, keeping Combat Skill Levels in DCV and Dodging/Diving For Cover as needed. The GM should keep dramatic sense in mind and let most defensive tactics succeed as long as they're reasonable; an adventure's no fun for anyone if PCs die right and left.

BLOCK

The standard *HERO System* rule is that the *Block* Combat Maneuver doesn't depend on the relative STRs of the characters involved, or on the weapons used (if any) (see 6E2 58). However, this may not be "realistic" enough for some GMs when it comes to gigantic monsters, who are often larger and stronger than even the toughest giant. The GM may rule that Blocks aren't possible (and of course, many giant monsters have area-affecting attacks that can't be Blocked anyway). Alternately, he could adapt the standard -2 OCV penalty for unarmed Blocks of weapon attacks to this situation. The weapon breakage rules in *Fantasy Hero* could also apply.

GIANTS WALK THE EARTH

When gargantuan monsters walk, the very ground trembles beneath them. (This is most common with humanoic monsters like a gigantic undead colossus, but it could apply to others in some circumstances.) When walking, the monster shakes the ground for a (STR/10) meters radius around itself (when it's running, jumping, or moving more vigorously, double the size of the affected area). This has several effects:

First, any characters in this area have to succeed with a Breakfall roll or a DEX Roll to stay on their feet. Breakfall rolls suffer a penalty based on how close the character is to the monster: -5 from 1-8m; -4 from 9-16m; -3 from 17-32m; -2 from 33-64m; -1 from 65-120m; and -0 from 121m and beyond. The DEX Roll suffers an additional -2 penalty at all distances. Any character who fails his roll is Knocked Down.

Second, at the GM's option characters suffer OCV and Agility Skill Roll penalties equal to the Breakfall roll penalty when attacking the moving monster or trying to perform other tasks.

HIT LOCATIONS

Characters have an OCV bonus to attack a gigantic monster, as described in the monster's *Size* Physical Complication. This makes the possibility of attacking vulnerable Hit Locations, such as the Head, the Vitals, or the Vital Spot on a dragon, a much more tenable proposition for PCs. At a minimum, the DCV of a Hit Location should equal that Hit Location's OCV penalty (for example, no matter how big the monster, hitting it in the Head means hitting DCV 8, since the Head penalty is -8). The GM can increase or decrease a Hit Location's penalty/DCV in the interests of game balance and dramatic realism; he may also apply the Range Modifer (see below).

Because they're so much larger than the PCs, gigantic monsters typically can't use Placed Shots at all. They just do general attacks for general damage.

See *Hit Locations,* below, for more information about Hit Locations for specific types of monsters.

KNOCKBACK

While most Heroic campaigns don't use the Knockback rules, you might want to make an exception in the case of some gigantic monsters. A being like a 200m tall golem or tree-man is so large, and hits so hard, that allowing it to do Knockback (even if you restrict the amount of Knockback to, say, no more than 20m) is appropriate and "realistic."

THE RANGE MODIFIER

Because giant monsters are so large, the GM may want to adjust how the Range Modifier applies.

First, for general attacks, calculating the Range Modifier to the monster's center of mass (to its "Chest," in Hit Location terms) may be more appropriate and "realistic" than calculating it to whatever part of the monster's body is nearest the attacking PC.

Second, for Placed Shots against specific Hit Locations, the GM may want to calculate the Range Modifier based on the distance to the target location, rather than to the monster's center of mass.

SWALLOWING TARGETS WHOLE

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

To swallow a target, a creature must be at least four Size categories larger than the potential meal. See 6E1 442-45 for the different Size categories and "count down" from the target's size to determine if the attacker is big enough. For example, a creature must be at least Gigantic to swallow a human; a Small animal can swallow a Minute critter whole. The GM may rule that, based on the size and shape of a creature's mouth and throat, it cannot swallow targets of a particular size whole,

regardless of the overall size difference between the two (or, likewise, that an animal can swallow creatures the standard rule says it can't).

Swallowing a target requires an Attack Roll using Grab, at an additional -2 OCV penalty. If the attack succeeds, the target has been ingested. He takes the attacker's STR damage that Segment. On each of the animal's Phases thereafter, the victim (and everything he has with him) takes damage (just as if he were suffering a Constant attack; see 6E1 127). The damage comes partly from muscle contractions, but mostly from stomach acids and the like. See the accompanying table for damage guidelines, based on the strength of the stomach acids and related factors. The GM determines how strong a monster's stomach acids are.

A swallowed character can try to cut himself free if he has the means to do so. Typically this requires a Killing Attack of some sort, but enough dice of Normal Damage may do the trick. If the character had the attack ready or weapon drawn when he was swallowed, he can keep using it regardless of its size, though the GM may impose penalties for "cluttered and cramped" conditions (see 6E2 47). If the character wants to use a weapon (particularly one he has to draw or ready before he can wield it), apply the rules for weapons in enclosed spaces on 6E2 202 to determine what types of weapons he can successfully use.

The interior of a creature typically has half of the creature's ordinary defenses and DCV 0. If a swallowed character does BODY damage equal to half the creature's positive BODY, he cuts a hole wide enough for him fit through. For some creatures, such as giant worms, that may be enough to free him completely. For others, it may simply lead to another section of the animal's body, forcing the character to keep cutting his way out.

SWALLOWING DAMAGE

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

THE TERROR EFFECT

Gargantuan monsters are so big and so awe-inspiring that just seeing one may strike characters dumb with terror. If appropriate, roll a Presence Attack for the monster when the PCs first get a good look at it. This doesn't require any Action by the monster; it's just a way of simulating the fright a gigantic monster inspires. Depending on the results, a PC may flee temporarily, freeze with fright, or take other appropriate actions.

TRIPPING MONSTERS

Some gigantic monsters, particularly humanoid ones, can be brought low (and thus laid open to attacks to areas PCs might not ordinarily be able to reach, like their heads) by the simple expedient of tripping them. But tripping an enormous monster isn't quite the same as a character sticking his foot out in front of it while it walks by!

First, the PCs need something large enough and sturdy enough to trip the monster with. Typically this means a really big rope stretched across the monster's path, but characters may think of other things they can use. Whatever they use, it has to be tough enough not to break (see below).

Second, the PCs have to position themselves properly to trip the monster. This involves anticipating where it's going to walk and planning appropriately based on the circumstances. It's a fairly simple matter for a monster that walks in and out of a lair (or similar place) on a frequent basis. For a free-roaming monster, the PCs may have to lure it into an area they've prepared in advance.

Third, the monster has to not see the trap. Usually this isn't much of a problem — even if the monster gets a PER Roll, the PCs and their trip-line are so small compared to it that it suffers significant penalties (-3 or more) to notice them. If the monster sees the trap, it will step over it or go around it, unless it overconfidently thinks it can just smash right through.

Fourth, the trip-line has to hold together when the monster contacts it. Roll the monster's Casual STR damage. If the BODY rolled exceeds the PD + BODY of the trip-line, the line breaks. If the rolled BODY, after PD is applied, is more than twice the BODY of the trip-line, the monster breaks right through it without being impeded at all (the monster may not even notice the line!). If the roll is less than twice the BODY, the line breaks, but the monster might still trip; it must succeed with a DEX Roll at +3 or fall down. If the BODY rolled doesn't exceed the PD + BODY of the trip-line, the monster must succeed with a DEX Roll or trip and fall. (In the interest of drama and excitement, the GM may ignore the roll and just let the monster fall.)

When the monster falls, it takes Normal Damage equal to its Casual STR ("the bigger they are, the harder they fall"). The monster can take a Half Phase Action to get to its feet on its next Phase... assuming the PCs don't Stun it, pin it down, kill it, or otherwise stop it from moving.

WEAKNESSES AND VULNERABILITIES

While they're massively powerful and seemingly nigh-invulnerable, it's not uncommon for gigantic monsters to have some sort of weakness — an Achilles's heel, if you will, that makes it possible for a brave and daring hero to defeat them despite their numerous advantages. Dragons, for example, often have that one weak place on their underbelly (represented by the "Vital Spot" on their Hit Location table, and the Limitation that indicates their high PD and ED don't apply at that Location). A gigantic undead colossus might suffer if exposed to salt, running water, sunlight, or holy ground.

Some of the monsters in this book have weaknesses defined by Susceptibilities, Vulnerabilities, Limitations, or other methods, but the GM can always add them to other monsters, or change the listed ones if desired. This is particularly appropriate as a reaction to clever thinking by the players. If a player comes up with what he thinks a gigantic monster's weakness is, and it's a reasonably plausible deduction, run with it! That's just the sort of good game play (and hopefully roleplaying) that GMs should encourage.

But of course, exploiting a gigantic monster's weakness should never be easy — otherwise the monsters won't survive for long! Learning about one should involve research in ancient tomes of lore, repeated encounters with the monster to find out how it fights, or the like. Then striking at the weak spot or taking advantage of a Susceptibility/Vulnerability should require daring Combat Maneuvers (such as climbing up the monster's side to get an unrestricted attack at the weak spot on the monster's back), a quest to obtain the materials to make a special magical weapon, or learning a unique spell.



HIT LOCATIONS

While the Hit Location Table (6E2 109) and related rules work fine for humans and roughly humanoid creatures, such as apes or minotaurs, most animals have unusual body configurations requiring different tables. Creating a Hit Location table takes a little bit of effort and thought, but improves the verisimilitude of your game. Most animal forms fit into one of several broad categories, for which suggested Hit Location Tables are provided below. But in case you want to create tables of your own, here are some guidelines.

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

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

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

DETERMINING AN ANIMAL'S PHYSICAL CONFIGURATION

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

First, tails. Many animals have tails, but the tail should only have an entry on the Hit Location table for one or both of two reasons. One, the animal may use its tail extensively. For many animals, the tail helps them to maintain balance, or even (for creatures like monkeys) hold on to things. If the tail is lost or damaged, they may suffer penalties to DEX Rolls and the like. Other

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

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

ASSIGNING HIT LOCATION RANGES

Hit Location tables use a 3d6 roll to determine random results, and thus feature a bell curve. That means numbers toward the center of the range (8, 9, 10, 11, 12, 13) come up on the dice more frequently than numbers at the ends (3, 4, 17, 18). See 6E2 280-281 for more information on the 3d6 bell curve and the percentages involved.

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

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

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

ASSIGNING HIT LOCATION MODIFIERS

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

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

SPECIAL HIT LOCATIONS

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

SUGGESTED HIT LOCATION MODIFIER RANGES

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

ANIMAL SPECIAL HIT LOCATIONS

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

AVIAN HIT LOCATION TABLE

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

CHIMERIC HIT LOCATION TABLE

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

DRACONIC HIT LOCATION TABLE

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

If a dragon doesn't have wings, count a "Wings" result as "Body."

EQUINE HIT LOCATION TABLE

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

Sample Hit Location Tables

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

AVIAN

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

CHIMERIC

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

DRACONIC

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

EQUINE

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



ICHTHYOID (FISH-SHAPED)

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

INSECTOID

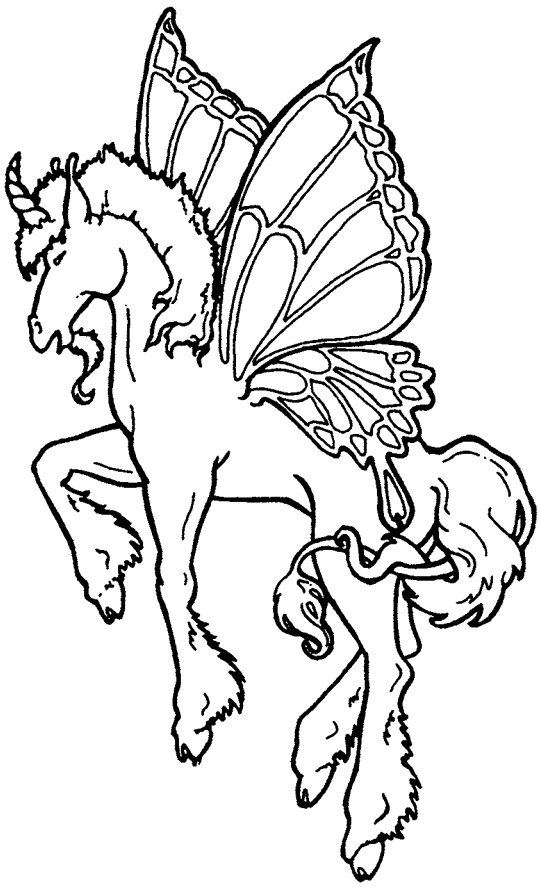
Use this Hit Location Table for insects, arthropods, and arachnids — everything from ants and flies to spiders, scorpions, and wasps.

OCTOPOID

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

QUADRUPED

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



ICHTHYOID HIT LOCATION TABLE

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

INSECTOID HIT LOCATION TABLE

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

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

OCTOPOID HIT LOCATION TABLE

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

QUADRUPED HIT LOCATION TABLE

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

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

REPTILIAN/AMPHIBIAN HIT LOCATION TABLE

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

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

SERPENTINE HIT LOCATION TABLE

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

WINGED HUMANOID HIT LOCATION TABLE

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

REPTILIAN/AMPHIBIAN

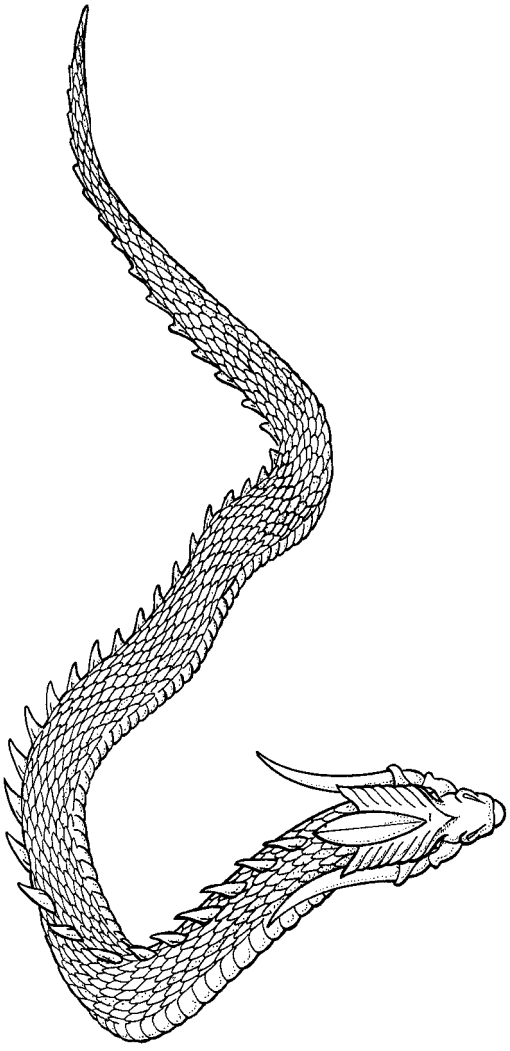
Use this Hit Location Table for most reptiles and amphibians, including lizards, crocodiles, salamanders, and newts. Snakes have their own table (see below). You can also use it for frogs and toads by counting a "Tail" result as a "Body" result.

SERPENTINE

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

WINGED HUMANOID

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



OTHER CONSIDERATIONS



Animal Populations

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

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

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

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

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

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

The Value Of Animals And Their Parts

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

WHOLE ANIMALS

To determine the cost of a whole animal, take the animal's Total Cost in Character Points from its character sheet. Multiply that number by the economic factors modifier (see below). Reduce the animal's Total Cost by any Complications which are both (a) obvious to a potential buyer, and (b) not characteristic of the species as a whole. For example, if a horse had the Physical Complication *Lame In One Leg,* and the buyer discovered this before making the purchase, that would reduce the animal's Total Cost for valuation purposes. But if the breed of horse the buyer wants all have the *Timid* Psychological Complication, don't use it to reduce the cost; that's just part and parcel of what the buyer's getting, and he should know it.

ANIMAL PARTS

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

For pelts, furs, feathers, and the like, assign the pelt a "value rating" from 1-20 based on its general quality, wholeness, luxuriousness, and other such factors. Then multiply that rating by the economic factor to obtain the price.

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



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

ANIMAL POPULATIONS

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

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

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

ECONOMIC FACTORS

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

EXAMPLE

Hemdring the Bold, Arkelos, and their companions have slain a mighty dragon. They recover enough whole dragon's skin for a spell-caster to make a human-sized suit of plate armor. Rather than incur the expense of making the armor themselves, the adventurers decide to sell the skin to a wizard. To determine the skin's value, the GM assigns it a Character Point cost. Since a suit of dragon-skin armor would provide armor with PD 8/ED 8 (half from the skin itself, half from the necessary enchantments), the GM values it at 24 Character Points (equal to 8 PD/8 ED Resistant Protection). The demand for dragon's skin is high, greatly exceeding the supply (+2), and the skin the heroes have salvaged is of high quality (+½). The story of the slaying of the dragon has spread far and wide (+½). Thus, the final value of the skin is (24 x 1 + 2 + ½ + ½ = 120) 120 gold pieces (the main form of currency in the campaign). Since most prices for goods are calculated in silver pieces (100 silver = 1 gold), the adventurers have earned enough money to live on for a year or more!

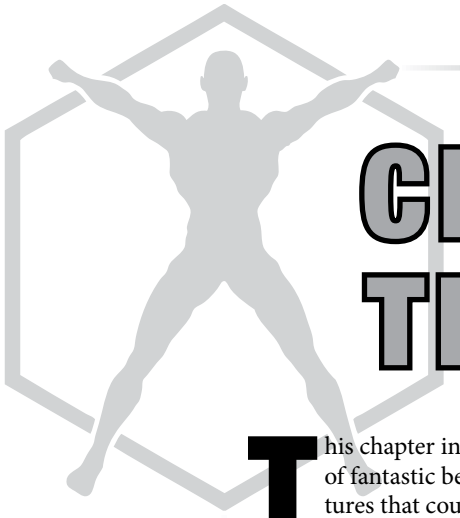
ECONOMIC FACTORS

Supply And Demand	Modifier
Supply greatly exceeds demand	-2
Supply exceeds demand	-1
Supply barely exceeds demand	-½
Supply equals demand	+0
Demand barely exceeds supply	+½
Demand exceeds supply	+1
Demand greatly exceeds supply	+2
Item Quality	**Modifier**
Very poor quality	-1
Poor quality	-½
Average quality	+0
High quality	+½
Very high quality	+1
Additional Modifiers	Modifier
Item is in vogue/is faddish	+½ to +1
Item is illegal	+½ to +1
Item has received much publicity	+½
Item is associated with sex	+½



CHAPTER TWO

MONSTERS & FANTASTIC CREATURES



CREATURES IN THE BESTIARY

2

This chapter includes writeups for dozens of fantastic beasts and "monsters" — creatures that could never exist in the "real world," but which are a staple of many fantasy adventures and other games. The "animals" depicted here are either true, non-intelligent, animals of a fantastic nature (such as giant worms or guardian apes), intelligent beings of beast-like nature or form (such as lycanthropes or centaurs), or intelligent beings that play a creature-like role in many stories (such as demons). Unless otherwise noted, these creatures should be considered to have the usual suite of Everycreature Skills.

The creatures in this book are built as Standard Heroic characters, with 175 Total Points including 50 Matching Points from Complications. (Many of them have Experience Points because they're much more expensive than 175 Total Points, though.) Some creatures end up with more points from Complications than the 50 Matching Points they need. There's no special notation of this in the character sheet; it's just a result of the fact that some animals and monsters need a lot of Complications to properly represent how they function in the game.

Agathodaemon

Ecology: Agathodaemons are spirit beings summoned to this world to serve the will of wizards and priests. As a guardian spirit, an agathodaemon has no ecology — it can live anywhere, tolerate any environmental conditions, and needs no food.

Personality/Motivation: An agathodaemon exists in this world mainly to serve whoever summoned it. Typically its duties are to guard a particular location and/or valuable object, but it can also serve as a scout or assassin.

Powers/Tactics: In combat, an agathodaemon attacks with its highly poisonous bite, but its ability to fly allows it to use tactics an ordinary serpent never could. It often hides above the floor — in the rafters of a room, or on a shelf — then springs through the air to land on and bite its victim, hopefully achieving a Surprise Move bonus. In battle it prefers to remain in the air, often using its maneuverability to fly around opponents and attack them from behind. Another favored tactic is to wrap a victim in its coils (Grab) and then bite him repeatedly while he's unable to use his limbs.

Campaign Use: Characters normally encounter agathodaemons as guardians of treasure or other valuables. In some cases an agathodaemon may even pursue them after they've robbed its master, using an uncanny magical sense that allows it to follow the stolen treasure regardless of what the characters do to hide it.

Appearance: The agathodaemon resembles a medium-sized serpent with bat-wings projecting from its body about two-thirds of the length toward the head.

Ape, Guardian

Ecology: Guardian, or carnivorous, apes are like ordinary gorillas, with one important exception: they're meat-eaters. They live in small groups and often fight fiercely with other groups when not hunting. They particularly like the taste of human flesh.

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

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

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

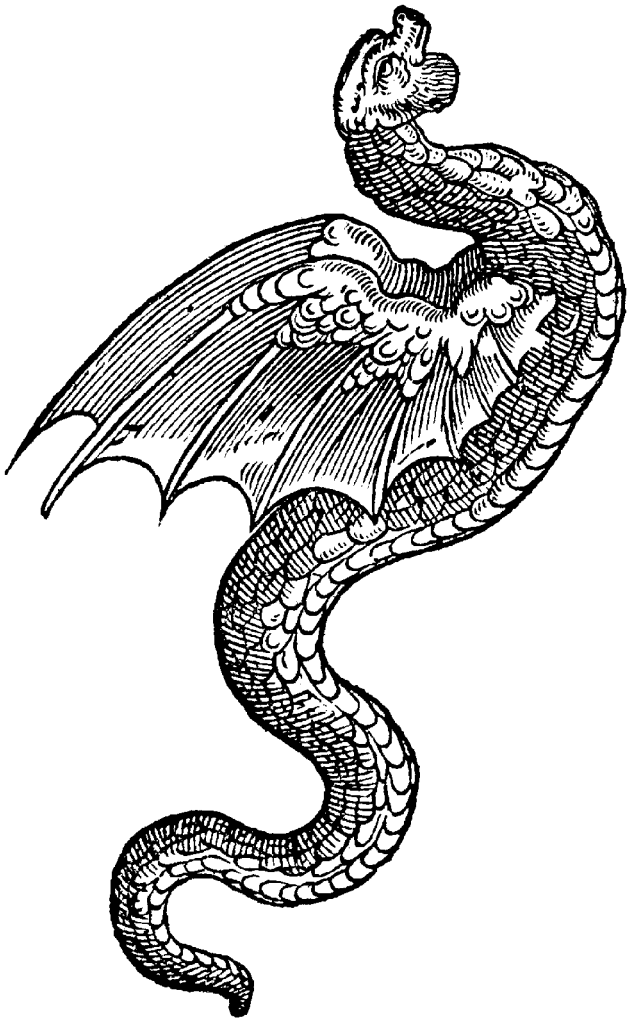
Powers/Tactics: Guardian apes attack aggressively, leaping on their prey and attempting to overwhelm it with their size and strength. They often Grab and then bite, or one ape will hold the prey while his troop-mates claw it to death.

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

AGATHODAEMON

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; 0d6 HTH damage [0]
18	DEX	16	13-	
10	CON	0	11-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
10	DCV	35		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (6 rPD)
8	ED	6		*Total:* 8 ED (6 rED)
6	REC	2		
20	END	0		
6	BODY	-4		
30	STUN	5		**Total Characteristics Cost: 108**

Movement: Running: 8m
Flight: 20m



Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
16	**Venomous Bite:** RKA 1d6	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2) (75 Active Points); Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)	
10	**Strong Coils:** +20 STR	2
	Only For Grabs (-1)	
6	**Scaly Skin:** Resistant (+½) for 6 PD/6 ED)	0
10	**Guardian Spirit Form:** Power Defense (10 points)	0
10	**Guardian Spirit Mind:** Mental Defense (10 points)	0
10	**Guardian Spirit Mien:** +20 PRE	0
	Only To Protect Against Presence Attacks (-1)	
35	**Guardian Spirit Form:** Life Support (Total)	0
13	**Batwings:** Flight 20m	2
	Restrainable (-½)	
-4	**Slow:** Running -4m (8m total)	
-2	**Can't Leap:** Leaping -4m (0m total)	
6	**Serpent's Tongue:** +3 PER with Smell/Taste Group	0
	Skills	
8	+4 OCV with Bite	
4	+2 with Flight	
5	Stealth 14-	

Total Powers & Skills Cost: 132

Total Cost: 240

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size (size varies, but this makes for a good average; if desired, apply an appropriate Size Template based on the information given in the text)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 75

OPTIONS

Cost	Options
60	**Magical Powers:** Add 60 points' worth of Magic Skills and spells
42	**Find Stolen Treasure:** Detect Stolen Treasure 17- (no Sense Group), Range, Sense, Targeting, Telescopic (+10 versus Range Modifier), Tracking

GUARDIAN APE

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
16	**DEX**	12	12-	
23	**CON**	13	14-	
10	**INT**	0	11-	PER Roll 11-
5	**EGO**	-5	10-	
18	**PRE**	8	13-	PRE Attack: 3½d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 10 PD (2 rPD)
6	**ED**	4		*Total:* 8 ED (2 rED)
10	**REC**	6		
45	**END**	5		
16	**BODY**	6		
42	**STUN**	11		**Total Characteristics Cost: 121**

Movement: Running: 14m
Leaping: 12m

Cost	Powers	END
8	**Arm Swing:** HA +2d6 Hand-To-Hand Attack (-¼)	1
12	**Bite:** HKA 1d6 (3d6 with STR) Reduced Penetration (-¼)	1
15	**Claws:** HKA 1d6 (3d6 with STR)	1
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
6	**Thick, Leathery Skin:** Resistant Protection (2 PD/2 ED)	0
2	**Long Legs:** Running +2m (14m total)	1
4	**Strong Leaper:** Leaping +8m (12m forward, 6m upward)	1
6	**Ape Senses:** +2 PER with all Sense Groups	0

Skills

16	+2 HTH
5	Acrobatics 13-
5	Climbing 13-
3	Tactics 11-
3	Teamwork 12-

Total Powers & Skills Cost: 89

Total Cost: 210

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size (up to about 3m tall and 650 kg)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
15	**Psychological Complication:** Hunger For Human Flesh (Common, Strong)

Total Complications Points: 45

Experience Points: 40



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

ASSASSIN BUG

Val	Char	Cost	Roll	Notes
0	**STR**	-10	9-	Lift 0 kg; 0d6 HTH damage [1]
12	**DEX**	4	11-	
8	**CON**	-2	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
12	**DCV**	45		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (2 rPD)
4	**ED**	2		*Total:* 4 ED (2 rED)
2	**REC**	-2		
15	**END**	-1		
4	**BODY**	-6		
8	**STUN**	-6		**Total Characteristics Cost: 36**

Movement: Running: 6m
Tunneling: 2m

Cost	Powers	END
7	**Mandibles:** HKA ½d6 No STR Bonus (-½)	1
4	**Venom:** RKA 1 point NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one per minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2) (25 Active Points); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)	[4]
2	**Carapace:** Resistant (+½) for 2 PD/2 ED	0
10	**Assassin Bug Mien:** +20 PRE Only To Protect Against Presence Attacks (-1)	0
-6	**Insectile Legs:** Running -6m (6m total)	
4	**Burrowing:** Tunneling 2m through PD 1 material	1
10	**Insectile Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
4	**Insectile Senses:** +2 PER with Smell/Taste Group	0
10	**Insectile Senses:** Tracking for Smell/Taste Group	0
10	**Wall-Walking:** Clinging (normal STR)	0
5	**Six Legs:** Extra Limbs (2) Inherent (+¼); Limited Manipulation (-¼)	0

Skills

19 Stealth 19-

Total Powers & Skills Cost: 79

Total Cost: 115

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Physical Complication:** Minuscule (.125m; +24m KB) (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

OPTIONS

Cost	Options
+5	**Gold Assassin Bug:** +5 STR
+3	**Scarlet Assassin Bug:** Increase to HKA 1d6



Assassin Bug

Ecology: Native to the jungles of the South, the assassin bug is a fist-sized beetle with disproportionately large mandibles. Venom sacs feed through the mandibles, allowing the bug to poison its victims. It typically eats small mammals and reptiles, but any form of meat will do (even rotting carrion). Its bright green exoskeleton advertises its poisonous nature to predators.

Assassin bugs are normally solitary, though they congregate at special mating grounds in the springtime. There the males fight with one another for the right to mate with the females. Females lay masses of tiny pink eggs in the late spring or early summer. Once hatched, an assassin bug takes about two years to reach adult size (assuming it survives that long; many birds and other animals feed on the young, whose flesh is not yet poisonous).

In addition to the standard, green-colored assassin bug, two subspecies exist. The gold-colored variety is about 25% larger and much stronger, while the scarlet assassin bug has larger, sharper mandibles.

Personality/Motivation: Normal animal motivations. Assassin bugs are surly and temperamental, quick to lash out and bite anything that disturbs them.

Powers/Tactics: Assassins from the South long ago learned they could capture and train adult assassin bugs and use them to kill people (hence the insect's name). Training takes several weeks and usually concentrates on teaching the beetle to use its size and speed to remain hidden, sneak up on a victim, and then bite exposed flesh.

Assassin bugs don't stand and fight. If a victim is too scared of one to fight back, it keeps trying to bite until it succeeds, then flees. If a victim fights back, the bug tries to skitter under cover and escape. The bug's incredibly tough carapace usually protects it enough to let it escape even if its target has a weapon; some southern barbarians make armor out of segments of assassin bug carapace sewn together with cords.

Campaign Use: Assassin bugs are an unusual form of threat to use against the PCs — the sort a character may wake up to see on the pillow next to his head, ready to pounce! A Hunter might send them to attack a PC indirectly, and an adversary could also use them to guard treasure or dungeon corridors ("What are all those little things moving on the floors and walls? Hemdring, hold your torch closer so we can get a better look.").

Appearance: The assassin bug is a beetle that's usually about the size of an adult human hand. It has a shiny bright green carapace and mandibles large and tough enough to inflict serious wounds.

Banewolf

Ecology: The origin of the banewolf remains unclear. Some wizards claim it's an infernal creature, but others point out that it seems to have no specific demonic attributes and must therefore have come from some plane other than the Hells if it's not native to this world. Others say it was created by a mad wizard or priest as a way of slaying his spellcasting rivals.

For the most part, banewolves act like normal wolves. They live and hunt in packs when possible, working together to overcome foes none of them could take separately. But unlike normal wolves, they feed not just on flesh but on magic. Their touch can leech the spellcasting ability from a spellcaster, or the mystic powers from an enchanted item. Once a spellcaster no longer has his magical defenses, he becomes easy prey.

Personality/Motivation: Normal animal motivations, coupled with a ferocious hatred of magic and those who use it.

Powers/Tactics: The banewolf's primary attack, and its most feared power, is its ability to leech the magic away from spellcasters and enchanted items. It feeds on this arcane energy, which slowly returns to the victim in much the same way as the victim of a normal wolf heals the injuries inflicted by the wolf's bite. (However, in the case of items with Charges which Never Recover, such as most wands and staffs, you should consider the Drain to be *permanent;* the GM can extend this effect to other items or victims as desired.)

Not only can the banewolf's attacks leech magic, but just touching it can do so. The witchfire that surrounds its body Drains the magic of enchanted items, but at a slower rate than the creature's bite.

Campaign Use: Banewolves represent a threat that should terrify most Fantasy Hero characters — the potential loss of magical powers and items. If absolutely necessary, you can use banewolves to take magic away from adventuring groups that have become too powerful, or who found a magical treasure that now seems likely to unbalance the campaign.

Appearance: The banewolf resembles a normal wolf, but has jet-black fur and green, glowing eyes. A ghostly witchfire surrounds its body, becoming brighter and stronger as it drains the magic from wizards and enchanted items.

BANEWOLF

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	**DEX**	16	13-	
18	**CON**	8	13-	
10	**INT**	0	11-	PER Roll 11-
8	**EGO**	-2	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (4 rPD)
8	**ED**	6		*Total:* 8 ED (4 rED)
8	**REC**	4		
35	**END**	3		
12	**BODY**	2		
30	**STUN**	5		**Total Characteristics Cost: 111**

Movement: Running: 16m
Leaping: 8m

Cost	Powers	END
127	**Magic-Eating:** Drain Magic 4d6 Variable Effect (any one Magic spell or power at a time; +½), Delayed Return Rate (points return at the rate of 5 per Month; +2¾), Reduced Endurance (0 END; +½); No Range (-½)	0
36	**Witchfire Aura:** Drain Magic 1d6 Expanded Effect + Variable Effect (all Magic spells and powers simultaneously; +4), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Delayed Return Rate (points return at the rate of 5 per Month; +2¾), Reduced Endurance (0 END; +½); No Range (-½), Only Affects Enchanted Objects (-1)	0
12	**Bite:** HKA 1d6 (2d6 with STR) Reduced Penetration (-¼)	1
4	**Tough Skin:** Resistant (+½) for 4 PD/4 ED	0
4	**Swift:** Running +4m (16m total)	1
1	**Strong Leaper:** Leaping +2m (8m forward, 4m upward)	1
40	**Magicsense:** Detect Magic 14- (no Sense Group), Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
12	**Banewolf's Senses:** +4 PER with all Sense Groups	0
5	**Banewolf's Eyes:** Nightvision	0
5	**Banewolf's Nose:** Tracking for Normal Smell	0
3	**Banewolf's Ears:** Ultrasonic Perception (Hearing Group)	0

Skills

16	+2 HTH
4	+2 OCV with Magic-Eating
3	Concealment 11-
3	Stealth 13-
3	Tactics 11-
3	Teamwork 13-

Total Powers & Skills Cost: 281

Total Cost: 392

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Hatred Of Magic And Spellcasters (Common, Total)

Total Complications Points: 50

Experience Points: 217



BASILISK

Val	Char	Cost	Roll	Notes
5	**STR**	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
14	**DEX**	8	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
4	**REC**	0		
30	**END**	2		
10	**BODY**	0		
30	**STUN**	5		**Total Characteristics Cost: 61**

Movement: Running: 8m
Leaping: 2m



Cost	Powers	END
122	**Deadly Gaze:** RKA 6d6 NND (defense is Power Defense, or blocking its gaze; +½), Does BODY (+1), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), Eye Contact Required (-½), Limited Range (60m; -¼), All Or Nothing (see text; -½)	0
252	**Deadly Breath:** RKA 6d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (2m; -¼)	0
216	**Deadly Hiss:** RKA 6d6 NND (defense is Hearing Group Flash Defense or being deaf; +½), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (5m; -¼)	0
330	**Deadly Smell:** RKA 6d6 Area Of Effect ("Smell Range" Radius, see text; +1), NND (defense is Life Support [Self-Contained Breathing] or having no sense of smell; +1), Does BODY (+1), Personal Immunity (+¼), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)	0
12	**Bite:** HKA 1d6 (1d6+1 with STR) Reduced Penetration (-¼)	1
2	**Scaly Skin:** Resistant (+½) for 2 PD/2 ED	0
-4	**Short Legs:** Running -4m (8m total)	0
-1	**Poor Leaper:** Leaping -2m (2m forward, 1m upward)	
6	**Sharp Senses:** +1 PER with all Sense Groups	0
6	**Many Legs And A Tail:** Extra Limbs Inherent (+¼)	0

Skills

7 Stealth 14-

Total Powers & Skills Cost: 948

Total Cost: 1,009

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

10 **Physical Complication:** Small (up to 1m long; +6m KB) (Infrequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 834

Basilisk

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

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

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

If the gaze doesn't work for some reason, the basilisk has other, equally deadly weapons. First, just smelling it can cause instant death. (In game terms, this power has a "Smell Range" Area Of Effect (Radius), meaning any character within 10m of the basilisk is affected by it unless something prevents the smell from reaching him [such as being upwind, blocking his sense of smell somehow, or the like]). Next, it can breathe its noxious breath onto a victim and kill him that way. Lastly, at short ranges the sound of its hiss causes death.

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

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

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

Bat, Giant Vampire

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

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

Personality/Motivation: Normal animal motivations.

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

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

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

Appearance: The giant vampire bat has the physical characteristics of other bats — brown-furred body, two large, leathery wings in place of forelimbs, short legs, and a head with enlarged ears, tiny eyes, and a distinctive, partly upturned nose — but is of much larger size (up to half the size of a man). It also has prominent fangs.

GIANT VAMPIRE BAT

Val	Char	Cost	Roll	Notes
5	**STR**	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
18	**DEX**	16	13-	
13	**CON**	3	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
5	**OCV**	10		
9	**DCV**	30		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
4	**ED**	2		*Total:* 4 ED (0 rED)
6	**REC**	2		
25	**END**	1		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 64**

Movement: Running: 2m
Flight: 20m

Cost	Powers	END
15	**Bite:** HKA 1d6 (1d6+1 with STR)	1
22	**Suck Blood:** Drain BODY 1d6 Delayed Return Rate (points return at the rate of 5 per Week; +2½), Constant (+½), Reduced Endurance (0 END; +½); Bite Must Do BODY (-½), No Range (-½)	0
10	**Terrifying Appearance:** +20 PRE Only For Fear-Based Presence Attacks (-1)	0
5	**Agile Flyer:** +2 DCV Only While Using Flight (-½), Costs END (-½)	1
17	**Bat's Wings:** Flight 20m Reduced Endurance (½ END; +¼); Restrainable (-½)	1
-10	**Tiny, Awkward Legs:** Running -10m (2m total)	0
15	**Sonar:** Active Sonar	0

Skills

7 Stealth 15-

Total Powers & Skills Cost: 81

Total Cost: 145

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

20 **Physical Complication:** Poor Eyesight, suffers -4 to all Sight PER Rolls (Frequently, Greatly Impairing)

10 **Physical Complication:** Small (up to 1m long; +6m KB) (Infrequently, Slightly Impairing)

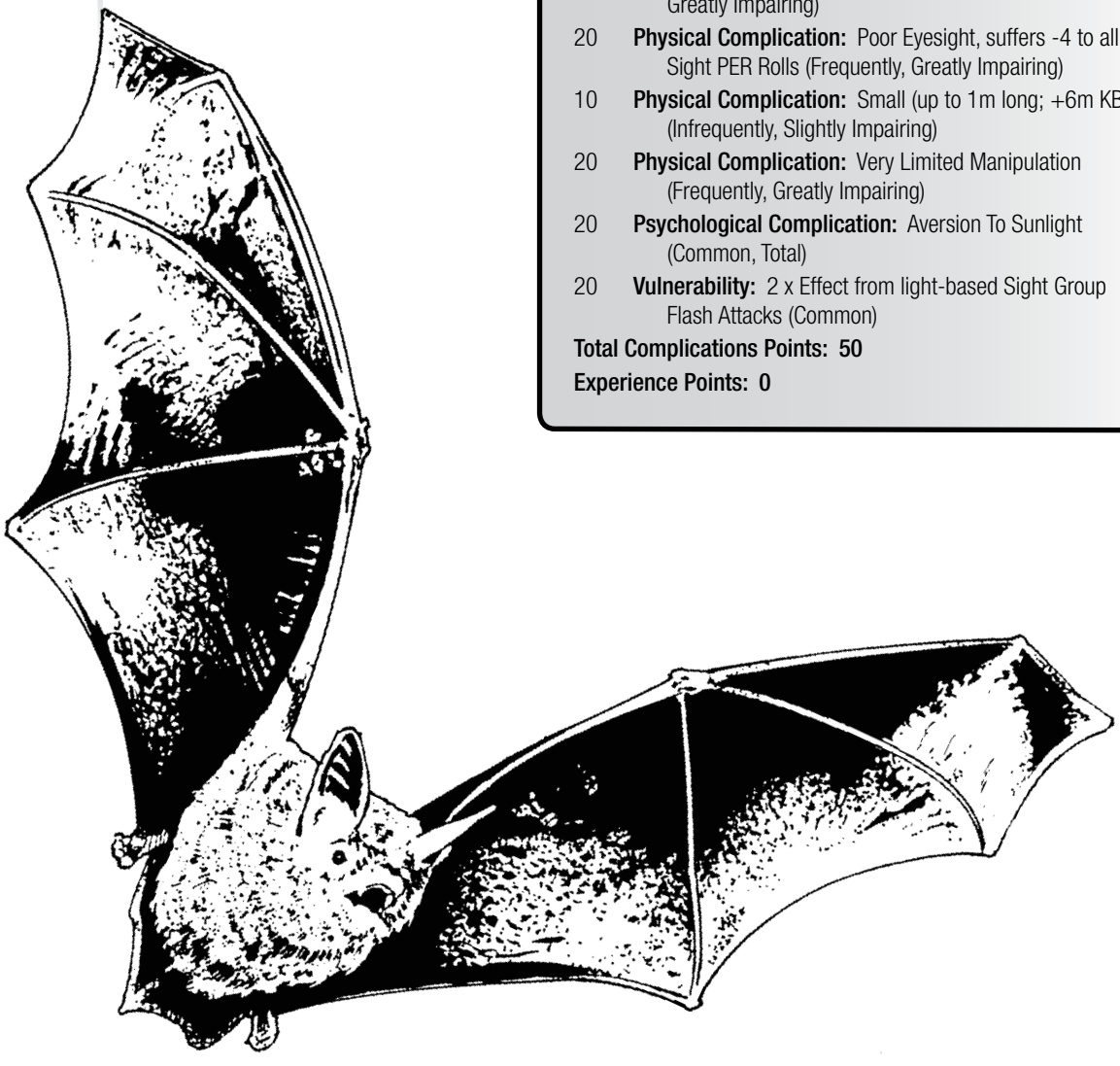
20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

20 **Psychological Complication:** Aversion To Sunlight (Common, Total)

20 **Vulnerability:** 2 x Effect from light-based Sight Group Flash Attacks (Common)

Total Complications Points: 50

Experience Points: 0





BUTATSCH

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
15	**DEX**	10	12-	
20	**CON**	10	13-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
30	**PRE**	20	15-	PRE Attack: 6d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
10	**REC**	6		
40	**END**	4		
18	**BODY**	8		
40	**STUN**	10		**Total Characteristics Cost: 140**

Movement: Running: 4m
Leaping: 0m
Swimming: 10m

Cost	Powers	END
37	**Eyeflame:** Multipower, 37-point reserve	
4f	**1) Flame Bolt:** RKA 2d6	4
	Armor Piercing (+¼)	
4f	**2) Flame Blast:** RKA 2d6	4
	Area Of Effect (1m Radius; +¼)	
4f	**3) Flame Barrage:** RKA 2d6	4
	Autofire (3 shots; +¼)	
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
60	**Amorphous Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
7	**Water-Dweller:** Life Support (Expanded Breathing: Breathe Underwater, Safe Environment: Intense Cold)	0
-8	**Awkward On Land:** Running -8m (total 4m)	
3	**Water-Dweller:** Swimming +6m (10m total)	1
10	**Eyes All Over Its Body:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	**Eyes All Over Its Body:** Nightvision	0
5	**Eyes All Over Its Body:** Infrared Perception (Sight Group)	0
5	**Eyes All Over Its Body:** Ultraviolet Perception (Sight Group)	0
5	**Horrific Arms:** Extra Limbs (as many as needed)	0
16	**Amorphous Form:** Stretching 6m, x4 body dimension	1
16	**Oozing Through Cracks:** Desolidification (affected by any attack)	4
	Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	

Skills

6	+2 with *Eyeflame* Multipower
3	Climbing 12-
7	Stealth 14-

Total Powers & Skills Cost: 191
Total Cost: 331

175 Matching Complications (50)
0 **Physical Complication:** Human Size
Total Complications Points: 0
Experience Points: 206

Butatsch

Ecology: The butatsch is a mass of formless tissue studded with eyes. It dwells in lakes, slow-moving rivers, and underground bodies of water. Carnivorous, it mostly feeds on fish... but it prefers the flesh of mammals, particularly humanoids. A solitary creature, the butatsch is rarely encountered with others of its kind; in fact, some wizards speculate that it breeds by dividing itself in two, and therefore doesn't even need others of its kind to "mate."

Personality/Motivation: Butatsch are motivated primarily by a desire for food and safety, but also by greed. They enjoy collecting treasure from their victims. They seem to have no real need for it, but are driven to hoarding solely by a malevolent desire to keep other beings from having something valuable or pretty.

Powers/Tactics: The butatsch prefers to strike from surprise, using either its stealthiness or its ability to squeeze through tiny openings (any at least as large as an eyeball) to get close to the victim. When the time is right, it lashes out with its eyeflame ability, which allows it to project gouts of mystic flame from any of its multiple eyes. Once the victim is properly dead and "roasted," it forms pseudopod-like "arms" from its body and draws the food into itself.

Campaign Use: A butatsch probably isn't a match for most adventuring parties because it's solitary and doesn't have the power to take on groups of people. Instead, it's more likely to become a "nuisance encounter" that slows down and hinders the heroes while they're involved in some other activity (such as pursuing an enemy).

Appearance: The horrifying butatsch is a shapeless mass of glistening grey tissue. Its body is studded with large, red eyes from which it can emit blasts of fire; tiny flames sometimes flicker around one or more eyes.

Calopus

Ecology: The calopus lives in temperate to arctic regions and is a carnivore. It typically establishes a lair or den and claims a large surrounding "territory" for its own. If another of its kind attempts to encroach on this territory, the calopus attacks it, intent on driving it off or killing it. However, it remains devoted to its mate (with whom it mates for life), and the two often hunt together and/or with their cubs.

Calopi favor territories with lots of fields and old-growth forests without much underbrush. Their horns and spines have a tendency to get caught in undergrowth, so they avoid thickets and the like. Their favored prey is smaller mammals, such as rabbits, small deer, and the like, but it attacks larger prey (including men) if it has the opportunity.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Calopi are aggressive, unrelenting hunters who often pursue their prey for miles as it tries to run away. But they're also smart and crafty; they realize when they're outmatched (by, say, an entire party of adventurers) and avoid confrontation until the odds favor them. For example, a calopus might use its Stealth and Tracking Smell to follow a group of heroes until they bed down for the night, then attack the person on watch by leaping on him from the shadows.

Campaign Use: The calopus is a good example of how to take an ordinary creature (in this case, a wolf) and make it monstrous by applying some unusual features and enhancing its abilities a bit. You could do the same with unicorns, centaurs, eagles, lions, and many other creatures.

Appearance: The calopus looks like an ordinary (if large) wolf, but with sharp horns on its head and equally sharp, but shorter, spines along its backbone and on its body.





CALOPUS

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	**DEX**	12	12-	
17	**CON**	7	12-	
8	**INT**	-2	11-	PER Roll 11-
8	**EGO**	-2	11-	
18	**PRE**	8	13-	PRE Attack: 3½d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (3 rPD)
8	**ED**	6		*Total:* 8 ED (3 rED)
6	**REC**	2		
35	**END**	3		
13	**BODY**	3		
30	**STUN**	5		**Total Characteristics Cost: 88**

Movement: Running: 16m
Leaping: 12m

Cost	Powers	END
10	**Bite:** HKA ½d6 (1½d6 with STR)	1
8	**Claws:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
19	**Horns:** HKA 1d6 (1½d6 with STR) Armor Piercing (+¼)	2
9	**Spines:** RKA ½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 11- (-1), No Range (-½)	0
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
4	**Swift:** Running +4m (16m total)	1
3	**Strong Leaper:** Leaping +6m (12m forward, 6m upward)	1
6	**Calopus Senses:** +2 PER with all Sense Groups	0
5	**Calopus Eyes:** Nightvision	0
5	**Calopus Nose:** Tracking for Normal Smell	0
3	**Calopus Ears:** Ultrasonic Perception (Hearing Group)	0

Skills

24	+3 HTH
3	Stealth 12-
3	Tactics 11-

Total Powers & Skills Cost: 105

Total Cost: 193

175 Matching Complications (50)

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

Total Complications Points: 50

Experience Points: 18

CARRION WORM

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	**DEX**	10	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 10 PD (6 rPD)
10	**ED**	8		*Total:* 10 ED (6 rED)
9	**REC**	5		
40	**END**	4		
18	**BODY**	8		
50	**STUN**	15		**Total Characteristics Cost: 116**

Movement: Running: 18m
Leaping: 0m
Swimming: 12m
Tunneling: 10m

Cost	Powers	END
19	**Bite:** HKA 1d6 (2d6+1 with STR) Armor Piercing (+¼)	2
33	**Disgusting Stench:** Change Environment (stench), -4 to CON Rolls (see text), -6 to Smell/Taste Group PER Rolls Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½), Persistent (+¼), Personal Immunity (+¼); Always On (-½), No Range (-½)	0
20	**Disgusting Stench:** Add to Change Environment -2 to DEX-based Rolls, -2 to INT-based Rolls, and -2 to PRE-based Rolls Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½), Persistent (+¼), Personal Immunity (+¼); Always On (-½), No Range (-½), Only Applies If Victim Fails CON Roll (see text; -0)	0
43	**Disgusting Stench:** Drain OCV and DCV 3d6 Expanded Effect (two Characteristics simultaneously; +½), Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½), Constant (+½), Persistent (+¼), Personal Immunity (+¼); Always On (-½), Linked (to CE; -¼), No Range (-½), Only Applies If Victim Fails CON Roll (see text; -0)	0
2	**Lunge:** Stretching 4m Instant (-½), Always Direct (-¼), No Noncombat Stretching (-¼)	1
6	**Leathery Skin:** Resistant (+½) for 6 PD/6 ED	0
6	**Heavy:** Knockback Resistance -6m	0
12	**Surprisingly Swift:** Running +6m (18m total)	1
4	**Surprisingly Swift:** Swimming +8m (12m total)	1
-2	**Cannot Leap:** Leaping -4m (0m total)	
13	**Rock-Eating Acidic Secretions:** Tunneling 10m through 5 PD materials Only Through Earth/Rock (-½)	2
6	**Worm Senses:** +2 PER with all Sense Groups except Sight Group	0
35	**Sense Vibrations:** Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
10	**Wall-Walking:** Clinging (normal STR)	0

Skills

24 +3 HTH

3 Stealth 12-

Total Powers & Skills Cost: 234

Total Cost: 350

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

20 **Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)

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

Total Complications Points: 50

Experience Points: 175



OPTIONS

Cost	Options
5	**Tentacles:** Extra Limbs (as many as desired), Inherent (+¼); Limited Manipulation (-¼)
var	**Carrier:** The carrion worm's bite transmits disease. Give it one of the Diseased templates from page 27

Carrion Worm

Ecology: Carrion worms are gigantic worms, larger than human size, who feed upon carrion (hence the name)... or living flesh, if they can get it. They primarily live underground (or sometimes in dark, dank forests), using acidic secretions from their skin to burrow through solid rock if necessary (these secretions do not affect flesh, wood, or other substances, just rock and earth).

Carrion worms are usually solitary, but sometimes live together in colonies. They also gather at various times throughout the year for mating. After mating, the female lays 1-6 eggs in a freshly-killed corpse of at least human size. The young hatch after 1-3 days and consume the body.

Adventurers have reported that in some deep, relatively isolated underground areas, a subspecies of carrion worm has evolved that has tentacles (usually all along its body, but sometimes just around the head and mouth). Naturalists have not yet confirmed this.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Carrion worms are vicious fighters who use their large, sharp teeth to inflict deadly wounds. But they have several other advantages in combat besides just their fangs.

First, they can act without restriction in pitch-black underground environments. While they see poorly, their other senses work well, and they even have the ability to perceive vibrations in the rock.

Second, due to their diet and biology, carrion worms emit a foul stench that often weakens their foes. Anyone who comes within 4m of a carrion worm must make a CON Roll at -4. If he fails, he suffers a -2 penalty to all Skill Rolls because of gagging and retching, and has his OCV and DCV reduced as well. He may make another roll each Phase; the -2 penalty remains in effect until he succeeds. The GM may lower the CON Roll penalty over time (-3 the second roll, -2 on the fourth roll, -1 on the eighth roll, and so on) to reflect how the character becomes used to the odor. Additionally, the smell makes it difficult to perceive other smells (on the other hand, it also reduces the worm's ability to use Stealth).

Third, carrion worms are surprisingly fast; they can outpace a running man. In combat a worm can make a lunge, projecting the forward part of its body 4m toward its prey. Another favorite tactic is to perform a Grab by wrapping its body around a target, then biting the helpless victim (or even combining the Grab-bite into a Multiple Attack).

Carrion worms prefer to attack from surprise, if possible. They sometimes use their ability to climb sheer walls to get above their prey and drop on it.

Campaign Use: While carrion worms aren't likely to pursue a group of adventurers deliberately, they're a common feature of many underground ecologies. Running into this monster at least once or twice in a career is almost inevitable for heroes who explore caverns and dungeons in search of treasure.

It's possible that some underground-dwelling humanoids, such as deep elves or deep dwarves, might learn how to capture, train, and breed carrion worms. They could use them as scouts, patrol animals, beasts of burden, or security. This assumes, of course, that they could find a way to adjust to the worms' stench....

If you remove the carrion worm's stench power, you can use this character sheet to represent gigantic centipedes, various types of worm-like burrowing monsters, and the like.

Appearance: The carrion worm is a gigantic worm, usually about ten feet long and proportionately thick in cross-section. It has a lamprey-like mouth filled with sharp teeth that it uses to dig into its food and prey.

Centaur

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

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

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

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

CENTAUR

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
14	DEX	8	12-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 8 PD (0 rPD)
6	ED	4		*Total:* 6 ED (0 rED)
9	REC	5		
40	END	4		
18	BODY	8		
40	STUN	10		**Total Characteristics Cost: 103**

Movement: Running: 22m
Leaping: 10m

Cost	Powers	END
8	**Kick/Rear:** HA +2d6 Hand-To-Hand Attack (-¼)	1
10	**Horse's Legs:** Running +10m (22m total)	2
3	**Horse's Legs:** Leaping +6m (10m forward, 5m upward)	1
6	**Heavy:** Knockback Resistance -6m	0

Skills

2 Survival (Temperate) 11-

4 WF: Common Melee Weapons, Bows, Lances

Total Powers & Skills Cost: 33

Total Cost: 1336175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

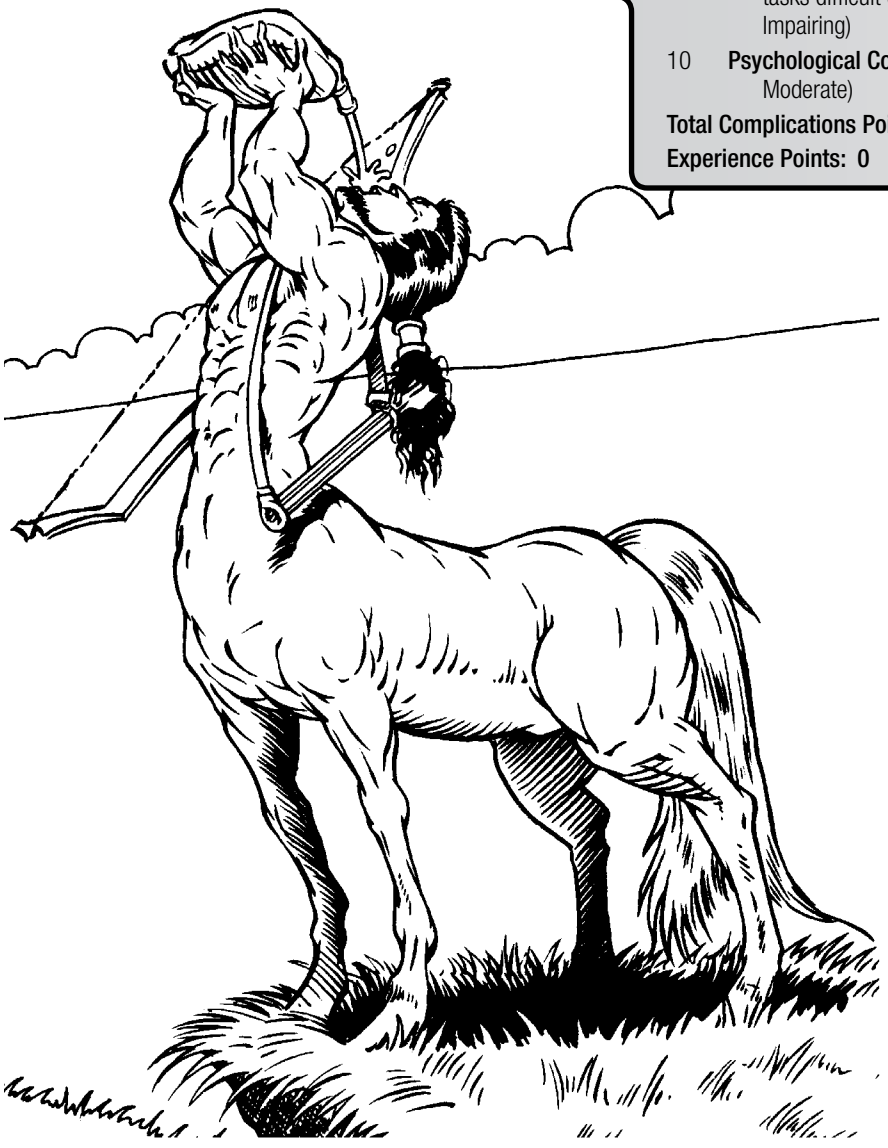
10 **Physical Complication:** Prone To Intoxication (-3 on CON Rolls to resist drunkenness) (Infrequently, Slightly Impairing)

10 **Physical Complication:** Unusual Form (makes some tasks difficult or impossible) (Infrequently, Slightly Impairing)

10 **Psychological Complication:** Temperamental (Common, Moderate)

Total Complications Points: 40

Experience Points: 0



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

CENTAUR HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Arms/ Hands	x2	x½	x½	-5 OCV
8	Shoulders	x3	x1	x1	-3 OCV
9-10	Human Torso	x3	x1	x1	-3 OCV
11-12	Horse Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Legs	x2	x½	x½	-5 OCV

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

Chimera

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

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

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

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

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

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

Cockatrice

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

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

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

Powers/Tactics: The cockatrice, perhaps a relative of the basilisk, has a similar "deadly gaze" power (see page 56). That's its only real weapon, though it can bite with its beak if necessary. The cockatrice's wings give it tactical options the basilisk lacks; some cockatrices like to fly up into trees, caw or cluck loudly when they see prey approaching, then use their deadly gaze when the prey looks up to see what all the noise is about.

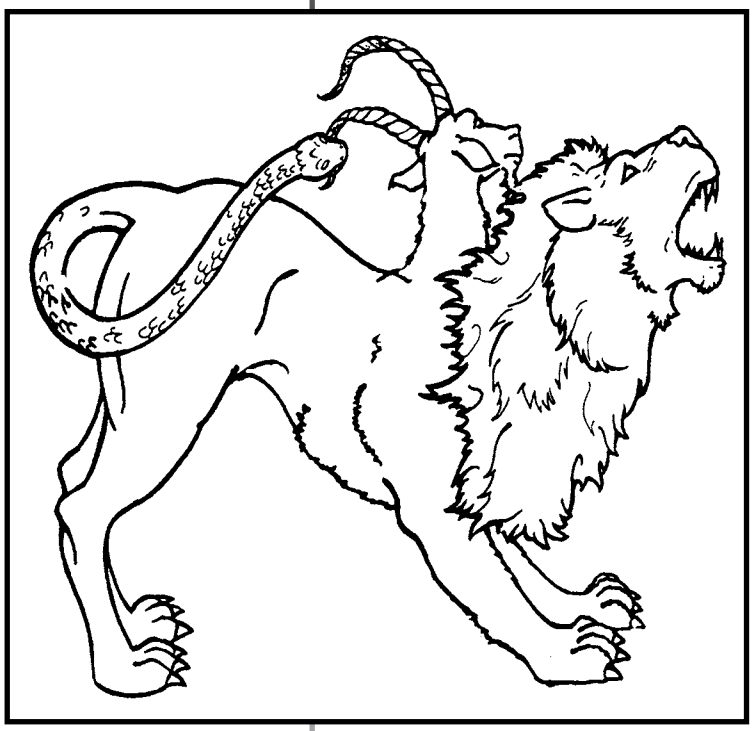
Campaign Use: As with the basilisk, be careful how you use the cockatrice. Its gaze weapon can kill multiple PCs and bring a campaign to a screeching halt if you're unlucky.

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

CHIMERA

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
14	DEX	8	12-	
22	CON	12	13-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
10	PD	8		*Total:* 10 PD (2 rPD)
10	ED	8		*Total:* 10 ED (2 rED)
12	REC	8		
45	END	5		
23	BODY	13		
50	STUN	15		**Total Characteristics Cost: 140**

Movement: Running: 18m
Flight: 24m



Cost	Powers	END
20	**Lion's Fangs:** HKA 1½d6 (3d6+1 with STR) Reduced Penetration (-¼)	2
16	**Lion's Claws:** HKA 1d6+1 (2½d6 with STR) Reduced Penetration (-¼)	2
10	**Goat's Horns:** HKA ½d6 (2d6+1 with STR)	1
10	**Dragon's Bite:** HKA ½d6 (2d6+1 with STR)	1
8	**Dragon's Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)	[4]
16	**Dragon's Breath:** RKA 2d6 Armor Piercing (+¼); Increased Endurance Cost (x3 END; -1), Limited Range (20m; -¼)	12
7	**Roar:** +15 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
6	**Long Legs:** Running +6m (18m total)	1
16	**Dragon's Wings:** Flight 24m Restrainable (-½)	2
6	**Animal Senses:** +2 PER with all Sense Groups	0
5	**Lion's Eyes:** Nightvision	0
5	**Lion's Nose:** Tracking for Normal Smell	0
	Skills	
16	+2 HTH	

Total Powers & Skills Cost: 149

Total Cost: 289

175	**Matching Complications (50)**
20	**Enraged:** if takes BODY damage (Common), go 11-, recover 11-
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
10	**Psychological Complication:** Aggressive And Temperamental (Common, Moderate)

Total Complications Points: 50

Experience Points: 114

COCKATRICE

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
16	**DEX**	12	12-	
14	**CON**	4	12-	
10	**INT**	0	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
6	**REC**	2		
25	**END**	1		
10	**BODY**	0		
26	**STUN**	3		**Total Characteristics Cost: 60**

Movement: Running: 6m
Leaping: 6m
Flight: 10m

Cost	Powers	END
122	**Deadly Gaze:** RKA 6d6 NND (defense is Power Defense, or blocking its gaze; +1), Does BODY (+1), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), Does Not Work On Weasels (-0), Eye Contact Required (-½), Limited Range (60m; -¼), All Or Nothing (see text; -½)	0
8	**Bite:** HKA ½d6 (½d6 with STR) Reduced Penetration (-¼)	1
2	**Scaly Skin:** Resistant (+½) for 2 PD/2 ED	0
7	**Wings:** Flight 10m Restrainable (-½)	1
1	**Leaping:** Leaping +2m (6m forward, 3m upward)	1
-6	**Short Legs:** Running -6m (6m total)	0
3	**Sharp Senses:** +1 PER with all Sense Groups	0
	Skills	
7	Stealth 14-	

Total Powers & Skills Cost: 144

Total Cost: 204

175	**Matching Complications (50)**
5	**Hunted:** by weasels (Infrequently, Less Pow, Kill)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Small (up to 1m long; +6m KB) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 29



Crab, Giant

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

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

Personality/Motivation: Normal animal motivations.

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

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

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

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

CRUSTACEAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Pincers	x2	x½	x½	-5 OCV
9-12	Body	x3	x1	x1	-4 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Legs/ Tail	x2	x½	x½	-5 OCV

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

Deadly Ooze

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

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

Personality/Motivation: Normal animal motivations.

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

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

The deadly ooze uses the optional "no need to buy *Affects Solid World*" rule described on 6E1 193 because its Desolidification offers it no protection against attacks. It also has the *No Hit Locations* Automaton Power even though it's not an Automaton, to reflect the unusual nature of its body.

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

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

GIANT CRAB

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
14	**DEX**	8	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
15	**PD**	13		*Total:* 15 PD (10 rPD)
10	**ED**	8		*Total:* 10 ED (6 rED)
9	**REC**	5		
40	**END**	4		
20	**BODY**	10		
40	**STUN**	10		**Total Characteristics Cost: 121**

Movement: Running: 18m
Leaping: 0m
Swimming: 6m

Cost	Powers	END
24	**Pincers:** HKA 2d6 (3½d6 with STR) Reduced Penetration (-¼)	3
7	**Pincers:** +10 STR Only With Grab (-½)	1
6	**Shell:** Resistant (+½) for 10 PD/6 ED Doesn't Protect Hit Locations 4 Or 14-18 (-¼)	0
5	**Aquatic:** Life Support (Expanded Breathing: Breathe Underwater)	0
6	**Crab's Legs:** Running +6m (18m total)	1
1	**Aquatic:** Swimming +2m (6m total)	1
-2	**Crab's Legs:** Leaping -4m (0m total)	
6	**Crab's Legs:** Extra Limbs Inherent (+¼)	0

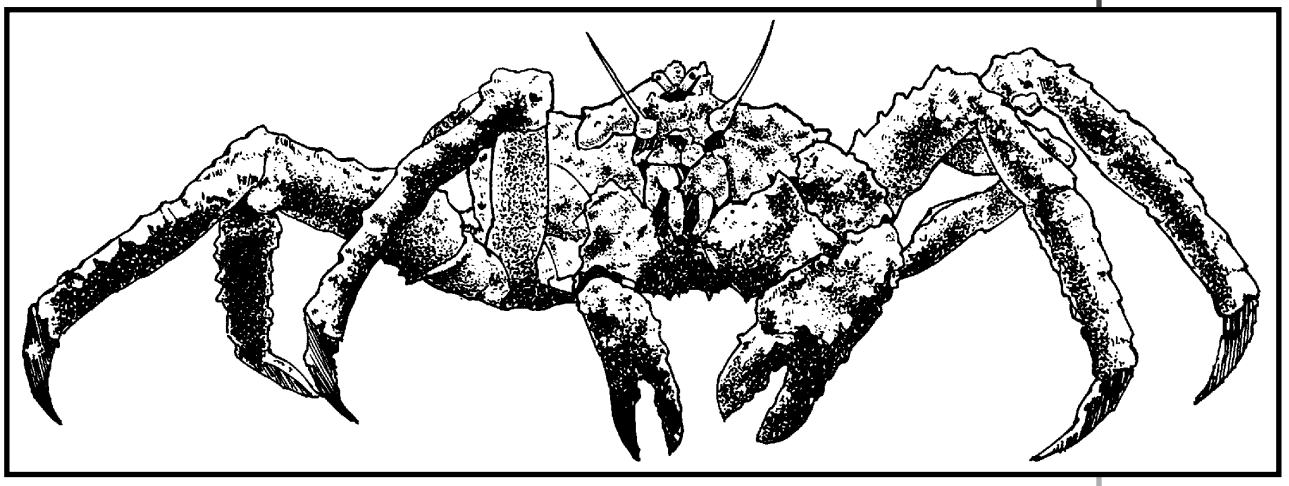
Total Powers & Skills Cost: 53

Total Cost: 174

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Can Only Run Sideways (Infrequently, Slightly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0



DEADLY OOZE

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
10	**DEX**	0	11-	
20	**CON**	10	13-	
5	**INT**	-5	10-	PER Roll 10-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
3	**OCV**	0		
3	**DCV**	0		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
4	**ED**	2		*Total:* 4 ED (0 rED)
6	**REC**	2		
40	**END**	4		
15	**BODY**	5		
30	**STUN**	5		**Total Characteristics Cost: 21**

Movement: Running: 4m



Cost	Powers	END
22	**Acidic Secretions:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)	0
30	**Semisolid Body:** Physical Damage Reduction, Resistant, 50%	0
48	**Rapid Healing:** Regeneration (3 BODY per Turn)	0
15	**Unresponsive:** +30 PRE Only To Protect Against Presence Attacks (-1)	0
21	**Semisolid Body:** Life Support (Self-Contained Breathing; Diminished Eating: once per week; Immunity: all diseases and poisons)	0
10	**Semisolid Body:** No Hit Locations	0
24	**Semisolid Body:** Desolidification (affected by any attack) Reduced Endurance (0 END; +½); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	0
-8	**Slow:** Running -8m (4m total)	0
38	**Sense Vibrations:** Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
18	**Sense Heat:** Detect Heat 13- (Touch Group), Discriminatory, Range	0
-35	**Blind:** has no Sight Sense Group	
-25	**Deaf:** has no Hearing Sense Group	
17	**Semisolid Body:** Clinging (21 STR)	0
	Skills	
6	+3 OCV with Grab	
9	Stealth 14-	

Total Powers & Skills Cost: 190

Total Cost: 211

175 Matching Complications (50)

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

Total Complications Points: 40

Experience Points: 46

OPTIONAL ABILITIES

LARGER OOZE

Cost	Options
+23	**Acidic Secretions:** Increase to RKA 2d6, otherwise the same as above
12	**Engulf:** Entangle 3d6, 4 PD/4 ED; Lockout (can only have one Entangle in use at a time; -½), No Range (-½), Feedback (ooze takes all damage done to Entangle; -1)
+2	**Semisolid Body:** Clinging (27 STR)
2	**Slow:** Running +2m (6m total)

Total cost: +39 points

MUCH LARGER OOZE

Cost	Options
+45	**Acidic Secretions:** Increase to RKA 3d6, otherwise the same as above
20	**Engulf:** Entangle 5d6, 7 PD/7 ED; Lockout (can only have one Entangle in use at a time; -½), No Range (-½), Feedback (ooze takes all damage done to Entangle; -1)
+3	**Semisolid Body:** Clinging (30 STR)
+30	**Semisolid Body:** Increase Physical Damage Reduction to 75%
4	**Slow:** Running +4m (8m total)

Total cost: +102 points

BLACK OOZE

Cost	Options
	Replace Acidic Secretions with:
97	**Secretions:** Multipower, 97-point reserve
5f	1) **Acidic Secretions:** RKA 2d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No Range (-½)
6f	2) **Paralytic Secretions:** Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks (+1), Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½)

Total cost: +86 points

RED OOZE

Cost	Options
19	Increase STR to 20
8	**Pseudopod Bash:** HA +2d6 Hand-To-Hand Attack (-¼)
10	**Semisolid Body:** Clinging (normal STR)

Total cost: +37 points

GREEN OOZE

Cost	Options
+4	**Potent Acidic Secretions:** make Acidic Secretions Penetrating (x2; +1)

Total cost: +4 points

DEMONS AND DEVILS

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

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

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

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

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

Demons and devils have Everyman Skills, not Everycreature Skills.

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

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

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

Imp

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

Demonling

Description: Similar to imps in many ways, demonlings can become as large as about half human size. They serve more powerful demons as servants, footsoldiers, and snacks.

Lesser Demon

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

Greater Demon

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

Blood Demon

Description: A blood demon looks like a short, scrawny human — one without skin, from whose exposed flesh blood oozes and drips constantly. Wherever it goes it leaves bloody footprints and handprints. It has claws on its hands, and its feet are cloven.

As its name implies, a blood demon has power over blood, and in fact consumes human blood to survive. By touch it can use either of two attacks on its victims. One simply causes the target to bleed uncontrollably until he dies. The other drains the victim's blood into the blood demon so it can feed. As it uses this power, its body becomes larger and swollen looking — engorged with blood. If injured or killed while one or more uses of Blood-Drinking Touch are in effect, a blood demon bleeds excessively, possibly even flooding small, enclosed areas with fetid, half-digested blood.

Dracodemon

Description: The dracodemon resembles a cross between a dragon and a demon. Its feet are cloven, and its draconic head attaches to its massively-muscled body by a short neck and has demonic horns. Dragon's wings grow from its shoulder blades, and its hands have clawed fingers. Its tail has more of the demon's in it than the dragon's, and its skin is scaly and reptilian.

Dracodemons prefer to fight in the air, where they feel they have an advantage. If facing other aerial foes, they'll attack them first with Hellfire Breath, then turn their fiery breath on ground-based targets. Note that the Hellfire Breath uses a lot of END, so a dracodemon has to be careful when he uses it, lest he tire himself out too much.

Erinyes

Description: These horrifying demons of punishment look like grotesque human females with jet-black skin, snakes for hair, serpents twined around their hands and arms, and batwings projecting from their shoulderblades. They wear dirty, stinking robes and carry whips made of flame. An erinyes's whip isn't really a physical weapon; it's a manifestation of her mystical abilities, and cannot be taken away from her.

Erinyes usually serve greater demons as torturers, interrogators, and hunters; they take a fiendish delight in causing pain and misery. Sometimes a conjuror summons one or more of them into the world so he can send them to attack his enemies or have them guard a treasure.

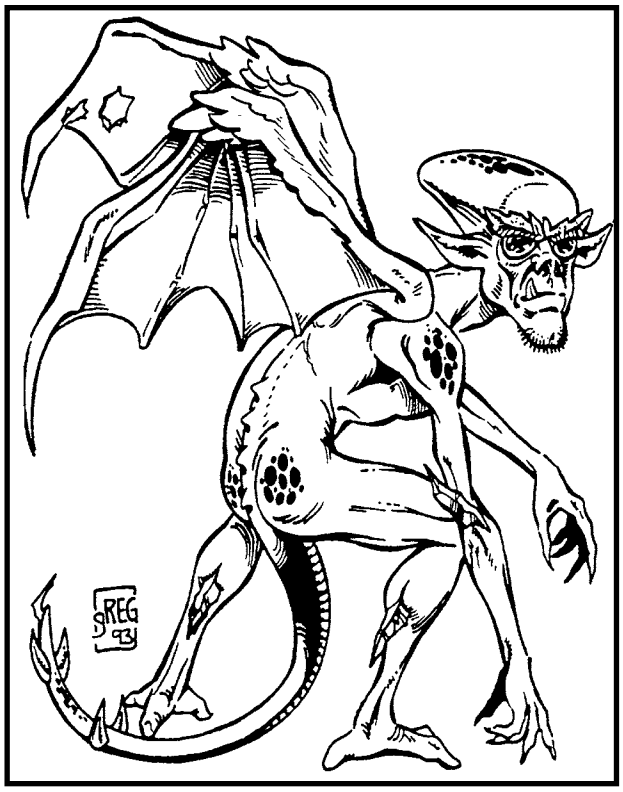
Firelash Demon

Description: A firelash demon looks like an eight foot-tall, muscular humanoid being with blue-black skin; it wears a tattered breechcloth. Its head is that of a demonic ram, with two curled horns, fangs, and demonic fire blazing from the eyes and mouth. Large batwings sprout from its shoulder-blades, allowing it to fly. In its right hand it wields a whip made of fire, in its left a large, often ornate, sword. (These aren't ordinary weapons, just manifestations of the demon's power, so they don't have the *Focus* Limitation; if taken from him, they vanish, then re-appear when he wants them.)

IMP

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
13	**DCV**	50		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (0 rPD)
6	**ED**	4		*Total:* 6 ED (0 rED)
6	**REC**	2		
25	**END**	1		
10	**BODY**	0		
26	**STUN**	3		**Total Characteristics Cost: 98**

Movement: Running: 12m
Flight: 16m



Cost	Powers	END
6	**Demonic Claws:** HKA 1 point (1d6-1 with STR) Armor Piercing (+¼)	1
17	**Hellfire Aura:** RKA ½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No Range (-½)	1
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
5	**Infernal Form:** Life Support (Longevity: Immortality)	0
11	**Demon Wings:** Flight 16m Restrainable (-½)	2
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
	Talents	
20	Universal Translator 11-	
	Skills	
3	Persuasion 12-	
21	Stealth 21-	

Total Powers & Skills Cost: 148

Total Cost: 246

175	**Matching Complications (50)**
20	**Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
20	**Physical Complication:** Minuscule (.125m; +24m KB) (Frequently, Greatly Impairing)
20	**Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
20	**Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	**Psychological Complication:** Utterly Evil (Very Common, Total)
25	**Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 71

DEMONLING

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
16	DEX	12	12-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
18	PRE	8	13-	PRE Attack: 3½d6
5	OCV	10		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 8 PD (2 rPD)
8	ED	6		*Total:* 8 ED (2 rED)
9	REC	5		
35	END	3		
15	BODY	5		
32	STUN	6		**Total Characteristics Cost: 104**

Movement: Running: 12m
Flight: 20m



Cost	Powers	END
19	**Demonic Claws:** HKA 1d6 (1½d6 with STR) Armor Piercing (+¼)	2
25	**Hellfire Aura:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No Range (-½)	1
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
2	**Demon's Skin:** Resistant (+½) for 2 PD/2 ED	0
5	**Infernal Form:** Life Support (Longevity: Immortality)	0
13	**Demon Wings:** Flight 20m Restrainable (-½)	2
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0

Talents

20 Universal Translator 11-

Skills

7 Stealth 14-

Total Powers & Skills Cost: 156

Total Cost: 260

175 Matching Complications (50)

20	**Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
20	**Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
20	**Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
10	**Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)
25	**Psychological Complication:** Utterly Evil (Very Common, Total)
25	**Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 85

LESSER DEMON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	DEX	16	13-	
23	CON	13	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		*Phases:* 3, 6, 9, 12
15	PD	13		*Total:* 15 PD (8 rPD)
15	ED	13		*Total:* 15 ED (8 rED)
12	REC	8		
45	END	5		
20	BODY	10		
46	STUN	13		**Total Characteristics Cost: 209**

Movement: Running: 18m
Flight: 24m



Cost	Powers	END
62	**Demonic Blast:** Blast 10d6 Reduced Endurance (½ END; +¼)	2
41	**Hellfire Aura:** RKA 1½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (½ END; +¼); No Range (-½)	3
31	**Demonic Claws:** HKA 1½d6 (3d6-1 with STR) Armor Piercing (+¼)	3
8	**Demon's Skin:** Resistant (+½) for 8 PD/8 ED	0
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
5	**Demonic Mind:** Mental Defense (5 points)	0
5	**Demonic Shield:** Power Defense (5 points)	0
40	**Infernal Form:** Life Support: Total (including Longevity: Immortality)	0
16	**Demon Wings:** Flight 24m Restrainable (-½)	2
6	**Demon's Legs:** Running +6m (18m total)	1
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0

Talents

20 Universal Translator 13-

Skills

12 +1 Overall

3 Stealth 13-

6 WF: Common Melee Weapons, Common Missile Weapons, Common Martial Arts Weapons

Total Powers & Skills Cost: 320

Total Cost: 529

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

0 **Physical Complication:** Human Size

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other Lesser Demons, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 354

OPTIONS

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

FIRE DEMON POWERS

Cost	Options
20	**Fiery Weapon:** HKA 2d6 (3½d6 with STR); OIF (demonic weapon; -½)
+26	**Enhanced Hellfire Aura:** Increase Hellfire Aura to HKA 2½d6
20	**Protection From Fire:** Increase Energy Damage Reduction to 75%; Only Works Against Fire (-½)
25	**Ignite:** RKA 1 point, Area Of Effect (4m Radius Selective, +½), Area Of Effect (1m Radius Accurate; +½), Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (power ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½); Only Works On Flammable Objects (-0)

Total cost: +91 points

FOULNESS DEMON POWERS

Cost	Options
12	**Disgusting Stench:** Drain CON 1d6, NND (defense is Life Support [Self-Contained Breathing]; +0), Area Of Effect (4m Radius; +¼), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)
8	**Acidic Vomit:** RKA 1 point, Constant (+½), Penetrating (+½); 8 Charges lasting 1 Turn each (-0), Limited Range (4m; -¼)
8	**Bloated Body:** Knockback Resistance -8m

Total cost: +28 points

FROST DEMON POWERS

Cost	Options
0	Convert Hellfire Aura to Deathfrost Aura
30	**Icy Weapon:** HKA 2d6 (3d6 with STR), Penetrating (+½); OIF (demonic weapon; -½)
20	**Protection From Frost:** Increase Energy Damage Reduction to 75%; Only Works Against Ice/Cold (-½)
24	**Ice Sheet:** Change Environment (create ice sheet), -4 to DEX Rolls to move on, Area Of Effect (Surface 16m radius; +¾), Personal Immunity (+¼); Can Only Be Applied To Horizontal Surfaces (e.g., the ground and floors; -0)

Total cost: +74 points

GUILE DEMON POWERS

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

Total cost: +60 points

POWER DEMON POWERS

Cost	Options
100	**Demonic Powers:** Variable Power Pool, 40 Pool + 40 Control Cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)

Total cost: +100 points

QUICKNESS DEMON POWERS

Cost	Options
14	+7 DEX
10	+1 SPD

Total cost: +24 points

STRENGTH DEMON POWERS

Cost	Options
20	**Demonic Weapon:** HKA 2d6 (4d6 with STR); OIF (demonic weapon; -½)
10	+10 STR
10	+5 PD, +5 ED
+12	**Demon's Skin:** Resistant (+½) for 20 PD/20 ED

Total cost: +52 points

TORMENT DEMON POWERS

Cost	Options
60	**Agony Powers:** Multipower, 60-point reserve
4f	**1) Touch Of Torture:** Drain STUN 4d6, Constant (+½); No Range (-½)
6f	**2) Agony Infliction:** Mental Blast 6d6
6f	**3) Crippling Pain:** Drain DEX 6d6
3	Interrogation 14-

Total cost: +79 points

GREATER DEMON

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	**DEX**	20	13-	
30	**CON**	20	15-	
25	**INT**	15	14-	PER Roll 14-
26	**EGO**	16	14-	
35	**PRE**	25	16-	PRE Attack: 7d6
7	**OCV**	20		
7	**DCV**	20		
9	**OMCV**	18		
9	**DMCV**	18		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
22	**PD**	20		*Total:* 22 PD (14 rPD)
22	**ED**	20		*Total:* 22 ED (14 rED)
15	**REC**	11		
60	**END**	8		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 316**

Movement: Running: 24m
Leaping: 12m
Flight: 40m
Teleportation: 60m

Cost	Powers	END
100	**Demonic Powers:** Variable Power Pool, 40 Pool + 40 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
30	**Demonic Weapon:** HKA 3d6 (6d6 with STR)	4
	OIF (demonic weapon; -½)	
37	**Demonic Claws:** HKA 2d6 (3½d6 with STR)	4
	Armor Piercing (+¼)	
94	**Demonic Blast:** Blast 15d6	3
	Reduced Endurance (½ END; +¼)	
73	**Hellfire Aura:** RKA 2½d6	0
	Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No Range (-½)	



14	**Demon's Skin:** Resistant (+½) for 14 PD/14 ED	0
90	**Infernal Shield:** Physical Damage Reduction, Resistant, 50% plus Energy Damage Reduction, Resistant, 75%	0
15	**Demonic Mind:** Mental Defense (15 points)	0
10	**Demonic Shield:** Power Defense (10 points)	0
40	**Infernal Form:** Life Support: Total (including Longevity: Immortality)	0
27	**Demon Wings:** Flight 40m	4
	Restrainable (-½)	
12	**Demon's Legs:** Running +12m (24m total)	1
90	**Demon Gate:** Teleportation 60m	0
	Reduced Endurance (0 END; +½)	
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Demon's Eyes:** Ultraviolet Perception (Sight Group)	0
42	**Sense Souls:** Detect Life Force 14-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0

Talents

20 Universal Translator 14-

Skills

24 +2 Overall
16 +2 HTH
3 Persuasion 16-
5 Stealth 14-
5 WF: Common Melee Weapons, Common Missile Weapons, Whip

Total Powers & Skills Cost: 757

Total Cost: 1,073

175 Matching Complications (50)

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

Total Complications Points: 50

Experience Points: 898

BLOOD DEMON

2

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	**DEX**	16	13-	
20	**CON**	10	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
8	**REC**	4		
40	**END**	4		
10	**BODY**	0		
30	**STUN**	5		**Total Characteristics Cost: 122**

Movement: Running: 12m

Cost	Powers	END
35	**Blood-Draining Touch:** RKA 1d6 NND (defense is Power Defense, a "Wizard's Shield"-type spell, plate armor covering the entire body, or not having blood; +½), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
93	**Blood-Drinking Touch:** Drain BODY and STUN 3d6 Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return to the victim at the rate of 5 per Month; +2¾), Reduced Endurance (½ END; +¼); No Range (-½), Unified Power (-¼) **plus Aid BODY and STUN 3d6 (standard effect:** same as Drain roll) Expanded Effect (two Characteristics simultaneously; +½), Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-½), Only Aid Self (-1), Unified Power (-¼)	9
31	**Demonic Claws:** HKA 1½d6 (2½d6 with STR) Armor Piercing (+¼)	3
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
2	**Demon's Skin:** Resistant (+½) for 2 PD/2 ED	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0

Talents

20 Universal Translator 11-

Skills

6 +2 with Blood-Draining Touch and Blood-Drinking Touch

3 Stealth 13-

Total Powers & Skills Cost: 295

Total Cost: 417

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

10 **Physical Complication:** Easily Tracked (see text) (Infrequently, Slightly Impairing)

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

0 **Physical Complication:** Human Size

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other Blood Demons, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 242

Iron Demon

Description: Sometimes mistaken for metal golems, iron demons look like solid iron statues with typical demonic features: batwings; a long, spiked tail; horns and claws. Their eyes have a glow like lava, and a similar glow can be seen when they open their fanged mouths.

Prodigiously strong and extremely difficult to harm, iron demons make superb footsoldiers in the armies of Hell. Lesser and Greater Demons alike rely on them to fight and perform many other violent tasks. Some demonologists say the Demon Prince of Strength has an honor guard of large, extra-strong, four-armed iron demons armed with two enchanted greatswords each.

Serpent Demon

Description: The serpent demon looks like a gigantic serpent from the hips down, and vaguely like a human male from the waist up, but with a fanged, serpentine head. Some have scaly skin, more than two arms, or multiple heads. They serve more powerful demons as assassins, soldiers, and guards.

While many demons are fast and agile, serpent demons have speed and agility greater than most of their brethren. They can also elongate their bodies, which gives them the ability to fit through small openings and attack opponents who foolishly think they're out of the demon's reach.

You can use the Lamia Hit Location table on page 167 for the Serpent Demon as well.

Shadow Demon

Description: Shadow demons, horrible beings of gloom, look like ordinary demons made out of night-thick darkness. Although they have corporeal bodies, they can meld into shadow (becoming intangible) and spend most of their time in this shadowy form unless they have to attack. A few of the most powerful can even attack living beings while intangible! (For these shadows, add a Multipower slot with a Drain BODY 2d6, Affects Physical World, No Range.)

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

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

Spider Demon

Description: A spider demon looks like a cross between a demonic human and a monstrous spider. It stands on two legs and has six spidery arms, with claws on the hands. The spider-like mandibles projecting from its lower face drip poison, and it has a short, sharp stinger on the backside of its "abdomen." In addition to the eight spider eyes on its upper face, it sometimes has other eyes at random places on its body.

In combat the spider demon rarely stands still; it keeps moving, using its running speed, leaping prowess, and ability to cling to walls to flank opponents and protect itself. Its main attack is its ability to spit webs on its target. It can, if it wishes, coat its webs with a demonic acid that eats away at the victim until nothing's left but bones. If it runs out of webs, its mandibles carry venom, all six of its hands have claws on the fingers, and its stinger can inject yet another type of poison into its prey.

Succubus

Description: Resembling a human female of incredible beauty (sometimes with one or two minor, easily concealed, diabolic features, like fangs or small horns), the succubus is a manifestation of the sin of lust. When she first appears, she relies on her *Charm* Skill and Seductive Form power to get close to the victim. Once within touching distance, she can employ her Irresistible Embrace to make her victim desire her completely (if he doesn't already). While engaged in sexual congress with him, she transforms him, not only making him her slave but actually corrupting his very soul (thus giving him an appropriate Psychological Complication). Only one who sincerely repents of the sins committed with the succubus, and who receives a priest's blessing, can dispel this taint.

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

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

War Demon

Description: The war demon looks like a brawny, eight-foot tall human who has a demon-horse's head with a fiery mane, blazing eyes, and a fanged mouth. It wears no armor, and no clothing except for a belted loincloth; its skin displays the numberous scars it's received in battle. It carries a large, ornate greatsword in its hands; it tucks its equally large sling into its belt. However, these "weapons" aren't really weapons like those wielded by humans; instead, they're manifestations of the war demon's power, and if he's Knocked Out or they're taken from him, they vanish (and then re-appear when he awakens or wants them).

DRACODEMON

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	**DEX**	16	13-	
25	**CON**	15	14-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (6 rPD)
10	**ED**	8		*Total:* 10 ED (6 rED)
10	**REC**	6		
50	**END**	6		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 169**

Movement: Running: 14m
Flight: 30m

Cost	Powers	END
45	**Hellfire Breath:** Multipower, 67-point reserve; all No Range (-½)	
4f	**1) Breathbolt:** RKA 3d6 Area Of Effect (32m Line; +½); No Range (-½)	7
4f	**2) Breathcone:** RKA 3d6 Area Of Effect (16m Cone; +½); No Range (-½)	7
30	**Dracodemonic Wings:** Multipower, 30-point reserve	
2f	**1) Flying:** Flight 30m Restrainable (-½)	3
2f	**2) Wing Buffet:** HA +4d6 Hand-To-Hand Attack (-¼)	2
37	**Demonic Claws:** HKA 1½d6 (3d6 with STR) Armor Piercing (+¼)	2
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
6	**Demon's Skin:** Resistant (+½) for 6 PD/6 ED	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
2	**Long Legs:** Running +2m (14m total)	1
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
6	**Demonic Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
2	**Reach:** Reach +2m	0

Talents

20 Universal Translator 11-

Skills

24 +3 HTH

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 293

Total Cost: 462

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

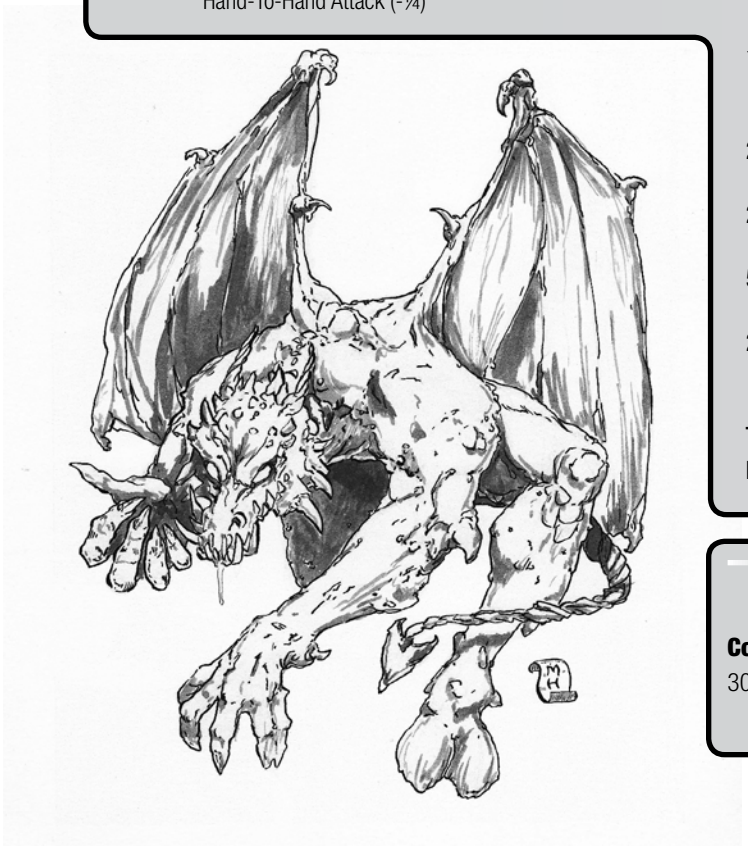
20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other dracodemons, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 287



OPTIONAL ABILITIES

Cost	Options
30	**Reptilian Command:** Mind Control 12d6 (Animal group of minds); Only Versus Dragons And Other Reptiles (-1)

ERINYES

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	**DEX**	20	13-	
16	**CON**	6	12-	
15	**INT**	5	12-	PER Roll 12-
10	**EGO**	0	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
4	**DMCV**	3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
6	**REC**	2		
35	**END**	3		
10	**BODY**	0		
40	**STUN**	10		**Total Characteristics Cost: 127**

Movement: Running: 12m
Flight: 20m

Cost	Powers	END
54	**Fiery Whip:** HKA 2d6	0
	Penetrating (+½), +2 Increased STUN Multiplier (+½), Reduced Endurance (0 END; +½); No STR Bonus (-½)	
	plus Stretching (Reach) 4m	
5	**Serpentine Hair:** HKA 1 point (½d6 with STR)	1
7	**Serpentine Hair Venom:** RKA 1d6	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)	
31	**Demonic Claws:** HKA 1½d6 (2d6+1 with STR)	4
	Armor Piercing (+¼)	
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
2	**Demon's Skin:** Resistant (+½) for 2 PD/2 ED	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
13	**Batwings:** Flight 20m	2
	Restrainable (-½)	
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0

Talents

20 Universal Translator 12-

Skills

8 +4 OCV with Fiery Whip

3 Interrogation 14-

Total Powers & Skills Cost: 248

Total Cost: 375

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

0 **Physical Complication:** Human Size

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other erinyes, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 200



FIRELASH DEMON

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
20	**DEX**	20	13-	
20	**CON**	10	13-	
15	**INT**	5	12-	PER Roll 12-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
6	**DCV**	15		
3	**OMCV**	0		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
12	**PD**	8		*Total:* 12 PD (6 rPD)
12	**ED**	8		*Total:* 12 ED (6 rED)
10	**REC**	6		
45	**END**	5		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 183**

Movement: Running: 12m
Flight: 20m



Cost	Powers	END
26	**Fiery Whip:** RKA 2d6 Penetrating (+½); Extra Time (Full Phase; -½), No Range (-½)	4
	plus Reach +4m	
37	**Sword:** HKA 2d6 (4d6-1 with STR) Armor Piercing (+¼)	4
15	**Demonic Fangs:** HKA 1d6 (3d6+1 with STR)	1
7	**Demonic Ram's Horns:** HA +3d6 Hand-To-Hand Attack (-¼), Only With Move Through (-1)	1
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
6	**Demon's Skin:** Resistant (+½) for 6 PD/6 ED	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
13	**Demon Wings:** Flight 20m Restrainable (-½)	2
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0

Talents

3 Ambidexterity (no Off Hand penalty)
20 Universal Translator 12-

Skills

24 +3 HTH

3 WF: Common Melee Weapons, Whips

Total Powers & Skills Cost: 259

Total Cost: 442

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

0 **Physical Complication:** Human Size

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other firelash demons, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 267

IRON DEMON

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
14	**DEX**	8	12-	
25	**CON**	15	14-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
9	**OCV**	30		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
14	**PD**	12		*Total:* 14 PD (14 rPD)
14	**ED**	12		*Total:* 14 ED (14 rED)
13	**REC**	9		
50	**END**	6		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 202**

Movement: Running: 12m
Flight: 20m



Cost	Powers	END
37	**Demonic Claws:** HKA 1½d6 (3½d6 with STR) Armor Piercing (+¼)	2
30	**Demonic Horns:** HKA 2d6 (4½d6 with STR)	3
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
6	**Iron Demon's Skin:** Hardened (+¼) for 14 PD/14 ED	0
17	**Iron Demon's Skin:** Resistant (+½) for 14 PD/14 ED, Hardened (+¼)	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
13	**Demon Wings:** Flight 20m Restrainable (-½)	2
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Demonic Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Talents

20 Universal Translator 11-

Skills

3 Stealth 12-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 240

Total Cost: 442

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

0 **Physical Complication:** Human Size

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other iron demons, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 267

OPTIONAL ABILITIES

Cost	Options
30	**Spit Lava:** RKA 3d6, Penetrating (+½); Limited Range (16m; -¼), 4 Charges (-1)

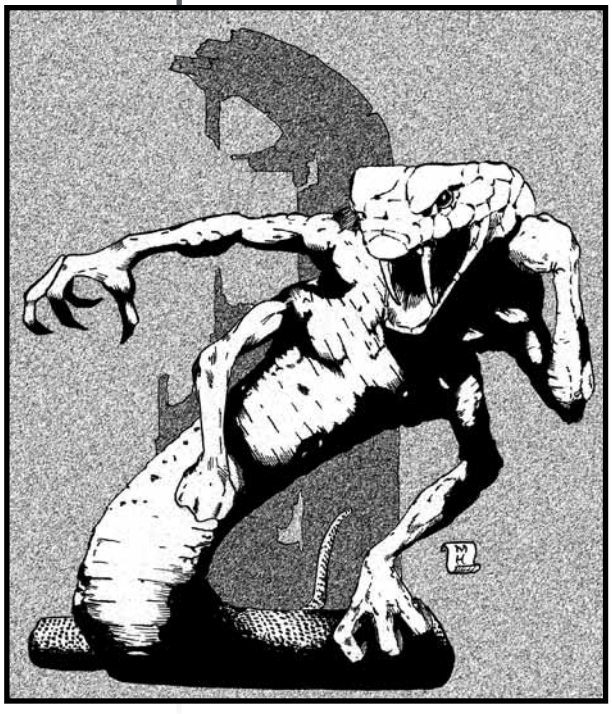
SERPENT DEMON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	20	13-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
9	OCV	30		
7	DCV	20		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		*Phases:* 3, 5, 8, 10, 12
8	PD	6		*Total:* 8 PD (8 rPD)
8	ED	6		*Total:* 8 ED (8 rED)
10	REC	6		
35	END	3		
13	BODY	3		
36	STUN	8		**Total Characteristics Cost: 196**

Movement: Running: 24m

OPTIONAL ABILITIES

Cost	Options
15	**Multiple Heads:** Extra Limbs (however many additional heads the demon has), Inherent +¼); Limited Manipulation (-¼) plus Increased Arc Of Perception (360 Degrees) for Sight Group
6	**Multiple Arms:** Extra Limbs (however many additional arms the demon has), Inherent +¼)
15	**Snakes For Arms:** Add Physical Complication: Limited Manipulation (Frequently, Slightly Impairing)
24	**Serpentine Command:** Mind Control 12d6 (Animal group of minds); Only Versus Serpents (-1½)



Cost	Powers	END
15	**Fangs:** HKA 1d6 (2½d6 with STR)	1
19	**Venom:** RKA 1d6	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every Turn for 1 Minute, defense only applies once, cannot be used again on same victim until all increments accrue; +3); Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)	
31	**Demonic Claws:** HKA 1½d6 (3d6-1 with STR)	2
	Armor Piercing (+¼)	
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
8	**Serpent Demon's Skin:** Resistant (+½) for 8 PD/8 ED	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
12	**Demonic Speed:** Running +12m (24m total)	1
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
9	**Serpent Demon's Reach:** Stretching 4m, x2 body dimensions	1
	Talents	
20	Universal Translator 12-	
	Skills	
7	Stealth 15-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 230

Total Cost: 426

175	**Matching Complications (50)**
20	**Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
15	**Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-
20	**Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
20	**Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
0	**Physical Complication:** Human Size
25	**Psychological Complication:** Utterly Evil (Very Common, Total)
20	**Psychological Complication:** Overconfidence (Very Common, Strong)
5	**Rivalry:** Professional (with other serpent demons, for power and influence)
25	**Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 251

SHADOW DEMON

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	**DEX**	20	13-	
20	**CON**	10	13-	
15	**INT**	5	12-	PER Roll 12-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
6	**REC**	2		
40	**END**	4		
18	**BODY**	8		
34	**STUN**	7		**Total Characteristics Cost: 138**

Movement: Running: 12m
Flight: 20m
Teleportation: 60m

Cost	Powers	END
60	**Shadow Powers:** Multipower, 60-point reserve	
6f	**1) Weave Shadow:** Darkness to Sight Group 8m radius Reduced Endurance (0 END; +½)	0
4f	**2) Shadow Touch:** Drain BODY 6d6 No Range (-½)	6
4f	**3) Shadowwalking:** Teleportation 60m Only From Shadow To Shadow (-½)	6
31	**Demonic Claws:** HKA 1½d6 (2d6 with STR) Armor Piercing (+¼)	2
10	**Terrifying Mien:** +20 PRE Only For Fear-Based Presence Attacks (-1)	0
60	**Shadow Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
2	**Shadow Form:** Resistant (+½) for 2 PD/2 ED	0
5	**Infernal Form:** Life Support (Longevity: Immortality)	0
60	**Meld Into Shadow:** Desolidification (affected by magic or light-based attacks) Reduced Endurance (0 END; +½)	0
13	**Shadow Wings:** Flight 20m Restrainable (-½)	2
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Shadow Eyes:** Nightvision	0

Talents

24	Combat Sense 21-
20	Universal Translator 12-

Skills

9	Stealth 16-

Total Powers & Skills Cost: 318

Total Cost: 456

175	**Matching Complications (50)**
20	**Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
20	**Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	**Psychological Complication:** Utterly Evil (Very Common, Total)
25	**Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)
15	**Susceptibility:** to light attacks, automatically takes 2d6 when hit with a light-based attack (including Sight Group Flashes based on light) (Common)
30	**Susceptibility:** to sunlight, takes 2d6 per Phase when exposed to sunlight (Very Common)
20	**Vulnerability:** 2 x STUN from Light Attacks (Common)
20	**Vulnerability:** 2 x BODY from Light Attacks (Common)

Total Complications Points: 50

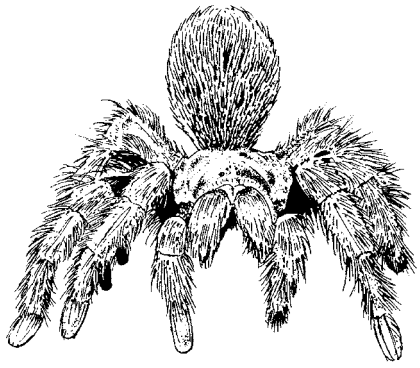
Experience Points: 281



SPIDER DEMON

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	**DEX**	20	13-	
20	**CON**	10	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
9	**OCV**	30		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
9	**REC**	5		
40	**END**	4		
15	**BODY**	5		
40	**STUN**	10		**Total Characteristics Cost: 166**

Movement: Running: 18m
Leaping: 16m



Cost	Powers	END
25	**Webs:** Entangle 5d6, 5 PD/5 ED Takes No Damage From Attacks (Acidic Webs effect only; +¼); Vulnerable (fire; -1), 8 Charges (-½)	[8]
24	**Acidic Webs:** RKA 1d6 NND (defense is Power Defense or a "Wizard's Shield" spell; +½), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½), Uncontrolled (lasts as long as victim remains Entangled in the Webs; +½); Linked (to Entangle; -½), 8 Charges (-½)	[8]
19	**Demonic Claws:** HKA 1d6 (2d6+1 with STR) Armor Piercing (+¼)	2
15	**Mandibles:** HKA 1d6 (2½d6 with STR)	1
19	**Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every Turn for 1 Minute, defense only applies once, cannot be used again on same victim until all increments accrue; +3); Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)	[4]
25	**Stinger:** Drain CON and STUN 2d6 Expanded Effect (CON and STUN simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per Day; +2¼); Inaccurate (½ OCV; -¼), No Range (-½), 3 Charges (-1¼)	[3]
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
2	**Demon's Skin:** Resistant (+½) for 2 PD/2 ED	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
6	**Skittering:** Running +6m (18m total)	1
6	**Pouncing:** Leaping +12m (16m forward, 8m upward)	1
10	**Spider Demon's Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
10	**Spider's Path:** Clinging (normal STR)	0
6	**Eight Limbs:** Extra Limbs (4) Inherent (+¼)	0

Talents

20 Universal Translator 11-

Skills

16 +2 HTH

3 Stealth 13-

Total Powers & Skills Cost: 311

Total Cost: 477

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

0 **Physical Complication:** Human Size

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other spider demons, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 302



SUCCUBUS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
15	CON	5	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
8	OMCV	15		
7	DMCV	12		
4	SPD	20		*Phases:* 3, 6, 9, 12
6	PD	4		*Total:* 6 PD (0 rPD)
6	ED	4		*Total:* 6 ED (0 rED)
6	REC	2		
30	END	2		
13	BODY	3		
30	STUN	5		**Total Characteristics Cost: 134**

Movement: Running: 12m

Cost	Powers	END
30	**Irresistible Embrace:** Mind Control 12d6 Reduced Endurance (0 END; +½); Only To Inspire Lust For The Succubus (-1), Skin Contact Required (-1)	0
68	**Slavery Of Lust:** Severe Transform 6d6 (male into succubus's willing slave, heals back through sincere repentance and a priest's blessing) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Target (human males; -½), Skin Contact Required (-1), Only On Male With Whom She Is Engaged In Sexual Congress (-1) **plus** Severe Transform 4d6 (male into male with corrupted soul, heals back through sincere repentance and a priest's blessing) ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against PRE, Not BODY (+0), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Target (human males; -½), Linked (-½), Skin Contact Required (-1), Only On Male With Whom She Is Engaged In Sexual Congress (-1)	0
42	**Seductive Form:** Shape Shift (Sight and Touch Groups; any humanoid form), Imitation Reduced Endurance (0 END; +½)	0
19	**Succubus Claws:** HKA 1d6 (1½d6 with STR) Armor Piercing (+¼)	1
10	**Seductive Mien:** +20 PRE Only For Friendly Presence Attacks (-1)	0
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
5	**Infernal Form:** Life Support (Longevity: Immortality)	0
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0

Talents

18 Striking Appearance: +6/+6d6

20 Universal Translator 13-

Skills

7 Charm 15-

3 Conversation 13-

3 High Society 13-

3 Persuasion 13-

3 Stealth 12-

Total Powers & Skills Cost: 296

Total Cost: 430

175 Matching Complications (50)

0 **Physical Complication:** Human Size

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Coward (Common, Total)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

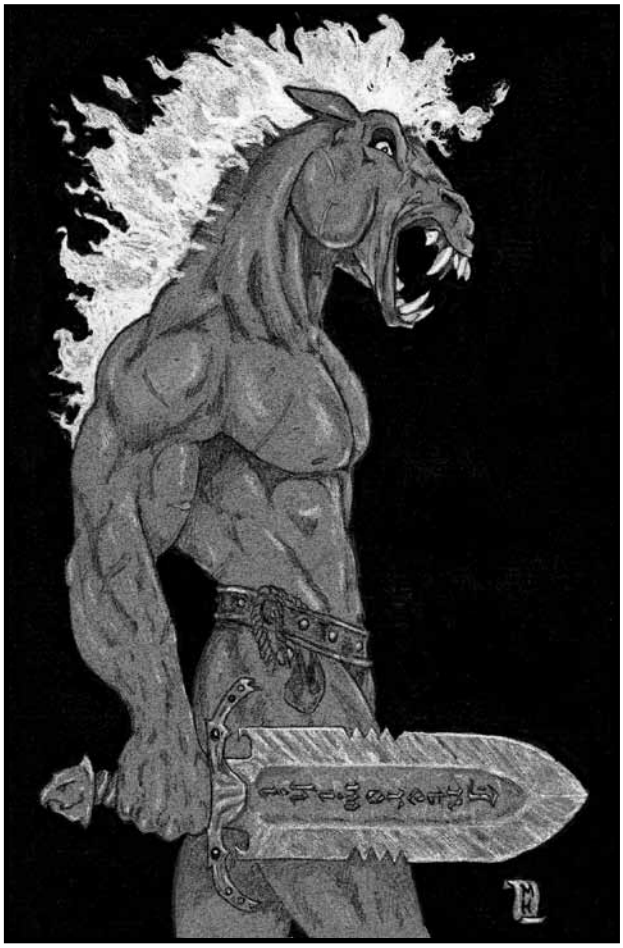
Experience Points: 255



WAR DEMON

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
20	**DEX**	20	13-	
22	**CON**	12	13-	
14	**INT**	4	12-	PER Roll 12-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
6	**DCV**	15		
3	**OMCV**	0		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
12	**PD**	8		*Total:* 12 PD (6 rPD)
12	**ED**	8		*Total:* 12 ED (6 rED)
10	**REC**	6		
45	**END**	5		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 184**

Movement: Running: 12m



Cost	Powers	END
45	**War Demon's Greatsword:** HKA 2d6 (3½d6 with STR) Penetrating (+½)	4
30	**War Demon's Sling:** RKA 2d6 Penetrating (+½); Extra Time (Full Phase; -½)	4
15	**Demonic Fangs:** HKA 1d6 (2d6 with STR)	1
60	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
6	**Demon's Skin:** Resistant (+½) for 6 PD/6 ED	0
40	**Infernal Form:** Life Support (Total, including Longevity: Immortality)	0
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0

Talents

20 Universal Translator 12-

Skills

32 +4 HTH

3 Riding 13-

3 Stealth 13-

3 Tactics 12-

10 WF: Common Melee Weapons, Common Missile Weapons, Flails, Lance, Nets, Quarterstaff, Sling, Whips

Total Powers & Skills Cost: 285

Total Cost: 469

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

0 **Physical Complication:** Human Size

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other war demons, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 294

OPTIONAL ABILITIES

Cost	Options
24	**War Demon's Armor:** Resistant Protection (8 PD/8 ED)

DEMON PRINCE OF FOULNESS

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
22	**DEX**	24	13-	
32	**CON**	22	15-	
30	**INT**	20	15-	PER Roll 15-
30	**EGO**	20	15-	
40	**PRE**	30	17-	PRE Attack: 8d6
6	**OCV**	15		
5	**DCV**	15		
10	**OMCV**	21		
10	**DMCV**	21		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
25	**PD**	23		*Total:* 25 PD (20 rPD)
25	**ED**	23		*Total:* 25 ED (20 rED)
15	**REC**	11		
65	**END**	9		
35	**BODY**	25		
70	**STUN**	25		**Total Characteristics Cost: 389**

Movement: Running: 12m
Leaping: 0m
Teleportation: 60m

Cost	Powers	END
150	**Demonic Powers:** Variable Power Pool, 60 Pool + 60 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
37	**Demonic Claws:** HKA 2d6 (4d6-1 with STR)	3
	Armor Piercing (+¼)	
120	**Demonic Blast:** Blast 16d6	0
	Reduced Endurance (0 END; +½)	
41	**Disgusting Stench:** Drain CON 3d6	0
	NND (defense is Life Support [Self-Contained Breathing]; +0), Area Of Effect (8m Radius; +½), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)	
67	**Demon's Grip:** Telekinesis (30 STR)	0
	Reduced Endurance (0 END; +½)	
24	**Acidic Vomit:** RKA 1d6	[8cc]
	Constant (+½), Penetrating (+½); Limited Range (8m; -¼), 8 Charges lasting 1 Turn each (-0)	
22	**Acidic Secretions:** RKA 1d6	0
	Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)	
20	**Demon's Skin:** Resistant (+½) for 20 PD/20 ED	0
120	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 75%	0
20	**Demonic Mind:** Mental Defense (20 points)	0
20	**Demonic Shield:** Power Defense (20 points)	0
12	**Heavy:** Knockback Resistance -12m	0
40	**Infernal Form:** Life Support: Total (including Longevity: Immortality)	0
90	**Demon Gate:** Teleportation 60m	0
	Reduced Endurance (0 END; +½)	
-2	**Can't Leap:** Leaping -4m (0m total)	
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Demon's Eyes:** Ultraviolet Perception (Sight Group)	0
42	**Sense Souls:** Detect Life Force 15-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
	Talents	
20	Universal Translator 15-	
	Skills	
48	+4 Overall	
5	WF: Common Melee Weapons, Common Missile Weapons, Whip	

Total Powers & Skills Cost: 906
Total Cost: 1,295

DEMON PRINCES

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

Demon Prince of Foulness

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

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

15 **Physical Complication:** Enormous (+4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other Demon Princes, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 1,120



DEMON PRINCE OF GUILE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
30	DEX	40	15-	
30	CON	20	15-	
35	INT	25	16-	PER Roll 16-
30	EGO	20	15-	
40	PRE	30	17-	PRE Attack: 8d6
9	OCV	30		
9	DCV	30		
10	OMCV	21		
10	DMCV	21		
6	SPD	40		*Phases:* 2, 4, 6, 8, 10, 12
25	PD	23		*Total:* 25 PD (20 rPD)
25	ED	23		*Total:* 25 ED (20 rED)
15	REC	11		
60	END	8		
30	BODY	20		
60	STUN	20		**Total Characteristics Cost: 402**

Movement: Running: 24m
Flight: 40m
Teleportation: 60m

Cost	Powers	END
225	**Demonic Powers:** Variable Power Pool, 90 Pool + 90 Control Cost Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
120	**Demonic Guile:** Multipower, 120-point reserve	
12f	**1) Demonic Blast:** Blast 16d6 Reduced Endurance (0 END; +½)	0
12f	**2) Diabolic Domination:** Mind Control 16d6 Reduced Endurance (0 END; +½)	0
12f	**3) Diabolic Domination:** Mental Illusions 16d6 Reduced Endurance (0 END; +½)	0
83	**Hellfire Aura:** RKA 3d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
37	**Demonic Claws:** HKA 2d6 (3½d6 with STR) Armor Piercing (+¼)	4
42	**Seductive Form:** Shape Shift (Sight and Touch Groups; any humanoid form), Imitation Reduced Endurance (0 END; +½)	0
10	**Seductive Mien:** +20 PRE Only For Friendly Presence Attacks (-1)	0
20	**Demon's Skin:** Resistant (+½) for 20 PD/20 ED	0
120	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 75%	0
20	**Demonic Mind:** Mental Defense (20 points)	0
20	**Demonic Shield:** Power Defense (20 points)	0
40	**Infernal Form:** Life Support: Total (including Longevity: Immortality)	0
27	**Demon Wings:** Flight 40m Restrainable (-½)	4
90	**Demon Gate:** Teleportation 60m Reduced Endurance (0 END; +½)	0
12	**Demon's Legs:** Running +12m (24m total)	1
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Demon's Eyes:** Ultraviolet Perception (Sight Group)	0
42	**Sense Souls:** Detect Life Force 16-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
	Talents	
20	Universal Translator 16-	
	Skills	
48	+4 Overall	
3	Charm 17-	
3	Concealment 16-	
3	Conversation 17-	
3	High Society 17-	
3	Interrogation 17-	
3	Oratory 17-	
3	Persuasion 17-	
3	Stealth 15-	
5	WF: Common Melee Weapons, Common Missile Weapons, Whip	

Demon Prince of Guile

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

Total Powers & Skills Cost: 1,051
Total Cost: 1,453

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

0 **Physical Complication:** Human Size

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

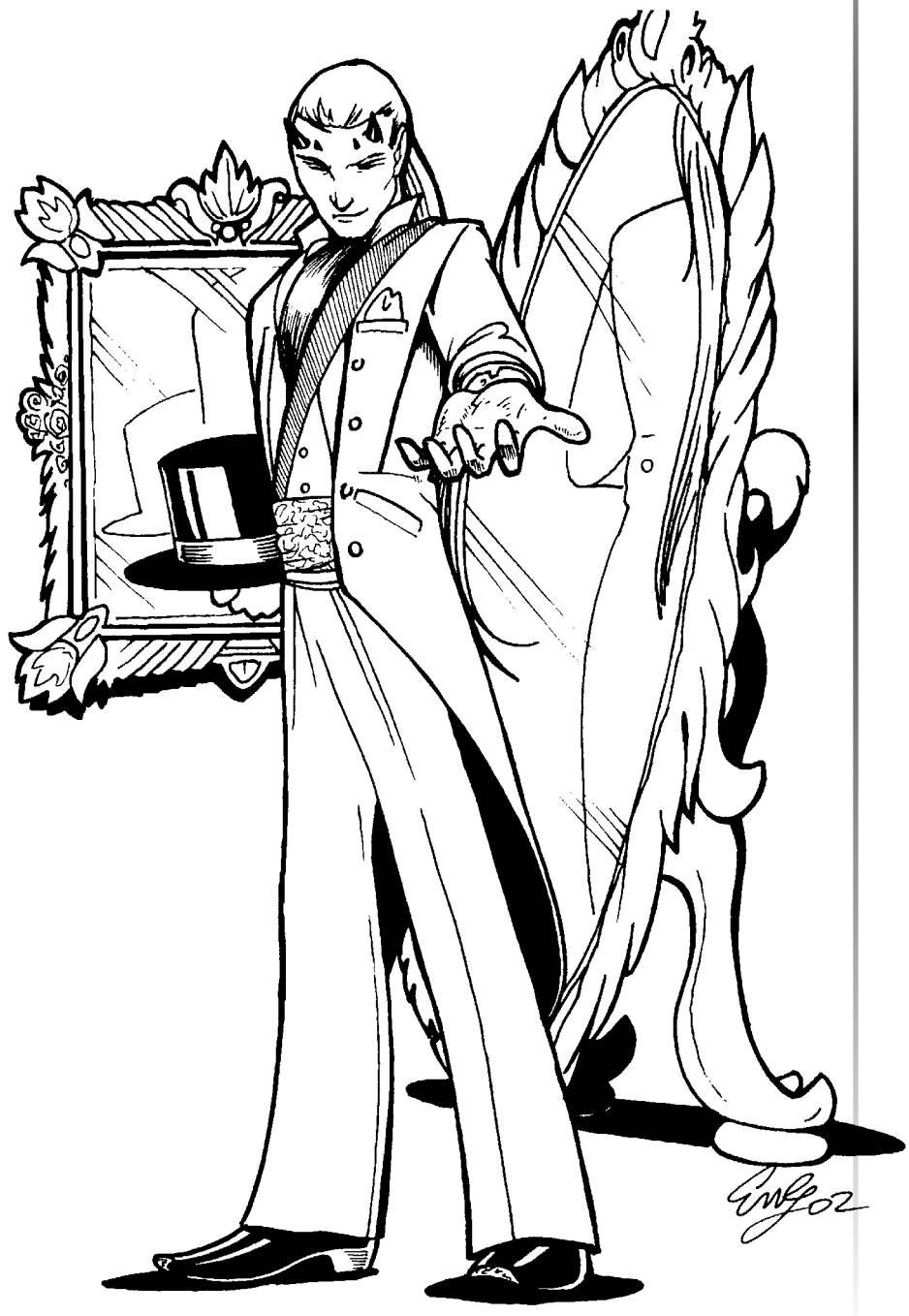
25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other Demon Princes, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50
Experience Points: 1,278



DEMON PRINCE OF POWER

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
30	**DEX**	40	15-	
30	**CON**	20	15-	
30	**INT**	20	15-	PER Roll 15-
30	**EGO**	20	15-	
40	**PRE**	30	17-	PRE Attack: 8d6
10	**OCV**	35		
10	**DCV**	35		
10	**OMCV**	21		
10	**DMCV**	21		
6	**SPD**	40		*Phases:* 2, 4, 6, 8, 10, 12
25	**PD**	23		*Total:* 25 PD (20 rPD)
25	**ED**	23		*Total:* 25 ED (20 rED)
16	**REC**	12		
60	**END**	8		
30	**BODY**	20		
60	**STUN**	20		**Total Characteristics Cost: 413**

Movement: Running: 24m
Flight: 40m
Teleportation: 60m

Cost	Powers	END
300	**Demonic Powers:** Variable Power Pool, 120 Pool + 120 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
120	**Demonic Blast:** Blast 16d6	0
	Reduced Endurance (0 END; +½)	
45	**Manifestation Of Power:** Aid Characteristics 5d6	0
	Variable Effect (any one demonic Characteristic at a time; +½)	
83	**Hellfire Aura:** RKA 3d6	0
	Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No Range (-½)	
37	**Demonic Claws:** HKA 2d6 (4d6-1 with STR)	
	Armor Piercing (+¼)	
	4	
20	**Demon's Skin:** Resistant (+½) for 20 PD/20 ED	0
120	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 75%	0
20	**Demonic Mind:** Mental Defense (25 points)	0
25	**Demonic Shield:** Power Defense (25 points)	0
40	**Infernal Form:** Life Support: Total (including Longevity: Immortality)	0
27	**Demon Wings:** Flight 40m	4
	Restrainable (-½)	
90	**Demon Gate:** Teleportation 60m	0
	Reduced Endurance (0 END; +½)	
12	**Demon's Legs:** Running +12m (24m total)	1
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Demon's Eyes:** Ultraviolet Perception (Sight Group)	0
42	**Sense Souls:** Detect Life Force 16-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
	Talents	
20	Universal Translator 15-	
	Skills	
48	+4 Overall	
3	Conversation 17-	
3	High Society 17-	
13	KS: Arcane And Occult Lore 25-	
8	KS: True Names 20-	
3	Persuasion 17-	
3	Stealth 15-	
5	WF: Common Melee Weapons, Common Missile Weapons, Whip	

Total Powers & Skills Cost: 1,098
Total Cost: 1,510

Demon Prince of Power

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

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

0 **Physical Complication:** Human Size

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other Demon Princes, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 1,335



DEMON PRINCE OF STRENGTH

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [6]
28	**DEX**	36	15-	
40	**CON**	30	17-	
25	**INT**	15	14-	PER Roll 14-
25	**EGO**	15	14-	
45	**PRE**	35	18-	PRE Attack: 9d6
9	**OCV**	30		
9	**DCV**	30		
7	**OMCV**	12		
7	**DMCV**	12		
6	**SPD**	40		*Phases:* 2, 4, 6, 8, 10, 12
30	**PD**	28		*Total:* 30 PD (30 rPD)
30	**ED**	28		*Total:* 30 ED (30 rED)
20	**REC**	16		
80	**END**	12		
40	**BODY**	30		
90	**STUN**	35		**Total Characteristics Cost: 454**

Movement: Running: 36m
Leaping: 24m
Flight: 40m
Teleportation: 60m

Cost	Powers	END
150	**Demonic Powers:** Variable Power Pool, 60 Pool + 60 Control Cost Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
40	**Demonic Weapon:** HKA 4d6 (8d6 with STR) OIF (demonic weapon; -½)	6
120	**Demonic Blast:** Blast 16d6 Reduced Endurance (0 END; +½)	0
83	**Hellfire Aura:** RKA 3d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
37	**Demonic Claws:** HKA 2d6 (5d6 with STR) Armor Piercing (+¼)	4
30	**Demon's Skin:** Resistant (+½) for 30 PD/30 ED	0
120	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 75%	0
20	**Demonic Mind:** Mental Defense (20 points I)	0
20	**Demonic Shield:** Power Defense (20 points)	0
12	**Heavy:** Knockback Resistance -12m	0
40	**Infernal Form:** Life Support: Total (including Longevity: Immortality)	0
27	**Demon Wings:** Flight 40m Restrainable (-½)	4
90	**Demon Gate:** Teleportation 60m Reduced Endurance (0 END; +½)	0
24	**Enormous Demon's Legs:** Running +24m (36m total)	2
10	**Enormous Demon's Legs:** Leaping +20m (24m forward, 12m upward)	1
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Demon's Eyes:** Ultraviolet Perception (Sight Group)	0
42	**Sense Souls:** Detect Life Force 14-, Discriminatory, Analyze, Range, Sense, Targeting, Tracking	0
4	**Reach:** Reach +4m	0
	Talents	
20	Universal Translator 15-	
	Skills	
48	+4 Overall	
40	+4 with All Combat	
14	KS: Military History 25-	
3	Riding 15-	
3	Stealth 15-	
3	Tactics 14-	
10	WF: Common Melee Weapons, Common Missile Weapons, Siege Engines, Small Arms, Staffs, Whip	

Total Powers & Skills Cost: 1,020

Total Cost: 1,474

Demon Prince of Strength

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

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

175 Matching Complications (50)

20 **Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)

15 **Enraged:** if thwarted or tricked (Uncommon), go 11-, recover 11-

15 **Physical Complication:** Enormous (+4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

20 **Physical Complication:** Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)

20 **Physical Complication:** Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

5 **Rivalry:** Professional (with other Demon Princes, for power and influence)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 1,299



DEMON HOUND

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
17	DEX	14	12-	
17	CON	7	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
10	PD	8		*Total:* 10 PD (4 rPD)
10	ED	8		*Total:* 10 ED (4 rED)
8	REC	4		
35	END	3		
18	BODY	8		
36	STUN	8		**Total Characteristics Cost: 128**

Movement: Running: 22m
Leaping: 8m



Cost	Powers	END
30	**Fiery Breath:** RKA 2d6 Armor Piercing (+¼); Limited Range (18m; -¼)	4
22	**Demonhound's Fangs:** HKA 1d6 (2d6-1 with STR) Penetrating (+½)	2
15	**Demonhound Claws:** HKA 1d6 (2d6 with STR)	1
30	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 25%	0
4	**Demon's Skin:** Resistant (+½) for 4 PD/4 ED	0
5	**Infernal Form:** Life Support (Longevity: Immortality)	0
10	**Demon's Legs:** Running +10m (22m total)	2
2	**Demon's Legs:** Leaping +4m (8m forward, 4m upward)	1
5	**Demon's Eyes:** Infrared Perception (Sight Group)	0
5	**Demonhound's Nose:** Tracking for Normal Smell	0
6	**Demonhound's Senses:** +2 PER with all Sense Groups	0

Total Powers & Skills Cost: 134

Total Cost: 262

175	**Matching Complications (50)**
20	**Distinctive Features:** Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
25	**Psychological Complication:** Utterly Evil (Very Common, Total)
25	**Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 87

Demon Hound

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

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

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

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

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

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

Demon Steed

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

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

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

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

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



DEMON STEED

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	**DEX**	16	13-	
22	**CON**	12	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
12	**PD**	10		*Total:* 12 PD (4 rPD)
12	**ED**	10		*Total:* 12 ED (4 rED)
10	**REC**	6		
45	**END**	5		
18	**BODY**	8		
44	**STUN**	11		**Total Characteristics Cost: 163**

Movement: Running: 26m
Leaping: 16m

Cost	Powers	END
12	**Bite:** HKA 1d6 (3d6 with STR) Reduced Penetration (-¼)	1
18	**Fiery Snort:** RKA 1d6 Penetrating (+½); Limited Range (10m; -¼)	2
20	**Flaming Hooves:** HA +5d6 Hand-To-Hand Attack (-¼)	2
4	**Tough Skin:** Resistant (+½) for 4 PD/4 ED	0
30	**Infernal Shield:** Physical and Energy Damage Reduction, Resistant, 25%	0
5	**Infernal Form:** Life Support (Longevity: Immortality)	0
8	**Heavy:** Knockback Resistance -8m	0
14	**Horse's Legs:** Running +14m (26m total)	1
6	**Horse's Legs:** Leaping +12m (16m forward, 8m upward)	1
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups	0

Skills

1 Riding 13-
Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 124

Total Cost: 287

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

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

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

25 **Psychological Complication:** Utterly Evil (Very Common, Total)

25 **Susceptibility:** to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 112

DJINN

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
30	**DEX**	40	15-	
30	**CON**	20	15-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
30	**PRE**	20	15-	PRE Attack: 6d6
10	**OCV**	35		
10	**DCV**	35		
10	**OMCV**	21		
10	**DMCV**	21		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
12	**PD**	10		*Total:* 12 PD (12 rPD)
12	**ED**	10		*Total:* 12 ED (12 rED)
12	**REC**	8		
60	**END**	8		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 323**

Movement: Running: 12m
Flight: 60m

OPTIONS

Cost	Options
-20	**Psychological Complication:** Indebted To Person Who Frees It Or Does It A Service (Common, Total)
-20	**Psychological Complication:** Must Obey Person Who Controls Its Prison (Common, Total)



Cost	Powers	END
300	**Djinn Powers:** Variable Power Pool, 120 Pool + 120 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
120	**Wind Blast:** Blast 8d6	var
	Variable Advantages (+1 Advantages; +2)	
105	**The Winds My Servant:** Telekinesis (40 STR), Fine Manipulation	0
	Reduced Endurance (0 END; +½)	
60	**Form Of Air:** Desolidification (affected by magic)	0
	Reduced Endurance (0 END; +½)	
54	**Form Of Air:** Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB)	0
	Reduced Endurance (0 END; +½)	
45	**Form Of Air:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
95	**Mastery Of Form:** Multiform (any 125 forms built on up to 300 Total Points)	0
12	**Djinn Form:** Resistant (+½) for 12 PD/12 ED	0
60	**Djinn Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
40	**Djinn Form:** Life Support (Total, including Longevity: Immortality)	0
90	**Djinn's Wings:** Flight 60m, Reduced Endurance (0 END; +½)	0
52	**Djinn's Sight:** Spatial Awareness (no Sense Group), Discriminatory, Analyze, Increased Arc Of Perception (360 Degrees), Range	0
10	**Djinn's Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	**Djinn's Eyes:** Nightvision	0
9	**Djinn's Senses:** +3 PER with all Sense Groups	0

Talents

20 Universal Translator 13-

Skills

12 +1 Overall
30 +3 with All Combat
8 +4 with Flight

8 KS: Arcane And Occult Lore 18-
8 KS: History 18-
8 KS: Legends And Lore 18-
8 KS: Literature 18-
3 Stealth 15-

Total Powers & Skills Cost: 1,162
Total Cost: 1,485

175 Matching Complications (50)

0 None

Total Complications Points: 0
Experience Points: 1,360

Djinn



Ecology: A djinn (plural djinni ["genie"]) is a magical being, perhaps from the realm of Elemental Air, perhaps a creation of the gods. Although associated with Air, djinni can also live in the earth, bodies of water, or trees. They favor isolated places such as deserts, deserted coastlines, ruins, islands, and the like. In some cases, wizards or other beings of great power capture djinn and place them in bottles, lamps, or other containers (see below).

Personality/Motivation: The personalities of djinn vary, though dealing with even the most benign of them tends to be dangerous for humans. Some are outright evil; they associate with their cousins the ifriti (page 156), play tricks, and inflict all sorts of miseries and torments upon humans (sometimes for fun, sometimes only when humans disturb them). Others are kindlier, and perhaps even willing to help a person in distress.

In the case of imprisoned djinn, the person who frees the djinn (be he the person who imprisoned the djinn or someone else) earns the djinn's gratitude and services. Typically these services amount to the granting of three wishes, but djinn haven't necessarily read the same stories humans have....

Powers/Tactics: In addition to its control of the winds and ability to assume wind-form, a djinn possesses vast magical powers and can duplicate most spells or magical abilities with little effort. If necessary it can even use its VPP to enhance its other powers. Most djinni care little for combat and seek to end it as quickly as they can, using flashy powers when possible — Mega-Scaled Teleportation Usable As Attack, high-dice Entangles, powerful lightning bolts, and the like.

Campaign Use: Given their power, djinni are plot devices as much as anything; it's unlikely most groups of adventurers could bring one to bay and slay it. Instead they'll find their enemies using a captive djinni against them, then have to find a way to free the djinn so they can attack their real foe without hindrance. Or they might stumble across a djinn bottle and have to figure out the best way to put the djinn's powers to use.

Appearance: A djinn looks like a gigantic, muscular, perfectly-formed human, sometimes with its legs trailing off into vapor, other times fully-formed. It's usually bald (or has a top-knot), but has a finely-groomed moustache and short beard. It may wear gold earrings, arm-rings, or other jewelry. A palpable aura of magical power surrounds it.

DRAGONS

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

Ecology: The average dragon is a large, solitary creature lairing in a cave or cavern, where it keeps its vast hoard. Some dragons live in the mountains, some in deserts, some in forests, and some in swamps. It all depends on the dragon's diet, abilities, and sometimes subspecies. (See the options after the six main dragon character sheets for ways to customize a standard dragon for a different environment, if desired.)

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

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

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

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

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

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

Many dragons have a single vulnerable point somewhere on their bodies (typically the belly). Their scaly skin provides no protection here, giving a clever and knowledgeable hero a way to slay them — if he can find and strike the unarmored spot. (The GM should choose one of the dragon's Hit Locations as the one with zero defense. If you're using the Draconic Hit Location Table on page 44, this should be Location 18, representing the area on the dragon's underside where one of its forelimbs joins its body.)

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

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

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

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

JUVENILE DRAGON

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [5]
16	**DEX**	12	12-	
20	**CON**	10	13-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
25	**PRE**	15	14-	PRE Attack: 5d6
7	**OCV**	20		
6	**DCV**	15		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
16	**PD**	14*		*Total:* 16 PD (10 rPD)
16	**ED**	14*		*Total:* 16 ED (10 rED)
12	**REC**	8		
40	**END**	4		
18	**BODY**	8		
42	**STUN**	11		**Total Characteristics Cost: 188**

*: Doesn't Protect Hit Location 18 (-0)

Movement: Running: 12m
Flight: 24m
Leaping: 2m

Cost	Powers	END
60	**Dragon Powers:** Multipower, 60-point reserve	
2f	**1) Fire Breath:** RKA 2d6 Area Of Effect (24m Line; +½); Increased Endurance Cost (x2 END; -½), No Range (-½)	12
4f	**2) Hypnotic Gaze:** Mind Control 8d6 Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
22	**Draconic Weapons:** Multipower, 22-point reserve	
4v	**1) Bite:** HKA 1d6+1 (3d6 with STR)	2
4v	**2) Talons:** HKA 1d6 (2½d6 with STR) Armor Piercing (+¼)	2
1v	**3) Tail Bash:** HA +2d6 Hand-To-Hand Attack (-¼)	1
10	**Scaly Skin:** Resistant (+½) for 10 PD/10 ED Doesn't Protect Hit Location 18 (-0)	0
30	**Tough Body:** Physical and Energy Damage Reduction, Resistant, 25%	0
10	**Protection From Fire:** Energy Damage Reduction, Resistant, +25% (50% total) Only Works Against Fire (-½)	0
12	**Heavy:** Knockback Resistance -12m	0
10	**Strong Mind:** Mental Defense (10 points)	0
6	**Magical Beast:** Power Defense (6 points)	0
24	**Wings:** Multipower, 24-point reserve	
2f	**1) Flying:** Flight 24m Restrainable (-½)	2
1f	**2) Wing Buffet:** HA +1d6 Hand-To-Hand Attack (-¼)	1
-1	**Large:** Leaping -2m (2m forward, 1m upward)	
18	**Hoardsense:** Detect Hoard 15-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
	Talents	
3	Lightsleep	
	Skills	
12	+1 Overall	
4	+2 OCV with Fire Breath	
4	KS: Arcane And Occult Lore 13-	
6	KS: Dragon Lore 15-	
4	KS: History 13-	
3	Persuasion 15-	
3	Stealth 12-	
2	Survival (choose appropriate environment) 13-	

Total Powers & Skills Cost: 283
Total Cost: 471

Juvenile Dragon

Description: This character sheet represents a dragon who's just beginning to come into his true power. He's not yet as tough or mighty even as a lesser dragon, and hasn't yet begun to accumulate a true hoard, but the signs of what he's growing into are unmistakeable.

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)

15 **Physical Complication:** Enormous (up to 8m tall; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)

15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 296



LESSER DRAGON

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [8]
18	**DEX**	16	13-	
25	**CON**	15	14-	
18	**INT**	8	13-	PER Roll 13-
18	**EGO**	8	13-	
30	**PRE**	20	15-	PRE Attack: 6d6
7	**OCV**	20		
6	**DCV**	15		
6	**OMCV**	9		
6	**DMCV**	9		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
20	**PD**	18*		*Total:* 20 PD (14 rPD)
20	**ED**	18*		*Total:* 20 ED (14 rED)
15	**REC**	11		
50	**END**	6		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 258**

*: Doesn't Protect Hit Location 18 (-0)

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
90	**Dragon Powers:** Multipower, 90-point reserve	
4f	**1) Fire Breath:** RKA 3d6 Area Of Effect (36m Line; +¾); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
6f	**2) Hypnotic Gaze:** Mind Control 12d6 Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
47	**Draconic Weapons:** Multipower, 47-point reserve	
5v	**1) Bite:** HKA 1½d6 (4d6+1 with STR)	2
4v	**2) Talons:** HKA 1d6 (3d6 with STR) Armor Piercing (+¼)	2
2v	**3) Tail Bash:** HA +3d6 Hand-To-Hand Attack (-¼)	1
14	**Scaly Skin:** Resistant (+½) for 14 PD/14 ED Doesn't Protect Hit Location 18 (-0)	0
30	**Tough Body:** Physical and Energy Damage Reduction, Resistant, 25%	0
10	**Protection From Fire:** Energy Damage Reduction, Resistant, +25% (50% total) Only Works Against Fire (-½)	0
18	**Heavy:** Knockback Resistance -18m	0
10	**Strong Mind:** Mental Defense (10 points)	0
8	**Magical Beast:** Power Defense (8 points)	0
30	**Wings:** Multipower, 30-point reserve	
2f	**1) Flying:** Flight 30m Restrainable (-½)	3
1f	**2) Wing Buffet:** HA +2d6 Hand-To-Hand Attack (-¼)	1
17	**Hoardsense:** Detect Hoard 15-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Perks

5 **Hoard:** Money: Well Off

Talents

3 Lightsleep

Skills

12 +1 Overall
20 +2 with All Combat
4 +2 OCV with Fire Breath
3 KS: Arcane And Occult Lore 13-
5 KS: Dragon Lore 15-
3 KS: History 13-
3 Persuasion 15-
3 Stealth 13-
2 Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 387

Total Cost: 645

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)
20 **Physical Complication:** Huge (up to 16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
20 **Psychological Complication:** Overconfidence (Very Common, Strong)
15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)
15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 470

Lesser Dragon

Description: The lesser dragon is a not quite as old, not quite as powerful dragon — one who's perhaps only been alive and gathering treasure for a century or two at most. If left alone, he'll probably become a greater dragon, though this character sheet is also appropriate for the most powerful members of some dragon subspecies that simply don't grow to greater dragon size.

GREATER DRAGON

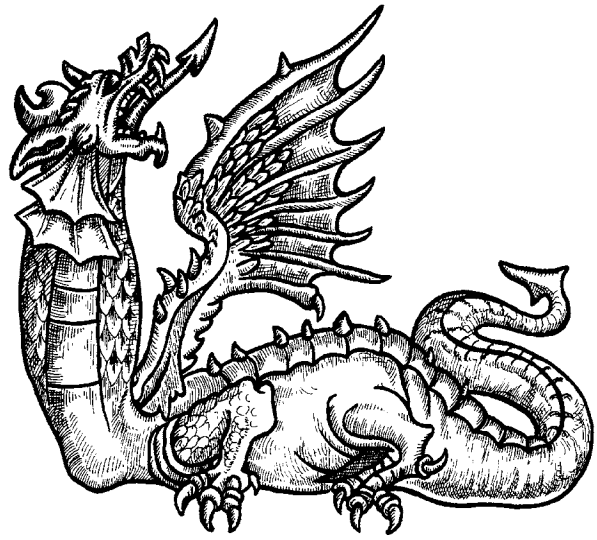
Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [10]
20	DEX	20	13-	
33	CON	46	16-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	
40	PRE	30	17-	PRE Attack: 8d6
7	OCV	20		
7	DCV	20		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		*Phases:* 3, 5, 8, 10, 12
28	PD	26*		*Total:* 28 PD (20 rPD)
28	ED	26*		*Total:* 28 ED (20 rED)
20	REC	16		
65	END	9		
30	BODY	20		
70	STUN	25		**Total Characteristics Cost: 364**

*: Doesn't Protect Hit Location 18 (-0)

Movement: Running: 18m
Flight: 40m

Greater Dragon

Description: A greater dragon is an old, powerful dragon — one who's typically been around for centuries and been able to collect huge amounts of loot and lore, not to mention a fearsome reputation. Defeating a greater dragon is often the pinnacle of a dragonslayer's career.



Cost	Powers	END
135	**Dragon Powers:** Multipower, 135-point reserve	
9f	**1) Fire Breath:** RKA 4d6 Area Of Effect (72m Line; +1), Armor Piercing (+¼); No Range (-½)	15
9f	**2) Hypnotic Gaze:** Mind Control 18d6 Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	**Draconic Weapons:** Multipower, 82-point reserve	
7v	**1) Bite:** HKA 2d6 (4½d6 with STR) Armor Piercing (+¼)	4
6v	**2) Talons:** HKA 1½d6 (4d6 with STR) Armor Piercing (+¼)	3
5v	**3) Tail Bash:** HA +6d6 Hand-To-Hand Attack (-¼)	3
20	**Scaly Skin:** Resistant (+½) for 20 PD/20 ED Doesn't Protect Hit Location 18 (-0)	0
60	**Tough Body:** Physical and Energy Damage Reduction, 50%, Resistant	0
20	**Protection From Fire:** Energy Damage Reduction, Resistant, +25% (50% total) Only Works Against Fire (-½)	0
24	**Heavy:** Knockback Resistance -24m	0
15	**Strong Mind:** Mental Defense (15 points)	0
15	**Magical Beast:** Power Defense (15 points)	0
40	**Wings:** Multipower, 40-point reserve	
3f	**1) Flying:** Flight 40m Restrainable (-½)	4
2f	**2) Wing Buffet:** HA +4d6 Hand-To-Hand Attack (-¼)	2
6	**Dragon's Legs:** Running +6m (18m total)	1
18	**Hoardsense:** Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
	Perks	
10	**Hoard:** Money: Wealthy	
	Talents	
3	Lightsleep	
	Skills	
24	+2 Overall	
40	+4 with All Combat	
6	+3 OCV with Fire Breath	
3	KS: Arcane And Occult Lore 14-	

5 KS: Dragon Lore 16-
3 KS: History 14-
3 Persuasion 17-
3 Stealth 13-
2 Survival (choose appropriate environment) 14-

Total Powers & Skills Cost: 567

Total Cost: 969

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)
20 **Physical Complication:** Gigantic (up to 32m tall; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
20 **Psychological Complication:** Overconfidence (Very Common, Strong)
15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)
15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 794



MAJESTIC DRAGON

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [12]
20	**DEX**	20	13-	
36	**CON**	26	16-	
30	**INT**	20	15-	PER Roll 15-
28	**EGO**	18	15-	
50	**PRE**	40	19-	PRE Attack: 10d6
7	**OCV**	20		
7	**DCV**	20		
9	**OMCV**	18		
9	**DMCV**	18		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
30	**PD**	28*		*Total:* 30 PD (24 rPD)
30	**ED**	28*		*Total:* 30 ED (24 rED)
22	**REC**	18		
70	**END**	10		
30	**BODY**	20		
80	**STUN**	30		**Total Characteristics Cost: 414**

*: Doesn't Protect Hit Location 18 (-0)

Movement: Running: 18m
Flight: 40m

Majestic Dragon

Description: The oldest, mightiest dragons are known as *majestic dragons*. Fortunately for the world they usually prefer to keep to themselves, for even the most skilled dragonslayers and most powerful heroes consider a majestic dragon a daunting challenge to fight.

Cost	Powers	END
135	**Dragon Powers:** Multipower, 135-point reserve	
9f	**1) Fire Breath:** RKA 4d6 Area Of Effect (72m Line; +1), Armor Piercing (+¼); No Range (-½)	15
9f	**2) Hypnotic Gaze:** Mind Control 18d6 Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
82	**Draconic Weapons:** Multipower, 82-point reserve	
7v	**1) Bite:** HKA 2d6 (5d6 with STR) Armor Piercing (+¼)	3
6v	**2) Talons:** HKA 1½d6 (4½d6 with STR) Armor Piercing (+¼)	2
5v	**3) Tail Bash:** HA +6d6 Hand-To-Hand Attack (-¼)	3
24	**Scaly Skin:** Resistant (+½) for 24 PD/24 ED Doesn't Protect Hit Location 18 (-0)	0
60	**Tough Body:** Physical and Energy Damage Reduction, 50%, Resistant	0
20	**Protection From Fire:** Energy Damage Reduction, Resistant, +25% (50% total) Only Works Against Fire (-½)	0
24	**Heavy:** Knockback Resistance -24m	0
20	**Strong Mind:** Mental Defense (20 points)	0
20	**Magical Beast:** Power Defense (20 points)	0
40	**Wings:** Multipower, 40-point reserve	
3f	**1) Flying:** Flight 40m Restrainable (-½)	4
2f	**2) Wing Buffet:** HA +4d6 Hand-To-Hand Attack (-¼)	2
6	**Dragon's Legs:** Running +6m (18m total)	1
16	**Hoardsense:** Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
	Perks	
15	**Hoard:** Money: Filthy Rich	
	Talents	
3	Lightsleep	
	Skills	
36	+3 Overall	
30	+3 with All Combat	
6	+3 OCV with Fire Breath	
3	KS: Arcane And Occult Lore 15-	
5	KS: Dragon Lore 17-	

3 KS: History 15-
3 Persuasion 19-
3 Stealth 13-
2 Survival (choose appropriate environment) 15-

Total Powers & Skills Cost: 623

Total Cost: 1,037

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)

20 **Physical Complication:** Gigantic (up to 32m tall; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)

15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 862

2



WYRM

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [8]
18	**DEX**	16	13-	
25	**CON**	15	14-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
25	**PRE**	15	14-	PRE Attack: 5d6
6	**OCV**	15		
6	**DCV**	15		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
20	**PD**	18*		*Total:* 20 PD (14 rPD)
20	**ED**	18*		*Total:* 20 ED (14 rED)
15	**REC**	11		
50	**END**	6		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 236**

*: Doesn't Protect Hit Location 18 (-0)

Movement: Running: 24m

Cost	Powers	END
60	**Dragon Powers:** Multipower, 60-point reserve	
2f	**1) Fire Breath:** RKA 2d6	12
	Area Of Effect (24m Line; +½); Increased Endurance Cost (x2 END; -½), No Range (-½)	
4f	**2) Hypnotic Gaze:** Mind Control 8d6	0
	Reduced Endurance (0 END; +½); Eye Contact Required (-½)	
47	**Draconic Weapons:** Multipower, 47-point reserve	
5v	**1) Bite:** HKA 1½d6 (4d6+1 with STR)	2
4v	**2) Talons:** HKA 1d6 (3d6 with STR)	2
	Armor Piercing (+¼)	
2v	**3) Tail Bash:** HA +3d6	1
	Hand-To-Hand Attack (-¼)	
14	**Scaly Skin:** Resistant (+½) for 14 PD/14 ED	0
	Doesn't Protect Hit Location 18 (-0)	
30	**Tough Body:** Physical and Energy Damage Reduction, Resistant, 25%	0
10	**Protection From Fire:** Energy Damage Reduction, Resistant, +25% (50% total)	0
	Only Works Against Fire (-½)	
18	**Heavy:** Knockback Resistance -18m	0
10	**Strong Mind:** Mental Defense (10 points)	0
5	**Magical Beast:** Power Defense (5 points)	0
12	**Dragon's Legs:** Running +12m (24m total)	1
17	**Hoardsense:** Detect Hoard 14-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb	0
	Inherent (+¼); Limited Manipulation (-¼)	
	Perks	
5	**Hoard:** Money: Well Off	
	Talents	
3	Lightsleep	
	Skills	
12	+1 Overall	
20	+2 with All Combat	
4	+2 OCV with Fire Breath	
3	KS: Arcane And Occult Lore 12-	
5	KS: Dragon Lore 14-	
3	KS: History 12-	
3	Stealth 13-	
2	Survival (choose appropriate environment) 13-	

Total Powers & Skills Cost: 326

Total Cost: 562

Wyrm

Description: A wyrm is a dragon who lacks wings (and who's usually [but not always] a little smaller and weaker than his winged counterpart). They're sometimes also known as *drakes*. If anything, wyrms are more cruel and wicked than their winged cousins. They frequently lair near lakes, well-traveled underground caverns, and other such places so they can prey on animals and people who use them.

175 Matching Complications (50)

20 **Negative Reputation:** powerful evil creature, 14- (Extreme)

20 **Physical Complication:** Huge (up to 16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

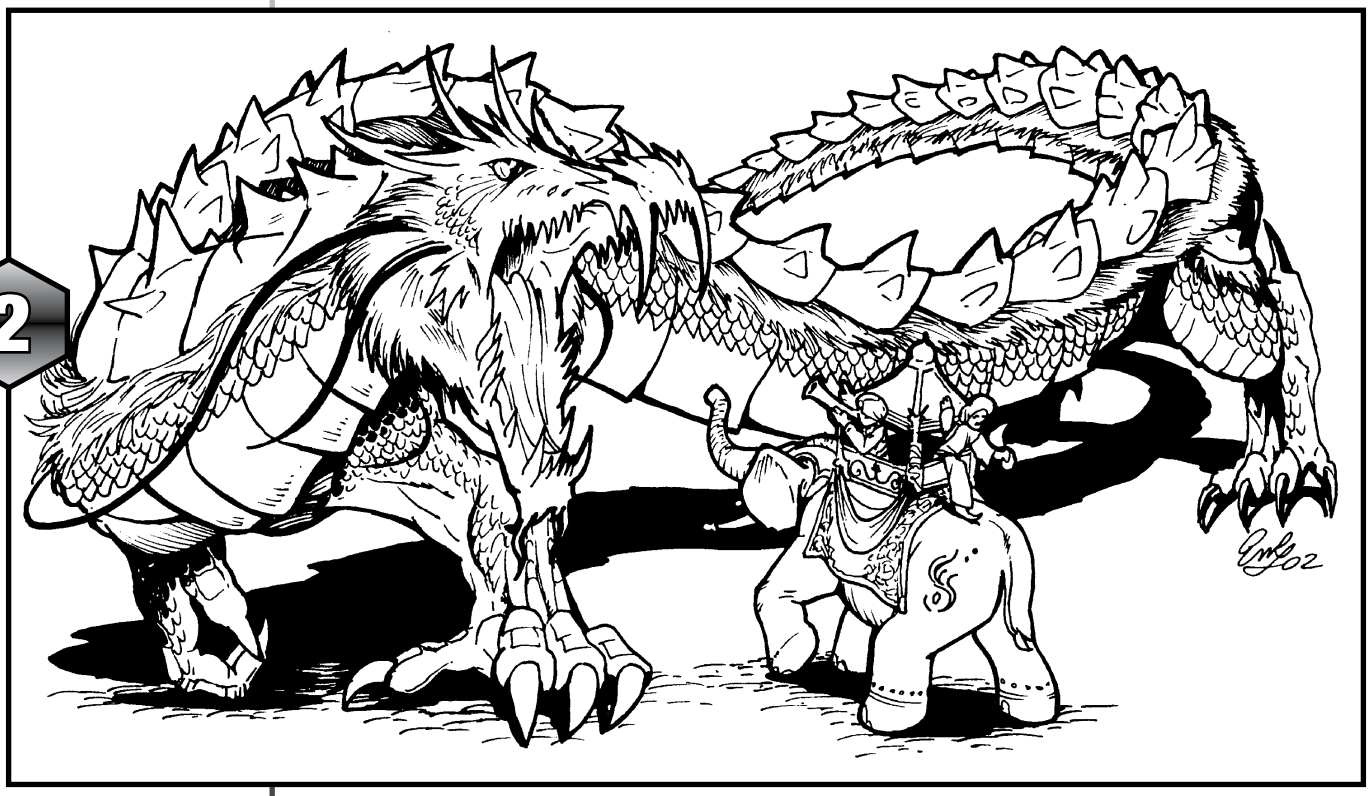
20 **Psychological Complication:** Overconfidence (Very Common, Strong)

15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)

15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 387



2

Wyvern

Description: A wyvern is an unusual form of dragon with no front legs and a poisonous bite and spittle instead of fiery breath (and a poisonous sting on the end of its tail). They prefer to lair in dark, dank forests, swamps, or underground. Although much less intelligent than its kin, it is nevertheless a cunning, vicious foe.



WYVERN

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [6]
20	**DEX**	20	13-	
23	**CON**	13	14-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
23	**PRE**	13	14-	PRE Attack: 4½d6
7	**OCV**	20		
7	**DCV**	20		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
18	**PD**	16		*Total:* 18 PD (10 rPD)
18	**ED**	16		*Total:* 18 ED (10 rED)
12	**REC**	8		
45	**END**	5		
20	**BODY**	10		
46	**STUN**	13		**Total Characteristics Cost: 216**

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
30	**Wyvern Weapons:** Multipower, 30-point reserve	
3v	**1) Bite:** HKA 1d6 (3d6 with STR)	1
2v	**2) Talons:** HKA 1d6 (3d6 with STR) Reduced Penetration (-¼)	1
2v	**3) Tail Bash:** HA +2d6 Hand-To-Hand Attack (-¼)	1
2v	**4) Stinger:** HKA ½d6 Armor Piercing (+¼); No STR Bonus (-½)	1
8	**Venomous Bite:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (3 increments, one every 5 Minutes for 15 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +0); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), Bite HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)	[4]
8	**Venomous Stinger:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Extra Time (onset time begins 5 Minutes after victim is stung; -2), Damage Over Time (2 increments, one every 5 Minutes for 10 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), No Range (-½), Stinger HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)	[4]
22	**Poisonous Spittle:** RKA 2d6 Penetrating (+½); Limited Range (12m; -¼), 6 Charges (-¾)	[6]
10	**Scaly Skin:** Resistant (+½) for 10 PD/10 ED	0
30	**Tough Body:** Physical and Energy Damage Reduction, Resistant, 25%	0
18	**Heavy:** Knockback Resistance -18m	0
30	**Wings:** Multipower, 30-point reserve	
2f	**1) Flying:** Flight 30m Restrainable (-½)	3
1f	**2) Wing Buffet:** HA +3d6 Hand-To-Hand Attack (-¼)	1
15	**Hoardsense:** Detect Hoard 12-, Discriminatory, Analyze, Sense	0
5	**Wyvern's Eyes:** Infrared Perception (Sight Group)	0
5	**Wyvern's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Wyvern's Nose:** Tracking for Normal Smell	0
6	**Wyvern's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Perks

2 **Hoard:** Money: Well Off

Talents

3 Lightsleep

Skills

10 +1 with All Combat
6 +2 with Venomous Bite, Venomous Stinger, Poisonous Spittle
3 KS: Arcane And Occult Lore 12-
5 KS: Dragon Lore 14-
3 KS: History 12-
3 Stealth 13-
2 Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 246

Total Cost: 462

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)
20 **Physical Complication:** Huge (up to 16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
15 **Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20 **Psychological Complication:** Overconfidence (Very Common, Strong)
15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)
15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 287

Draconic Powers

In addition to the abilities listed on the character sheets above, dragons may possess other powers. Some of the most common include:

MAGICAL POWERS AND SPELLS

In most Fantasy settings, dragons are by definition magical creatures, so it's not uncommon for them to learn magic spells just like PC wizards do. (They may even devise their own special spells.) How they buy spells depends on the magic system in your campaign; the power listed below uses a straightforward Variable Power Pool. Since many dragons lack manipulatory digits, their spells don't have the *Gestures* Limitation; for similar reasons they rarely involve Foci. Due to dragons' innately magical nature, they often buy spells without a Required Skill Roll and/or Side Effects, even in magic systems that ordinarily mandate those Limitations.

Cost	Power
75	**Magic Spells And Powers:** Variable Power Pool (Magic Pool), 40 Pool + 40 Control Cost plus Magic (INT +6)

ADVANCED HOARDSENSE

Some dragons are so acutely tuned to the contents of their hoards that they can actually follow pieces of it and track down thieves.

Cost	Power
10	Add Range, Tracking to Hoardsense

DRACONIC PERCEPTION

Dragons' senses are already so acute that they can perceive things humans cannot, which makes it difficult to sneak past them or hide things from them. But some have mystically-expanded senses that make them even more aware of the world around them.

Cost	Power
5	**Sense Magic:** Detect Magic (INT Roll) (Sight Group)
5	**Sense Invisibility:** Detect Invisibility (INT Roll) (Sight Group)

HIDE HOARD

Some dragons develop special powers of illusion to help them hide their wealth from would-be thieves.

Cost	Power
41	**Hide Hoard:** Sight and Touch Group Images, -6 to PER Rolls, Area Of Effect (16m Radius; +¾), Reduced Endurance (0 END; +½), Persistent (+¼); Set Effect (only to hide hoard by making it seem like ordinary objects; -1)

HUMAN FORM

Legends often describe dragons as having the power to assume human form. This allows them to mingle with humanity without arousing fear or suspicion, either to spy on human enemies or to dispense wisdom (and perhaps other gifts!) to worthy people.

Cost	Power
27	**Assume Human Form:** Shape Shift (Sight and Touch Groups; any humanoid form), Reduced Endurance (0 END; +½)

MANIPULABLE TALONS

It's not uncommon for Fantasy illustrators to depict dragons as being so human-like in some aspects of their forms that they can participate in human activities: reading books; sitting in chairs; wielding weapons or enchanted items; and more. For example, dragons are often shown with front talons so nimble that they're effectively the same as fingers.

Cost	Power
Spec	Buy off the *Limited Manipulation* Physical Complication

SERPENTINE APPETITE

One common trope in Fantasy fiction is that dragons rarely eat. They spend most of their time sleeping or in their lairs. When they do wake up, though, they tend to be ravenously hungry and gorge themselves on villages full of people, entire herds of cattle, and so on.

Cost	Power
2	**Serpentine Appetite:** Life Support (Diminished Eating: once per year, or less)

VENOMOUS BITE

Instead of having fiery breath, some dragons have a venomous bite, or even the ability to spit poison. This is most common with the Brute Dragon and "regional" dragons described below, but sometimes even the mightiest dragons are poisonous rather than fiery.

Cost	Powers
8	**Venomous Bite:** RKA 1d6; NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (3 increments, one every 5 Minutes for 15 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +0) (45 Active Points); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), Bite HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)
26	**Venomous Spittle:** RKA 2d6, Penetrating (+½); Limited Range (40m; -¼), 8 Charges (-½)

Variant Dragons

The character sheets above present "basic" versions of the classic dragon. Here are a few minor variants representing dragons adapted for specific situations or tailored for a different "feel." (See *Other Dragons,* below, for character sheets featuring more extreme changes or additions.)

BRUTE DRAGON

The typical Fantasy dragon is intelligent and clever, able to speak with humans and often possessing wisdom and lore that no human has. But that's not always the case. Some dragons are just large, extremely dangerous beasts. They possess a strong measure of animal cunning, but they're not truly sentient.

The costs for the necessary changes to create a brute dragon (also known as a bestial dragon or a wild dragon) are based on the Lesser Dragon character sheet. Brute dragons rarely become large enough to be considered Greater Dragons, much less Majestic Dragons.

Cost	Power
-10	Reduce INT to 8
-13	Reduce EGO to 5
-10	Remove Mental Defense
-8	Remove Power Defense
-17	Remove Hoardsense
6	Increase Dragon's Senses to +4 PER with all Sense Groups
-14	Remove all Skills except Stealth and Survival (but keep the Combat Skill Levels)
(20)	**Add Physical Complication:** Animal Intelligence
(-20)	**Remove Psychological Complication:** Overconfidence

CHROMATIC DRAGONS

In most settings dragons are thought of as having red, gold, or red-gold skin, perhaps because of their association with both fire and wealth. But there's no reason you can't vary the color of a dragon's skin to confuse the players, better suit a particular adventure, or just for a change of pace. Here are some examples of how you can change a dragon's powers to fit a different color skin.

AZURE DRAGON

With scales of bright blue — typically royal blue or a deep cerulean on top, with a lighter matching hue on the stomach and bottom side of the neck — the azure dragon presents a magnificent picture that's captured the imagination of many an artist and bard. (Some rumors even claim that a subspecies of azure dragon has gold highlights along the edges of its scales and on its wingbones, but no adventurer has yet succeeded in capturing or killing such a magnificent specimen, or even recovering a scale.) Compared to regular dragons, azure dragons are at home in the sky, able to fly swiftly and maneuver with great agility.

Cost	Power
+11	Flight +10m (includes increase to Multipower reserve) (only +10 for Greater Dragon)
4	+2 with Flight

Total cost: +15 points (+14 for Greater Dragon)

PURPLE DRAGON

A purple dragon's scales are a rich royal purple, shading to a lighter tone on the stomach. (Females are often more of a violet color overall than royal purple.) Their skins are highly valued for crafting armor and other garb for kings and potentates, leading to the beast's other name in some parts, "emperor dragon." Purple dragons' hypnotic and persuasive powers are particularly strong, making it dangerous in the extreme to look them in the eye or converse with them for long.

Cost	Power
+23	**Lesser Dragon:** Increase Mind Control to 15d6
+16	**Greater Dragon:** Increase Mind Control to 20d6 (and Multipower reserve to 150)
3	Add Conversation (PRE Roll)
4	+2 to Persuasion
3	Add Charm (PRE Roll)

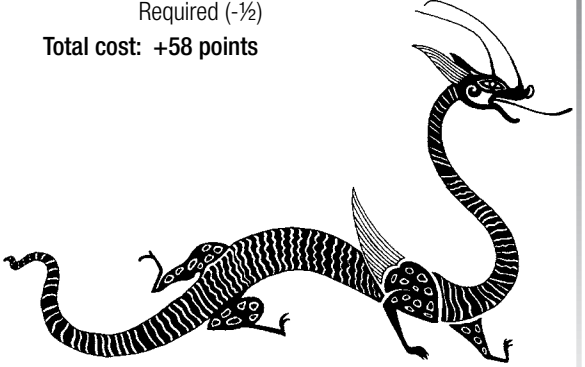
Total cost: +33 points (+11 for Greater Dragon)

SCARLET DRAGON

The scarlet dragon has no gold scales — he's all red, and it's a darker, richer red than the fiery orange-red seen on the typical dragon. Females are lighter in color, though the oft-rumored "pink dragon" is just a myth. As befits their coloration, scarlet dragons have deadlier fiery breath.

Cost	Power
	Lesser Dragon: change Dragon Powers Multipower to:
90	**Scarlet Dragon's Fire:** Multipower, 90-point reserve
4f	**1) Fire Breath I:** RKA 3d6, Area Of Effect (65m Line; +1); Increased Endurance Cost (x2 END; -½), No Range (-½)
4f	**2) Fire Breath II:** RKA 3d6, Area Of Effect (24m Cone; +¾); Increased Endurance Cost (x2 END; -½), No Range (-½)
60	**Hypnotic Gaze:** Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +58 points



Greater Dragon: change Dragon Powers Multipower to:

135 **Scarlet Dragon's Fire:** Multipower, 135-point reserve

9f **1) Fire Breath I:** RKA 4d6, Area Of Effect (100m Line; +1), Armor Piercing (+¼); No Range (-½)

8f **2) Fire Breath II:** RKA 4d6, Area Of Effect (32m Cone; +¾), Armor Piercing (+¼); No Range (-½)

90 **Hypnotic Gaze:** Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +89 points.

VERIDIAN DRAGON

The veridian dragon has scales of forest green shading to a lighter, almost kelly green, color on the stomach. They're known for their magic powers and wisdom. Compared to most types of dragons they're more likely to be benevolent, or at least willing to deal with humans on equal terms — though they always drive a hard bargain in exchange for their knowledge or assistance.

Cost Power

var One or more magical spells/powers (see above for examples)

+1 +1 to KS: Arcane And Occult Lore

XANTHIC DRAGON

As its name suggests, the scales of a xanthic dragon are a deep yellow, almost but not quite gold. The coloration tends to be even throughout, without significant lightening along the lower parts of the body as is common with most dragons. A xanthic dragon's fire is a sulphuric blue and particularly deadly.

Cost Power

Lesser Dragon: change Dragon Powers Multipower to:

90 **Xanthic Dragon Powers:** Multipower, 90-point reserve

4f **1) Fire Breath:** RKA 3d6, Area Of Effect (36m Line; +¾), Armor Piercing (+¼); Increased Endurance Cost (x2 END; -½), No Range (-½)

6f **2) Hypnotic Gaze:** Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +0 points.

Greater Dragon: change Dragon Powers Multipower to:

165 **Xanthic Dragon Powers:** Multipower, 165-point reserve

11f **1) Fire Breath:** RKA 4d6, Area Of Effect (72m Line; +1), Armor Piercing (+¼), Penetrating (+½); No Range (-½)

9f **2) Hypnotic Gaze:** Mind Control 18d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: +32 points.

METALLIC DRAGONS

Instead of having pure chromatic colors as described above, some dragons have metallic colors. This often occurs because the metal in question is part of their diet, and/or because they somehow "absorb" its properties from the coins and objects in their hoards.

All metallic dragons have +2 PD, +2 ED, and Resistant (+½) for +2 PD/+2 ED because of the semi-metallic nature of their scales (which are valuable to alchemists, smiths, metallurgists, and similar professionals). Some have even higher defenses, as described below. Metallic dragons also all have the power to perceive metals, and it's said that the heart of a slain metallic dragon can be fashioned into a talisman that allows a man to do the same.

Cost Power

22 **Metal Sense:** Detect Metals (INT Roll) (no Sense Group), Discriminatory, Range, Sense, Telescopic (+6 versus Range Modifier)

ADAMANT DRAGON

The mightiest of the metallic dragons is the adamant dragon, whose scales and body are infused with the power of the mystical metal adamant. Large and fierce with razor-sharp claws and spines at many places on its body, it's a deadly melee opponent.

Cost Power

8 **Adamant Scales:** +4 PD, +4 ED

4 **Adamant Scales:** Resistant (+½) for +4 PD/+4 ED

18 **Spiked Body:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 14- (-¼), No Range (-½)

Lesser Dragon: change Draconic Weapons Multipower to:

82 **Draconic Weapons:** Multipower, 82-point reserve

7v **1) Bite:** HKA 2d6 (4d6 with STR); Armor Piercing (+¼)

6v **2) Talons:** HKA 1½d6 (3½d6 with STR); Armor Piercing (+¼)

5v **3) Tail Bash:** HA +6d6; Hand-To-Hand Attack (-¼)

Total cost: +74 points.

Greater Dragon: change Draconic Weapons Multipower to:

105 **Draconic Weapons:** Multipower, 105-point reserve

10v **1) Bite:** HKA 2½d6 (5d6 with STR); Armor Piercing (+¼)

7v **2) Talons:** HKA 2d6 (4½d6 with STR); Armor Piercing (+¼)

6v **3) Tail Bash:** HA +8d6; Hand-To-Hand Attack (-¼)

Total cost: +59 points.

BRASS, BRONZE, AND COPPER DRAGONS

With scales varying from the goldish hue of brass or bronze, to the distinctive orange-gold of copper, to the verdigrised green of old bronze, these three closely-related metallic dragons tend toward the smaller end of the draconic scale. Adults usually achieve no more than Lesser Dragon size, though larger specimens do crop up from time to time. They typically prefer dry or temperate environments, though bronze dragons and some copper subspecies seem to favor coastal or watery lairs. All three have distinctive forward-pointing horns (from one to three) on their heads, giving them an additional Draconic Weapon.

Cost Power

5v **4) Horns:** HKA 1½d6 (4d6+1 with STR)

GOLD AND SILVER DRAGONS

As befits dragons whose powers derive from such noble and beautiful metals, gold dragons and their lesser cousins silver dragons are majestic creatures of awesome beauty. They're generally though to be of noble mind and heart, eager to reward wisdom, kindness, and heroism and to punish and destroy evil. This stereotype exists for a reason, but like most stereotypes it's far from absolute: adventurers have reported wicked gold dragons and silver dragons that seem to be among the most depraved and vicious members of dragonkind.

Gold and silver dragons usually possess great mystic power. Give them the Magical Spells And Powers VPP described above, or equivalent abilities for your setting.

IRON AND STEEL DRAGONS

Iron dragons, who have dark grey scales the color of well-forged iron, and their cousins steel dragons, whose scales are the color of a well-polished swordblade, are tougher than most metallic dragons, and also have larger fangs. The iron dragon in particular is temperamental and touchy, likely to respond to the least invasion of its privacy with extreme force.

Cost Power

Change Bite to:

9v **1) Bite:** HKA 2d6+1 (4d6+1 with STR for Lesser Dragon; 5d6-1 with STR for Greater Dragon), Armor Piercing (+¼)

Iron Dragon:

4 **Iron Scales:** +2 PD, +2 ED

2 **Iron Scales:** Resistant (+½) for +2 PD/+2 ED

Total cost: +10 points (Lesser Dragon) or +8 points (Greater Dragon)

Steel Dragon:

6 **Steel Scales:** +3 PD, +3 ED

3 **Steel Scales:** Resistant (+½) for +3 PD/+3 ED

Total cost: +13 points (Lesser Dragon) or +11 points (Greater Dragon)

RUST DRAGON

Perhaps the most unusual metallic dragon is the *rust dragon,* whose scales are the color of rusted iron. Instead of breathing fire it puffs out a cloud of rusty powder that causes all ferrous objects in the affected area to rust over, which often renders them useless. (The GM determines the exact effects, taking into account that the power is defined as a Major Transform; the affected objects could fall to pieces, rust together, or otherwise become totally worthless.)

Cost Power

Replace Draconic Powers Multipower with:

35 **Rust Cloud:** Major Transform 5d6 (ordinary ferrous objects to heavily-rusted ferrous objects), Area Of Effect (1m Radius; +¼); Limited Range (20m; -¼), Limited Target (ferrous metal objects; -½)

Total cost: -59 points (Lesser Dragon) or -112 points (Greater Dragon)

REGIONAL DRAGONS

As discussed on page 103, the typical dragon's habitat is a large cave in a mountainous region. But depending on the setting and the GM's desires, dragons can be found nearly anywhere. The following "Templates" describe different "regional" dragons based on the dragon's preferred place to live. Regional dragons tend to be smaller than "standard" dragons, so any changes or additions should apply to the Lesser Dragon character sheet — but the GM can certainly make a regional dragon larger and more powerful if he wishes. Similarly, many tend to be brute dragons (see above).

CAVE DRAGON

Cave dragons dwell in deep, underground caverns and rarely (if ever) see the light of day. Many are albino white with small, atrophied eyes. Their hearing and other senses are extremely acute.

Cost Power

12 **Digging Claws:** Tunneling 2m through 5 PD materials

10 **Acute Hearing:** Targeting for Normal Hearing

6 **Acute Senses:** +2 to PER Rolls with all Sense Groups except Sight

(10) **Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Greatly Impairing)

(10) **Vulnerability:** 2 x Effect from Sight Group Flashes based on bright light (Uncommon)

Total cost: +28 points

DESERT DRAGON

Adapted to live in hot, desiccated regions, the desert dragon is the ultimate predator of the dunes, scrub deserts, canyons, and wastelands. Typically it prefers to remain in its lair (a shallow cave under a rock overhang) during the daytime, emerging at night to hunt when hungry, but being active in the daylight doesn't bother or hinder it. Typically its scales are colored like the local sands and rocks, giving it a small measure of camouflage.

Cost	Power
3	**Desert Adaptation:** Life Support (Diminished Eating: only needs to drink once per week; Safe Environment: Intense Heat)

Total cost: +3 points.

FOREST AND JUNGLE DRAGONS

The deep, dark forests of Fantasy realms are sometimes home to the forest dragon. Colored a mottled brown and dark green, it preys on deer and other large woodland creatures. Its lair is either a cave somewhere in the woods or a "nest" it constructs by knocking over a lot of large trees and arranging them to suit itself. Forest dragons typically don't have fiery breath; if they did they'd end up burning their homes down! Instead they rely on their natural weaponry and hypnotic powers.

In tropical climes, the forest dragon's counterpart is the jungle dragon, who has lighter-colored scales in a similar pattern. Jungle dragons are known to enjoy fish and can often be found near jungle rivers and lakes.

Cost	Power
	Change Dragon Powers Multipower to:
60	**Hypnotic Gaze:** Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)

Total cost: -40 points.

SEA DRAGON

Sea dragons live in oceans and large lakes. They lair in caves on the ocean bed or along the shore, and their scales are usually a dirty green-blue that matches the waters. They have no fiery breath; they use their natural weapons to fight and kill the whales, kraken, sharks, and other animals they prey upon. They have webbing between their talons, stunted wings, and a somewhat more streamlined body to aid in swimming.

Cost	Power
13	**Adapted To The Water:** Swimming +26m (30m total)
13	**Adapted To The Water:** Life Support (Self-Contained Breathing; Safe Environments: High Pressure, Intense Cold)
	Change Dragon Powers Multipower to:
60	**Hypnotic Gaze:** Mind Control 12d6, Reduced Endurance (0 END; +½); Eye Contact Required (-½)
	Change Wings Multipower to:
11	**Wings:** Flight 16m, Restrainable (-½)
4	Environmental Movement: Aquatic Movement (no penalties in water)

Total cost: -32 points.

SPACE DRAGON

In some Science Fiction settings (or strange Fantasy settings that allow characters to go into outer space), the spacelanes and starports are bedeviled by a fearsome predator, the space dragon. Able to live without harm in the icy vacuum between the stars and to breathe celestial fire, the space dragon is a threat to even the most powerful starship.

Cost	Power
3	**Space Travel:** Add a slot to the Wings Multipower with the following: FTL Travel (500 LY/year, or roughly 1 LY/day)
+80	**Adapted To Space:** Increase Damage Reduction to 75% and remove increased fire resistance power
19	**Adapted To Space:** Life Support (Self-Contained Breathing; Safe Environments: all)

Total cost: +102 points.

SWAMP DRAGON

Denizens of the largest, most overgrown swamps and marshes, swamp dragons usually have greenish and/or brownish scales to match their environment. Their fiery breath is weak compared to other dragons, so they often prefer to rely on their fangs and talons. They're excellent swimmers and diggers, and usually lair in "nests" they dig underwater.

Cost	Power
4	**Adapted To The Water:** Swimming +8m (12m total)
3	**Adapted To The Water:** Life Support (Extended Breathing: 1 END per 5 Minutes)
	Change Dragon Powers Multipower to:
50	**Dragon Powers:** Multipower, 50-point reserve
2f	**1) Fire Breath:** RKA 1½d6, Area Of Effect (20m Line; +½); Increased Endurance Cost (x2 END; -½), No Range (-½)
3f	**2) Hypnotic Gaze:** Mind Control 10d6; Eye Contact Required (-½)

Total cost: -38 points.

TREE DRAGON

Much smaller than most dragons, a tree dragon dwells in a single tree, or at most a small grove or copse of trees. They prey on small to medium forest animals.

For the tree dragon, use the Miniature Dragon character sheet (see below) but increase its STR to 15, improve its Resistant (+½) to (6 PD/6 ED), reduce its DCV by 4, and reduce its Stealth to represent the fact that it's roughly human size.

ACID-SPITTING DRAGON

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
20	**DEX**	20	13-	
23	**CON**	13	14-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
23	**PRE**	13	14-	PRE Attack: 4½d6
9	**OCV**	30		
7	**DCV**	20		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
16	**PD**	14*		*Total:* 16 PD (12 rPD)
16	**ED**	14*		*Total:* 16 ED (12 rED)
12	**REC**	8		
45	**END**	5		
22	**BODY**	12		
50	**STUN**	15		**Total Characteristics Cost: 231**

*: Doesn't Protect Hit Location 18 (-0)

Movement: Running: 24m
Flight: 20m
Swimming: 10m

Cost	Powers	END
60	**Acidic Spittle:** RKA 2d6 Area Of Effect (72m Line; +1), Constant (+½), Penetrating (+½), Sticky (see text; +½), Uncontrolled (lasts for 1d6+1 Segments; +½); No Range (-½), 8 Charges (-½)	[8]
47	**Draconic Weapons:** Multipower, 47-point reserve	
5v	**1) Bite:** HKA 1½d6 (4d6 with STR)	2
4v	**2) Talons:** HKA 1d6 (3d6-1 with STR) Armor Piercing (+¼)	2
2v	**3) Tail Bash:** HA +3d6 Hand-To-Hand Attack (-¼)	1
12	**Scaly Skin:** Resistant (+½) for 12 PD/12 ED Doesn't Protect Hit Location 18 (-0)	0
30	**Tough Body:** Physical and Energy Damage Reduction, Resistant, 25%	0
14	**Heavy:** Knockback Resistance -14m	0
1	**At Home In The Water:** Life Support (Extended Breathing: 1 END per 1 Minute)	0
5	**Strong Mind:** Mental Defense (5 points)	0
5	**Magical Beast:** Power Defense (5 points)	0
12	**Dragon's Legs:** Running +12m (24m total)	1
13	**Dragon's Wings:** Flight 20m Restrainable (-½)	2
3	**At Home In The Water:** Swimming +6m (10m total)	1
15	**Hoardsense:** Detect Hoard 12-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
	Perks	
5	**Hoard:** Money: Well Off	
	Talents	
3	Lightsleep	
	Skills	
12	+1 Overall	
4	+2 OCV with Acidic Spittle	
3	KS: Arcane And Occult Lore 12-	
5	KS: Dragon Lore 14-	
3	KS: History 12-	
3	Stealth 13-	
2	Survival (choose appropriate environment) 13-	

Total Powers & Skills Cost: 294

Total Cost: 525

Acid-Spitting Dragon

Description: Somewhat smaller and weaker than the average wyrm, an acid-spitting dragon is a serpentine, small-winged dragon, usually with dark green or green-black skin, a long tail, and a wedge-shaped head. Tiny flecks of acid often drip from its jaws to burn the ground beneath it. It typically lives in swamps or dark woods, but occasionally has an underground lair.

Unlike most dragons, which breathe fire, the acid-spitting dragon belches forth a gout of concentrated acid capable of burning through nearly anything. The *Constant* and *Uncontrolled* Advantages reflect how the acid continues to burn those it hits for several seconds after initial contact. People who enter the area in the Segments after the dragon spits acid are not affected, except to the extent that they touch the ground or other objects that acid continues to burn (for example, they might ruin their boots and then take damage to their feet). However, anyone who was affected by the attack when the dragon spit acid continues to take the damage for 1d6+1 Segments (assuming the dragon has another Phase during that time) even if he moves out of the affected area (the *Sticky* Advantage allows for this; other people touching the victim do not take damage, however).

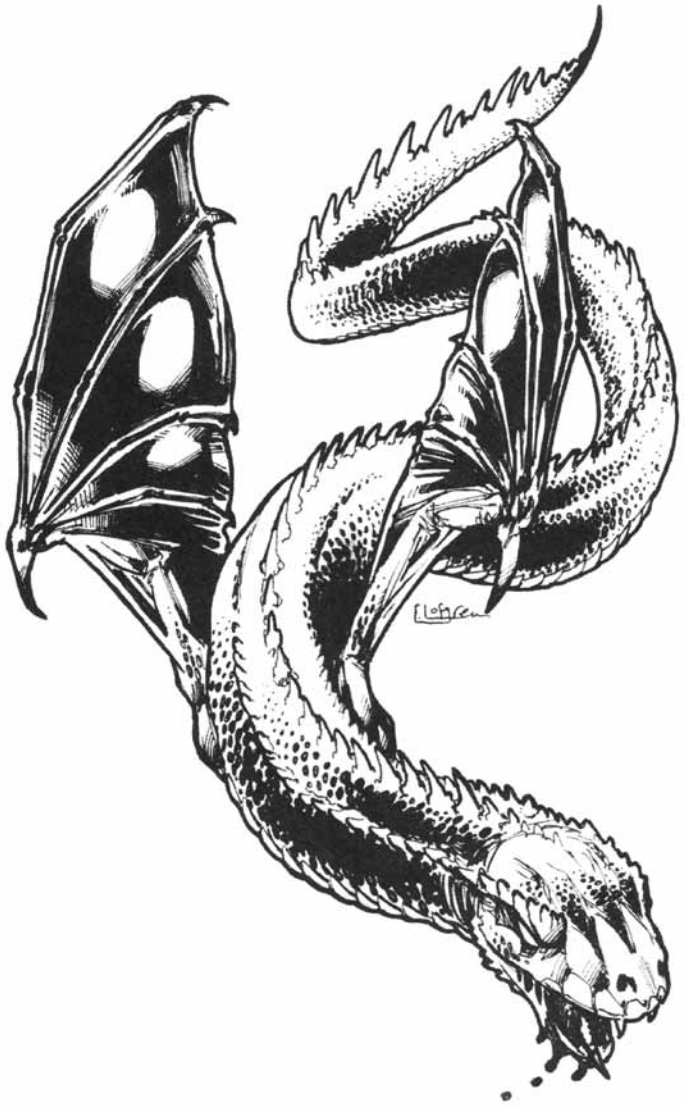
175	**Matching Complications (50)**
20	**Negative Reputation:** powerful evil creature, 14- (Extreme)
10	**Physical Complication:** Huge (up to 16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
20	**Psychological Complication:** Overconfidence (Very Common, Strong)
15	**Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)
15	**Psychological Complication:** Cruel (Common, Strong)
Total Complications Points: 50	
Experience Points: 350	

OPTIONS

Cost	Options
+20	Increase to 16 Charges (-0) on Acidic Spittle
-13	**Acid-Spitting Wyrm:** Remove Flight

2

Arcane Dragon



Ecology: Arcane dragons subsist not on flesh and blood like ordinary dragons, but on magical energies. They consume them, in the process rendering the enchanted item or mystic location they're feeding on mundane. (In game terms, this is a Major Transform, magical object/place to non-magical.) They reproduce by a sort of mystic spawning — after consuming a large amount of magical energy, an arcane dragon can "split off" a smaller version of itself that it raises to maturity.

Personality/Motivation: Besides the usual draconic motivations, arcane dragons have a particular attraction to any strong source of magic. Bringing strong magic close to a sleeping arcane dragon often awakens it, and it's likely to try to track down (and probably eat) any strong source it can perceive... including most spellcasters!

Powers/Tactics: Instead of breathing fire, arcane dragons "breathe" pure arcane energy at their foes, either in the form of a blue-white bolt or as a bluish-purple "cloud" that envelopes everyone standing in front of them. They can also use the arcane power of their minds to inflict agony or take control of someone's mind. Their wings, which are made of the same arcane energy as their bodies, allow them to fly both through the air and through the aether (*i.e.,* to teleport short distances), and they often use both abilities in combat to disorient their foes.

Appearance: An arcane dragon resembles a traditional dragon, except that it's made of pure arcane energy rather than flesh. Its body and wings are bluish (darker in the body, shading to lighter at the head and down the extremities), and its "bones" (which can be seen) are veins of darker, purplish energy.

ARCANE DRAGON

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [6]
25	**DEX**	30	14-	
30	**CON**	20	15-	
30	**INT**	20	15-	PER Roll 15-
24	**EGO**	14	14-	
40	**PRE**	30	17-	PRE Attack: 8d6
8	**OCV**	25		
8	**DCV**	25		
8	**OMCV**	15		
8	**DMCV**	15		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
25	**PD**	23		*Total:* 25 PD (20 rPD)
25	**ED**	23		*Total:* 25 ED (20 rED)
20	**REC**	16		
60	**END**	8		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 349**

Movement: Running: 18m
Flight: 40m
Teleportation: 40m

Cost	Powers	END
30	**Consuming Magic:** Severe Transform 4d6 (magical object or place to non-magical; heals back by being re-enchanted or the like) Limited Target (magical objects/places; -½), No Range (-½)	6
135	**Arcane Dragon Powers:** Multipower, 135-point reserve	
9f	**1) Arcane Bolt:** RKA 4d6 Area Of Effect (72m Line; +1), Armor Piercing (+¼); No Range (-½)	13
9f	**2) Arcane Cloud:** RKA 4d6 Area Of Effect (40m Cone; +1), Armor Piercing (+¼); No Range (-½)	13
7f	**3) Arcane Domination:** Mind Control 14d6	7
9f	**4) Arcane Agony:** Mental Blast 6d6 Reduced Endurance (0 END; +½)	0
97	**Draconic Weapons:** Multipower, 97-point reserve	
7v	**1) Bite:** HKA 3d6 Armor Piercing (+¼); No STR Bonus (-½)	6
5v	**2) Talons:** HKA 2d6 Armor Piercing (+¼); No STR Bonus (-½)	4
4v	**3) Tail Shock:** Blast 6d6 No Range (-½)	3
20	**Scaly Skin:** Resistant (+½) for 20 PD/20 ED	0
60	**Tough Body:** Physical and Energy Damage Reduction, 50%, Resistant	0
40	**Magically Resistant:** Physical and Energy Damage Reduction, +25%, Resistant Only Versus Magic (-½)	0
15	**Strong Mind:** Mental Defense (15 points)	0
20	**Magical Beast:** Power Defense (20 points)	0
40	**Wings:** Multipower, 40-point reserve	
3f	**1) Flying The Air:** Flight 40m Restrainable (-½)	4
4f	**2) Flying The Aether:** Teleportation 40m	4
6	**Dragon's Legs:** Running +6m (18m total)	1
16	**Hoardsense:** Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	**Sense Magic:** Detect Magic 15- (Sight Group)	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 **Hoard:** Money: Wealthy

Talents

3 Lightsleep

Skills

24 +2 Overall
40 +4 with All Combat
6 +3 OCV with Arcane Bolt
3 KS: Arcane And Occult Lore 15-
3 KS: Dragon Lore 15-
3 KS: History 15-
3 Persuasion 17-
3 Stealth 14-
2 Survival (choose appropriate environment) 15-

Total Powers & Skills Cost: 667

Total Cost: 1,016

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)
20 **Physical Complication:** Gigantic (up to 32m tall; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
20 **Psychological Complication:** Overconfidence (Very Common, Strong)
15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)
15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 841

LIGHTNING DRAGON

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [8]
20	**DEX**	20	13-	
25	**CON**	15	14-	
18	**INT**	8	13-	PER Roll 13-
18	**EGO**	8	13-	
30	**PRE**	20	15-	PRE Attack: 6d6
7	**OCV**	20		
7	**DCV**	20		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
20	**PD**	18*		*Total:* 20 PD (14 rPD)
20	**ED**	18*		*Total:* 20 ED (14 rED)
15	**REC**	11		
50	**END**	6		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 261**

*: Doesn't Protect Hit Location 18 (-0)

Movement: Running: 12m
Flight: 30m

Cost	Powers	END
79	**Lightning Breath:** Multipower, 79-point reserve	
4f	**1) Lightning Breath I:** RKA 3d6 Area Of Effect (36m Line; +¾); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
4f	**2) Lightning Breath II:** RKA 3d6 Area Of Effect (20m Cone; +¾); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
4f	**3) Lightning Breath III:** RKA 4d6 Area Of Effect (1m Radius; +¼); Increased Endurance Cost (x2 END; -½), No Range (-½)	18
20	**Electrified Spines:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), No Range (-½)	0
47	**Draconic Weapons:** Multipower, 47-point reserve	
5v	**1) Bite:** HKA 1½d6 (4d6+1 with STR)	2
4v	**2) Talons:** HKA 1d6 (3d6 with STR) Armor Piercing (+¼)	2
2v	**3) Tail Bash:** HA +3d6 Hand-To-Hand Attack (-¼)	1
14	**Scaly Skin:** Resistant (+½) for 14 PD/14 ED Doesn't Protect Hit Location 18 (-0)	0
30	**Tough Body:** Physical and Energy Damage Reduction, Resistant, 25%	0
10	**Protection From Lightning:** Energy Damage Reduction, Resistant, +25% (50% total); Only Works Against Electricity (-½)	0
18	**Heavy:** Knockback Resistance -18m	0
10	**Strong Mind:** Mental Defense (10 points)	0
8	**Magical Beast:** Power Defense (8 points)	0
30	**Wings:** Multipower, 30-point reserve	
2f	**1) Flying:** Flight 30m Restrainable (-½)	3
1f	**2) Wing Buffet:** HA +2d6 Hand-To-Hand Attack (-¼)	1
17	**Hoardsense:** Detect Hoard 15-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
	Perks	
5	**Hoard:** Money: Well Off	
	Talents	
3	Lightsleep	

Lightning Dragon

Ecology: Lightning dragons are creatures of high places: mountaintops, plateaus, mesas, and even Cloudland. Compared to other dragons, they tend to enjoy the company of their own kind and often lair and work together.

Personality/Motivation: Normal draconic motivations.

Powers/Tactics: Instead of breathing fire, lightning dragons project bolts of electricity from their eyes. They can easily vary the spread and intensity of their lightning bolts for maximum tactical impact. Unlike most dragons they tend to be cautious, even cowardly at times, and are quick to run away if a fight turns against them or they believe they're out-powered.

Appearance: A lightning dragon resembles a traditional dragon for the most part, but its scaly skin has the actinic blue-white color of a lightning bolt, and tiny arcs of electricity crackle between the spines running along its back and the horns on its head. Its eyes look like miniature ball lightning.

Skills

12 +1 Overall
10 +1 with All Combat
6 +2 with *Lightning Breath* Multipower
3 KS: Arcane And Occult Lore 13-
5 KS: Dragon Lore 15-
3 KS: History 13-
3 Persuasion 15-
3 Stealth 13-
2 Survival (choose appropriate environment) 13-

Total Powers & Skills Cost: 390

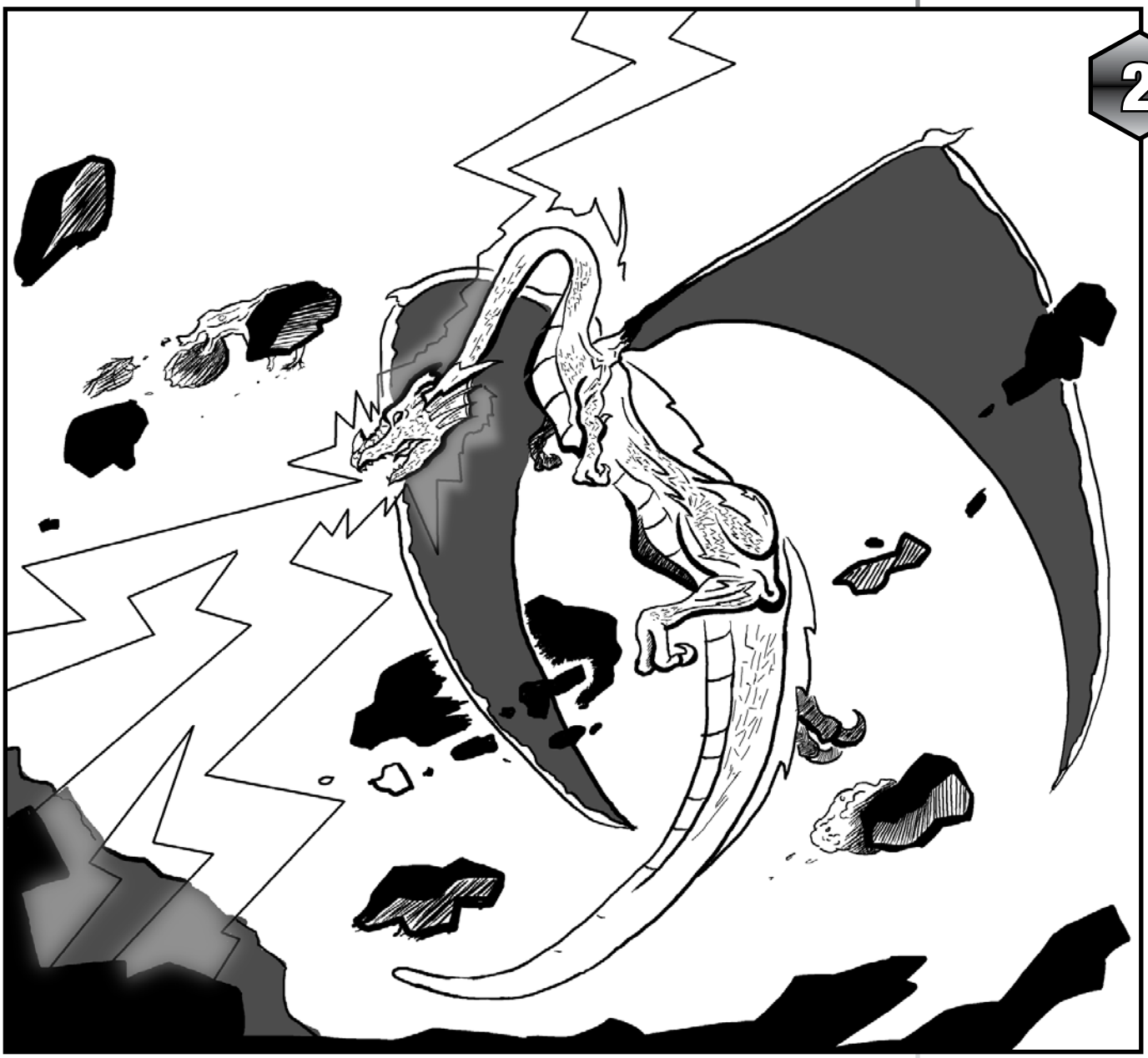
Total Cost: 651

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)
20 **Physical Complication:** Huge (up to 16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)
15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 476



MINIATURE DRAGON

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
14	EGO	4	12-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
9	DCV	30		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (2 rPD)
8	ED	6		*Total:* 8 ED (2 rED)
5	REC	2		
30	END	2		
10	BODY	0		
26	STUN	3		**Total Characteristics Cost: 115**

Movement: Running: 6m
Flight: 24m

OPTIONS

Cost	Options
+4	Increase Fiery Breath to RKA ½d6

Miniature Dragon

Description: The miniature dragon resembles a typical greater dragon, but is about the size of a housecat. Sharing their larger brethren's love of "gold" (which they define as just about anything shiny or pretty), and felines' curiosity and love of warmth and comfort, they make ideal pets and familiars for wizards. Capturing them is difficult, and training them harder still, but once trained they become fiercely loyal and loving companions.



Cost	Powers	END
4	**Fiery Breath:** RKA 1 point Limited Range (12m; -¼)	1
12	**Draconic Weapons:** Multipower, 12-point reserve	
1v	**1) Bite:** HKA 1 point (½d6 with STR)	1
1v	**2) Claws:** HKA 1 point (½d6 with STR) Armor Piercing (+¼)	1
1v	**3) Tail Slap:** HA +1d6 Hand-To-Hand Attack (-¼)	1
2	**Scaly Skin:** Resistant (+½) for 2 PD/2 ED	0
10	**Protection From Fire:** Energy Damage Reduction, Resistant, 25% Only Works Against Fire (-½)	0
5	**Strong Mind:** Mental Defense (5 points)	0
3	**Magical Beast:** Power Defense (3 points)	0
16	**Dragon's Wings:** Flight 24m Restrainable (-½)	2
-6	**Short Legs:** Running -6m (6m total)	0
15	**Hoardsense:** Detect Hoard 12-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
6	**Tail:** Extra Limb Inherent (+¼)	0

Skills

4	+2 OCV with Fire Breath
3	Concealment 12-
3	KS: Arcane And Occult Lore 12-
6	KS: Dragon Lore 15-
3	KS: History 12-
3	Persuasion 12-
13	Stealth 18-
2	Survival (choose appropriate environment) 12-

Total Powers & Skills Cost: 128

Total Cost: 243

175	**Matching Complications (50)**
15	**Physical Complication:** Diminutive (.5m; +12m KB) (Frequently, Slightly Impairing)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
15	**Psychological Complication:** Curiosity (Common, Strong)
10	**Psychological Complication:** Greedy; Loves Gold, Treasure, And Shiny Things (Common, Moderate)

Total Complications Points: 50

Experience Points: 68

SHADOW DRAGON

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [10]
22	DEX	24	13-	
33	CON	23	16-	
25	INT	15	14-	PER Roll 14-
24	EGO	14	14-	
40	PRE	30	17-	PRE Attack: 8d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
7	DMCV	12		
5	SPD	30		*Phases:* 3, 5, 8, 10, 12
20	PD	18		*Total:* 20 PD (15 rPD)
20	ED	18		*Total:* 20 ED (15 rED)
15	REC	11		
65	END	9		
30	BODY	20		
72	STUN	26		**Total Characteristics Cost: 330**

Movement: Running: 18m
Leaping: 10m
Flight: 40m

Cost	Powers	END
75	**Shadow Creation:** Darkness to Sight Group 10m radius Personal Immunity (+¼), Reduced Endurance (½ END; +¼)	3
90	**Shadow Attacks:** Multipower, 90-point reserve	
6f	**1) Shadowfire Breath:** RKA 3d6 Area Of Effect (32m Line; +½), Penetrating (+½); No Range (-½)	9
7f	**2) Shadow Leeching:** Drain BODY 6d6 Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
7f	**3) Shadow Terror:** Drain PRE 6d6 Reduced Endurance (0 END; +½); Only Versus Targets In Darkness/Shadow (-¼)	0
82	**Draconic Weapons:** Multipower, 82-point reserve	
7v	**1) Bite:** HKA 2d6 (4½d6 with STR) Armor Piercing (+¼)	4
6v	**2) Talons:** HKA 1½d6 (4d6 with STR) Armor Piercing (+¼)	3
5v	**3) Tail Bash:** HA +6d6 Hand-To-Hand Attack (-¼)	3
15	**Scaly Skin:** Resistant (+½) for 15 PD/15 ED	0
60	**Tough Body:** Physical and Energy Damage Reduction, 50%, Resistant	0
24	**Heavy:** Knockback Resistance -24m	0
15	**Strong Mind:** Mental Defense (15 points)	0
15	**Magical Beast:** Power Defense (15 points)	0
16	**Shadow-Mantle:** Invisibility to Sight Group; Only In Darkness/Shadow (-¼)	2
40	**Wings:** Multipower, 40-point reserve	
3f	**1) Flying:** Flight 40m Restrainable (-½)	4
1f	**2) Wing Buffet:** HA +4d6 Hand-To-Hand Attack (-¼)	2
6	**Dragon's Legs:** Running +6m (18m total)	1
17	**Hoardsense:** Detect Hoard 16-, Discriminatory, Analyze, Sense	0
5	**Dragon's Eyes:** Infrared Perception (Sight Group)	0
5	**Dragon's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Dragon's Nose:** Tracking for Normal Smell	0
6	**Dragon's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Perks

10 **Hoard:** Money: Wealthy

Talents

3 Lightsleep

Skills

24 +2 Overall
20 +2 with All Combat
6 +3 OCV with Shadowfire Breath

Shadow Dragon

Ecology: A creature from the Shadow Realm, or perhaps the Netherworld, a shadow dragon doesn't eat and drink the way ordinary dragons do. Instead it consumes the life-force of its victims using its Shadow Leeching power. The more unusual or powerful the victim, the more "delicious" it tastes, so shadow dragons are constantly seeking out new and interesting prey... such as adventurers.

Personality/Motivation: Normal draconic motivations, though it tends to be even more malicious and vindictive than the average dragon.

Powers/Tactics: Shadow dragons supplement their natural weapons (dark claws and fangs) with powers of darkness and gloom. In the place of ordinary dragon's-fire they breathe shadowfire, a tenebrous flame that burns cold instead of hot. They can generate fields of shadow, and can drain the life-force of anyone within that field, or inflict him with terror. Since a shadow dragon can see through its own shadow-field without difficulty, it usually generates one or two around itself to hamper foes trying to fight it.

Appearance: A shadow dragon resembles a traditional dragon, except that it seems to be made out of shadow rather than flesh and bone.

3 KS: Arcane And Occult Lore 14-
5 KS: Dragon Lore 16-
3 KS: History 14-
3 Persuasion 17-
3 Stealth 13-
2 Survival (choose appropriate environment) 14-

Total Powers & Skills Cost: 605

Total Cost: 935

175 Matching Complications (50)

20 **Negative Reputation:** terrifyingly powerful evil creature (Very Frequently, Extreme)
20 **Physical Complication:** Gigantic (up to 32m tall; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
20 **Psychological Complication:** Overconfidence (Very Common, Strong)
15 **Psychological Complication:** Greedy; Loves Gold And Treasure (Common, Strong)
15 **Psychological Complication:** Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 760



DREAMSTALKER

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
14	DEX	8	12-	
10	CON	0	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
18	PRE	8	13-	PRE Attack: 3½d6
4	OCV	5		
5	DCV	10		
7	OMCV	12		
7	DMCV	12		
3	SPD	10		*Phases:* 4, 8, 12
4	PD	2		*Total:* 4 PD (0 rPD)
6	ED	4		*Total:* 6 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
18	STUN	-1		**Total Characteristics Cost: 88**

Movement: Running: 12m
Teleportation: 40m

Cost	Powers	END
126	**Dreamfeeding:** Multipower, 126-point reserve	
6f	**1) Dreamweaving:** Mental Illusions 10d6 Indirect (permits Transdimensional; +½), Transdimensional (Waking World targets; +½), Reduced Endurance (0 END; +½); Only Affects Sleeping Beings (-1)	0
5f	**2) Dreamleeching:** Drain END 2d6 Delayed Return Rate (points return to the victim at the rate of 5 per 6 Hours; +2), Indirect (permits Transdimensional; +½), Transdimensional (Waking World targets; +½), Reduced Endurance (0 END; +½); Only Affects Sleeping Beings (-1), Unified Power (-¼) **plus Aid END 2d6 (standard effect:** same as Drain roll) Trigger (when character uses Drain, activating Trigger takes no time, Trigger immediately automatically resets; +1); Linked (-½), Only Aid Self (-1), Unified Power (-¼)	0
4f	**3) Psychic Agony:** Mental Blast 2d6 Constant (+½), Reduced Endurance (0 END; +½)	0
65	**Dreamwalking:** Multipower, 65-point reserve	
2f	**1) Journey To The Waking World:** Extra-Dimensional Movement (any location in the Waking World corresponding to the dreamstalker's current location in the Dreamzone)	2
5f	**2) Flitting From Dream To Dream:** Teleportation 40m, x64 Noncombat Only To Move From Dream To Dream In The Dreamzone (-¼)	6
	Skills	
2	Navigation (Dreamzone) 13-	
3	Stealth 12-	
	Total Powers & Skills Cost: 218	
	Total Cost: 306	
175	**Matching Complications (50)**	
0	**Physical Complication:** Human Size	
	Total Complications Points: 0	
	Experience Points: 131	

Dreamstalker

Ecology: Native to the Dreamzone — the realm of Dreams which sentient beings expose themselves to, and even enter, when they dream — dreamstalkers are parasites who live off the dreams and sleeping minds of others. Their Dreamleeching power allows them to absorb the psychic energy of a dreaming mind, leaving the victim exhausted despite the fact that he's been sleeping.

No one knows where dreamstalkers come from, what sort of society (if any) they have, or the like. Some oneiromancers (wizards of sleep and dreams) speculate that they gather together to "share" dreams they have eaten or seen.

Personality/Motivation: Normal sentient humanoid motivations. Dreamstalkers are particularly driven by their hunger for dream-stuff, and may go to great lengths to feed on an especially "succulent" or "delicious" dream.

Powers/Tactics: When it comes time to feed, a dreamstalker uses its Dreamwalking power to enter a character's dream. If necessary, or if it simply feels like it, it uses Dreamweaving to alter the dream (often making it scarier or more disturbing). Then it uses its Dreamleeching to steal the sleeping victim's END and "consume" it. Both of these offensive powers are bought with Transdimensional so the dreamstalker can use them against sleeping minds that haven't fully entered the Dreamzone. A dreamstalker can also unleash a psychic blast against minds in the Dreamzone... and if necessary, uses its Flitting power to flee confrontation. After all, dreamstalkers aren't fighters, they're exploiters of the weak and helpless.

Campaign Use: A dreamstalker presents an unusual threat, one the PCs can't deal with via swords or fireball spells. If a dreamstalker discovers that a character has particularly vivid dreams, he'll follow that character and feed off his dreams every night. The PCs may be forced to seek the help of an oneiromancer who can send them bodily to the Dreamzone to fight the dreamstalker... and perhaps learn more about his race.

Appearance: The rarely-seen dreamstalker is a short, rubbery-looking humanoid with pinkish-grey flesh, large black eyes, and no hair on its body. It has unusually long, flexible, unjointed fingers that end in tiny, fleshy hooks.



2

EVERYELEMENTAL SKILLS

Elementals have neither Everyman Skills nor Everycreature Skills. Instead, they have the following "Everyelemental Skills":

Deduction 8-

AK: Home Plane 8-

Native Language (4 points' worth)

The GM may, in his discretion, give elementals the normal selection of Everyman Skills, but only allow them to use those Skills on their home planes.

ELEMENTALS

Elementals are beings of pure Air, Earth, Fire, or Water. They normally dwell on the Elemental Planes, but sometimes wizards summon them to the World of Man to perform tasks or slay enemies. At other times, elementals travel to the World of Man on their own through mysterious rifts that develop high in the clouds, deep in the sea or earth, or in the heart of volcanoes or enormous fires. If these rifts close, the elemental finds itself trapped.

Ecology: The ecologies of elementals are not well-known, for they come from strange planes of existence where few people have ever traveled. Arcane lore says each Elemental Plane is made up entirely, or almost entirely, of its element, which could lead to some strange ecologies indeed. Given elementals' propensity for fighting with each other and among themselves, some wizards believe they're highly territorial.

Personality/Motivations: An elemental's typical personality depends on its type, though they all seem to be temperamental to some degree. Air elementals are flighty and quick-witted, rarely able to stand still for long. Earth elementals are slow to comprehend or to anger, but difficult to turn from their chosen path once they make up their minds about something. Fire elementals are capricious and dangerous, delighting in the setting of fires and the destruction they cause. Water elementals are flexible and adaptable, perhaps the most calm of their kind, but terrifyingly destructive if angered.

If summoned to or trapped in the World of Man, an elemental's main objective is usually to find a way home. However, fire elementals may have such fun setting things on fire that they give no thought to home, and some elementals enjoy the change of scenery and so wish to remain for a time.

Powers/Tactics: Though roughly man-shaped, elementals scorn weapons, preferring to attack with their own natural powers (which relate to their native element). Given their ability to move swiftly, they often flee as soon as a battle turns against them.

Because of their elemental bodies, all elementals are highly resistant to injury. Furthermore, they lack bodily structures and organs as humans know them, and so have the *No Hit Locations* Automaton Power even though they're not Automatons.

Since different gamers' conceptions of elementals differ, these elementals do not have powers bought with the *Inherent* Advantage. If you prefer, simply assume that appropriate elemental powers are Inherent.

Campaign Use: Player Characters typically encounter elementals as the servants, bodyguards, or soldiers of powerful wizards. Wizard PCs who gain sufficient magical prowess may learn to summon elementals of their own.

In some cases, the appearance and powers of an elemental depend on where it's summoned. An earth elemental conjured in the mountains may look, act, and fight a little differently from one summoned in a swamp. If you want to reflect this in your game, use the optional packages provided with each elemental, or create your own packages.

All four elemental write-ups assume an elemental who's roughly twice human size. You can make them larger or smaller by applying the appropriate *Size* template.

Air Elemental

Description: Air elementals typically resemble large whirlwinds or roiling clouds. They can fly at incredible speeds and maneuver aerially better than the most agile bird. Since their bodies are, at most, only semi-solid, it's difficult to harm them, and they can make themselves completely intangible (and invisible) if they wish. In combat, they blast their foes with the very wind, or convert their bodies into deadly whirlwinds. A single air elemental can quickly demolish most structures.

AIR ELEMENTAL

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
23	DEX	26	14-	
23	CON	13	14-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
8	OCV	25		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
5	PD	3		*Total:* 5 PD (0 rPD)
5	ED	3		*Total:* 5 ED (0 rED)
5	REC	1		
45	END	5		
15	BODY	5		
36	STUN	8		**Total Characteristics Cost: 133**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m
Flight: 50m

Cost	Powers	END
79	**Air Attacks:** Multipower, 79-point reserve	
7f	**1) Air Blast:** Blast 8d6 Double Knockback (+½), Reduced Endurance (½ END; +¼)	3
5f	**2) Whirlwind:** Blast 7d6 Area Of Effect (16m Radius; +¾), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); No Range (-½)	3
6f	**3) Lack Of Air:** Blast 5d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Constant (+½)	6
7f	**4) Wind-Strength:** Telekinesis (30 STR) Reduced Endurance (0 END; +½)	0
23	**Body Of Air:** Desolidification (affected by magic) Cannot Pass Through Solid Objects (-½), Unified Power (-¼)	4
96	**Windrunning:** Flight 50m, x8 noncombat Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½); Unified Power (-¼)	0
26	**Unseen Air:** Invisibility to Sight Group, No Fringe Reduced Endurance (0 END; +½); Only When Not Attacking (-½), Unified Power (-¼)	0
60	**Body Of Air:** Physical Damage Reduction, Resistant, 75%	0
15	**Body Of Air:** Energy Damage Reduction, Resistant, 25%	0
35	**Body Of Air:** Life Support: Total	0
10	**Elemental Body:** No Hit Locations	0
-12	**True Flyer:** Running -12m (0m total)	
-2	**True Flyer:** Swimming -4m (0m total)	
-2	**True Flyer:** Leaping -4m (0m total)	

Skills

12	Windrunning: +6 with Flight
2	AK: Elemental Plane Of Air 11-
3	Stealth 14-

Total Powers & Skills Cost: 370
Total Cost: 503

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Psychological Complication:** Flighty (Very Common, Moderate)

Total Complications Points: 25
Experience Points: 353

OPTIONS

CLOUD ELEMENTAL

Cost	Options
56	**Blinding Fog:** Darkness to Sight Group 8m radius, Personal Immunity (+¼), Reduced Endurance (0 END; +½); Unified Power (-¼)

Total cost: +56 points

STORM ELEMENTAL

Cost	Options
82	**Control Weather:** Change Environment (alter the weather), +/-4 Temperature Levels, Long-Lasting (weather patterns return to normal as per usual once creature stops paying END), Varying Combat Effects, Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Varying Effect (any type of weather; +1), Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼)
37	**Lightning Bolt:** RKA 3d6, Indirect (Source Point is always from the sky above the target; +¼); Only Works During Storms (-¼), Unified Power (-¼)

Total cost: +119 points

EARTH ELEMENTAL

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
15	DEX	10	12-	
25	CON	15	14-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
4	DCV	5		
3	OMCV	0		
4	DMCV	3		
3	SPD	10		*Phases:* 4, 8, 12
15	PD	13		*Total:* 15 PD (10 rPD)
15	ED	13		*Total:* 15 ED (10 rED)
15	REC	11		
50	END	6		
20	BODY	10		
50	STUN	15		**Total Characteristics Cost: 132**

Movement: Running: 12m
Tunneling: 12m

Cost	Powers	END
40	**Grasp Of The Earth:** Entangle 6d6, 6 PD/6 ED Only Versus Targets Standing On The Ground (-½)	6
10	**Body Of Earth:** Resistant (+½) for 10 PD/10 ED	0
60	**Body Of Earth:** Physical and Energy Damage Reduction, Resistant, 50%	0
6	**Heavy:** Knockback Resistance -6m	0
35	**Body Of Earth:** Life Support: Total	0
42	**Earthwalking:** Tunneling 12m through 10 PD material, Fill In Reduced Endurance (0 END; +½); Only Through Earth/Rock (-½)	0
5	**Earthsight:** Partially Penetrative for Normal Sight (through earth/stone)	0
10	**Elemental Body:** No Hit Locations	0

Talents

3 Bump Of Direction

Skills

3 Climbing 12-
2 AK: Elemental Plane Of Earth 11-
3 Stealth 12-

Total Powers & Skills Cost: 250

Total Cost: 382

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Psychological Complication:** Flighty (Very Common, Moderate)

Total Complications Points: 25

Experience Points: 232

OPTIONS

FOREST ELEMENTAL

Cost	Options
105	**Awaken The Trees:** Summon 298-point Treeman, Devoted (+¾)
(15)	**Add Psychological Complication:** Protects Forests (Common, Strong)
(10)	**Add Susceptibility:** if leaves forested areas, take 1d6 per Turn (Uncommon)

Total cost: +105 points

MOUNTAIN ELEMENTAL

Cost	Options
+144	Replace Large Size Template abilities with Huge Template equivalents, and buy the Huge Template's bonus to Running
(10)	Increase Size Physical Complication to Huge
+26	**Replace Resistant (+½) with Stony Body:** Resistant Protection (12 PD/12 ED)
(10)	**Add Susceptibility:** if leaves moutainous/stony areas, take 1d6 per Turn (Uncommon)

Total cost: +170 points

SAND ELEMENTAL

Cost	Options
60	**Sandblast:** Blast 8d6, Reduced Endurance (0 END; +½)
60	**Sand Form:** Desolidification (affected by magic or water), Reduced Endurance (0 END; +½)
(10)	**Add Susceptibility:** if leaves sandy/desert areas, take 1d6 per Turn (Uncommon)

Total cost: +50 points

SWAMP ELEMENTAL

Cost	Options
8	**Engulf:** Change Environment (suffocation; see APG 83); Must Follow Grab (-½), Lockout (elemental cannot use Grasp Of The Earth at the same time; -½), No Range (-½)
20	**Call Of The Swamp:** Summon 100-point Animal, Expanded Class (any swamp animal; +¼), Devoted (+¾); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)
(15)	**Add Psychological Complication:** Protects Swamps (Common, Strong)
(10)	**Add Susceptibility:** if leaves swampy/marshy areas, take 1d6 per Turn (Uncommon)
(20)	**Add Vulnerability:** 2 x STUN from Fire/Heat (Common)
(20)	**Add Vulnerability:** 2 x BODY from Fire/Heat (Common)

Total cost: +30 points

Earth Elemental

Description: Large, enormously heavy, and slow (compared to other elementals, at least), the earth elemental embodies the crushing and resisting powers of Earth. It fights with its huge fists, but can also cause the very earth to rise up and engulf someone. It travels through earth and rock as easily as a man walks on top of the ground.

Fire Elemental

Description: Fire elementals are beings of pure flame. They give off tremendous amounts of light and heat, and ignite and damage everything they touch. Capricious, often vain, and just as often malicious, they delight in the setting of fires. In combat they attack aggressively, trying to burn to ashes anyone who dares to stand against their magnificence.

Water Elemental

Description: Water elementals look like large, vague-featured people made of water (some have different shapes, such as water-mermen, or even water-animals). They rarely, if ever, leave the seas, lakes, and rivers they call home. In battle, they blast their foes with water, choke them by filling their lungs with fluid, or use their malleable bodies to Grab them and drag them under the waves.



FIRE ELEMENTAL

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
20	**DEX**	20	13-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	
30	**PRE**	20	15-	PRE Attack: 6d6
7	**OCV**	20		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
10	**ED**	8		*Total:* 10 ED (0 rED)
5	**REC**	1		
45	**END**	5		
15	**BODY**	5		
36	**STUN**	8		**Total Characteristics Cost: 128**

Movement: Running: 12m
Leaping: 0m
Flight: 30m

Cost	Powers	END
67	**Fire Attacks:** Multipower, 67-point reserve	
7f	**1) Fire Blast:** RKA 3d6 Reduced Endurance (0 END; +½)	0
4f	**2) Firestorm:** RKA 2d6 Area Of Effect (8m Radius; +½)	4
5f	**3) Withering Heat:** Blast 5d6 NND (defense is Life Support [Safe Environment (Intense Heat)]; +1)	5
34	**Body Of Fire:** RKA 1½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Persistent (+¼), Inherent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)	0
26	**Ignite:** RKA 1 point Area Of Effect (4m Radius Selective, +½), Area Of Effect (1m Radius Accurete; +½), Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (power ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½); Only Works On Flammable Objects (-0)	0
16	**Brightness Of Flame:** Sight Group Images, +3 to PER Rolls Area Of Effect (8m Radius; +½), Persistent (+¼), Inherent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½), Only To Create Light (-1)	0
90	**Body Of Fire:** Energy Damage Reduction, Resistant, 75% plus Physical Damage Reduction, Resistant, 50%	0
20	**Body Of Fire:** Resistant Protection (0 PD/20 ED) Only Versus Fire (-½)	0
35	**Body Of Fire:** Life Support: Total	0
10	**Body Of Fire:** No Hit Locations	0
30	**Wings Of Fire:** Flight 30m	3
-2	**Cannot Leap:** Leaping -4m (0m total)	
5	**Heat Vision:** Infrared Perception (Sight Group)	0
	Skills	
9	+3 with Fire Attacks Multipower	
2	AK: Elemental Plane Of Fire 11-	

Total Powers & Skills Cost: 358

Total Cost: 486

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Psychological Complication:** Capricious (Very Common, Moderate)
30	**Susceptibility:** if immersed in water or doused with large amounts of water, takes 2d6 per Segment (Common)
25	**Susceptibility:** if deprived of all oxygen, takes 2d6 per Segment (Uncommon)
10	**Susceptibility:** if the temperature is below freezing, take 1d6 per Turn (Uncommon)
20	**Vulnerability:** 2 x STUN from Water Attacks (Common)
20	**Vulnerability:** 2 x BODY from Water Attacks (Common)

Total Complications Points: 50

Experience Points: 311

OPTIONS

LAVA ELEMENTAL

Cost	Options
29	+29 STR
10	**Body Of Lava:** +2 PD and Resistant (+½) for 6 PD/10 ED
6	**Heavy:** Knockback Resistance -6m
(10)	**Add Susceptibility:** if leaves lava-filled/extremely hot areas, take 1d6 per Turn (Uncommon)

Total cost: +45 points

WATER ELEMENTAL

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
23	CON	13	14-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (0 rPD)
5	ED	3		*Total:* 5 ED (0 rED)
10	REC	6		
45	END	5		
15	BODY	5		
36	STUN	8		**Total Characteristics Cost: 144**

Movement: Running: 12m
Swimming: 40m

Cost	Powers	END
82	**Water Attacks:** Multipower, 82-point reserve	
7f	**1) Water Blast:** Blast 8d6 Double Knockback (+½), Reduced Endurance (½ END; +¼)	3
4f	**2) Whirlpool:** Blast 7d6 Area Of Effect (12m Radius; +¾), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Only Against Targets In The Water (-1)	4
2f	**3) Filling Lungs With Water:** Change Environment (suffocation; see APG 83)	2
4f	**4) Water Manipulation:** Telekinesis (30 STR), Affects Porous Reduced Endurance (0 END; +½); Only Against Objects On Or In The Water (-1)	0
1f	**5) Engulf:** Change Environment (suffocation; see APG 83) Must Follow Grab (-½), No Range (-½)	2
23	**Body Of Water:** Desolidification (affected by magic) Cannot Pass Through Solid Objects (-½), Unified Power (-¼)	4
26	**Body Of Water:** Stretching 12m, x4 body dimensions Reduced Endurance (0 END; +½); Unified Power (-¼)	2
45	**Aquatic Movement:** Swimming +36m (40m total), x8 noncombat Rapid Noncombat Movement (+¼), Combat Acceleration/Deceleration (+¼), Reduced Endurance (0 END; +½); Unified Power (-¼)	0
16	**Unseen Water:** Invisibility to Sight Group, No Fringe Reduced Endurance (0 END; +½); Only When Not Attacking (-½), Only In The Water (-1), Unified Power (-¼)	0
75	**Body Of Water:** Physical Damage Reduction, Resistant, 75% plus Energy Damage Reduction, Resistant, 25%	0
10	**Elemental Body:** No Hit Locations	0
35	**Body Of Water:** Life Support: Total	0

Skills

2 AK: Elemental Plane Of Water 11-
2 KS: Marine Life 11-
3 Stealth 13-

Total Powers & Skills Cost: 337
Total Cost: 481

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Psychological Complication:** Flighty (Very Common, Moderate)
20	**Vulnerability:** 2 x STUN from Fire Attacks (Common)
20	**Vulnerability:** 2 x BODY from Fire Attacks (Common)

Total Complications Points: 50
Experience Points: 306

OPTIONS

SEA ELEMENTAL

Cost	Options
20	**Call Of The Sea:** Summon 100-point Animal, Expanded Class (any sea animal; +¼), Devoted (+¾); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)
(15)	**Add Psychological Complication:** Protects Seas And Their Creatures (Common, Strong)
(10)	**Add Susceptibility:** if leaves sea, takes 1d6 per Turn (Uncommon)

Total cost: +20 points

(This package can also serve for River Elementals, with the proper changes in wording.)

ICE ELEMENTAL

Cost	Options
84	**Control Weather:** Change Environment (create wintry weather), -4 Temperature Levels, Long-Lasting (weather patterns return to normal as per usual once creature stops paying END), Varying Combat Effects, Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Varying Effect (any type of wintry weather; +½), Reduced Endurance (0 END; +½); No Range (-½)
20	**Winter's Call:** Summon 100-point Animal, Expanded Class (any arctic animal; +¼), Devoted (+¾); Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)
2	Environmental Movement: Icewalking (no penalties on slippery surfaces)
(10)	**Add Susceptibility:** if leaves arctic areas, takes 1d6 per Turn (Uncommon)

Total cost: +106 points

ELEMENTAL WARRIORS

The Lords of the Elemental Planes are as likely to quarrel with one another as human lords are... if not moreso, given the diametrically-opposed nature of one element against another. Elementals (see above) fight for them, but to augment their armies they've crafted *Elemental Warriors* by giving specially-designed mystic armor and weapons to humanoid beings of Air, Earth, Fire, or Water. Although they're far less common in the World of Man than ordinary elementals, spellcasters can invoke them if desired... and sometimes their Lords send them to perform specific tasks.

Ecology: No more is known of Elemental Warriors than elementals themselves. Since they're created to serve as soldiers and guards, presumably they live in "barracks" when not on duty, or are placed in some sort of mystic stasis until needed.

Personality/Motivations: Like an ordinary elemental, an Elemental Warrior's personality is shaped in part by the element it's composed of. However, Elemental Warriors are first and foremost soldiers, with the disciplined attitude and tactical mindset that marks the professional fighting-man.

Powers/Tactics: Elemental Warriors rely primarily on their mystic weapons (which cannot be taken from them; a weapon fades away if its owner is Knocked Out or lets go of it). But they also have abilities related to their element that they can bring to bear against a foe. See the Powers/Tactics section of *Elementals,* above, for more information.

The typical Elemental Warrior is twice the size of a Man. However, atypical ones exist; you can make them smaller or larger by adjusting their abilities to comply with the various *Size* Templates.

Blazeblade

Description: A blazeblade looks like a humanoid-shaped being made of pure fire wearing golden breastplate, greaves, vambraces, and helmet. Some blazeblades have no legs or vambraces — their bodies trail away into wisps of flame and they fly everywhere instead of walking. It carries an enormous sword made of fire and a golden shield with stylized flame designs and the marks of its lord.

Frostflail

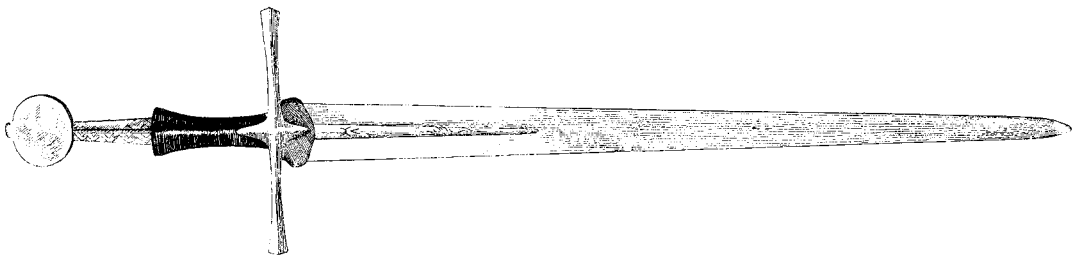
Description: Since Water by itself makes a poor medium for building soldiers, the Elemental Lords of Water created *frostflails* out of pure ice. Equipped with a flail-like weapon — a spiked ball on the end of a heavy chain — and a shield, and wearing a breastplate, greaves, vambraces, and helmet made of blue-black enchanted metal, the frostflail can also use its icy-sharp fingers to inflict harm.

Stonesmasher

Description: A stonesmasher looks like an enormous man chiselled out of dark black-grey rock and wearing a breastplate, greaves, vambraces, and helmet made of dull grey enchanted steel. Its weapon is a huge mace made of solid stone; it also carries a shield. Its eyes glint like gemstones.

Stormhammer

Description: A stormhammer looks like a gigantic man made of dark, roiling stormclouds and wearing a breastplate, greaves, vambraces, and helmet made of shiny enchanted steel with miniature lightning bolts arcing to and fro over it as he moves. His weapon is an enormous steel warhammer so surrounded by corruscating lighting bolts that the metal can barely be seen. Its eyes flash like summer lightning.



BLAZEBLADE

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
19	**DEX**	18	13-	
20	**CON**	10	13-	
13	**INT**	3	12-	PER Roll 12-
13	**EGO**	3	12-	
25	**PRE**	15	14-	PRE Attack: 5d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
4	**DMCV**	3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (8 rPD)
10	**ED**	8		*Total:* 10 ED (8 rED)
10	**REC**	6		
40	**END**	4		
15	**BODY**	5		
40	**STUN**	10		**Total Characteristics Cost: 153**

Movement: Running: 24m
Flight: 10m



Cost	Powers	END
45	**Sword Of Fire:** HKA 2d6 (3d6 with STR Penetrating (+½)	4
45	**Fire Powers:** Multipower, 45-point reserve	
4f	**1) Fire Blast:** RKA 3d6	4
4f	**2) Firestorm:** RKA 2d6 Area Of Effect (8m Radius; +½)	4
24	**Body Of Fire:** RKA 1d6+1 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Persistent (+¼), Inherent (+¼), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 14- (-¼), No Range (-½)	0
26	**Ignite:** RKA 1 point Area Of Effect (4m Radius Selective, +½), Area Of Effect (1m Radius Accurate;+½), Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (power ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½); Only Works On Flammable Objects (-0)	0
8	**Enchanted Armor:** Resistant (+½) for 8 PD/8 ED	0
30	**Elemental Warrior Body:** Physical Damage Reduction, Resistant, 50%	0
30	**Elemental Warrior Body:** Energy Damage Reduction, Resistant, 50%	0
35	**Elemental Warrior Body:** Life Support: Total	0
12	**Long Legs:** Running +12m (24m total)	1
10	**Fiery Form:** Flight 10m	1
-2	**Cannot Leap:** Leaping -4m (0m total)	
	Skills	
20	+2 with All Combat	

Total Powers & Skills Cost: 291

Total Cost: 444

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Psychological Complication:** Obedient To Its Elemental Lord (Common, Total)
20	**Social Complication:** Subject To Orders (Frequently, Major)

Total Complications Points: 50

Experience Points: 259

FROSTFLAIL

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
17	DEX	14	12-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		*Phases:* 3, 6, 9, 12
13	PD	11		*Total:* 13 PD (10 rPD)
13	ED	11		*Total:* 13 ED (10 rED)
10	REC	6		
40	END	4		
15	BODY	5		
40	STUN	10		**Total Characteristics Cost: 155**

Movement: Running: 24m

Cost	Powers	END
48	**Flail Of Ice:** HKA 2d6 (3d6+1 with STR) Armor Piercing (+¼), Indirect (Path can arc around shields and the like; +¼)	4
plus Reach +3m		
8	**Frost Claws:** HKA ½d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
10	**Enchanted Armor:** Resistant (+½) for 10 PD/10 ED	0
30	**Elemental Warrior Body:** Physical Damage Reduction, Resistant, 50%	0
30	**Elemental Warrior Body:** Energy Damage Reduction, Resistant, 50%	0
35	**Elemental Warrior Body:** Life Support: Total	0
12	**Long Legs:** Running +12m (24m total)	1
Talents		
2	Environmental Movement: Icewalking (no penalties on slippery surfaces)	
	Skills	
16	+2 HTH	

Total Powers & Skills Cost: 191

Total Cost: 346

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Psychological Complication:** Obedient To Its Elemental Lord (Common, Total)
20	**Social Complication:** Subject To Orders (Frequently, Major)

Total Complications Points: 50

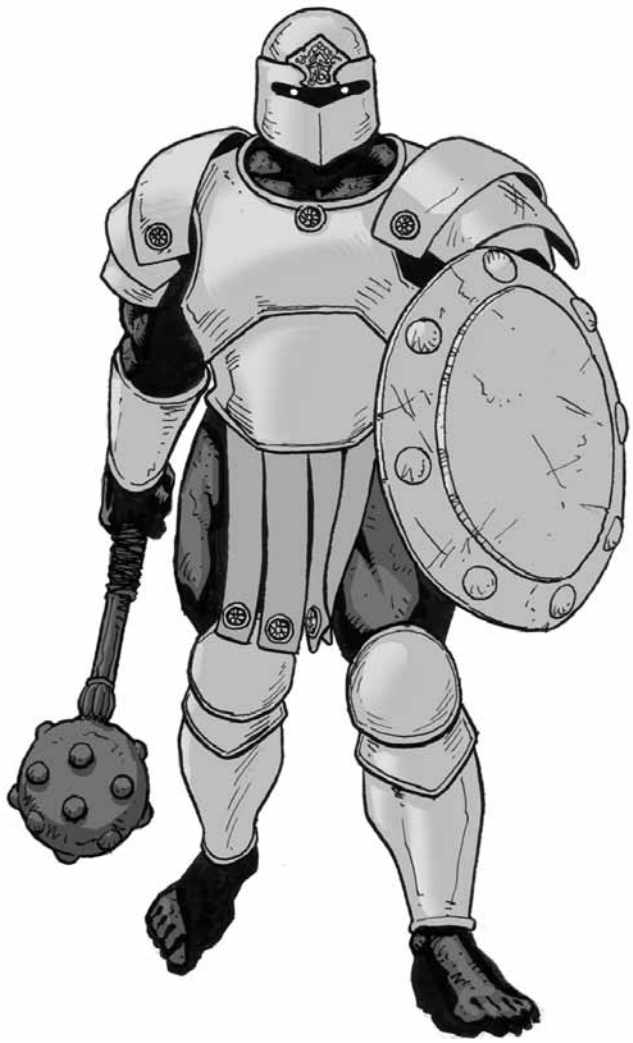
Experience Points: 171



STONESMASHER

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
16	**DEX**	12	12-	
22	**CON**	12	13-	
13	**INT**	3	12-	PER Roll 12-
13	**EGO**	3	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
4	**DMCV**	3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
16	**PD**	14		*Total:* 16 PD (12 rPD)
16	**ED**	14		*Total:* 16 ED (12 rED)
10	**REC**	6		
50	**END**	6		
20	**BODY**	10		
40	**STUN**	10		**Total Characteristics Cost: 168**

Movement: Running: 24m
Tunneling: 6m



Cost	Powers	END
30	**Mace Of Stone:** HKA 2d6 (4d6 with STR)	3
11	**Rockshard Blast:** RKA 1d6 Area Of Effect (16m Cone; +½); No Range (-½), 8 Charges (-½)	[8]
12	**Enchanted Armor:** Resistant (+½) for 12 PD/12 ED	0
30	**Elemental Warrior Body:** Physical Damage Reduction, Resistant, 50%	0
30	**Elemental Warrior Body:** Energy Damage Reduction, Resistant, 50%	0
35	**Elemental Warrior Body:** Life Support: Total	0
12	**Long Legs:** Running +12m (24m total)	1
36	**Earthwalking:** Tunneling 6m through 10 PD material, Fill In Reduced Endurance (0 END; +½); Only Through Earth/Rock (-½)	0
5	**Earthsight:** Partially Penetrative for Normal Sight (through earth/stone)	0

Skills

20 +2 with All Combat

Total Powers & Skills Cost: 221

Total Cost: 389

175 Matching Complications (50)

10 **Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

20 **Psychological Complication:** Obedient To Its Elemental Lord (Common, Total)

20 **Social Complication:** Subject To Orders (Frequently, Major)

Total Complications Points: 50

Experience Points: 214

STORMHAMMER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (8 rPD)
8	ED	6		*Total:* 8 ED (8 rED)
10	REC	6		
40	END	10		
15	BODY	5		
40	STUN	10		**Total Characteristics Cost: 157**

Movement: Running: 24m
Flight: 24m



Cost	Powers	END
45	**Lightning Hammer:** Multipower, 45-point reserve	
4f	**1) Hammer Smash:** HKA 2d6 (3d6 with STR) Armor Piercing (+¼), +1 Increased STUN Multiplier (+¼)	4
4f	**2) Hammer Lightning Bolt:** RKA 3d6	4
31	**Create Storms:** Change Environment (create storms), -3 to Sight PER Rolls, Long-Lasting (weather patterns return to normal as per usual once he stops paying END) Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Reduced Endurance (0 END; +½); Extra Time (1 Turn to activate; -¾), No Range (-½)	0
8	**Enchanted Armor:** Resistant (+½) for 8 PD/8 ED	0
60	**Elemental Warrior Body:** Physical Damage Reduction, Resistant, 75%	0
15	**Elemental Warrior Body:** Energy Damage Reduction, Resistant, 25%	0
35	**Elemental Warrior Body:** Life Support: Total	0
12	**Long Legs:** Running +12m (24m total)	1
24	**Storm Form:** Flight 24m	2
	Skills	
20	+2 with All Combat	

Total Powers & Skills Cost: 258

Total Cost: 415

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Psychological Complication:** Obedient To Its Elemental Lord (Common, Total)
20	**Social Complication:** Subject To Orders (Frequently, Major)

Total Complications Points: 50

Experience Points: 240

GIANT FROG

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
13	**DEX**	6	12-	
16	**CON**	6	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
18	**PRE**	8	13-	PRE Attack: 3½d6
5	**OCV**	10		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
2	**SPD**	0		*Phases:* 6, 12
10	**PD**	8		*Total:* 10 PD (2 rPD)
9	**ED**	7		*Total:* 9 ED (2 rED)
8	**REC**	4		
30	**END**	2		
12	**BODY**	2		
34	**STUN**	7		**Total Characteristics Cost: 73**

Movement: Running: 4m
Leaping: 30m
Swimming: 10m

Cost	Powers	END
9	**Tongue:** Extra Limb Inherent (+¼); Limited Manipulation (-¼) **plus** Reach +4m	0
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
13	**Frog's Legs:** Leaping +26m (30m forward, 16m upward)	1
3	**Frog's Legs:** Swimming +6m (10m total)	1
-8	**Slow:** Running -8m (4m total)	
	Skills	
4	+2 OCV with Grab	
3	Stealth 12-	

Total Powers & Skills Cost: 32

Total Cost: 105

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Frog, Giant

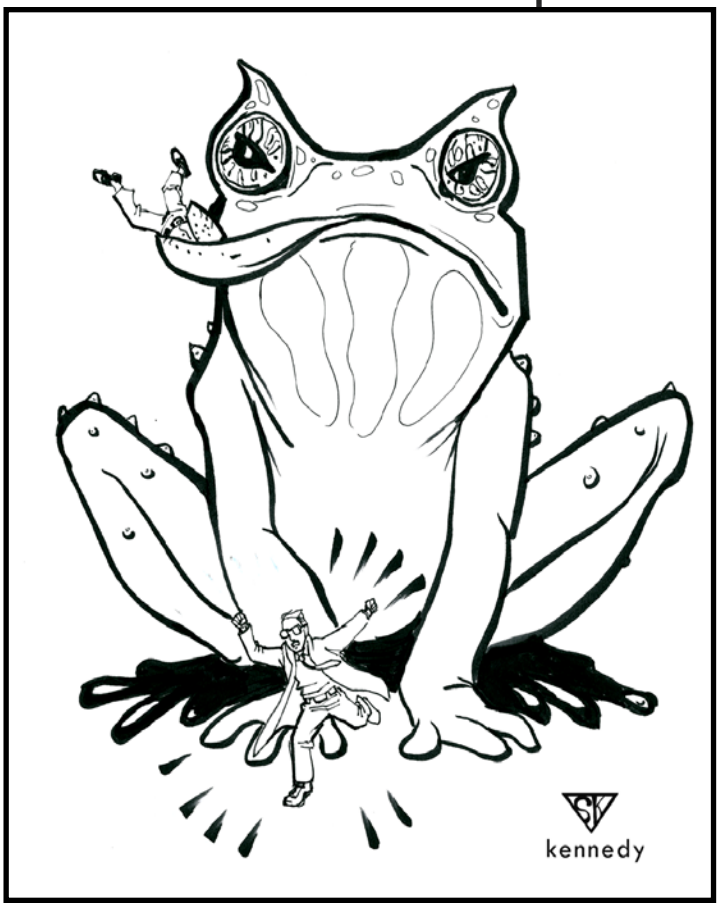
Ecology: Giant frogs live in or near large lakes, swamps, and similar bodies of water, or along the banks of the largest rivers. Some species live in subterranean lakes in caverns deep underground. Typically giant frogs are solitary, but some live in groups of three to six.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant frogs have voracious appetites and consume anything they can. They can swallow up to a single adult human whole (see page 41; it does Average swallow damage). Typically the frog gets close to its prey (either by lying in wait, or with a sudden leap), then lashes out with its tongue to Grab the victim. Then it drags the victim to it and swallows him.

Campaign Use: Individual giant frogs are good "nuisance encounters" for parties of adventurers, and as a group may represent a more serious threat (especially if most of the PCs have STRs too low to resist being Grabbed and swallowed). Some swamp-dwelling sentient species may use giant frogs as steeds.

Appearance: A typical frog, with slick greenish skin, but about twice the size of a man.



GARGOYLE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
14	DEX	8	12-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
12	PD	10		*Total:* 12 PD (6 rPD)
8	ED	6		*Total:* 8 ED (4 rED)
8	REC	4		
40	END	4		
13	BODY	3		
32	STUN	6		**Total Characteristics Cost: 96**

Movement: Running: 12m
Flight: 20m

Cost	Powers	END
15	**Gargoyle's Talons:** HKA 1d6 (2d6+1 with STR)	1
4	**Gargoyle's Fangs:** HKA 1 point (1½d6 with STR) Reduced Penetration (-¼)	1
5	**Stony Skin:** Resistant (+½) for 6 PD/4 ED	0
13	**Gargoyle's Wings:** Flight 20m Restrainable (-½)	2
5	**Gargoyle's Sight:** Nightvision	0

Talents

3 Simulate Death

Skills

4 +2 OCV with Move By

3 Stealth 12-

Total Powers & Skills Cost: 52

Total Cost: 148

175 Matching Complications (50)

0 **Physical Complication:** Human Size

20 **Psychological Complication:** Rapacious And Cruel (Very Common, Strong)

Total Complications Points: 20

Experience Points: 0



Gargoyle

Ecology: Gargoyles live atop, and sometimes within, structures such as towers, castles, and temples. They squat on the edges of roofs and overhangs, looking like ordinary carved stone gargoyles, waiting for unsuspecting prey to come by.

Some gargoyles prefer to live by themselves; others belong to a large group, family, or clan. Young gargoyles hatch from eggs laid once a year by the mother.

Personality/Motivation: Although sometimes considered dull and slow-witted, in truth gargoyles are cunning and cruel. They enjoy inflicting harm on other living creatures, often toying with their food for sport before killing and consuming it. They're also greedy, and save treasure and keepsakes from their victims.

Powers/Tactics: Gargoyles fight with the talons on their hands and feet, and to a lesser extent with their short fangs. They favor flying Move Bys, which allow them to swoop past their prey and claw it to death. Older, more experienced gargoyles are often quite agile while in the air, difficult to capture or hit.

If confronted with superior force, gargoyles wisely flee, hoping for a chance to regroup and attack later.

Campaign Use: Gargoyles can come in many shapes and varieties. You can easily add extra limbs or heads to this basic character sheet, for example. Since gargoyles are intelligent, they might develop magical powers, learn to use weapons, or otherwise gain extra abilities.

With the addition of a few powers from the *Infernal* template, you can use the Gargoyle character sheet for various types of demons and devils as well.

Appearance: Gargoyles are humanoid beings with grey-green, stony skin. They have talons on their feet and fingers, spikes jutting from knees and elbows, short horns on their heads, and two batwings growing from their shoulderblades.

CLAY GOLEM

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
14	DEX	8	12-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	15		*Total:* 6 PD (6 rPD)
6	ED	15		*Total:* 6 ED (6 rED)
8	REC	4		
0	END	-4		
15	BODY	5		
—	STUN	—		**Total Characteristics Cost: 108**

Movement: Running: 12m

Cost	Powers	END
15	**Golem's Body:** Does Not Bleed	0
10	**Golem's Body:** No Hit Locations	0
45	**Golem's Body:** Takes No STUN	0
18	**Body Of Clay:** Resistant (+½) for 6 PD/6 ED	0
45	**Body Of Clay:** Physical Damage Reduction, Resistant, 50% Only Versus Edged Weapons (-1)	0
40	**Golem's Body:** Life Support: Total (including Longevity: Immortality)	0
15	**Tireless:** Reduced Endurance (0 END; +½) on STR	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0

Skills

1 Climbing 8-
2 Language (native)
3 Stealth 12-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 204
Total Cost: 312

175 Matching Complications (50)
0 **Physical Complication:** Human Size
20 **Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 20
Experience Points: 167



GOLEMS

Golems are humanoid constructs, sculpted or made out of various materials (anything from dead flesh to iron) and animated with magic. Wizards and priests create them as servants and bodyguards.

Ecology: Golems, being constructed creatures, have no ecology *per se.* They do what their creator orders them to do, go where he says go, and so forth. They do not need to eat, sleep, or perform most of the other functions living beings must to survive.

Personality/Motivation: None. Golems, as Automatons, follow their creator's orders. They do not think or feel. In potentially confusing situations, the GM may allow a golem an INT Roll to interpret its orders correctly.

Powers/Tactics: Golems possess enormous strength and use it to good effect in combat. Most know how to use weapons, but even those who do not can strike devastating blows with their fists. Their implacable nature, high degree of

FLESH GOLEM

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
12	DEX	4	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
18	PRE	8	13-	PRE Attack: 3½d6
6	OCV	15		
4	DCV	5		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
4	PD	9		*Total:* 4 PD (4 rPD)
4	ED	9		*Total:* 4 ED (4 rED)
4	REC	0		
0	END	-4		
15	BODY	5		
—	STUN	—		**Total Characteristics Cost: 66**

Movement: Running: 12m

Cost	Powers	END
15	**Golem's Body:** Does Not Bleed	0
10	**Golem's Body:** No Hit Locations	0
45	**Golem's Body:** Takes No STUN	0
10	**Tireless:** Reduced Endurance (0 END; +½) on STR	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
12	**Body Of Reanimated Flesh:** Resistant (+½) for 4 PD/4 ED	0
4	**Body Of Reanimated Flesh:** +2 PD Only Protects Against Crushing Or Piercing Attacks (-½)	0
3	**Body Of Reanimated Flesh:** +2 PD Only Protects Against Piercing Attacks (-1)	0
40	**Golem's Body:** Life Support: Total (including Longevity: Immortality)	0

Skills

1	Climbing 8-
2	Language (native)
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 155

Total Cost: 221

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
20	**Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)
20	**Psychological Complication:** Fear Of Fire (Common, Total)
20	**Vulnerability:** 2 x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 46



invulnerability, and untiring bodies make them terrifying opponents.

Campaign Use: Gamemasters can also use these write-ups to represent animated statues, certain types of undead, odd alien life-forms, and some robots.

These writeups assume golems of roughly human size. Wizards and other golem-makers often prefer much taller or smaller versions, which you can create by applying the appropriate *Size* Template from 6E1 442-44. Similarly, by adding wings, claws, or the like to a golem during the creation process, the maker can give it many additional abilities.

You can easily use these five golems as "Templates" for creating golems made of other substances. Typically all you have to do is alter their defenses, STR, and a few other parameters, and maybe remove or change an ability or two. For

METAL GOLEM

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
16	DEX	12	12-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
10	PD	27		*Total:* 10 PD (10 rPD)
10	ED	27		*Total:* 10 ED (10 rED)
4	REC	0		
0	END	-4		
20	BODY	10		
—	STUN	—		**Total Characteristics Cost: 152**

Movement: Running: 12m

Cost	Powers	END
15	**Golem's Body:** Does Not Bleed	0
10	**Golem's Body:** No Hit Locations	0
45	**Golem's Body:** Takes No STUN	0
20	**Tireless:** Reduced Endurance (0 END; +½) on STR	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
30	**Body Of Metal:** Resistant (+½) for 10 PD/10 ED	0
90	**Body Of Metal:** Physical and Energy Damage Reduction, Resistant, 25%	0
36	**Heavy:** Knockback Resistance -12m	0
40	**Golem's Body:** Life Support: Total (including Longevity: Immortality)	0

Skills

1 Climbing 8-
2 Language (native)
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 299

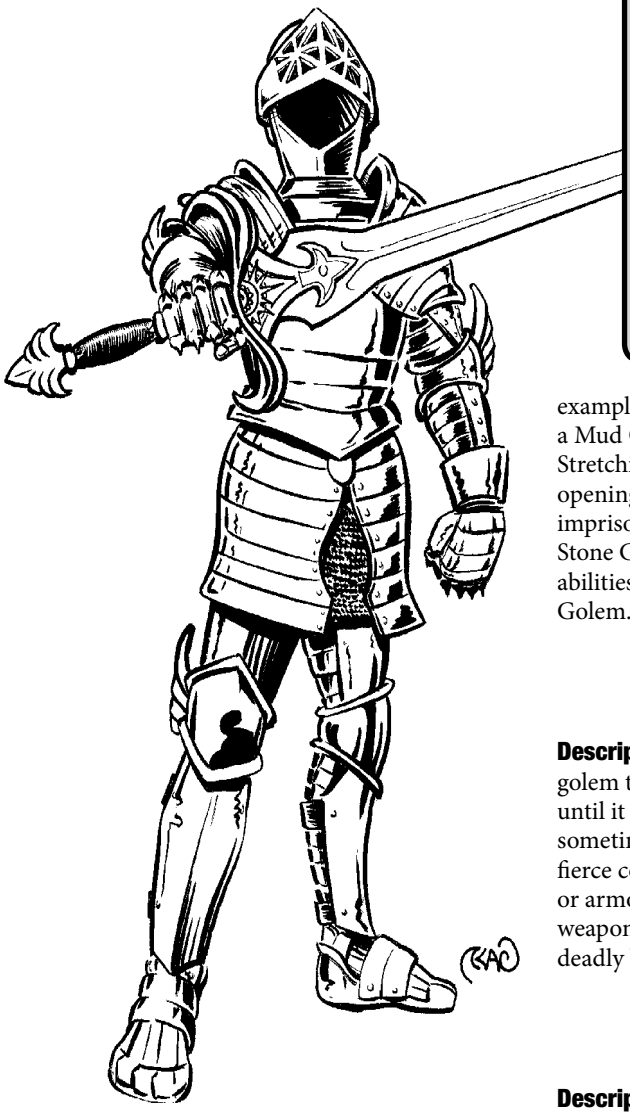
Total Cost: 451

175 Matching Complications (50)

25 **Physical Complication:** Human Size, Weighs 6,400 kg (All The Time, Greatly Impairing)
20 **Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 45

Experience Points: 281



example, you could convert the Clay Golem into a Mud Golem by giving it a Desolidification- or Stretching-based power to ooze through small openings, and perhaps the ability to choke or imprison a victim by flowing over him. Reduce the Stone Golem's defenses, STR, and other physical abilities significantly and you've got a Glass Golem. The possibilities are practically endless.

Clay Golem

Description: Formed and sculpted of clay, the clay golem typically resembles a statue of a person — until it starts to move. Artistically gifted creators sometimes embellish their clay golems with fierce countanances, the appearance of clothing or armor, or the like. Most clay golems fight with weapons, but their fists alone are enough to deal deadly blows.

Flesh Golem

Description: Sewn together from pieces of corpses, and animated through magic, chemicals, and/or electricity, the flesh golem is, in essence,

STONE GOLEM

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
15	DEX	10	12-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	21		*Total:* 8 PD (5 rPD)
8	ED	21		*Total:* 8 ED (5 rED)
4	REC	0		
0	END	-4		
15	BODY	5		
—	STUN	—		**Total Characteristics Cost: 123**

Movement: Running: 12m

Cost	Powers	END
15	**Golem's Body:** Does Not Bleed	0
10	**Golem's Body:** No Hit Locations	0
45	**Golem's Body:** Takes No STUN	0
17	**Tireless:** Reduced Endurance (0 END; +½) on STR	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
15	**Body Of Stone:** Resistant (+½) for 5 PD/5 ED	0
90	**Body Of Stone:** Physical and Energy Damage Reduction, Resistant, 25%	0
24	**Heavy:** Knockback Resistance -8m	0
40	**Golem's Body:** Life Support: Total (including Longevity: Immortality)	0

Skills

1	Climbing 8-
2	Language (native)
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 269

Total Cost: 392

175 Matching Complications (50)

25	**Physical Complication:** Human Size, Weighs 5,000 kg (Very Frequently, Greatly Impairing)
20	**Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 45

Experience Points: 222



an improved form of zombie (see page 296). Although its movements are jerky and seemingly inept, it has more speed and agility than its appearance and composition suggest. It attacks with a weapon (if it has one) or its fists (if not).

Metal Golem

Description: The most powerful golems are those made of metal — typically iron, though bronze, steel, and others are not unknown. Some metal golems resemble solid metal statues, others look like suits of living armor. Regardless of configuration, a metal golem is a fearsome opponent thanks to its strength and near-invulnerability.

Stone Golem

Description: More powerful than a clay golem, but not as mighty as one made of metal, the stone golem typically resembles a large stone statue of a man. As with a clay golem, its creator may sculpt it with fanciful features, or leave it mostly blank and unformed.

WOOD GOLEM

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
14	DEX	8	12-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
18	PRE	8	13-	PRE Attack: 3½d6
7	OCV	20		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	12		*Total:* 5 PD (3 rPD)
5	ED	12		*Total:* 5 ED (3 rED)
4	REC	0		
0	END	-4		
15	BODY	5		
—	STUN	—		**Total Characteristics Cost: 91**

Movement: Running: 12m

Cost	Powers	END
15	**Golem's Body:** Does Not Bleed	0
10	**Golem's Body:** No Hit Locations	0
45	**Golem's Body:** Takes No STUN	0
12	**Tireless:** Reduced Endurance (0 END; +½) on STR	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
9	**Body Of Wood:** Resistant (+½) for 3 PD/3 ED	0
8	**Body Of Wood:** +4 PD Only Protects Against Crushing Or Piercing Attacks (-½)	0
40	**Golem's Body:** Life Support: Total (including Longevity: Immortality)	0

Skills

1	Climbing 8-
2	Language (native)
3	Stealth 12-
2	WF: Common Melee Weapons

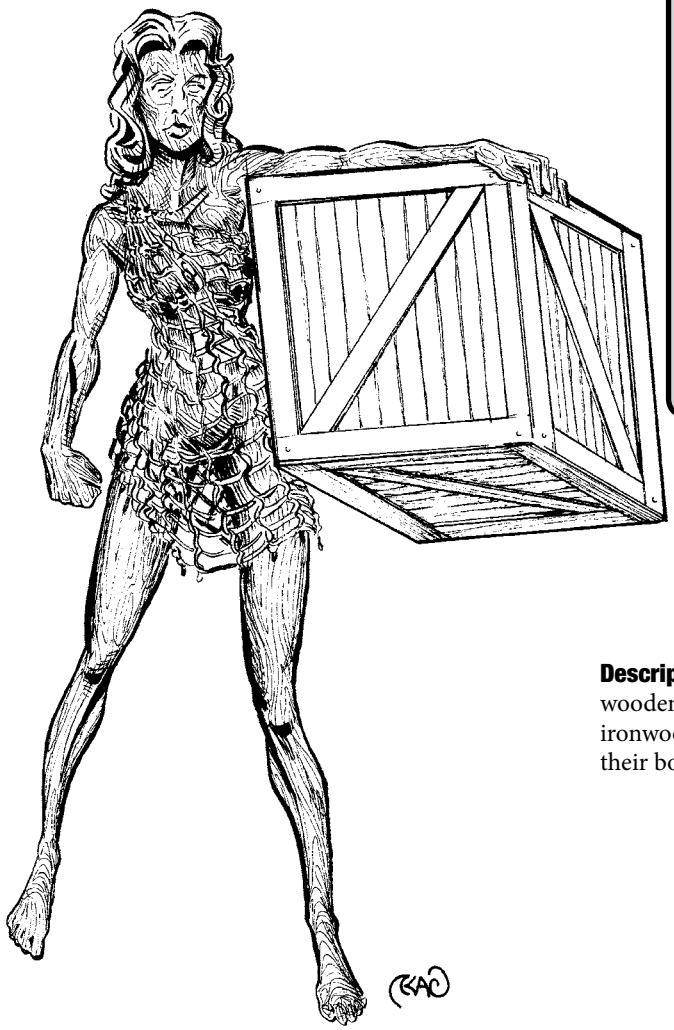
Total Powers & Skills Cost: 155

Total Cost: 246

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
20	**Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)
20	**Psychological Complication:** Fear Of Fire (Common, Total)
20	**Vulnerability:** 2 x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 71



Wood Golem

Description: Wood golems look like carved wooden statues. They strike with fists as hard as ironwood, and withstand damage well because their bodies are as tough as gnarled oak-roots.

GORGON

Val	Char	Cost	Roll	Notes
18	**STR**	8	13-	Lift 300 kg; 3½d6 HTH damage [2]
15	**DEX**	10	12-	
18	**CON**	8	13-	
13	**INT**	3	12-	PER Roll 12-
12	**EGO**	2	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
4	**DMCV**	3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
7	**PD**	5		*Total:* 7 PD (2 rPD)
5	**ED**	3		*Total:* 5 ED (2 rED)
8	**REC**	4		
35	**END**	3		
12	**BODY**	2		
40	**STUN**	10		**Total Characteristics Cost: 106**

Movement: Running: 12m
Flight: 16m

Cost	Powers	END
93	**Petrifying Gaze:** Severe Transform 8d6 (living things to stone, heals back through restorative magics) Personal Immunity (+¼), Reduced Endurance (0 END; +½); Limited Target (living things; -¼), All Or Nothing (-½), Eye Contact Required (-½)	0
5	**Serpentine Hair:** HKA 1 point (1d6+1 with STR)	1
8	**Serpentine Hair Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)	[4]
15	**Brazen Claws:** HKA 1d6 (2d6 with STR)	1
4	**Fangs:** HKA 1 point (1d6+1 with STR) Reduced Penetration (-¼)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
11	**Wings:** Flight 16m Restrainable (-½)	2
10	**Serpentine Hair:** Increased Arc Of Perception (360 Degrees) for Sight Group	0

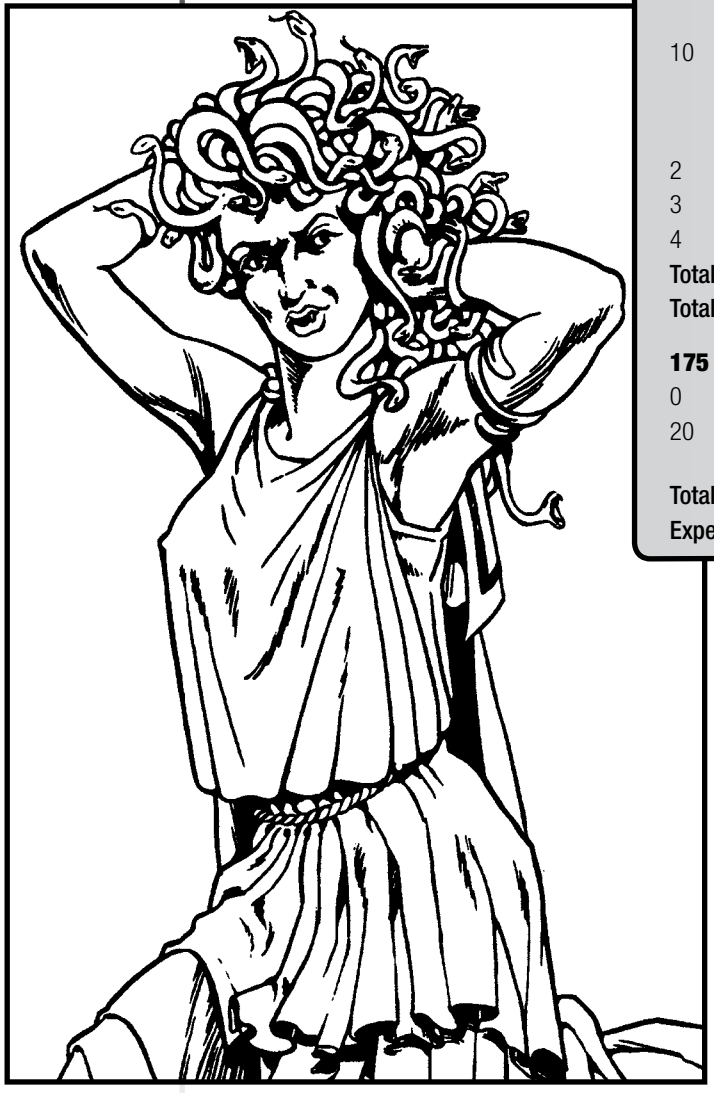
Skills

2 AK: Home Territory 11-
3 Stealth 12-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 157
Total Cost: 263

175 Matching Complications (50)
0 **Physical Complication:** Human Size
20 **Psychological Complication:** Wicked And Cruel (Very Common, Strong)

Total Complications Points: 20
Experience Points: 118



Gorgon

Ecology: Gorgons live, alone or in groups, in many different regions — everywhere from temperate forests, to desolate wastes, to coastlines. They usually lair in a cave or ruin, but sometimes build dwellings of their own.

Personality/Motivation: Gorgons are filled with spite for all living things save their own kind. They seek to slay (or petrify) anyone they meet. They collect treasure, sometimes using it to bribe adventurers to leave them alone or sneaking into a town to spend it.

Powers/Tactics: Gorgons know how to use weapons and armor, and will do so if threatened.

However, their chief weapon is their gaze, which turns to stone all who meet their glance! Reflecting the gaze back at them has no effect, but an attacker can fight them without being petrified by looking at a reflection instead of directly at them. This requires an appropriately shiny surface. The attacker must make an EGO Roll every round to keep his eyes on the reflection, and he suffers a -3 OCV penalty.

Campaign Use: Legend says a gorgon's head, if cut from its body, retains the creature's power of petrification. Whether this is actually true is up to the GM.

Appearance: A gorgon is a hideous mockery of a human female. Though it possesses a beauteous female form, the head atop that body is grotesque — ugly, often warty, with a fang-filled mouth (from which a hideous red tongue usually lolls) and venomous serpents for hair. It also has wings (which it can keep concealed behind its back if it wishes) and bronze claws on its hands. It wears human clothing.

Griffin

Ecology: Griffins are carnivores who live by themselves, or in prides of two to four. They typically lair in mountain caves, though some build nests in the tops of large trees. The young are born from eggs, usually in litters of one to six.

Personality/Motivation: Normal animal motivations. Additionally, many adventurers claim griffins are rapacious, malicious, and greedy. Some have reported griffins who guard large hoards, or gold mines from which they've driven out the miners.

Powers/Tactics: Griffins prefer to fight from the air if they can, swooping down on prey and raking with their talons. Sometimes a griffin slams right into a target, Grabbing the prey with its talons and biting with its large beak. If forced to fight on the ground, the griffin relies on its beak more than its claws, and looks for an opportunity to take to the air.

Campaign Use: You can use the griffin as a template for manufacturing other "hybrids," simply by switching out the appropriate parts. For example, by replacing the eagle parts with those of a dragon, and giving the creature a fiery breath attack from one of the dragon character sheets, you could create a dracogriff (or griffodrake).

If captured early — while in the shell, or only a few days out of it — griffins can be trained to become loyal steeds and companions. They never entirely get over their rapacious natures, though, and they have prodigious appetites.

Appearance: The griffin is a beast with the head, wings, and forelimbs of an eagle, and the body and hindparts of a lion. It has red eyes, and large pointed ears like a dog's. The body is usually tawny or brown, the feathers brown, blue, or white.

Harpy

Ecology: Harpies are carnivores who survive by a combination of taking unsuspecting prey and scavenging. They eat almost any meat they can find (even days-old carrion), but they prefer fresh human flesh. Their diet, and generally unsanitary habits, makes them look matted and filthy and gives them a stench strong enough to sicken an adult human.

Harpies prefer to nest in high places — treetops or cliffsides — so they have a good view of their territory and a chance to spot potential prey (or attackers) as quickly as possible. They most often live alone, but sometimes form colonies of up to a dozen (and just as quickly disperse when squabbles occur). Since all harpies appear to be female, how they reproduce remains a mystery.

Personality/Motivation: Harpies are malicious, vicious, self-centered, and cruel. A harpy cares for no one but herself, and gladly harms others (even another harpy) if she gains something thereby (even just the simple pleasure of tormenting the poor victim). They like treasure and shiny objects, and often hoard them.

Powers/Tactics: A harpy's favorite tactic is to use her Stealth to fly as close to her prey as possible without being detected, then swoop in, screeching to deafen the target and make a Presence Attack. Then it Grabs or slashes with its talons. If she suffers serious injury, or the battle turns against her, she flees as quickly as she can.

Campaign Use: While the harpies depicted here have human intelligence, some are far more bestial and savage (*i.e.,* they have the *Near-Human Intellect* Physical Complication). Harpies may be related to sirens (see page 206), another type of woman-bird hybrid.

Appearance: Harpies are hideous creatures with vulture-like bodies, raptor-like talons, and the heads and breasts of human women.

Hippocampus

Ecology: The hippocampus lives in the sea and breathes water. It grazes on seaweed, kelp, and other underwater vegetation. Herds of wild hippocampi contain five to 50 of the creatures. Mermen and other intelligent undersea species sometimes capture and domesticate hippocampi for use as aquatic steeds.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Hippocampi prefer to flee rather than fight (though some have been battle-trained). If a hippocampus cannot avoid conflict, it fights by bashing its opponent and biting him with its teeth.

Campaign Use: You can use the hippocampus as a template for other aquatic crossbreeds. Instead of a horse body, it could have lion body, dragon body, dog body, or the like.

GRIFFIN

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
16	**DEX**	12	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
8	**OCV**	25		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (3 rPD)
9	**ED**	7		*Total:* 9 ED (3 rED)
8	**REC**	4		
40	**END**	4		
16	**BODY**	6		
40	**STUN**	10		**Total Characteristics Cost: 149**

Movement: Running: 18m
Flight: 24m

Cost	Powers	END
20	**Eagle's Beak:** HKA 1d6+1 (3d6 with STR)	2
12	**Eagle's Talons/Lion's Claws:** HKA 1d6 (2½d6 with STR) Reduced Penetration (-¼)	1
3	**Thick Skin:** Resistant (+½) for 3 PD/3 ED	0
6	**Heavy:** Knockback Resistance -6m	0
16	**Eagle's Wings:** Flight 24m Restrainable (-½)	2
6	**Swift-limbed:** Running +6m (18m total)	1
6	**Eagle's Eyes:** +3 PER with Sight Group	0
6	**Eagle's Eyes:** +4 versus Range for Sight Group	0

Skills

3 Stealth 12-

Total Powers & Skills Cost: 78

Total Cost: 227

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

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

20 **Psychological Complication:** Greedy (Very Common, Strong)

Total Complications Points: 50

Experience Points: 52



HARPY

Val	Char	Cost	Roll	Notes
13	**STR**	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
15	**DEX**	10	12-	
15	**CON**	5	12-	
8	**INT**	-2	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
4	**ED**	2		*Total:* 4 ED (2 rED)
6	**REC**	2		
30	**END**	2		
12	**BODY**	2		
30	**STUN**	5		**Total Characteristics Cost: 80**

Movement: Running: 4m
Flight: 20m



Cost	Powers	END
24	**Talons:** HKA 2d6 (2½d6 with STR) Reduced Penetration (-¼)	3
8	**Screech:** Hearing Group Flash 4d6 Incantations (-¼), Limited Range (5m; -¼)	1
10	**Foul Stench:** Drain CON 1d6 NND (defense is Life Support [Self-Contained Breathing]; +0), Area Of Effect (2m Radius; +¼), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), Maximum Effect Of 6 Points On Any One Target (-½), No Range (-½)	0
5	**Terrifying:** +10 PRE Only For Fear-Based Presence Attacks (-1)	0
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
13	**Wings:** Flight 20m Restrainable (-½)	2
-8	**Slow:** Running -8m (4m total)	
4	**Raptor's Eyes:** +2 PER with Sight Group	0

Skills

6 +2 with Grab, Grab By, and Move By

3 Stealth 12-

Total Powers & Skills Cost: 67

Total Cost: 147

175 Matching Complications (50)

0 **Physical Complication:** Human Size

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

20 **Psychological Complication:** Wicked (Very Common, Strong)

Total Complications Points: 35

Experience Points: 0

Appearance: A hippocampus has the head and foreparts of a horse (with webbed fins in the place of hooves on its two front feet) and the tail of a fish. Its short hair comes in the many colors common to horses; its scales are usually blue-green.

HIPPOCAMPUS HIT LOCATION TABLE

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

Hippogriff

Ecology: Hippogriffs live in herds of four to twenty animals, led by a dominant male. The size of the herd depends on the dominant male's strength and the food supply available in their territory. Hippogriffs typically prey on small- to medium-sized animals, such as deer or wild dogs. Young are born live in the early summer.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Hippogriffs fight equally well on land and in the air (in fact, they can gallop faster than they fly, at least over even terrain). In the air, they usually Move By and rake with their talons, or hover over the target to make talon and beak attacks. On land, they prefer to rear up and Grab the target with their talons, then bite with their beak.

Campaign Use: The hippogriff makes a good template for other horse-hybrid creatures.

Appearance: The hippogriff, a product of some mad god's or wizard's experiment, has the head, beak, forelimbs, and wings of an eagle, and the body and hindlegs of a horse. Its horse parts come in the usual variety of equine colors; its feathers are brown, white, or sometimes gold.

Homonculus

Ecology: Created by a wizard through alchemical and magical processes, a homonculus cannot breed and has little interaction with others of its kind (unless its master creates more than one). It lives where its master lives.

Personality/Motivation: A homonculus's personality depends on its creator's desires. Its master can make it wicked and capricious, kind-hearted and helpful, or the like. Overriding any other motivations is the desire to obey its master's every command, even ones that could lead to its own injury or death.

Powers/Tactics: Due to their small size and weakness, homonculi make poor combatants. They serve their masters best as spies and servants. If forced to fight, they use tiny weapons (1 point HKA) and try for a surprise attack (like leaping down onto a target's shoulder and stabbing him in the throat or eye).

Campaign Use: This character sheet represents a basic homonculus. A character could add other abilities, such as wings, claws, tiny venomous fangs, a Mind Link power, or the like — just add the appropriate Template from Chapter One.

Appearance: A homonculus resembles an adult human no more than one foot tall. Some are perfectly formed, others crude or mis-shapen; they may also have unusual skin or hair tones, as their creator desires.

Hydra

Ecology: The hydra is an enormous reptilian beast, kin perhaps to dragons. It most often lairs in caves, underground caverns, dense forests, and deserts, but can only live in places with sufficient food to satisfy its enormous appetite. Some hydrae survive partly on the corpses of adventurers foolish enough to challenge them.

Hydrae are solitary, except during the mating season (in the late winter/early spring every five to ten years), when males and females seek each other out (and males sometimes battle each other for the right to mate with a particular female). The female lays a clutch of one to six eggs, which hatch in six months. It takes a dozen years for the young, which must fend for themselves from birth, to become fully grown.

Personality/Motivation: Normal animal motivations, with perhaps a touch of intelligence lacking in most creatures. Extremely fierce and aggressive, the hydra is hard for anyone to control or dominate (even with magic). It's also quite greedy, gathering as much treasure (and shiny objects) to itself as it can.

Powers/Tactics: The hydra fights by attacking with its nine heads. Since the heads are bought with Duplication, each one counts as a separate character, giving the hydra nine separate attacks in each Phase! Typically some heads Hold their Actions, so an opponent suffers assault every single Segment of a Turn. (However, note that the heads can't run, leap, or swim on their own; in effect the main body and head "carries them along" when it moves.)

HIPPOCAMPUS

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 8 PD (1 rPD)
6	ED	4		*Total:* 6 ED (1 rED)
8	REC	4		
40	END	4		
15	BODY	5		
34	STUN	7		**Total Characteristics Cost: 88**

Movement: Running: 0m
Swimming: 18m

Cost	Powers	END
5	**Bite:** HKA 1 point (½d6 with STR)	1
12	**Tail Bash/Kick:** HA +3d6 Hand-To-Hand Attack (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
1	**Scaly Skin:** Resistant (+½) for +2 PD/+2 ED Activation Roll 11- (or covers locations 7 and 13-18; -½)	0
6	**Heavy:** Knockback Resistance -6m	0
7	**Fishtail And Webbed Feet:** Swimming +14m (18m total)	1
-12	**Helpless On Land:** Running -12m (0m total)	
6	**Perceptive:** +2 PER with all Sense Groups	0

Total Powers & Skills Cost: 26

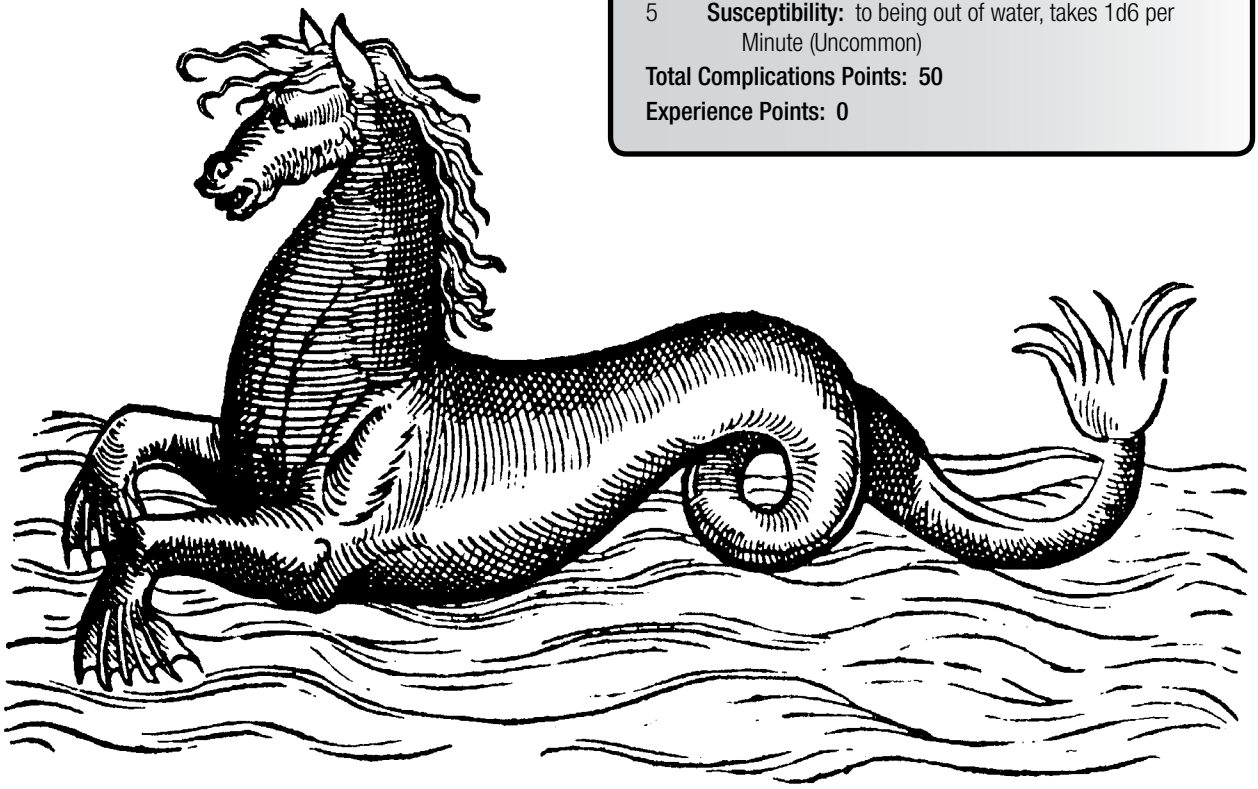
Total Cost: 114

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
10	**Psychological Complication:** Fears Bright Lights And Loud Noises (Uncommon, Strong)
5	**Susceptibility:** to being out of water, takes 1d6 per Minute (Uncommon)

Total Complications Points: 50

Experience Points: 0



HIPPOGRIFF

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	**DEX**	16	13-	
18	**CON**	8	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
8	**REC**	4		
35	**END**	3		
16	**BODY**	6		
36	**STUN**	8		**Total Characteristics Cost: 113**

Movement: Running: 26m
Flight: 20m

Cost	Powers	END
15	**Eagle's Beak:** HKA 1d6 (2d6+1 with STR)	1
12	**Eagle's Talons:** HKA 1d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
2	**Thick Skin:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
13	**Eagle's Wings:** Flight 20m Restrainable (-½)	2
14	**Swift-limbed:** Running +14m (26m total)	1
4	**Eagle's Eyes:** +2 PER with Sight Group	0
6	**Eagle's Eyes:** +4 versus Range for Sight Group	0

Total Powers & Skills Cost: 72

Total Cost: 185

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 10



HOMONCULUS

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
5	**PRE**	-5	10-	PRE Attack: 1d6
5	**OCV**	10		
11	**DCV**	40		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
2	**PD**	0		*Total:* 2 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
5	**REC**	1		
25	**END**	1		
7	**BODY**	-3		
20	**STUN**	0		**Total Characteristics Cost: 57**

Movement: Running: 6m
Leaping: 2m

Cost	Powers	END
-6	**Short Legs:** Running -6m	
-1	**Short Legs:** Leaping -2m (2m total	
-1	**Tiny Form:** Swimming -2m	
6	**Perceptive:** +2 PER with all Sense Groups	0
	Skills	
0	ES: Acting 8-	
3	Climbing 12-	
10	Concealment 17-; Self Only (-½)	
0	ES: Conversation 8-	
0	ES: Deduction 8-	
0	ES: Persuasion 8-	
15	Shadowing 17-	
15	Stealth 18-	
2	WF: Common Melee Weapons	

Total Powers & Skills Cost: 43

Total Cost: 100

175 Matching Complications (50)

15 **Physical Complication:** Tiny (.25m; +18m KB) (Frequently, Slightly Impairing)

25 **Psychological Complication:** Lacks Free Will; Must Obey Creator (Very Common, Total)

Total Complications Points: 40

Experience Points: 0



HYDRA

Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 HTH damage [5]
15	DEX	10	12-	
30	CON	20	15-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
35	PRE	25	16-	PRE Attack: 7d6
9	OCV	30		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
20	PD	18		*Total:* 20 PD (8 rPD)
20	ED	18		*Total:* 20 ED (8 rED)
15	REC	11		
60	END	8		
30	BODY	20		
70	STUN	25		**Total Characteristics Cost: 248**

Movement: Running: 12m

Cost	Powers	END
46	**Nine Heads:** Duplication (creates 8 214-point Duplicates)	0
	Cannot Recombine (-0), Feedback (the death of the main body results in the death of all the heads; -¼)	
5	**Cut Off A Head And Two Shall Take Its Place:** +24 Duplicates	0
	Inherent (+¼); Two Duplicates Appear Only When One Existing Duplicate Is Slain (-1), Doesn't Work If Regeneration Is Stopped (-½)	
25	**Bite:** HKA 1½d6 (5d6+1 with STR)	2
15	**Claws:** HKA 1d6 (4½d6 with STR)	1
8	**Scaly Skin:** Resistant (+½) for 8 PD/8 ED	0
18	**Heavy:** Knockback Resistance -18m	0
32	**Regeneration:** Regeneration (3 BODY per Turn)	0
	Doesn't Work On Cauterized Wounds (-½)	
5	**Hydra Senses:** Infrared Perception (Sight Group)	0
5	**Hydra Senses:** Ultraviolet Perception (Sight Group)	0
6	**Hydra Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb	0
	Inherent (+¼); Limited Manipulation (-¼)	
	Talents	
3	Lightsleep	

Total Powers & Skills Cost: 173

Total Cost: 421

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Huge (16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Greedy; Loves Treasure And Shiny Objects (Common, Strong)

Total Complications Points: 50

Experience Points: 246

To make matters worse, the hydra is extremely difficult to injure or kill. Even if an attack penetrates its thick, scaly skin, the hydra heals at an extraordinarily rapid rate. And if an attacker should get lucky and kill one of the heads, two more sprout from the dead one! The only way to stop this is to cauterize — seal with heat — the wound. Any injury inflicted by fire or heat, or to which an attacker applies at least 1 point of fire-based Killing Damage before the hydra next regenerates, cannot heal with Regeneration.

Campaign Use: The hydra is a tough foe, able to take on most groups of adventurers singlehandledly and give them a fight for their lives. If you add in any of the options, such as fire breath or making the main head immortal, the battle becomes even more dangerous.

You can use the hydra as a template for multi-headed alien creatures in a Star Hero campaign, or perhaps some Lovecraftian extra-dimensional horrors in a Pulp-era or Horror Hero game. For a touch of comedy, you could have some of the heads argue with other heads.

Appearance: The hydra, a large-bodied reptile, has a thick tail, four relatively stumpy legs, and nine necks, each ending in a beaked or fanged head. Thanks to its many heads, the hydra is difficult to sneak up on, and even more difficult to fight.

OPTIONS

If you apply either of the "Breath" options, each of the individual heads should have it as well, thus altering the cost of the hydra's Duplication.

Cost	Options
30	**Fiery Breath:** RKA 2d6, Area Of Effect (24m Line; +½); No Range (-½)
+13	**Immortal Main Head:** Add Resurrection option to hydra's Regeneration; Resurrection is stopped by burning the head up completely
168	**Poisonous Breath:** RKA 4d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (2m; -¼)
13	**Wings:** Flight 20m; Restrainable (-½)

HYDRA HEAD

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
15	**DEX**	10	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
11	**EGO**	1	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
9	**OCV**	30		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
20	**PD**	18		*Total:* 20 PD (8 rPD)
20	**ED**	18		*Total:* 20 ED (8 rED)
10	**REC**	6		
40	**END**	4		
10	**BODY**	0		
40	**STUN**	10		**Total Characteristics Cost: 160**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m

Cost	Powers	END
25	**Bite:** HKA 1½d6 (4d6 with STR)	2
8	**Scaly Skin:** Resistant (+½) for 8 PD/8 ED	0
18	**Heavy:** Knockback Resistance -18m	0
-12	**Attached Head:** Running -12m (0m total, can only move as main body moves)	
-2	**Attached Head:** Swimming -4m (0m total, can only move as main body moves)	
-2	**Attached Head:** Leaping -4m (0m total, can only move as main body moves)	
5	**Hydra Senses:** Infrared Perception (Sight Group)	0
5	**Hydra Senses:** Ultraviolet Perception (Sight Group)	0
6	**Hydra Senses:** +2 PER with all Sense Groups	0

Talents

3 Lightsleep

Total Powers & Skills Cost: 54

Total Cost: 214

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Greedy; Loves Treasure And Shiny Objects (Common, Strong)

Total Complications Points: 50

Experience Points: 39

HYDRA HEAD HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-11	Upper Neck	x4	x1½	x1	-7 OCV
12-18	Lower Neck	x2	x½	x½	-5 OCV



IFRIT

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
21	**DEX**	22	13-	
25	**CON**	15	14-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
30	**PRE**	20	15-	PRE Attack: 6d6
7	**OCV**	20		
7	**DCV**	20		
7	**OMCV**	12		
7	**DMCV**	12		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
12	**PD**	10		*Total:* 12 PD (6 rPD)
12	**ED**	10		*Total:* 12 ED (6 rED)
12	**REC**	8		
50	**END**	6		
20	**BODY**	10		
60	**STUN**	20		**Total Characteristics Cost: 260**

Movement: Running: 24m
Flight: 60m

Cost	Powers	END
165	**Ifrit Powers:** Variable Power Pool, 75 Pool + 60 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
26	**Ignite:** RKA 1 point	0
	Area Of Effect (4m Radius Selective, +½), Area Of Effect (1m Radius Accurate; +½), Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (power ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½); Only Works On Flammable Objects (-0)	
65	**Firestorm:** RKA 2d6	0
	Area Of Effect (16m Radius; +¾), Armor Piercing (+¼), Constant (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	
22	**Horns:** HKA 1d6 (3d6-1 with STR)	2
	Armor Piercing (+¼)	
12	**Claws:** HKA 1d6 (3d6+1 with STR)	1
	Reduced Penetration (-¼)	
60	**Ifrit Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
20	**Ifrit's Form:** Energy Damage Reduction, Resistant, +25% (75% total)	0
	Only Works Against Fire (-½)	
6	**Ifrit's Hide:** Resistant (+½) for 6 PD/6 ED	0
6	**Heavy:** Knockback Resistance -6m	0
40	**Ifrit Form:** Life Support (Total, including Longevity: Immortality)	0
90	**Ifrit's Wings:** Flight 60m	0
	Reduced Endurance (0 END; +½)	
12	**Long Legs:** Running +12m (24m total)	1
5	**Ifrit's Eyes:** Nightvision	0
5	**Ifrit's Eyes:** Infrared Perception (Sight Group)	0
15	**Ifrit's Eyes:** Fully Penetrative for Sight Group (can't see through force-fields and magical fields)	0
10	**Ifrit's Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
9	**Ifrit's Senses:** +3 PER with all Sense Groups	0
2	**Reach:** Reach +2m	0

Talents

20 Universal Translator 13-



Skills

12 +1 Overall
30 +3 with All Combat
8 +4 with Flight

6 KS: Arcane And Occult Lore 16-
6 KS: History 16-
6 KS: Legends And Lore 16-
3 Stealth 13-

Total Powers & Skills Cost: 661
Total Cost: 921

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10
Experience Points: 786

Ifrit

Ecology: An ifrit (plural ifriti or efreeti) is a magical being, perhaps from the realm of Elemental Fire, perhaps formed of smoke and flame by the gods themselves. It has an affinity with Fire, though it sometimes lives in desert wastes or even bodies of water.

Personality/Motivation: Foul-tempered, surly, and thoroughly wicked, ifriti are difficult beings to deal with. Unless properly approached — with absolute confidence and overwhelming force, or utter servility and flattery — they typically leave people alone or inflict some horrible punishment on them (like having them as a "snack").

Ifriti loathe confinement, captivity, or obligation. If captured, they do everything in their power to escape. If an ifrit becomes obligated to someone, it pesters its "creditor" repeatedly until the creditor makes a request or wish the ifrit can grant with its powers.

Powers/Tactics: Ifriti possess great magical powers, many of them having to do with Fire or Smoke in some respect. Favorite uses for an ifrit's VPP in combat include creating a gigantic sword of fire (HKA), Teleportation to move around the battlefield and attack opponents from behind, Transforming adversaries' weapons and armor into serpents or dust, and enhancing the ifrit's existing Ignite and Firestorm powers.

Campaign Use: Given their power, ifriti are plot devices as much as anything; it's unlikely most groups of adventurers could bring one to bay and slay it. Instead, they might accidentally get on an ifrit's bad side and have to undertake a quest to make up for the insult, face an ifrit commanded by an enemy wizard, or free an imprisoned ifrit and earn themselves a wish.

Appearance: Dark cousin to the djinn, the ifrit is a gigantic humanoid-shaped being with reddish or blackish skin. Although not of the Infernal Realms, it has demonic features — cloven feet, horned head, clawed hands.

INSECTS, GIANT

Ecology: Giant insects (and arthropods and arachnids) are simply enormous versions of tiny creatures like beetles and wasps. Their ecology and behavior patterns are the same as those of their lesser cousins, though they may pursue larger prey (men, for example) or require significantly more territory. Some, such as wasps or ants, form colonies of 20 or more insects; others, like spiders and scorpions, are solitary.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: These vary from species to species, but generally giant insects attack aggressively, trying to overwhelm their prey with numbers and/or size. Tactics that work against regular insects work against them, if used on a sufficiently large scale.

Campaign Use: Each of the four giant insects presented here can serve as the template for others. For example, the giant wasp can become a giant bee if you apply the Limitation *1 Charge which Never Recovers* and give it a Susceptibility (takes 1d6 per Segment after it uses its sting). The giant beetle becomes a giant ant if you reduce its Resistant Protection (and, perhaps, get rid of its wings). And of course, you can always make these creatures *bigger....*

Giant Beetle

Description: A giant beetle is approximately eight times the size of an adult human — large enough to destroy small buildings, or to chop a person in half with its enormous mandibles. Its glossy black exoskeleton protects it from many forms of attack; some human cultures make armor or shields out of parts of the shell.

The options describe several specific species of giant beetle which have unusual abilities. You can easily come up with others with just a few minutes' research.

Giant Scorpion

Description: Unlike its smaller cousin (page 480), which rarely poses a threat to humans, the giant scorpion considers men, and other creatures of similar size, dainty morsels. It moves swiftly with its eight legs, the front two of which terminate in powerful pincers. Sometimes it uses the pincers to hold prey while it stings it to death; other times the pincers help it tear prey apart. It hunts mostly at night, using its ability to sense vibrations to track down prey.

Giant Spider

Description: Giant spiders are perhaps the most fearsome giant "insect" adventurers can encounter. Fast, agile, and extremely venomous, they consider a human an excellent meal.

The giant spider in this character sheet is eight times as large as an adult human. You can easily create other sizes of this popular monster by using the *Size* templates to adjust its abilities (see below for one example, the Monstrous Spider).

Monstrous Spider

Description: Hand-sized tarantulas are well-known in many parts of the world, and Giant Spiders such as the one described above are staples of Fantasy gaming adventure. This character sheet represents an intermediate step: the *monstrous spider,* which can grow to the size of a small terrier! They're fast, hard to hit, and inject their victims with a poison that can seriously injure or even kill an adult human. Typically they act like wolf spiders (*i.e.,* they locate and capture prey by moving and chasing it), but some build webs or lairs (you can apply the Giant Spider options to them, though you may want to scale them down a little). And a few explorers claim that in some places they live in large colonies....

SPIDER WEBS

This character sheet represents a giant hunting spider, which catches prey by running, leaping, and climbing rather than spinning webs. You can use the "webspinning" optional package for spiders that weave webs.

In *HERO System* terms, webs are Barriers with a Linked Entangle Damage Shield. Anyone who touches the Barrier gets Entangled (stuck), though the degree to which he's stuck depends on exactly how he touches it. A character can escape from a web in either of two ways. First, he can pull himself free (*i.e.,* break free from the Entangle without affecting the Barrier at all). Second, he can break the Barrier where he is, which both frees him from the Entangle and leaves a hole that other characters can move through without getting stuck themselves. Typically once at least half of a web is broken, the whole thing collapses, but it's up to the GM to determine what happens based on the type of web, where it's located/anchored, and other factors.

It typically takes a spider one hour per 1m radius area to spin a web, though some can create webs much more quickly. A giant spider may make his web smaller than its maximum size, or may spin several Entangles and "link" them to create one web large enough for it to sit in (or to fill a particular area).

Giant Wasp

Description: About half the size of an adult human, giant wasps are not individually as dangerous as other giant insects. But because they live together in gigantic hives containing hundreds or even thousands of wasps, they can quickly overwhelm and kill even the strongest adventurer.

Due to their bright coloration and buzzing flight, giant wasps do not get the Stealth bonuses creatures smaller than human size normally do.

Jackalope

Ecology: Jackalopes live in the same habitats as jackrabbits do — grasslands, plains, and meadows. However, they don't graze contentedly on grass and leaves. They're carnivores, using their antlers and sharp teeth to kill small prey and consume it.

Personality/Motivation: Normal animal motivations. Jackalopes are noted for their aggressiveness and temper. Unlike ordinary lapines, if disturbed or frightened, they're as likely to charge as to flee.

Powers/Tactics: Jackalopes attack with their antlers by running or leaping at the target at full speed. With a properly-timed charge they can often bring down prey much larger than themselves.

Campaign Use: Jackalopes provide a good example of how to take an ordinary and harmless creature — a rabbit, in this case — and make it into a disturbing and potentially dangerous creature by amalgamating it with other animals. This may catch the PCs by surprise, making the encounter more interesting than just another battle.

Some legends say jackalopes possess extraordinary luck (*i.e.,* Luck 3d6). If so, an encounter with one — or an entire warren of them — may prove even more interesting.

Appearance: A jackalope resembles an ordinary, albeit large, jackrabbit, but with sharp antlers projecting from its head, short, sharp fangs, and tiny claws. Its eyes seem to gleam with a devilish malevolence instead of the bucolic placidity of the ordinary rabbit.

GIANT BEETLE

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
12	**DEX**	4	11-	
20	**CON**	10	13-	
4	**INT**	-6	10-	PER Roll 10-
3	**EGO**	-7	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
4	**OCV**	5		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 16 PD (8 rPD)
6	**ED**	4		*Total:* 14 ED (8 rED)
10	**REC**	6		
40	**END**	4		
16	**BODY**	6		
46	**STUN**	13	**Total Characteristics Cost: 94**	

Movement: Running: 36m
Leaping: 8m
Flight: 12m
Tunneling: 4m

Cost	Powers	END
25	**Mandibles:** HKA 1½d6 (4d6+1 with STR)	2
24	**Exoskeleton:** Resistant Protection (8 PD/8 ED)	0
12	**Heavy:** Knockback Resistance -12m	0
8	**Wings:** Flight 12m Restrainable (-½)	1
8	**Digging:** Tunneling 4m through 2 PD material	1
24	**Long Legs:** Running +24m (36m total)	2
8	**Insect Senses:** +4 PER with Smell/Taste Group	0
4	**Insect Senses:** +2 PER with Hearing Group	0
8	**Insect Feet:** Clinging (normal STR) Cannot Resist Knockback (-¼)	0
5	**Six Legs:** Extra Limbs Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 126

Total Cost: 220

175 Matching Complications (50)

15 **Physical Complication:** Enormous (8m; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

30 **Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)

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

Total Complications Points: 50

Experience Points: 45

OPTIONS

GIANT BOMBARDIER BEETLE

Cost	Options
25	**Explosive Spray:** Blast 8d6, Area Of Effect (1m Radius; +¼); 4 Charges (-1)

Total cost: +25 points

GIANT DIVING BEETLE

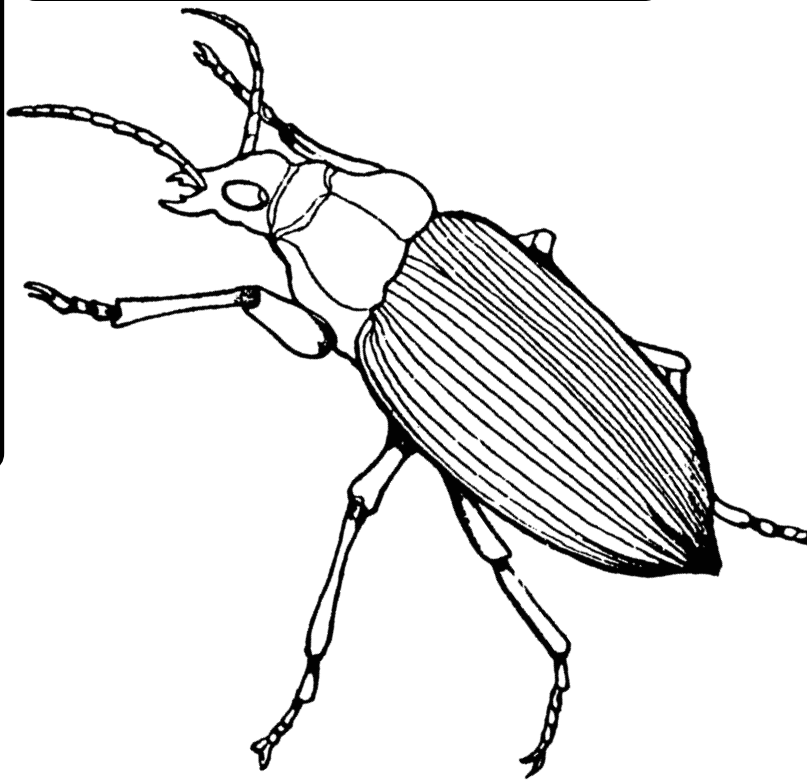
Cost	Options
3	**Fringed Legs:** Swimming +6m (10m total)
2	**Underwater Adaptation:** Life Support (Extended Breathing: 1 END per Minute)

Total cost: +5 points

GIANT COCKROACH/TIGER BEETLE

Cost	Options
8	**Swift Runner:** Running +8m (44m total)

Total cost: +8 points



GIANT SCORPION

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
14	**DEX**	8	12-	
25	**CON**	15	14-	
4	**INT**	-6	10-	PER Roll 10-
5	**EGO**	-5	10-	
25	**PRE**	15	14-	PRE Attack: 5d6
7	**OCV**	20		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 16 PD (6 rPD)
8	**ED**	6		*Total:* 14 ED (6 rED)
10	**REC**	6		
50	**END**	6		
19	**BODY**	9		
52	**STUN**	16		**Total Characteristics Cost: 142**

Movement: Running: 48m

Cost	Powers	END
8	**Sting:** HKA ½d6	1
	Armor Piercing (+¼); No STR Bonus (-½)	
13	**Venom:** RKA 1d6	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (4 increments, one every minute for four minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +1½); (67 Active Points); Extra Time (onset time begins 1 Minute after victim is stung; -1½), No Range (-½), HKA Must Do BODY (-½), Linked (to Sting HKA; -½), 4 Charges (-1)	
30	**Pincers:** Multipower, 30-point reserve	
3f	**1) Rending:** HKA 2d6 (4½d6 with STR)	3
1f	**2) Grasping:** +20 STR	0
	Reduced Endurance (0 END; +½); Only To Grab (-1)	
18	**Exoskeleton:** Resistant Protection (6 PD/6 ED)	0
18	**Heavy:** Knockback Resistance -18m	0
2	**Scorpion Body:** Life Support (Safe Environment: High Radiation)	0
36	**Long Legs:** Running +36m (48m total)	4
8	**Scorpion Senses:** +4 PER with Touch Group	0
38	**Sense Vibrations:** Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
5	**Eight Legs And A Stinger:** Extra Limbs	0
	Inherent (+¼); Limited Manipulation (-¼)	

Total Powers & Skills Cost: 180

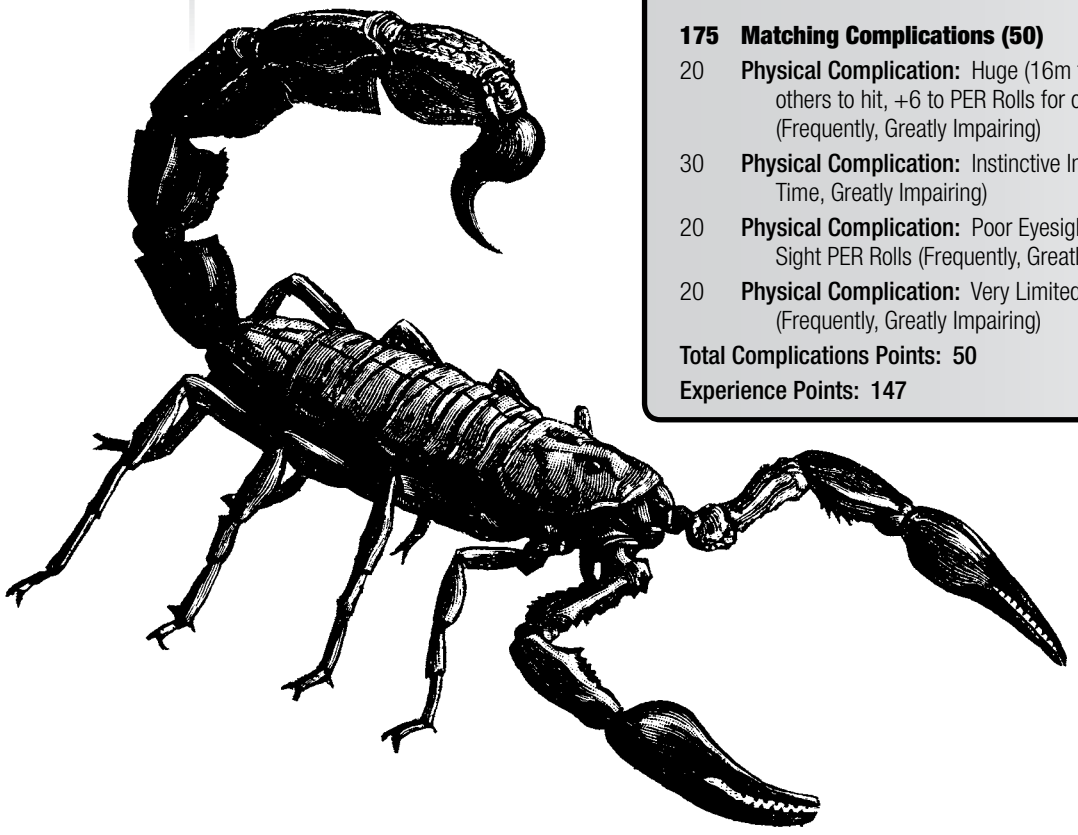
Total Cost: 322

175 Matching Complications (50)

20	**Physical Complication:** Huge (16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
30	**Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 147



GIANT SPIDER

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	DEX	16	13-	
20	CON	10	13-	
6	INT	-4	10-	PER Roll 10-
5	EGO	-5	10-	
25	PRE	15	14-	PRE Attack: 5d6
8	OCV	25		
6	DCV	15		
2	OMCV	-3		
2	DMCV	-3		
4	SPD	20		*Phases:* 3, 6, 9, 12
6	PD	4		*Total:* 8 PD (2 rPD)
6	ED	4		*Total:* 8 ED (2 rED)
10	REC	6		
40	END	4		
19	BODY	9		
44	STUN	11		**Total Characteristics Cost: 144**

Movement: Running: 48m
Leaping: 40m

Cost	Powers	END
13	**Bite:** HKA 1d6 Armor Piercing (+¼); No STR Bonus (-½)	1
13	**Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (4 increments, one every minute for four minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +1½); (67 Active Points); Extra Time (onset time begins 1 Minute after victim is bitten; -1½), No Range (-½), HKA Must Do BODY (-½), Linked (to Bite HKA; -½), 4 Charges (-1)	[4]
6	**Exoskeleton:** Resistant Protection (2 PD/2 ED)	0
18	**Heavy:** Knockback Resistance -18m	0
36	**Long Legs:** Running +36m (48m total)	4
18	**Leaper:** Leaping +36m (40m total)	2
6	**Eight Eyes:** +3 PER with Sight Group	0
6	**Spider Senses:** +3 PER with Touch Group	0
38	**Sense Vibrations:** Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
8	**Spider Legs:** Clinging (normal STR) Cannot Resist Knockback (-¼)	0
5	**Eight Legs:** Extra Limbs Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3 Climbing 13-
3 Stealth 13-

Total Powers & Skills Cost: 173

Total Cost: 317

175 Matching Complications (50)

20	**Physical Complication:** Huge (16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
30	**Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 142

OPTIONS

GIANT WEBSPINNING SPIDER

Cost	Options
62	**Webs:** Multipower, 125-point reserve; 4 Charges for entire Multipower (-1) [4]
4f	**1) Standard Web:** Barrier 6 PD/6 ED, 8 BODY (up to 8m long, 8m high, ½m thick); Extra Time (takes at least 1 Minute to weave each 1m x 1m section of the web; -1½) plus Entangle 3d6, 3 PD/3 ED, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Personal Immunity (+¼); Extra Time (takes at least 1 Minute to weave each 1m x 1m section of the web; -1½), Linked (-¼), No Range (-½)
2f	**2) Wrapping Up Prey:** Entangle 6d6, 6 PD/6 ED; Extra Time (1 Turn; -1¼), No Range (-½)

Total cost: +68 points

GIANT SPITTING SPIDER

As giant webspinning spider, plus:

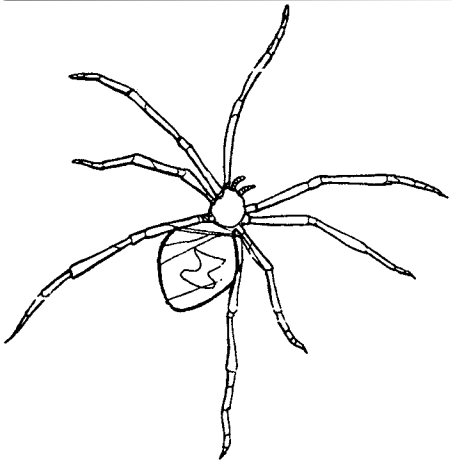
Cost	Options
4f	**3) Gluespitting:** Entangle 5d6, 5 PD/5 ED; Range Based On STR (-¼)

Total cost: +72 points

GIANT TRAPDOOR SPIDER

Cost	Options
4	**Digging:** Tunneling 2m through 1 PD material

Total cost: +4 points



MONSTROUS SPIDER

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

Movement: Running: 8m

Cost	Powers	END
3	**Bite:** HKA 1 point No STR Bonus (-½)	1
13	**Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (4 increments, one every minute for four minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +1½); (67 Active Points); Extra Time (onset time begins 1 Minute after victim is bitten; -1½), No Range (-½), HKA Must Do BODY (-½), Linked (to Bite HKA; -½), 4 Charges (-1)	[4]
-4	**Short Legs:** Running -4m (8m total)	
6	**Eight Eyes:** +3 PER with Sight Group	0
6	**Spider Senses:** +3 PER with Touch Group	0
38	**Sense Vibrations:** Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
10	**Spider Legs:** Clinging (10 STR) Cannot Resist Knockback (-¼)	0
5	**Eight Legs:** Extra Limbs Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3 Climbing 12-

3 Stealth 12-

Total Powers & Skills Cost: 83

Total Cost: 136

175 Matching Complications (50)

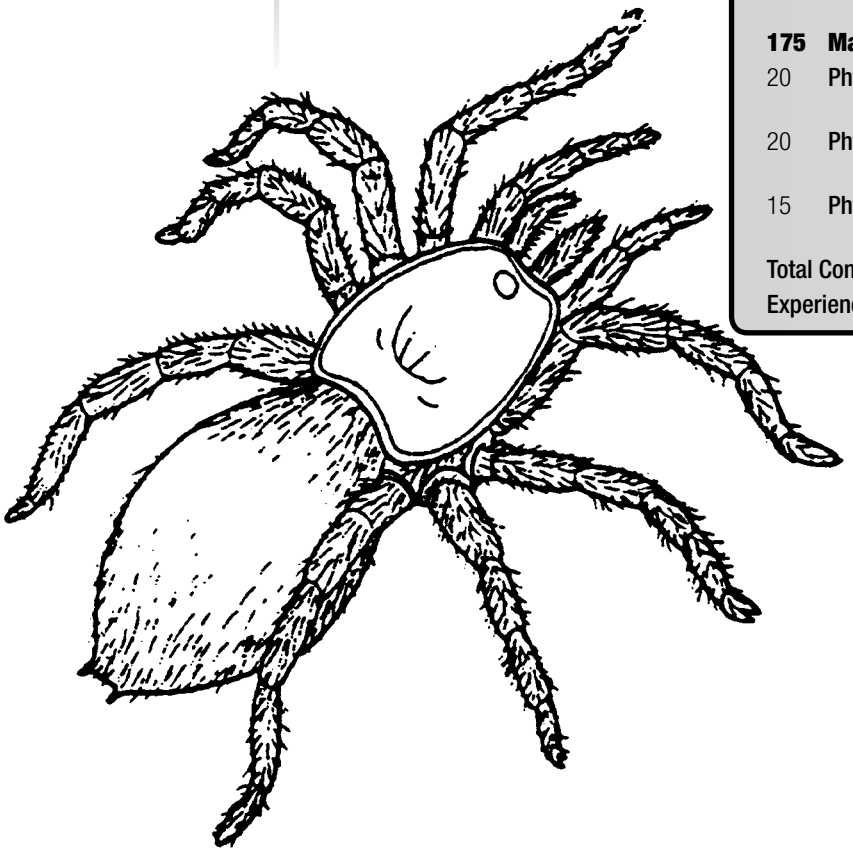
20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

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

15 **Physical Complication:** Tiny (.25m; +18m KB) (Frequently, Slightly Impairing)

Total Complications Points: 50

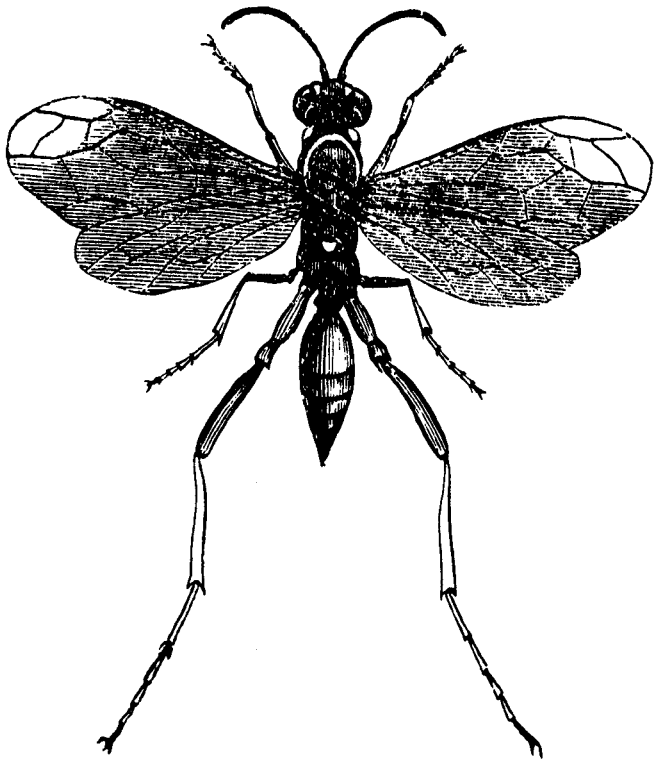
Experience Points: 0



GIANT WASP

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 4d6 HTH damage [2]
15	**DEX**	10	12-	
14	**CON**	4	12-	
4	**INT**	-6	10-	PER Roll 10-
3	**EGO**	-7	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
7	**DCV**	20		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
4	**ED**	2		*Total:* 4 ED (0 rED)
6	**REC**	2		
25	**END**	1		
8	**BODY**	-2		
22	**STUN**	1		**Total Characteristics Cost: 52**

Movement: Running: 4m
Leaping: 2m
Flight: 16m



Cost	Powers	END
10	**Sting:** HKA ½d6 (1½d6 with STR)	1
4	**Venom:** RKA 1 point	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one per minute for 5 Minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2); Extra Time (onset time begins 5 Minutes after victim is stung; -2), No Range (-½), HKA Must Do BODY (-½), Linked (to Sting HKA; -½), 4 Charges (-1)	
11	**Wings:** Flight 16m	2
	Restrainable (-½)	
-8	**Slow:** Running -8m (4m total)	
-1	**Poor Leaper:** Leaping -2m (2m total)	
8	**Insect Feet:** Clinging (normal STR)	0
	Cannot Resist Knockback (-¼)	
5	**Six Legs:** Extra Limbs	0
	Inherent (+¼); Limited Manipulation (-¼)	

Skills

3 Climbing 12-

Total Powers & Skills Cost: 32

Total Cost: 84

175 Matching Complications (50)

30 **Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)

10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0

JACKALOPE

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
16	**DEX**	12	12-	
14	**CON**	4	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
9	**DCV**	30		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (1 rPD)
3	**ED**	1		*Total:* 3 ED (1 rED)
4	**REC**	0		
25	**END**	1		
7	**BODY**	-3		
20	**STUN**	0		**Total Characteristics Cost: 40**

Movement: Running: 14m
Leaping: 8m
Swimming: 2m

Cost	Powers	END
15	**Antlers:** HKA 2d6 (2d6 with STR) Must Perform Move Through To Use, And Gets No Velocity Bonus To Damage (-1)	3
12	**Bite:** HKA 1d6 (1d6 with STR) Reduced Penetration (-¼)	1
5	**Claws:** HKA 1 point (1 point with STR)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
5	**Tough Head:** +10 PD Only To Protect Damage Taken Due To Performing Move Throughs (-1)	0
2	**Rabbit's Legs:** Running +2m (14m total)	1
2	**Rabbit's Legs:** Leaping +4m (8m forward, 4m upward)	1
-1	**Short Legs:** Swimming -2m (2m total)	
6	**Rabbit Senses:** +2 PER with all Sense Groups	0
5	**Rabbit Eyes:** Nightvision	0
4	**Rabbit's Ears:** +2 PER with Hearing Group	0

Skills

6 +3 OCV with Move Through

11 Stealth 16-

Total Powers & Skills Cost: 73

Total Cost: 113

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

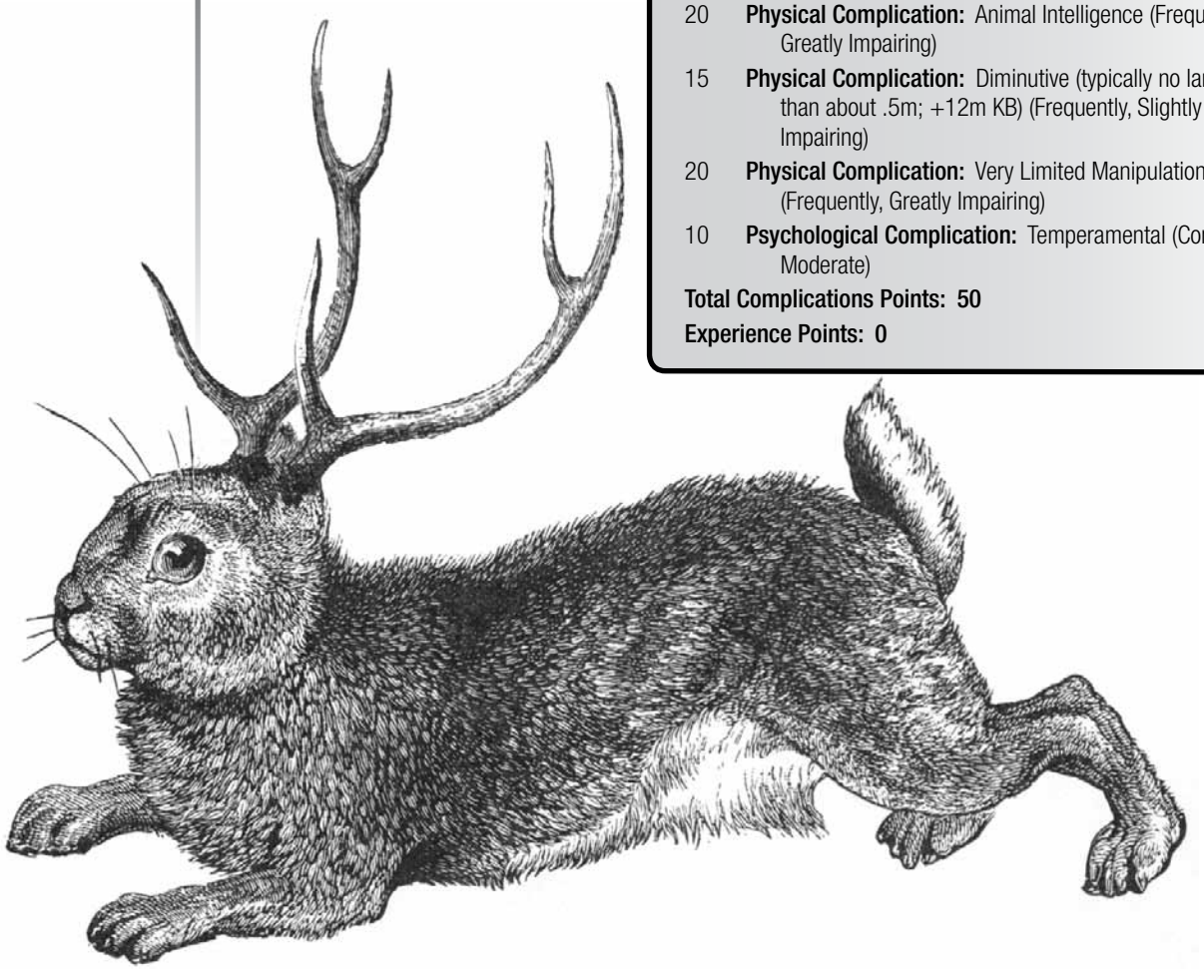
15 **Physical Complication:** Diminutive (typically no larger than about .5m; +12m KB) (Frequently, Slightly Impairing)

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

10 **Psychological Complication:** Temperamental (Common, Moderate)

Total Complications Points: 50

Experience Points: 0



Kraken (Giant Octopus/Squid)

Ecology: Krakens live in the deepest depths of the ocean, where they hunt whales and other huge marine animals as prey. They are solitary, and fight with others of their kind if they encounter them. Occasionally, driven by impulses no human understands, they rise to the surface to snatch people off the decks of ships, or even drag entire vessels down beneath the waves.

The kraken lacks the camouflage and ink-jetting ability possessed by normal-sized octopi, since its size and power make it impossible to hide and remove the need for escape adaptations.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Krakens attack aggressively, using their long, immensely strong tentacles to Grab and crush. They also have a large beak with which they can bite prey, if they get close enough. The kraken's SPD reflects the fact that it has so many tentacles to attack with; if its foes cut several of them off, the GM may wish to reduce its SPD proportionately.

Campaign Use: You can also use this character sheet for the "normal" giant octopi and squids known to reside in Earth's oceans, though you may want to reduce the creature's abilities.

Some legends speak of much larger krakens — ones with bodies over a mile long, and tentacles to match. Some krakens also supposedly have horns on their bodies.

Appearance: The kraken resembles a gigantic octopus or squid.

Lamia

Ecology: Lamiae are bizarre creatures who feed on the blood of humans and other humanoid beings. They usually dwell in ruins, in the wilderness near well-traveled areas (such as roads or mountain passes), or even on the outskirts of cities — anywhere they can expect to find a reasonable supply of food. If necessary a lamia can assume the form of a human woman and mingle with her prey before selecting someone (typically a child or a young man) to feed upon.

Personality/Motivation: Normal sentient humanoid motivations colored by evil. Lamiae love to inflict harm and woe, and greedily gather treasure.

Powers/Tactics: A lamia's main attack is to bite its victim and begin drinking the blood. The *Constant* and *Lockout* Power Modifiers represent its ability to keep drinking as long as it remains in contact with the victim; the Drain BODY stops as soon as the lamia loses physical contact with the victim or does anything else. Unfortunately for the victim, even if he survives the attack the wound suppurates, remaining open and oozing blood for a year or more. (This doesn't inflict any additional damage; it just keeps the lost BODY from returning.) However, if the victim hears the shriek of any lamia, the wound instantly heals and all lost BODY is restored immediately.

Lamiae have melodic voices which they are skilled at manipulating. Using Mimicry and Ventriloquism, they can often lure a victim away from his friends, or wreak confusion among the members of an adventuring party.

The cleverest and most wicked lamiae often have magical powers. They use their spells not only to obtain food, but to manipulate nearby human societies for their own benefit.

Campaign Use: You can include a lamia in an adventure as an interesting change of pace from demons, undead, and other commonly-encountered monstrous beings. It possesses enough abilities to stand up to a group of adventurers (particularly if you use the *Magic Powers* option), but tends to rely as much on deception and misdirection as on straightforward confrontation. Using its *Assume Womanly Form* power, it could even become the consort of a nobleman and take advantage of that position to cause great troubles for the land.

Appearance: Fearsome and evil, the lamia has the body of a woman down to the waist, but a serpent's body and tail instead of legs.

Leomachus

Ecology: The leomachi are a plains-dwelling species who shy away both from forested areas and elevated regions. They favor hotter climes (savannahs), but sometimes establish themselves in temperate plains instead (though they may migrate south in the winter). They're primarily carnivorous, and keep themselves supplied with meat through a combination of hunting and herding.

Leomachi typically organize themselves into tribe-like "prides." Within a pride, males rule, leaving the tasks of child-rearing and home-making to the females (though some women scorn these roles to become warriors and hunters). Males' status depends primarily on herd ownership; he who owns the most herd animals rules the pride, though he may depend on coalitions of other property owners to maintain his power base. Skill at hunting, war, or magic can also earn a leomachus status, though rarely enough to elevate him over his propertied fellows.

Personality/Motivation: Normal sentient humanoid motivations.

Powers/Tactics: Leomachi use the full range of tactics available to sentient humanoids. They usually wear armor to cover their humanoid upper bodies (typically leather or scale armors); the most common weapons among them are bows, spears, and swords.



2

KRAKEN

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [6]
14	**DEX**	8	12-	
30	**CON**	20	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
30	**PRE**	20	15-	PRE Attack: 6d6
5	**OCV**	10		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
12	**PD**	10		*Total:* 12 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
20	**REC**	16		
60	**END**	8		
30	**BODY**	20		
76	**STUN**	28		**Total Characteristics Cost: 213**

Movement: Running: 0m
Leaping: 0m
Swimming: 60m

Cost	Powers	END
15	**Beak:** HKA 1d6 (5d6 with STR)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
1	**Tough Body:** Life Support (Safe Environment: High Pressure)	0
7	**Suction Cups:** Clinging (normal STR) Cannot Move Up Vertical Surfaces (-½)	0
24	**Heavy:** Knockback Resistance -24m	0
28	**Water Siphon:** Swimming +56m (60m total)	3
-12	**Only Swims:** Running -12m (0m total)	
-2	**Only Swims:** Leaping -4m (0m total)	
37	**Underwater Senses:** Spatial Awareness (no Sense Group), Range	0
32	**Tentacles:** Reach +32m	0
5	**Tentacles:** Extra Limbs Inherent (+¼); Limited Manipulation (-¼)	0

Skills

6 +3 OCV with Grab

Total Powers & Skills Cost: 143

Total Cost: 356

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

20 **Physical Complication:** Gigantic (32m long; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

Total Complications Points: 50

Experience Points: 181

LAMIA

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	**DEX**	10	12-	
20	**CON**	10	13-	
15	**INT**	5	12-	PER Roll 12-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
9	**PD**	7		*Total:* 9 PD (4 rPD)
9	**ED**	7		*Total:* 9 ED (4 rED)
9	**REC**	5		
40	**END**	4		
15	**BODY**	5		
40	**STUN**	10		**Total Characteristics Cost: 124**

Movement: Running: 12m

OPTIONS

Cost	Options
60	**Magic Powers:** 60 points' worth of Magic Skills and spells

Cost	Powers	END
17	**Blood-Draining Bite:** Drain BODY 1d6 Constant (see text; +½), Delayed Return Rate (points return at the rate of 5 per Year; +3¼), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), No Range (-½), Lockout (see text; -½), Points Return Immediately If Victim Hears A Lamia's Shriek (-½)	0
8	**Claws:** HKA ½d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
4	**Tough Skin:** Resistant (+½) for 4 PD/4 ED	0
6	**Lamia's Senses:** +2 PER with all Sense Groups	0
16	**Assume Womanly Form:** Shape Shift (Sight and Touch Groups) Costs Endurance Only To Change Shape (+¼)	1

Skills

3	Climbing 12-
3	Mimicry 12-
5	Stealth 13-
3	Ventriloquism 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 84

Total Cost: 208

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 83

LAMIA HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-8	Arms/ Hands	x2	x½	x½	-5 OCV
9	Shoulders	x3	x1	x1	-3 OCV
10	Human Torso	x3	x1	x1	-3 OCV
11-12	Serpent Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-18	Serpent Tail	x2	x½	x½	-5 OCV

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



Leomachi also possess natural weaponry. They can use the claws on their feet to perform a vicious one-clawed swipe, and can also perform a rearing (or kicking) attack combining the claws with the powerful impact of the leomachus's body.

When someone attacks a leomachus, use the Centaur Hit Location Table (page 64) to determine where the blow falls.

Campaign Use: This character sheet represents a typical competent leomachus the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Humanoid Templates from Chapter One, such as Chieftain or Fighter. Lesser leomachi — herdsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The leomachus is a lion-centaur — a being with the upper torso of a human, and the lower body of a lion. Fierce and warlike, leomachi usually wear armor and helmets to cover their human half and carry shields, spears, swords, and other weapons.

Leucrotta

Ecology: No one knows exactly where the leucrotta comes from or how it evolved. Given its bizarre appearance — a blend of donkey, lion, badger, and deer — it's possible some wizard of ancient times "bred" it in his laboratory, or that a mad god created it as a sort of cosmic joke.

Leucrottas live in wilderness areas, often near roads, ruins, or other possible sources of their favorite food: human flesh. Although it's usually solitary (except during mating season), if the food supply can support multiple leucrottas they may den together for protection.

Personality/Motivation: Normal animal motivations tinged with a seeming malice toward humankind.

Powers/Tactics: In combat the leucrotta relies upon its bite, which can inflict vicious wounds even through armor. It can also kick, though it prefers not to. If unable to achieve a quick victory over its prey, it runs away (but not too far, if it thinks the victim might bleed to death from his wounds).

Leucrottas prefer to attack from surprise. Their laughter, which sounds uncannily like a human's cry of distress, helps them lure unsuspecting travelers and adventurers into ambushes.

Campaign Use: The leucrotta provides an example of a "hybrid" monster taken one step further than normal. Instead of just combining the abilities of two or more animals, it has additional powers (its laugh) that make it more of a threat. You can use it as an example for creating similar monsters with "surprise" powers.

Appearance: This bizarre-looking creature has the body of a donkey, the neck and tail of a lion, the legs of a deer, and the head of a giant badger. Its mouth is so large that it nearly reaches to its ears, and in place of teeth it has a large, sharp, bony ridge in each jaw.

Living Chest

Ecology: Living chests are carnivores who obtain their prey by trickery. They disguise themselves as innocuous objects, wait for a person or animal to come with 2m, then lash out with pseudopod-like tentacles to grab and crush the victim. After the victim dies, the living chest changes shape into its natural form and consumes the corpse by oozing over it; its digestive juices destroy even metal and gems, leaving no traces of the meal.

Living chests live in temperate areas with enough animals to keep them fed. If possible, they choose underground areas to live in.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A living chest's greatest power is its ability to assume the form of any inanimate object of roughly human size. Usually it takes the form of a chest of treasure, but it could also become a piece of furniture, a large boulder, a statue, or the like (and some varieties can become as small as jewelry). As described above, it attacks by grabbing and crushing; usually it gets a Surprise Move bonus for its first attack.

The living chest has the *No Hit Locations* Automaton Power, even though it's not an Automaton, to reflect the unusual nature of its body.

Campaign Use: Living chests function like traps in story terms — they're more or less stationary and affect unwary adventurers. Unlike normal traps, they can't be detected with Security Systems, so they make an interesting alternative for GMs whose PCs have become too skilled at finding mundane protective devices.

Appearance: This deadly, camouflaged predator can alter its form to look like something ordinary that people want — often a chest of treasure (hence its name), but possibly a piece of jewelry, a valuable statue, or the like. Its natural form is a sort of protoplasmic blob of reddish-grey flesh.

LEOMACHUS

Val	Char	Cost	Roll	Notes
18	**STR**	8	13-	Lift 300 kg; 3½d6 HTH damage [2]
14	**DEX**	8	12-	
17	**CON**	7	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
7	**PD**	5		*Total:* 7 PD (1 rPD)
6	**ED**	4		*Total:* 6 ED (1 rED)
7	**REC**	3		
35	**END**	3		
13	**BODY**	3		
30	**STUN**	5		**Total Characteristics Cost: 79**

Movement: Running: 16m

Cost	Powers	END
10	**Front Claw Swipe:** HKA ½d6 (1½d6 with STR)	1
3	**Rear/Kick:** HA +1d6 Hand-To-Hand Attack (-¼), Linked (to HKA; -½)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED Activation Roll 11- (covers Hit Locations 11-18; -1) 0	0
6	**Heavy:** Knockback Resistance -6m	0
4	**Swift Runner:** Running +4m (16m total)	1
3	**Alert And Perceptive:** +1 PER with all Sense Groups	0
5	**Two Arms, Four Legs:** Extra Limbs (two legs) Inherent (+¼); Limited Manipulation (-¼)	0
	Skills	
3	Stealth 12-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 39

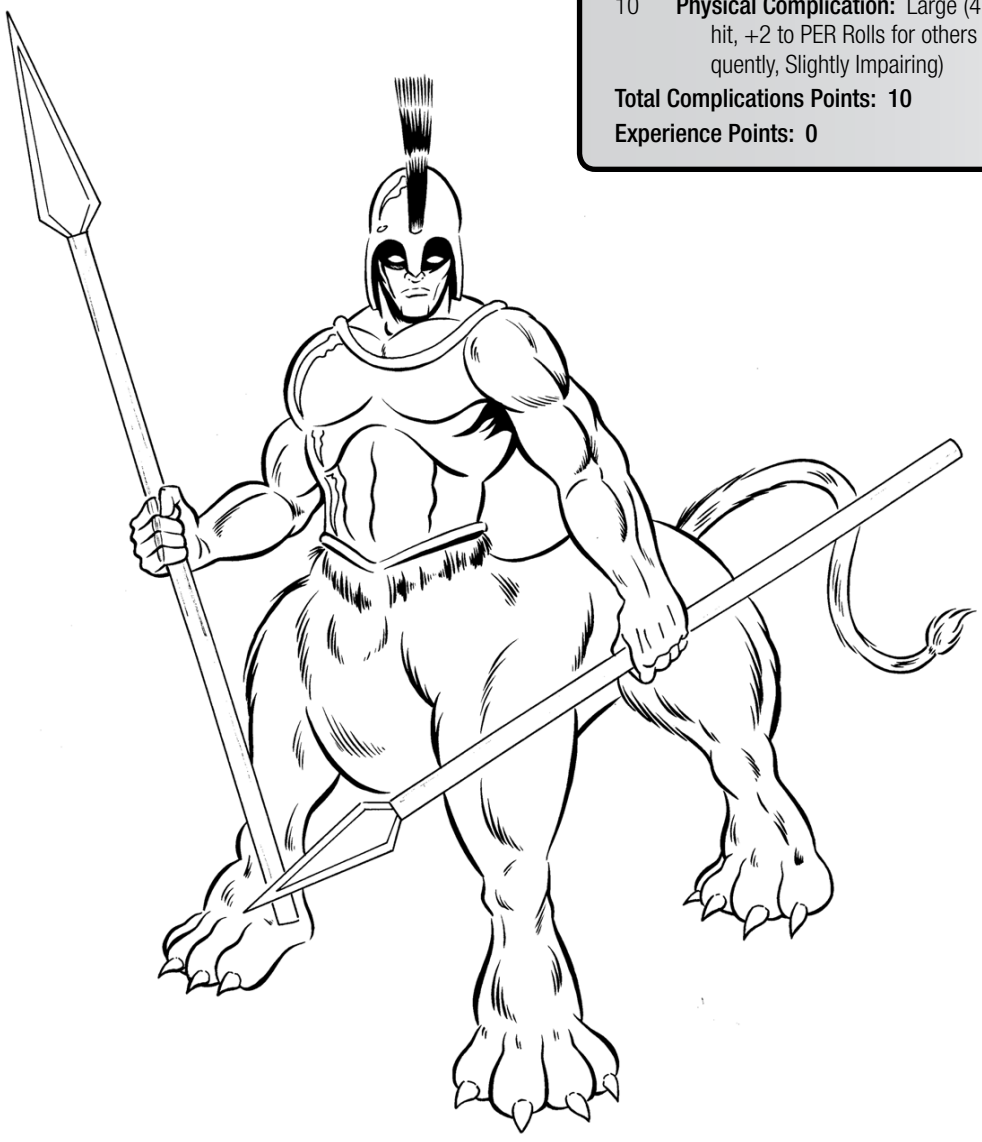
Total Cost: 118

175 Matching Complications (50)

10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0



LEUCROTTA

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
14	DEX	8	12-	
18	CON	8	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
9	PD	7		*Total:* 9 PD (4 rPD)
7	ED	5		*Total:* 7 ED (4 rED)
8	REC	4		
35	END	3		
13	BODY	3		
40	STUN	10		**Total Characteristics Cost: 89**

Movement: Running: 22m

Cost	Powers	END
15	**Bony Badgerine Bite:** HKA 1d6 (2d6+1 with STR)	1
17	**Laughter Like Human Speech:** Hearing Group Images, -4 to PER Rolls Line Of Sight (+½), Reduced Endurance (0 END; +½); Set Effect (sounds like a human's cry for help; -1)	0
4	**Tough Skin And Flesh:** Resistant (+½) for 4 PD/4 ED	0
4	**Heavy:** Knockback Resistance -4m	0
10	**Leucrotta's Legs:** Running +10m (22m total)	1
9	**Leucrotta's Senses:** +3 PER with all Sense Groups	0
5	**Leucrotta's Nose:** Tracking for Normal Smell	0
	Skills	
6	+3 OCV with Bony Badgerine Bite	
3	Mimicry 11-	
5	Stealth 13-	

Total Powers & Skills Cost: 78

Total Cost: 167

175 Matching Complications (50)

15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size

Total Complications Points: 35

Experience Points: 27



LIVING CHEST

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
12	**DEX**	4	11-	
18	**CON**	8	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
2	**SPD**	0		*Phases:* 6, 12
7	**PD**	5		*Total:* 7 PD (4 rPD)
6	**ED**	4		*Total:* 6 ED (4 rED)
8	**REC**	4		
35	**END**	3		
10	**BODY**	0		
30	**STUN**	5		**Total Characteristics Cost: 40**

Movement: Running: 2m
Leaping: 1m

OPTIONS

Cost	Options
43	**Living Jewelry:** Add Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB), Reduced Endurance (0 END; +½); Linked (to Shape Shift; -¼)

Cost	Powers	END
12	**Monstrous Camouflage:** Shape Shift (Sight, Smell/Taste, and Touch Groups, any inanimate object), Imitation	2
	Costs Endurance Only To Change Shape (+¼); Extra Time (1 Minute; -1½)	
10	**Strangling And Crushing:** +20 STR; Only For Grabs (-1)	2
4	**Tough Skin:** Resistant (+½) for 4 PD/4 ED	0
21	**Unusual Body:** Life Support (Self-Contained Breathing; Diminished Eating: once per week; Immunity: all diseases and poisons)	0
10	**Unusual Body:** No Hit Locations (see text)	0
10	**Unperturbable:** +20 PRE	0
	Only To Protect Against Presence Attacks (-1)	
-10	**Slow:** Running -10m (2m total)	
-1	**Poor Leaper:** Leaping -3m (1m total)	
5	**Pseudopods:** Extra Limbs (as many as desired)	0
	Inherent (+¼); Limited Manipulation (-¼)	
	0	

Skills

6	+3 OCV with Grab
9	Stealth 14-

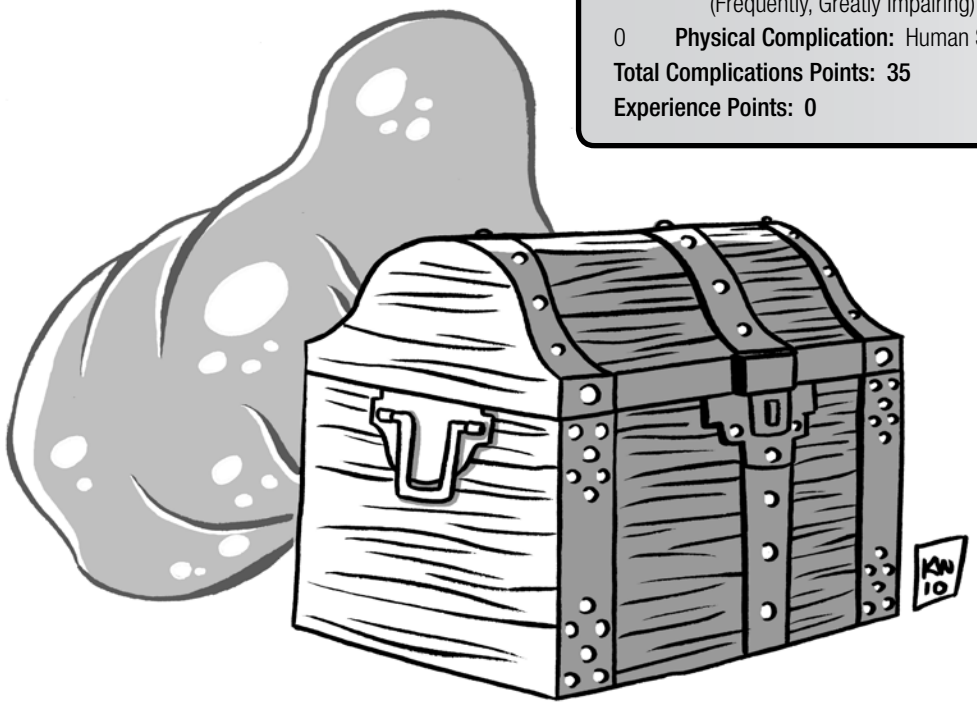
Total Powers & Skills Cost: 76

Total Cost: 116

175	**Matching Complications (50)**
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size

Total Complications Points: 35

Experience Points: 0



GIANT LIZARD

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	**DEX**	10	12-	
28	**CON**	18	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
25	**PRE**	15	14-	PRE Attack: 5d6
5	**OCV**	10		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 18 PD (6 rPD)
12	**ED**	10		*Total:* 16 ED (4 rED)
10	**REC**	6		
55	**END**	7		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 138**

Movement: Running: 48m
Leaping: 12m

Cost	Powers	END
15	**Bite:** HKA 1d6 (3d6 with STR)	1
8	**Claws:** HKA ½d6 (2½d6 with STR) Reduced Penetration (-¼)	1
14	**Spiny Skin:** RKA ½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Activation Roll 14- (-¼), No Range (-½)	0
15	**Scaly Skin:** Resistant Protection (6 PD/4 ED)	0
18	**Heavy:** Knockback Resistance -18m	0
36	**Long Legs:** Running +36m (48m total)	3
4	**Strong Leaper:** Leaping +8m (12m forward, 6m upward)	1
3	**Reptilian Senses:** +1 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 118

Total Cost: 256

175 Matching Complications (50)

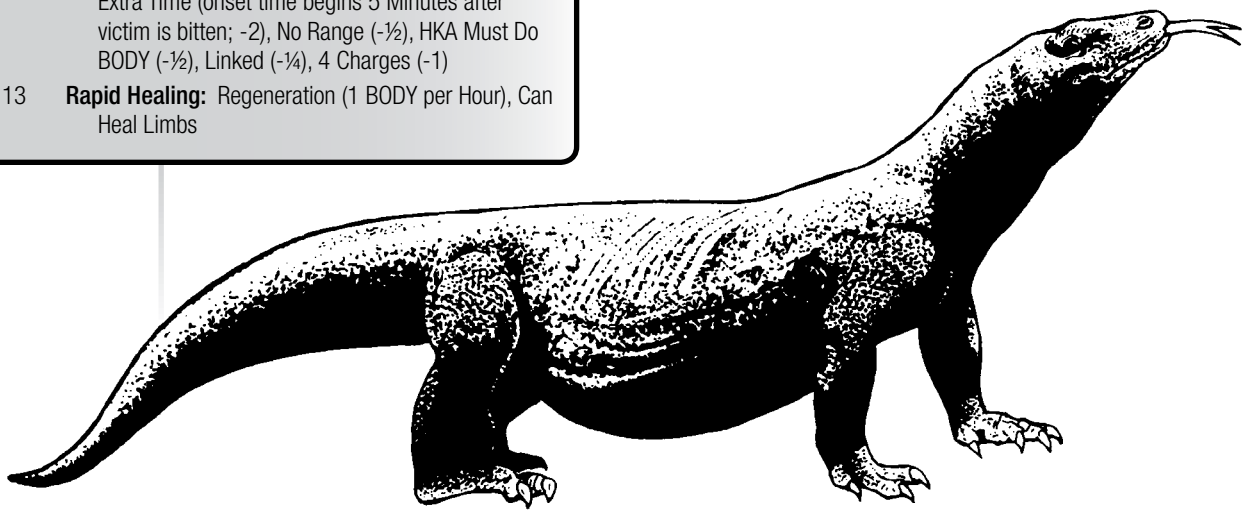
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Huge (16m long; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Vulnerability:** 2 x STUN from Cold (Common)

Total Complications Points: 50

Experience Points: 81

OPTIONS

Cost	Options
10	**Tongue:** Extra Limb, Inherent (+¼) plus Reach +4m; Limited Body Parts (tongue; -¼)
7	**Frightening Frill:** +15 PRE; Only For Fear-Based Presence Attacks (-1)
8	**Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)
13	**Rapid Healing:** Regeneration (1 BODY per Hour), Can Heal Limbs



Lizard, Giant

Ecology: Giant lizards live in warm climates, such as the tropics or deserts. Some species prefer dry regions, others are at home in wet climes. They feed on giant insects, mammals of deer size and up, and other such prey. They also eat humans.

Giant lizards breed once every four to eight years. Among some species, the female cares for the eggs until they hatch; others simply lay them and then abandon them to their fate.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant lizards aren't particularly smart or cunning. They attack in a simple, straightforward fashion, relying primarily on their Bite. The spines on their bodies can make it dangerous for opponents to counterattack.

Campaign Use: The listed options allow the GM to customize the giant lizard to represent specific species. For example, to create a giant Gila monster, add the Venomous Bite.

Appearance: An enormous, scaly-skinned, quadrupedal reptile with a long body and tail. It comes in a variety of species and colors.

LYCANTHROPES (WERECREATURES)

Lycanthropes are humans with the ability to change their shape into that of a particular animal. (Or, more rarely, an intelligent animal with the power to assume man-shape.) Many people consider lycanthropy a curse, a dreaded disease they would give anything to be cured of, but some accept (or even revel in) their bestial nature and abilities.

Ecology: Some lycanthropes live as humans, whether among human societies or by themselves (they tend to be loners); others prefer to dwell with their wild brethren (perhaps even acting as their protector). All of them hunt or forage in animal shape to some degree, but they may also eat cooked human food.

A mating between two lycanthropes produces a child who also possesses lycanthropic powers. A mating between a lycanthrope and an ordinary human, or an ordinary member of the species whose shape the lycanthrope can assume, produces offspring with lycanthropic powers about half the time.

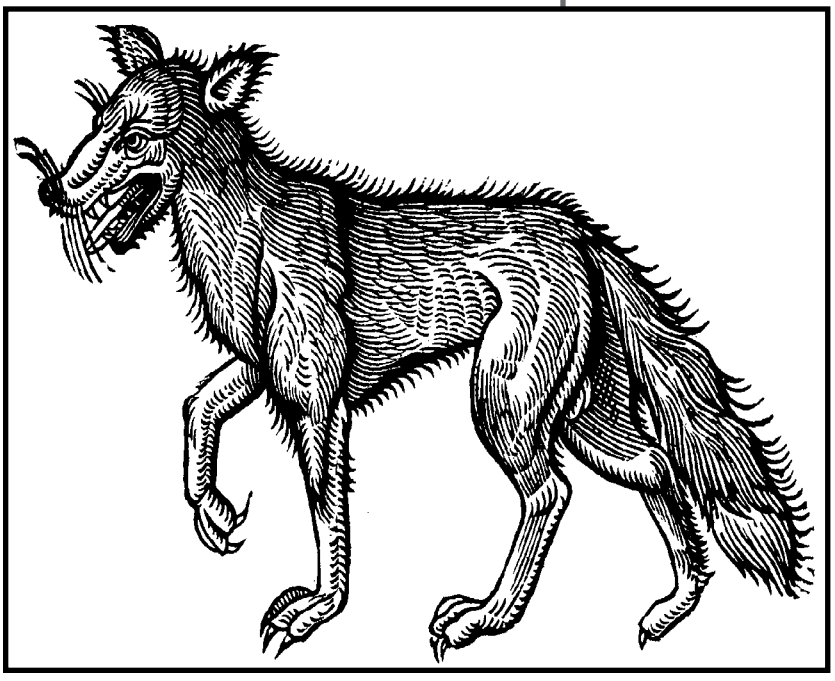
Personality/Motivations: Typically, lycanthropes have ordinary human motivations (ranging from pure beneficence to utter evil), but their personalities usually have a touch of the bestial nature of their animal shape. Werewolves are cruel and cunning, but also quite loyal to their friends ("pack"); werebears are slow and ponderous, but powerful once roused; wererats are sneaky and shifty; and so forth.

Powers/Tactics: Lycanthropes possess three forms: a normal human form; a human-animal "mixed" form; and an animal form. The animal form may be physically normal for its kind, or unusually large and strong, but it almost always retains some or all of the human's intelligence. For the sake of simplicity, the character sheets below portray the half-animal, half-human form as the "true form," and uses the normal animal write-ups from this book and a 175 Total Point human as the other forms. (The animal forms receive some extra points to account for their superior nature, intelligence, and the like.) However, for characters who contract lycanthropy from a werecreature's attack, the human form should be the true form. See *Contracting Lycanthropy,* below, for more information.

Common lycanthropic powers include: greater than normal physical Characteristics; fangs and claws; and the ability to heal with incredible speed. They also relate well to animals of their type (their *Animal Handler* Skill represents this; some may also have a Mind Link that works only with that type of animal). However, lycanthropes suffer extra damage from weapons made of silver (a few even suffer injury from just touching pure silver), and they have a tendency to lose control of themselves in battle or when hurt.

Campaign Use: Lycanthropes make excellent adversaries for PCs in many games. They're as intelligent as humans, but possess powerful animal abilities — including the ability to infect others with the condition, which can make for some interesting stories.

You can use the six character sheets below as templates for many other types of lycanthropes. The weretiger can become a wereleopard or werelion with few, if any, changes; the wererat makes for a good wereserpent if you add some scales and a venomous bite.



CONTRACTING LYCANTHROPY

A character contracts lycanthropy from the bite of an existing lycanthrope. (He might also get it from a wizard's curse, or any other appropriate means chosen by the GM.) If a character takes half or more of his positive BODY from the bite of a single lycanthrope (or multiple lycanthropes of the same species during the same battle), he becomes a lycanthrope, though he won't know that until the next full moon. Every lycanthrope has *Lycanthrope's Bite* power to represent this ability to infect others.

When a character first contracts lycanthropy, he has little control over his abilities. He cannot initiate the change to animal or half-human form voluntarily; it takes place only on the nights of the full moon each month, and during that time the character loses complete control of himself, becoming a ravening beast. The character has the Psychological Complication *Bestial Nature* (Uncommon, Total), and also Enraged (when opposed or injured, go 11-, recover 8-), during this time, though he receives no extra Character Points for them. His Multiform has the *No Conscious Control* Limitation.

Every month after the first time he changes during the full moon, the character may make an EGO Roll to gain partial control of his lycanthropy. The first roll is at -6; if the character fails it, each month afterwards reduce the penalty by 1 until he makes it. At that point, he can usually prevent himself from changing during the full moon, though he may be subject to an Accidental Change during it. The GM should let the character change or re-arrange his Complications to take the Accidental Change, and perhaps an appropriate Psychological or Social Complication, to reflect his condition — or he may simply allow the character to add them to his existing Complications to balance the cost of the character's Multiform. The Multiform still has the *No Conscious Control* Limitation.

Once the character makes his EGO Roll, he can start buying off the *No Conscious Control* Limitation with Experience Points (or, if the GM allows, extra points gained from new Complications). He can spend no more than 2 Character Points per week on this. When he's completely bought off the Limitation, he has full control over the Multiform and can change shape whenever he likes. He may or may not also buy off any Accidental Change he suffers from; that depends on the GM, the player, and the campaign. Some lycanthropes never completely overcome the tug of the full moon. (The accompanying character sheets assume the lycanthrope has full control over his abilities.)

Werebear

Description: Werebears are much quicker and more agile than their appearance suggests. In human form they are tall and broad-shouldered, with thick beards and hirsute bodies. Most are quick to anger and slow to forget wrongs; a few are openly vengeful. But they are more likely to be kindhearted and true than any other type of lycanthrope.

Wereboar

Description: Wereboars tend to be short, squat, and ugly in both human and half-human form. Unlike other lycanthropes, they suffer from poor vision, though their remaining senses are quite acute. In combat they attack with their teeth (they lack the claws other lycanthropes have), often performing Move Bys with their tusks.

Wererat

Description: Wererats are shorter than other lycanthropes. In human form they often look shifty, with tiny eyes, sharp noses, black or dark grey hair, and other rat-like features. In half-human form, they often favor weapons (such as daggers, short swords, and short bows) over their small claws.

Wereshark

Description: Weresharks are perhaps the oddest-looking lycanthrope. They have the upper body and head of a shark combined with the arms and legs of a man. Some even have shark-like tails. Rarely found outside the water (or far from it on land), they fight in shark-like fashion, performing Move Bys with their jaws.

Weretiger

Description: Weretigers are as graceful and beautiful as they are deadly. In battle a weretiger uses its claws and fangs with deadly efficiency, pouncing on its victims from surprise if possible.

Werewolf

Description: Werewolves, the best known and in many places the most common type of lycanthrope, are also often the fiercest and most savage of their kind. They often live in packs, and seem to enjoy killing not just to obtain food, but for the sake of slaughter.

WEREBEAR

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	DEX	10	12-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
12	PD	10		*Total:* 12 PD (2 rPD)
12	ED	10		*Total:* 12 ED (2 rED)
10	REC	6		
45	END	5		
20	BODY	10		
48	STUN	14		**Total Characteristics Cost: 153**

Movement: Running: 12m



Cost	Powers	END
23	**Shapechanging:** Multiform (change shape into 175-point human or bear; true form is half-animal form) Extra Time (takes an Extra Phase to change shape; -¾)	0
15	**Fangs:** HKA 1d6 (3d6 with STR)	1
12	**Claws:** HKA 1d6 (3d6 with STR) Reduced Penetration (-¼)	1
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
48	**Lycanthrope's Bite:** Major Transform 8d6 (human into werebear; heals back through special magic ritual) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Fangs HKA; -¼), Must Do Half Of Target's Positive BODY With Fangs (-1)	0

Martial Arts: Red In Tooth And Claw

	Maneuver	*OCV*	*DCV*	*Notes*
4	Avoid Harm	—	+5	Dodge all attacks, Abort
4	Chomp/Claw Slash	+0	+2	Strike +2 DC
3	Holding Bite	+0	-1	Grab One Limb, +10 STR
3	Knockover	+2	-1	Strike +1 DC; Target Falls

2	**Lycanthropic Resilience:** Resistant (+½) for 2 PD/2 ED	0
40	**Lycanthropic Resilience:** Physical Damage Reduction, Resistant, 50% Doesn't Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50% Doesn't Work Against Fire Attacks (-½)	0
32	**Lycanthropic Regeneration:** Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-½)	0
6	**Lycanthropic Senses:** +2 PER with all Sense Groups	0
5	**Lycanthrope's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Lycanthropic Nose:** Discriminatory for Normal Smell	0
5	**Lycanthropic Nose:** Tracking for Normal Smell	0

Skills

16	+2 HTH
2	Animal Handler (Ursines) 14-
3	Stealth 12-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 239

Total Cost: 392

175	**Matching Complications (50)**
25	**Enraged:** in combat or when injured (Very Common), go 11-, recover 11-
0	**Physical Complication:** Human Size
20	**Vulnerability:** 2 x STUN from Silver Weapons (Common)
20	**Vulnerability:** 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

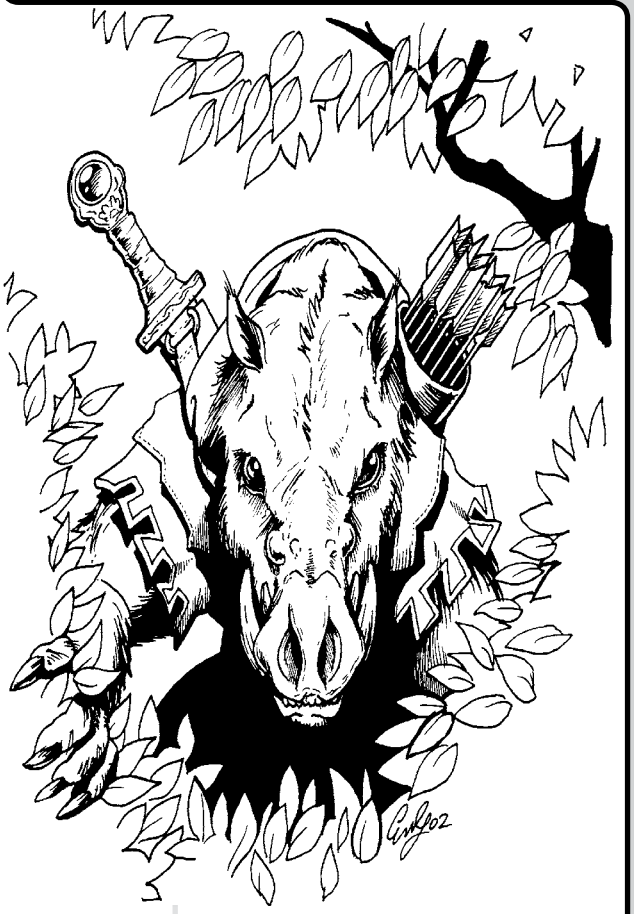
Experience Points: 217

WEREBOAR

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	DEX	16	13-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
18	PRE	8	13-	PRE Attack: 3½d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
10	PD	8		*Total:* 10 PD (2 rPD)
8	ED	6		*Total:* 8 ED (2 rED)
8	REC	4		
40	END	4		
16	BODY	6		
40	STUN	10		**Total Characteristics Cost: 132**

Movement: Running: 14m

Cost	Powers	END
23	**Shapechanging:** Multiform (change shape into 175-point human or boar; true form is half-animal form) Extra Time (takes an Extra Phase to change shape; -¾)	0



15	**Tusks:** HKA 1d6 (2d6+1 with STR)	1
8	**Bite:** HKA ½d6 (2d6 with STR) Reduced Penetration (-¼)	1
48	**Lycanthrope's Bite:** Major Transform 8d6 (human into werebear; heals back through special magic ritual) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Fangs HKA; -¼), Must Do Half Of Target's Positive BODY With Fangs (-1)	0

Martial Arts: Red In Tooth And Claw

	Maneuver	*OCV*	*DCV*	*Notes*
4	Avoid Harm	—	+5	Dodge all attacks, Abort
4	Punch/Tusk Slash	+0	+2	Strike +2 DC
3	Holding Bite	+0	-1	Grab One Limb, +10 STR
3	Knockover	+2	-1	Strike +1 DC; Target Falls

2	**Lycanthropic Resilience:** Resistant (+½) for 2 PD/2 ED	0
40	**Lycanthropic Resilience:** Physical Damage Reduction, Resistant, 50% Doesn't Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50% Doesn't Work Against Fire Attacks (-½)	0
32	**Lycanthropic Regeneration:** Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-½)	0
2	**Lycanthrope's Legs:** Running +2m (14m total)	1
6	**Lycanthropic Senses:** +2 PER with all Sense Groups except Sight Group	0
5	**Lycanthrope's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Lycanthropic Nose:** Discriminatory for Normal Smell	0
5	**Lycanthropic Nose:** Tracking for Normal Smell	0

Skills

16	+2 HTH
4	+2 OCV with Move By
2	Animal Handler (Porcines) 13-
3	Stealth 13-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 237

Total Cost: 369

175 Matching Complications (50)

35	**Enraged:** Berserk in combat or when injured (Very Common), go 11-, recover 11-
0	**Physical Complication:** Human Size
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Vulnerability:** 2 x STUN from Silver Weapons (Common)
20	**Vulnerability:** 2 x BODY from Silver Weapons (Common)

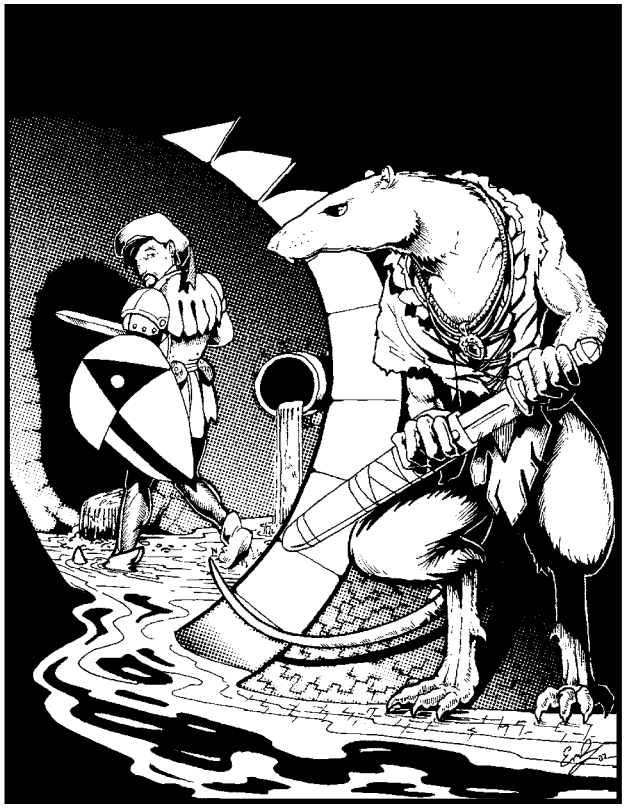
Total Complications Points: 50

Experience Points: 194

WERERAT

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	**DEX**	20	13-	
16	**CON**	6	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
18	**PRE**	8	13-	PRE Attack: 3½d6
6	**OCV**	15		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
6	**REC**	2		
30	**END**	2		
14	**BODY**	4		
30	**STUN**	5		**Total Characteristics Cost: 117**

Movement: Running: 18m
Leaping: 6m



Cost	Powers	END
23	**Shapechanging:** Multiform (change shape into 175-point human or rat; true form is half-animal form) Extra Time (takes an Extra Phase to change shape; -¾)	0
15	**Bite:** HKA 1d6 (2d6 with STR)	1
8	**Claws:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
48	**Lycanthrope's Bite:** Major Transform 8d6 (human into werebear; heals back through special magic ritual) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Fangs HKA; -¼), Must Do Half Of Target's Positive BODY With Fangs (-1)	0

Martial Arts: Red In Tooth And Claw

	Maneuver	*OCV*	*DCV*	*Notes*
4	Avoid Harm	—	+5	Dodge all attacks, Abort
4	Chomp/Claw Slash	+0	+2	Strike +2 DC
3	Holding Bite	+0	-1	Grab One Limb, +10 STR

2	**Lycanthropic Resilience:** Resistant (+½) for 2 PD/2 ED	0
40	**Lycanthropic Resilience:** Physical Damage Reduction, Resistant, 50% Doesn't Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50% Doesn't Work Against Fire Attacks (-½)	0
32	**Lycanthropic Regeneration:** Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-½)	0
6	**Lycanthrope's Legs:** Running +6m (18m total)	1
1	**Rat's Legs:** Leaping +2m (6m forward, 3m upward)	1
6	**Lycanthropic Senses:** +2 PER with all Sense Groups	0
5	**Lycanthrope's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Lycanthropic Nose:** Discriminatory for Normal Smell	0
5	**Lycanthropic Nose:** Tracking for Normal Smell	0

Skills

16	+2 HTH
2	Animal Handler (Rodents) 13-
3	Stealth 13-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 223521

Total Cost: 352

175 Matching Complications (50)

35	**Enraged:** Berserk in combat or when injured (Very Common), go 11-, recover 11-
0	**Physical Complication:** Human Size
20	**Vulnerability:** 2 x STUN from Silver Weapons (Common)
20	**Vulnerability:** 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 177

WERESHARK

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	**DEX**	16	13-	
20	**CON**	10	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (4 rPD)
8	**ED**	6		*Total:* 8 ED (4 rED)
9	**REC**	5		
40	**END**	4		
18	**BODY**	8		
40	**STUN**	10		**Total Characteristics Cost: 142**

Movement: Running: 12m
Swimming: 40m

Cost	Powers	END
34	**Shapechanging:** Multiform (change shape into 175-point human or 275-point shark true form is half-animal form)	0
	Extra Time (takes an Extra Phase to change shape; -¾)	
25	**Jaws:** HKA 1½d6 (3d6+1 with STR)	2
48	**Lycanthrope's Bite:** Major Transform 8d6 (human into werebear; heals back through special magic ritual)	0
	Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Fangs HKA; -¼), Must Do Half Of Target's Positive BODY With Fangs (-1)	
	Martial Arts: Red In Tooth And Claw	
	Maneuver ***OCV*** ***DCV*** ***Notes***	
4	Avoid Harm — +5 Dodge all attacks, Abort	
4	Chomp +0 +2 Strike +2 DC	
3	Holding Bite +0 -1 Grab One Limb, +10 STR	
3	Knockover +2 -1 Strike +1 DC; Target Falls	
4	**Lycanthropic Resilience:** Resistant (+½) for 4 PD/4 ED	0
40	**Lycanthropic Resilience:** Physical Damage Reduction, Resistant, 50%	0
	Doesn't Work Against Silver-Based Attacks (-½)	
	plus Energy Damage Reduction, Resistant, 50%	
	Doesn't Work Against Fire Attacks (-½)	
32	**Lycanthropic Regeneration:** Regeneration (3 BODY per Turn)	0
	Doesn't Heal Damage Caused By Silver Weapons (-½)	
18	**Shark's Body:** Swimming +36m (40m total)	1
6	**Lycanthropic Senses:** +2 PER with all Sense Groups	0
4	**Shark's Nose:** +2 PER with Smell/Taste Group	0
5	**Lycanthrope's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Shark's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
5	**Lycanthropic Nose:** Discriminatory for Normal Smell	0
5	**Lycanthropic Nose:** Tracking for Normal Smell	0

Skills

16 +2 HTH
4 +2 OCV with Move By
2 Animal Handler (Sharks) 13-
3 Stealth 13-
3 Tracking 11-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 277

Total Cost: 419

175 Matching Complications (50)

35	**Enraged:** Berserk in combat or when injured (Very Common), go 11-, recover 11-
30	**Enraged:** Berserk when smells blood (Very Common), go 8-, recover 11-
0	**Physical Complication:** Human Size
20	**Vulnerability:** 2 x STUN from Silver Weapons (Common)
20	**Vulnerability:** 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 244



WERETIGER

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
23	**DEX**	26	14-	
18	**CON**	8	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
8	**OCV**	25		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
8	**REC**	4		
35	**END**	3		
18	**BODY**	8		
40	**STUN**	10		**Total Characteristics Cost: 154**

Movement: Running: 18m
Leaping: 18m

Cost	Powers	END
28	**Shapechanging:** Multiform (change shape into 175-point human or 225-point tiger; true form is half-animal form) Extra Time (takes an Extra Phase to change shape; -¾)	0
20	**Fangs:** HKA 1d6+1 (2½d6 with STR)	2
12	**Claws:** HKA 1d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
48	**Lycanthrope's Bite:** Major Transform 8d6 (human into werebear; heals back through special magic ritual) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Fangs HKA; -¼), Must Do Half Of Target's Positive BODY With Fangs (-1)	0

Martial Arts: Red In Tooth And Claw

	Maneuver	*OCV*	*DCV*	*Notes*
4	Avoid Harm	—	+5	Dodge all attacks, Abort
4	Chomp/Claw Slash	+0	+2	Strike +2 DC
3	Holding Bite	+0	-1	Grab One Limb, +10 STR
3	Knockover	+2	-1	Strike +1 DC; Target Falls

2	**Lycanthropic Resilience:** Resistant (+½) for 2 PD/2 ED	0
40	**Lycanthropic Resilience:** Physical Damage Reduction, Resistant, 50% Doesn't Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50% Doesn't Work Against Fire Attacks (-½)	0
32	**Lycanthropic Regeneration:** Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-½)	0
6	**Lycanthrope's Legs:** Running +6m (18m total)	1
7	**Tiger's Legs:** Leaping +14m (18m forward, 10m upward)	1
6	**Lycanthropic Senses:** +2 PER with all Sense Groups	0
5	**Lycanthrope's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Lycanthropic Nose:** Discriminatory for Normal Smell	0
5	**Lycanthropic Nose:** Tracking for Normal Smell	0

Skills

16	+2 HTH
2	Animal Handler (Felines) 13-
3	Stealth 14-
1	**Tiger Stripes:** +1 to Stealth; Only In Forests/Jungles (-1)
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 263

Total Cost: 417

175	**Matching Complications (50)**
35	**Enraged:** Berserk in combat or when injured (Very Common), go 11-, recover 11-
0	**Physical Complication:** Human Size
20	**Vulnerability:** 2 x STUN from Silver Weapons (Common)
20	**Vulnerability:** 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 242



WEREWOLF

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	**DEX**	20	13-	
18	**CON**	8	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
7	**DCV**	20		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
9	**PD**	7		*Total:* 9 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
8	**REC**	4		
35	**END**	3		
16	**BODY**	6		
36	**STUN**	8		**Total Characteristics Cost: 140**

Movement: Running: 18m
Leaping: 12m



Cost	Powers	END
23	**Shapechanging:** Multiform (change shape into 175-point human or wolf; true form is half-animal form) Extra Time (takes an Extra Phase to change shape; -¾)	0
20	**Fangs:** HKA 1d6+1 (2½d6 with STR)	2
12	**Claws:** HKA 1d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
48	**Lycanthrope's Bite:** Major Transform 8d6 (human into werebear; heals back through special magic ritual) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), All Or Nothing (-½), Limited Target (humans; -½), Linked (to Fangs HKA; -¼), Must Do Half Of Target's Positive BODY With Fangs (-1)	0
	Martial Arts: Red In Tooth And Claw	
	Maneuver ***OCV*** ***DCV*** ***Notes***	
4	Avoid Harm — +5 Dodge all attacks, Abort	
4	Chomp/Claw Slash +0 +2 Strike +2 DC	
3	Holding Bite +0 -1 Grab One Limb, +10 STR	
3	Knockover +2 -1 Strike +1 DC; Target Falls	
2	**Lycanthropic Resilience:** Resistant (+½) for 2 PD/2 ED	0
40	**Lycanthropic Resilience:** Physical Damage Reduction, Resistant, 50% Doesn't Work Against Silver-Based Attacks (-½) **plus** Energy Damage Reduction, Resistant, 50% Doesn't Work Against Fire Attacks (-½)	0
32	**Lycanthropic Regeneration:** Regeneration (3 BODY per Turn) Doesn't Heal Damage Caused By Silver Weapons (-½)	0
6	**Lycanthrope's Legs:** Running +6m (18m total)	1
4	**Wolf's Legs:** Leaping +8m (12m forward, 6m upward)	1
6	**Lycanthropic Senses:** +2 PER with all Sense Groups	0
5	**Lycanthrope's Eyes:** Ultraviolet Perception (Sight Group)	0
5	**Lycanthropic Nose:** Discriminatory for Normal Smell	0
5	**Lycanthropic Nose:** Tracking for Normal Smell	0

Skills

24	+3 HTH
2	Animal Handler (Canines) 13-
3	Stealth 13-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 258

Total Cost: 398

175	**Matching Complications (50)**
35	**Enraged:** Berserk in combat or when injured (Very Common), go 11-, recover 11-
0	**Physical Complication:** Human Size
20	**Vulnerability:** 2 x STUN from Silver Weapons (Common)
20	**Vulnerability:** 2 x BODY from Silver Weapons (Common)

Total Complications Points: 50

Experience Points: 223

Manticore

Ecology: The manticore lives throughout temperate, subtropical, and tropical regions, though it prefers forests, plains, and wastelands. It's carnivorous, feeding on large mammals (including humans) and similar creatures. In their voraciousness manticores often devour the entire body (including the bones) of their prey, even clothing and worn objects.

Personality/Motivation: Normal animal motivations, with a touch of cunning and wickedness not seen in ordinary creatures.

Powers/Tactics: Fierce, vicious, and aggressive, manticores prefer to attack on the ground by pouncing on their foes, then biting and clawing. If they fight from the air, they perform Move By rakes with their claws. Before they pounce or rake, they often open the battle with a volley of long, needle-sharp spines that they shoot or throw from their tails. (Some adventurers report encountering manticores who instead, or in addition, had a tail like a scorpion, with a venomous sting on the end.)

Campaign Use: You can use the manticore as a model or template for other unusual "amalgam" monsters.

Appearance: The manticore has the body of a lion (colored cinnabar red), the head of a man (with an enormous mouth containing three rows of razor-sharp fangs), bat-wings, and a tail tipped with sharp spines it throws at its prey.

Pegasus

Ecology: Pegasi typically dwell in high mountain meadows and similar areas. They graze among the meadows, and along cliffsides, in hidden dells, and other places their wings allow them to reach. Unlike normal horses, which gather in herds, pegasi live in mated pairs (occasionally two or three mated pairs live in the same place, but never more than that). Foals are born in the spring and take one to two years to reach maturity.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Pegasi fight like ordinary horses, but use their ability to fly to add momentum to their strikes or attack from unusual angles.

Campaign Use: In some Fantasy campaigns, pegasi substitute for horses, allowing PCs and armies to fight aerial battles.

Appearance: Pegasi are beautiful horses with large wings sprouting from their shoulders. Most are white, but they can have many different skin colors, including some pastel shades.

Phantasmite

Ecology: Phantasmites can live virtually anywhere other than arctic regions or other cold areas. All they need is a steady supply of food — preferably sentient humanoids, but large animals will do if need be. Some daring phantasmites even inhabit cities, dwelling in the sewers or ruined buildings and creeping out at night to seek victims to prey upon.

A phantasmite feeds by using its powers of illusion creation to incapacitate its victims. Once a victim is thoroughly wrapped up in an illusion (*i.e.,* the phantasmite achieves an EGO +30 result or uses its Sleep/Mental Pain ability to Knock a victim Out), it quickly and stealthily approaches him, uses its wickedly curved dagger to slit his throat, and then cuts off the top of his skull to feed upon his brains.

Most phantasmites prefer to hunt and live by themselves, but a few seek the company of their kind in families or small "gangs."

Personality/Motivation: Malicious and manipulative, phantasmites use their powers not just to obtain food, but to inflict pain and misery on others. They love to stir up trouble between friends (or lovers), create political dissension by orchestrating coups and revolts, and trick people into beggaring themselves. They are also viciously vengeful, inflicting nonstop torment on anyone who harms them (or even tries to).

Powers/Tactics: Phantasmites use their psionic powers in combat, scorning physical conflict entirely. If possible they create an illusion powerful enough to allow them to feed (or flee); if that fails, they'll try to use their Mental Blasts to lay their attackers low. They're quick to retreat if injured or the fight doesn't go their way.

Campaign Use: Instead of using phantasmites just as combat-oriented opponents, think of them as plot generators. The right illusion placed in the right head at the right time could foment a civil war (or a guild war), start or topple a religion, and cause all other sorts of havoc that creates adventures for your PCs.

Appearance: A phantasmite is a tiny humanoid no more than a foot tall with an ugly, oversized head. Its skin is a sickly sort of grey-gold color, and it wears clothes made of the finest cloth or stolen garments it can obtain.

MANTICORE

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	**DEX**	16	13-	
22	**CON**	12	13-	
10	**INT**	0	11-	PER Roll 11-
8	**EGO**	-2	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (3 rPD)
8	**ED**	6		*Total:* 8 ED (3 rED)
9	**REC**	5		
45	**END**	5		
16	**BODY**	6		
40	**STUN**	10		**Total Characteristics Cost: 141**

Movement: Running: 24m
Flight: 16m

Cost	Powers	END
20	**Triple Fangs:** HKA 1d6+1 (3d6 with STR)	2
12	**Claws:** HKA 1d6 (2½d6 with STR) Reduced Penetration (-¼)	1
15	**Shooting Spines:** RKA 1d6 Armor Piercing (+¼); 12 Charges (-¼)	[12]
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
6	**Heavy:** Knockback Resistance -6m	0
11	**Wings:** Flight 16m Restrainable (-½)	2
12	**Long Legs:** Running +12m (24m total)	1
2	**Strong Legs:** Leaping +4m (8m forward, 4m upward)	1

Skills

9	+3 with Triple Fangs, Claws, and Shooting Spines
3	Stealth 13-

Total Powers & Skills Cost: 97

Total Cost: 238

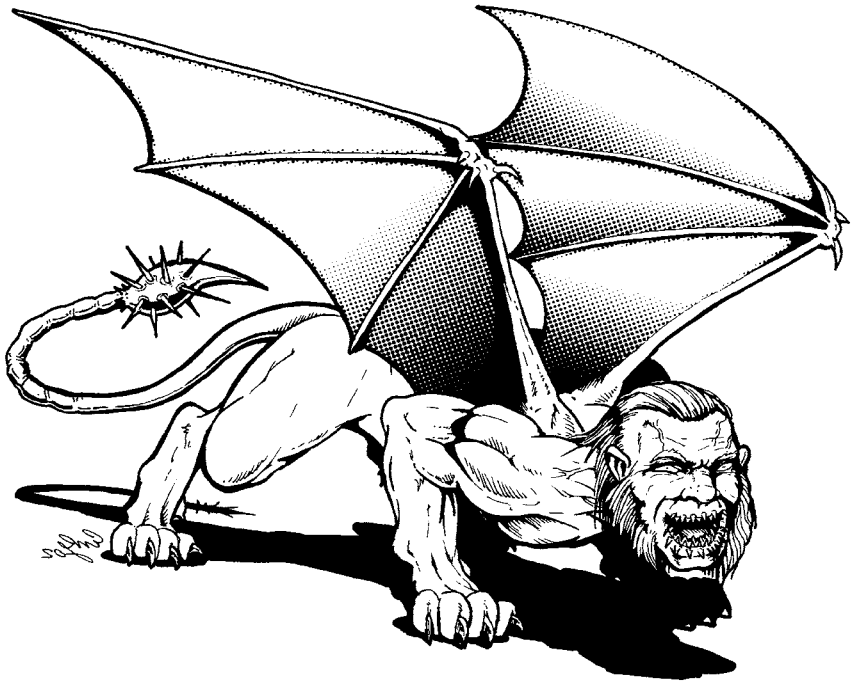
175	**Matching Complications (50)**
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 45

Experience Points: 68

OPTIONS

Cost	Options
10	**Stinging Tail:** HKA 1d6; No STR Bonus (-½)
7	**Stinging Tail Venom:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is stung; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)



PEGASUS

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	**DEX**	20	13-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
8	**EGO**	-2	11-	
18	**PRE**	8	13-	PRE Attack: 3½d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
10	**REC**	6		
40	**END**	4		
16	**BODY**	6		
40	**STUN**	10		**Total Characteristics Cost: 137**

Movement: Running: 24m
Flight: 40m

Cost	Powers	END
7	**Bite:** HKA ½d6; No STR Bonus (-½)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
33	**Wings:** Flight 40m Reduced Endurance (½ END; +¼); Restrainable (-½)	2
12	**Horse's Legs:** Running +12m (24m total)	0
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups	0
	Skills	
3	+1 with Bite, Kick/Rear	
1	Riding 13- Complementary To Rider's Skill Only (-1)	

Total Powers & Skills Cost: 82

Total Cost: 219

175	**Matching Complications (50)**
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 45

Experience Points: 49



PHANTASMITE

Val	Char	Cost	Roll	Notes
5	**STR**	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
6	**DEX**	-8	10-	
8	**CON**	-2	11-	
23	**INT**	13	14-	PER Roll 14-
23	**EGO**	13	14-	
18	**PRE**	8	13-	PRE Attack: 3½d6
2	**OCV**	-5		
6	**DCV**	15		
8	**OMCV**	15		
8	**DMCV**	15		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
3	**PD**	1		*Total:* 3 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
3	**REC**	-1		
15	**END**	-1		
7	**BODY**	-3		
14	**STUN**	-3		**Total Characteristics Cost: 73**

Movement: Running: 6m

Cost	Powers	END
162	**Mental Powers:** Multipower, 162-point reserve	
14f	**1) Hallucinations:** Mental Illusions 18d6 (Human and Animal classes of minds) Reduced Endurance (0 END; +½)	0
16f	**2) Group Hallucinations:** Mental Illusions 12d6 (Human and Animal classes of minds) Area Of Effect (20m Radius; +1), Reduced Endurance (0 END; +½)	0
9f	**3) Sleep/Mental Pain:** Mental Blast 6d6 Reduced Endurance (0 END; +½)	0
10	**Strong Mind:** Mental Defense (10 points)	0
-6	**Short Legs:** Running -6m (6m total)	
	Skills	
15	Stealth 16-	
1	WF: Daggers	

Total Powers & Skills Cost: 221

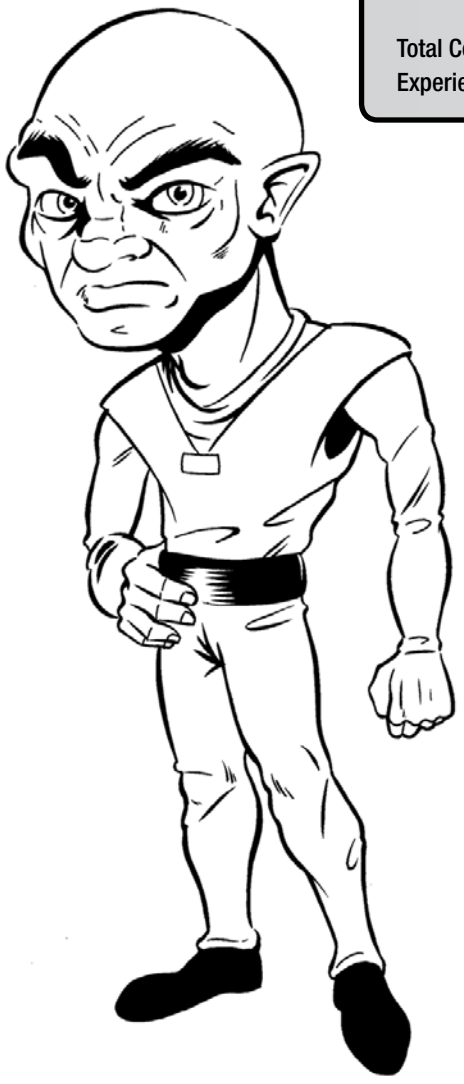
Total Cost: 294

175 Matching Complications (50)

15	**Physical Complication:** Diminutive (.5m; +12m KB) (Frequently, Slightly Impairing)

Total Complications Points: 15

Experience Points: 154



PHOENIX

Val	Char	Cost	Roll	Notes
5	**STR**	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
20	**DEX**	20	13-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
8	**DCV**	25		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (4 rPD)
12	**ED**	10		*Total:* 12 ED (4 rED)
6	**REC**	2		
30	**END**	2		
7	**BODY**	-3		
24	**STUN**	2		**Total Characteristics Cost: 107**

Movement: Running: 2m
Leaping: 2m
Flight: 48m

Cost	Powers	END
23	**Fiery Mantle:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
8	**Beak:** HKA ½d6 (1d6 with STR) Reduced Penetration (-¼)	
12	**Talons:** HKA 1d6 (1d6+1 with STR) Reduced Penetration (-¼)	
4	**Hard To Kill:** Resistant (+½) for 4 PD/4 ED	0
40	**Born In Fire:** Energy Damage Reduction, Resistant, 75% Only Works Against Fire (-½)	0
5	**Cycle Of Rebirth:** Life Support (Longevity: Immortal)	0
40	**Wings:** Flight 48m Reduced Endurance (½ END; +¼); Restrainable (-½)	2
-10	**Short Legs:** Running -10m (2m total)	
-1	**Short Legs:** Leaping -2m (2m forward, 1m upward)	
6	**Phoenix's Eyes:** +4 versus Range Modifier for Sense Group	0

Total Powers & Skills Cost: 127

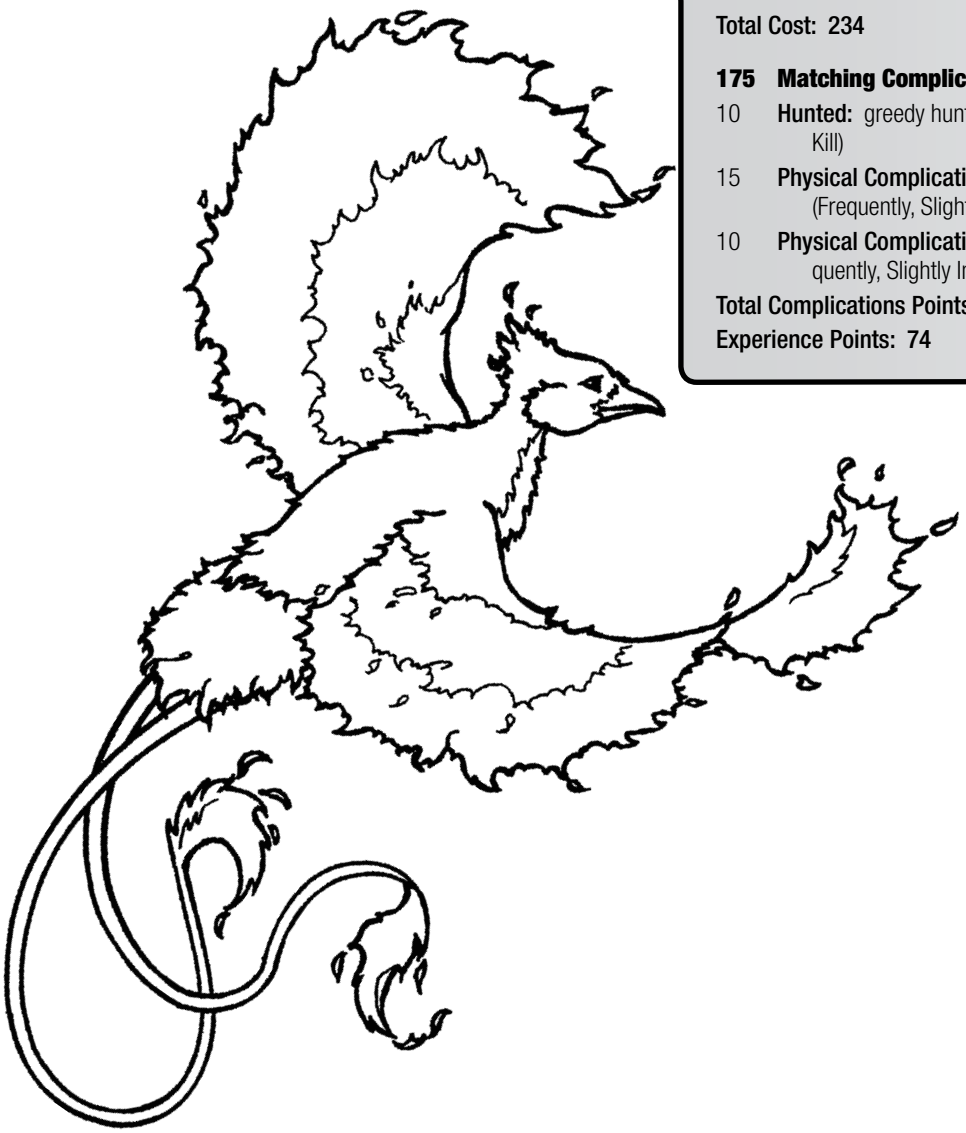
Total Cost: 234

175 Matching Complications (50)

10	**Hunted:** greedy hunters (Infrequently, As Pow, Capture/Kill)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
10	**Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)

Total Complications Points: 35

Experience Points: 74



Phoenix

Ecology: The Phoenix (only one exists at a time) has one of the most unusual life cycles in the (super)natural world. It lives for 500-5,000 years. When it feels its time has come, it builds a fire out of rare woods, perfumes, and similar precious flammable substances. Alighting in the precious kindling, it uses its Fiery Mantle to start a fire that consumes it totally. When the fire dies away, all that's left is an egg. From the egg a new Phoenix hatches in just a few hours, and in a few hours more grows to adulthood.

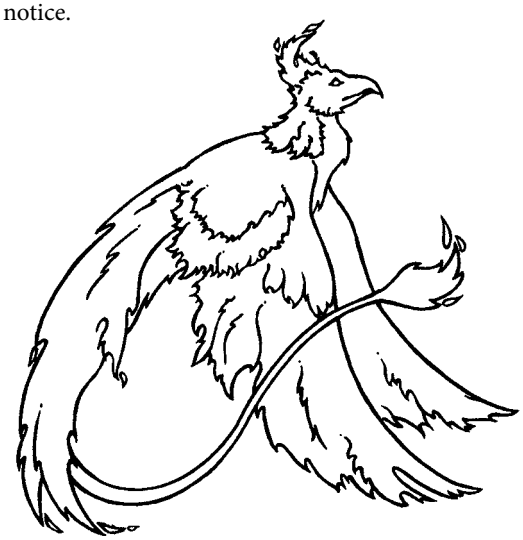
The Phoenix seems to live by hunting fish and small game, just like an eagle or hawk. However, some adventurers have reported seeing the Phoenix feast upon rare spices, or even gemstones. People have reported seeing the Phoenix all over the world, so it may have no fixed abode, but it does seem to prefer desert regions.

Personality/Motivation: Typically normal animal motivations, but some adventurers tell how the Phoenix seemed to aid them to destroy some great evil or right a terrible wrong.

Powers/Tactics: The Phoenix fights as would an ordinary raptor, with beak and talons. However, it has one weapon they do not: its Fiery Mantle, which burns all who touch or are touched by it.

Campaign Use: The Phoenix makes a wonderful plot seed for your campaign. Maybe the PCs try to hunt it down to capture it; it (or its egg) are worth vast sums of money to the right people. More likely, the PCs save the Phoenix from evil hunters, earning its respect and future assistance. The bird's existence, and its role in the Great Scheme of Things, might be a "deep secret" in the campaign for the PCs to unravel.

Appearance: The Phoenix resembles a large eagle, but with plumage of gold, red, blue, and purple, and eyes of fiery red. Its bright colors, fiery aura, and the wonderful smells of incense which tend to follow it make it difficult for it to hide or avoid notice.



PLANTS, MONSTROUS

Monstrous plants are large, dangerous vegetation that might attack, harm, or hinder adventurers.

Ecology: Monstrous plants live in temperate, subtropical, and/or tropical regions; they cannot survive in arctic climes, deserts, or above the treeline in mountains. Some only thrive in very specific ecological zones.

Almost all monstrous plants eat meat (otherwise, they wouldn't be very monstrous, would they?). Their preferred prey, and how they lure and slay it, differs from species to species; for example, some consume live prey, while others kill their victims and then consume the carrion after it rots a little.

The reproduction methods of monstrous plants are similar to those of regular plants — seeds and the like. Most project or disperse their seeds over great distances to eliminate the possibility of competition from their offspring.

Personality/Motivation: Normal "animal" motivations.

Powers/Tactics: Varies (see individual descriptions). If monstrous plants can move at all, they're too slow to catch PCs, and they generally have limited reach or range as well, so they have to rely on a powerful initial attack or some other special ability if they're going to have a chance of surviving an encounter with a band of heroes.

Campaign Use: In most cases, monstrous plants serve as surprise encounters in wilderness areas, or as unsleeping guardians of the strongholds of druids, mad wizards, and the like.

Carnivorous Tree

Description: Carnivorous trees are evil-looking old trees, their bark partly twisted in one place to look like a face, their branches long and spindly and bare of leaves as likely as not. A few look younger and healthier, with a full complement of leaves, and these tend to be the most dangerous of all.

Carnivorous trees resemble ordinary trees at first (they're skilled at concealing their true nature). However, once they sense the approach of a victim (due mostly to their ability to detect the vibrations of someone walking or climbing), they prepare to attack. They start with a Grab maneuver using two or more of their many branches (which end in long, strong, finger-like twigs). Then they begin strangling the victim (or if that's not possible, they do squeezing damage instead). When the victim is dead, a mouth-like orifice opens near the base of the tree and the tree stuffs the corpse inside to digest it. If necessary, a carnivorous tree can also "punch" by swinging

its branches or balling its "hands" up into "fists." Some varieties of carnivorous trees can also drink victims' blood directly by contacting the victim's skin with their leaves.

Since they're made mostly of wood, carnivorous trees take extra damage from fire. They fear fire greatly, and can sometimes be scared into submission if threatened with so much as a torch.

Giant Carnivorous Plant

Description: Giant carnivorous plants look like ordinary (albeit large) plants... until prey gets close enough. Then they lash out with their tendrils, Grabbing it so they can bite it to death and swallow it. Since they cannot move, they fight to the death if attacked. They feed on animals (and people) they capture, eating them with their Venus flytrap-like mouths (which are lined with woody teeth strong enough to bite through armor). They reproduce through spores, which they shoot into the air once every few years to drift away on the wind.

Thornshooter

Description: A thornshooter resembles a large mass of brambles (thorned vines) around a central stump-like body about the size of a human head. At most times it looks like a fairly ordinary plant; people don't notice the tiny, beady eyes on the tendrils, nor the fact that the thorns are unusually large and tinged with an almost blood-red color at the tip.

When the thornshooter spots potential prey within 6m (the furthest distance at which it can grab a corpse and drag it to itself), it unleashes a volley of thorns — by swinging its tendrils properly, it can "throw" thorns at a target within 40m. Once a victim dies, the thornshooter draws it into itself and consumes it in about a day (the same length of time it takes to regrow thrown thorns).

Some thornshooters have an even more insidious attack. If a thrown thorn sticks in a victim's flesh (*i.e.,* if Thornshooting does BODY damage), it begins burrowing inward toward the victim's heart. Unless the victim quickly removes the thorn (the GM decides what this requires; at a minimum the character has to make a DEX Roll), it will eventually kill him.

Trapweed

Description: A trapweed is a small plant with five large leaves in a star pattern. It sits low to the ground, its leaves spread out around it. When a person or creature steps on the central part of the plant (or puts his hand or some other body part on it), the five leaves snap up to grab it in a tenacious grip. After it establishes a hold, it opens its mouth (located in the central body in the middle of the five leaves), which is filled with venom-tipped root-like teeth and bites the victim's foot. If all goes well, the victim dies, collapses, and is slowly consumed by the plant over about a week.

Wizards who use trapweeds as guardians of their gardens and towers have bred a version that can also emit a piercing shriek when it catches prey at least as large and heavy as a halfling. This warns the wizard intruders are present.

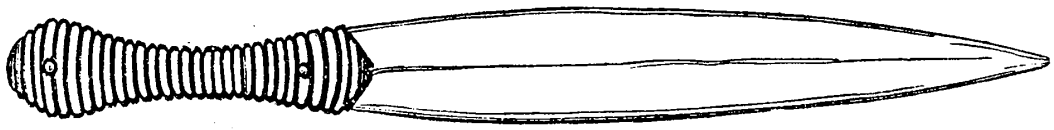
Treeman

Description: Treemen look like ordinary trees... until they uproot themselves and start to walk around! Their faces look like features of their bark until they open their mouths and eyes.

Treemen reside in large, thick forests, which they guard from wanton timbering, forest fires, and other threats — anyone who harms any part of a treeman's forest without the treeman's permission incurs the treeman's wrath. They derive nourishment from the same sources as ordinary trees: soil, sunlight, water. They don't mate, but occasionally a treeman plants a shoot from his body that grows into another treeman.

Treemen fight by punching with their gnarled wooden fists. The long reach of their arms allows them to keep an opponent at a distance and strike him without suffering counterattack. Although normally courageous, treemen often flee from fire, which causes them significant harm.

You can easily adapt this character sheet to create larger (or smaller) treemen, or to add other tree-related abilities. For example, some treemen may have Extra Limbs (lots of branches they can fight with), the ability to spit sticky sap (Entangle), or the power to cause their roots (or the roots of other plants) to grow quickly and snare someone (also an Entangle).



CARNIVOROUS TREE

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
13	DEX	6	12-	
25	CON	15	14-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
20	PRE	10	13-	PRE Attack: 4d6
4	OCV	5		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
9	PD	7		*Total:* 9 PD (9 rPD)
7	ED	5		*Total:* 7 ED (7 rED)
11	REC	7		
50	END	6		
25	BODY	15		
60	STUN	20		**Total Characteristics Cost: 122**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m



Cost	Powers	END
37	**Strangling And Tearing Branches:** RKA 1d6+1 NND (defense is having rigid armor on the neck, PD Resistant Protection defined as a force-field, or Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Constant (+½), Reduced Endurance (½ END; +¼); No Range (-½), Must Follow Grab (-½)	4
8	**Ironbark:** Resistant (+½) for 9 PD/7 ED)	0
24	**Rooted:** Knockback Resistance -24m	0
5	**Unperturbed:** +10 PRE Only To Resist Presence Attacks (-1)	0
3	**Tree Form:** Life Support (Diminished Sleep: no need to sleep)	0
-12	**Can't Move:** Running -12m (0m total)	
-2	**Can't Move:** Leaping -4m (0m total)	
-2	**Can't Move:** Swimming -4m (0m total)	
37	**Sense Vibrations:** Detect Physical Vibrations 13- Touch Group), Discriminatory, Analyze, Range, Targeting	0
6	**Many Branches:** Extra Limbs (numerous branches) Inherent (+¼)	0
4	**Reach:** Reach +4m	0

Skills

12	+4 OCV with Grab, Punch, and Strangling Branches
3	**Look Like An Ordinary Tree:** Stealth 14-; Only To Make Self Look Like A Normal Tree (-1)

Total Powers & Skills Cost: 123

Total Cost: 245

175	**Matching Complications (50)**
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
15	**Physical Complication:** Enormous (8m; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Psychological Complication:** Pyrophobia (Fear Of Fire) (Common, Total)
10	**Vulnerability:** 1½ x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 70

OPTIONS

Cost	Options
12	**Vampiric Leaves:** Drain BODY ½d6, Delayed Return Rate (points return at the rate of 5 per Month; +2¾), Constant (+½), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Must Follow Grab (-½)

GIANT CARNIVOROUS PLANT

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	**DEX**	10	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 12 PD (6 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
10	**REC**	6		
40	**END**	4		
20	**BODY**	10		
44	**STUN**	12		**Total Characteristics Cost: 110**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m

OPTIONS

Cost	Options
67	**Deadly Spores:** RKA 3d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1); Limited Range (20m; -¼), 6 Charges (-¾)
6	**Long Tendrils:** Reach +6m
30	**Seductive Bouquet I:** Mind Control 8d6, Reduced Endurance (0 END; +½); Set Effect (come within range of plant's attacks; -½), Limited Normal Range (range of smell, typically about 40m; -½)
52	**Seductive Bouquet II:** Mind Control 8d6, Area Of Effect (32m Radius; +1), Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), Set Effect (come within range of plant's attacks; -½), No Range (-½)
32	**Slave Spores:** Severe Transform 5d6 (humans into plant's slaves, heals at the normal rate for healing BODY), ACV (uses OMCV against DMCV; +¼), AVAD (Mental Defense; +0), Works Against EGO, Not BODY (+¼); Based On CON (-1), Limited Target (humans; -½), Limited Range (20m; -¼), 6 Charges (-¾)
25	**Slave Spores Mind Bond:** Mind Link, specific group of up to 6 minds
30	**Sticky Sap:** Entangle 4d6, 4 PD/4 ED, Sticky (+½); Limited Range (10m; -¼), 6 Charges (-¾)
24	**Thorn-shooting:** RKA 1d6, Autofire (5 shots; +½), 64 Charges (+½); Limited Range (20m; -¼)

Cost	Powers	END
15	**Flytrap Mouth:** HKA 1d6 (3d6 with STR)	1
11	**Thorny Tendrils:** RKA ½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), No Range (-½), Only Applies To Two Tendrils (-½)	0
4	**Tough Fibers:** Resistant (+½) for 6 PD/2 ED	0
24	**Rooted:** Knockback Resistance -24m	0
-12	**Can't Move:** Running -12m (0m total)	
-2	**Can't Move:** Leaping -4m (0m total)	
-2	**Can't Move:** Swimming -4m (0m total)	
37	**Sense Vibrations:** Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
5	**Tendrils:** Extra Limbs (2d6 worth), Inherent (+¼); Limited Manipulation (-¼)	0
	Skills	
4	+2 OCV with Grab	

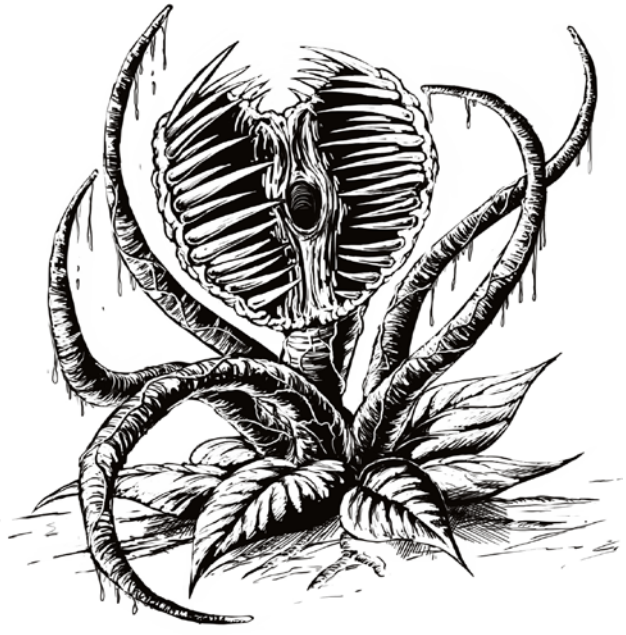
Total Powers & Skills Cost: 84

Total Cost: 194

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)

Total Complications Points: 50

Experience Points: 19



THORNSHOOTER

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
14	DEX	8	12-	
18	CON	8	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	4		*Total:* 6 PD (6 rPD)
5	ED	3		*Total:* 5 ED (4 rED)
8	REC	4		
35	END	3		
15	BODY	5		
40	STUN	10		**Total Characteristics Cost: 86**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m

Cost	Powers	END
19	**Thornshooting:** RKA 1d6 Armor Piercing (+¼), Autofire (5 shots; +½), 64 Charges (+½); -2 Decreased STUN Multiplier (-½), Limited Range (40m; -¼)	[64]
5	**Tough Fibers:** Resistant (+½) for 6 PD/4 ED	0
16	**Rooted:** Knockback Resistance -16m	0
7	**Unperturbed:** +15 PRE Only To Resist Presence Attacks (-1)	0
3	**Plant Form:** Life Support (Diminished Sleep: no need to sleep)	0
-12	**Can't Move:** Running -12m (0m total)	
-2	**Can't Move:** Leaping -4m (0m total)	
-2	**Can't Move:** Swimming -4m (0m total)	
10	**Many Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
6	**Many Tendrils:** Extra Limbs (numerous branches) Inherent (+¼)	0
6	**Long Tendrils:** Reach +6m	0

Skills

8	+4 OCV with Thornshooting
3	**Look Like An Ordinary Bramble:** Stealth 14-; Only To Make Self Look Like A Normal Bramble (-1)

Total Powers & Skills Cost: 67

Total Cost: 153

175 Matching Complications (50)

15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
0	**Physical Complication:** Human Size

Total Complications Points: 30

Experience Points: 0

OPTIONS

Cost	Options
36	**Digging Thorns:** RKA ½d6, NND (defense is not taking BODY damage from Thornshooting or having innate rPD based on the toughness of one's flesh; +1), Does BODY (+1), Constant (+½), Trigger (when Thornshooting does BODY damage, activating Trigger takes no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½); Linked (to Thornshooting; -¼)



TRAPWEED

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
14	CON	4	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
3	DCV	0		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
4	PD	2		*Total:* 4 PD (4 rPD)
2	ED	0		*Total:* 2 ED (2 rED)
5	REC	1		
30	END	2		
5	BODY	-5		
18	STUN	-1		**Total Characteristics Cost: 0**

Movement: Running: 0m
Leaping: 0m

OPTIONS

Cost	Options
26	**Warning Shriek:** Hearing Group Images, +10 to PER Rolls, Reduced Endurance (0 END; +½); Set Effect (-1), Shriek Only Lasts For 2 Phases (-0)



Cost	Powers	END
6	**Root-Fanged Mouth:** HKA ½d6 Armor Piercing (+¼); No STR Bonus (-½), Must Follow Grab (-½), Automatically Targets Hit Location 18 (-0)	1
8	**Venomous Bite:** RKA 1 point NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (6 increments, one every 3 Segments for 1.5 Turns, minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +3); No Range (-½), Extra Time (takes effect 1 Segment after victim is bitten; -½), Linked (-¼), Root-Fanged Mouth Must Do BODY (-½), 4 Charges (-1)	[4]
10	**Iron Grip:** +20 STR Only For Grabs (-1)	2
3	**Tough Fibers:** Resistant (+½) for 4 PD/2 ED	0
16	**Rooted:** Knockback Resistance -16m	0
10	**Unperturbed:** +20 PRE Only To Resist Presence Attacks (-1)	0
3	**Plant Form:** Life Support (Diminished Sleep: no need to sleep)	0
-12	**Can't Move:** Running -12m (0m total)	
-2	**Can't Move:** Leaping -4m (0m total)	
-2	**Can't Move:** Swimming -4m (0m total)	
6	**Five Leaves:** Extra Limbs (1) Inherent (+¼)	0

Skills

8	+4 OCV with Grab
4	**Look Like An Ordinary Plant:** Concealment 14-; Only To Make Self Look Like A Normal Plant (-1)

Total Powers & Skills Cost: 58

Total Cost: 58

175	**Matching Complications (50)**
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
0	**Physical Complication:** Human Size

Total Complications Points: 30

Experience Points: 0

TREEMAN

Val	Char	Cost	Roll	Notes
45	**STR**	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
12	**DEX**	4	11-	
30	**CON**	20	15-	
10	**INT**	0	11-	PER Roll 11-
12	**EGO**	2	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
4	**DMCV**	3		
3	**SPD**	10		*Phases:* 4, 8, 12
14	**PD**	12		*Total:* 20 PD (6 rPD)
8	**ED**	6		*Total:* 12 ED (4 rED)
15	**REC**	11		
60	**END**	8		
22	**BODY**	12		
60	**STUN**	20		**Total Characteristics Cost: 168**

Movement: Running: 36m
Leaping: 0m

Cost	Powers	END
12	**Strength Of The Roots:** HA +3d6 Hand-To-Hand Attack (-¼)	1
15	**Tough Bark:** Resistant Protection (6 PD/4 ED)	0
18	**Heavy:** Knockback Resistance -18m	0
3	**Long-Lived:** Life Support (Longevity: 800-year lifespan)	0
24	**Long Stride:** Running +24m	2
-2	**Can't Leap:** Leaping -4m (0m total)	
5	**Treeman Senses:** Nightvision	0
19	**Weathersense:** Detect Weather 13-, Discriminatory, Range, Sense	0
20	**Reach:** Reach +20m	0

Skills

7 AK: Home Forest 16-
7 SS: Dendrology 16-
2 Stealth 11-; Only In Forests (-½)

Total Powers & Skills Cost: 130

Total Cost: 298

175 Matching Complications (50)

10 **Physical Complication:** Huge (16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20 **Psychological Complication:** Protects Trees And Forests (Common, Total)
15 **Psychological Complication:** Fear Of Fire (Common, Strong)
20 **Vulnerability:** 2 x STUN from Fire (Common)
20 **Vulnerability:** 2 x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 123



QLIPHOTHIC MONSTERS

The Qliphothic planes are realms "behind" the dimensions in which humans (and similar beings) live. The forms of "life" there are extremely strange... and dangerous... by human standards.

Ecology: Unknown. Qliphothic beings appear in this plane only when summoned by evil spellcasters, or when some sort of "dimensional rift" grants them access. They can remain here indefinitely without apparent ill effects.

Personality/Motivation: Uncertain, but they seem utterly inimical to human life. Whether this is because they're Evil (as many spellcasters argue) or just because they look upon humanity as nothing more than a food source is unknown.

Powers/Tactics: Qliphothic monsters usually use natural weapons of some sort in combat (tentacles with barbs or sharp, bony ridges seem common), but some have strong magical powers that prove strangely difficult for spellcasters in this plane to dispel. On the other hand, because their presence in this plane is so unnatural, Qliphothic monsters are easy to banish; they have a Vulnerability to Dispel Summon that applies regardless of whether the Dispel is used directly against them, or against the spellcaster who Summoned them.

Just looking at a Qliphothic monster may imperil a character's sanity. The monster's Drain EGO power represents this. If a character's EGO reaches negative its starting total (for example, -10 if the character normally has 10 EGO), you should consider him utterly, gibberingly insane until he "heals."

Campaign Use: Qliphothic monsters give you the chance to depart, even if only briefly, from the usual run of orcs, dragons, robots, and manticores. They're so unknown, and so bizarre, that you can give them virtually any appearance or abilities that you want. Their motivations should always remain inscrutable (at best), but should make them seem utterly evil and cruel even when compared to demons.

Qliphothic Hound

Description: So called because it's usually conjured to track down and slay someone, a Qliphothic hound is a vaguely dodecahedral-shaped being, but on which none of the sides are quite the same size or shape. It has no apparent eyes or sensory organs, but four flattened tentacles with sharp, bony ridges on the tips project from its body at odd angles.

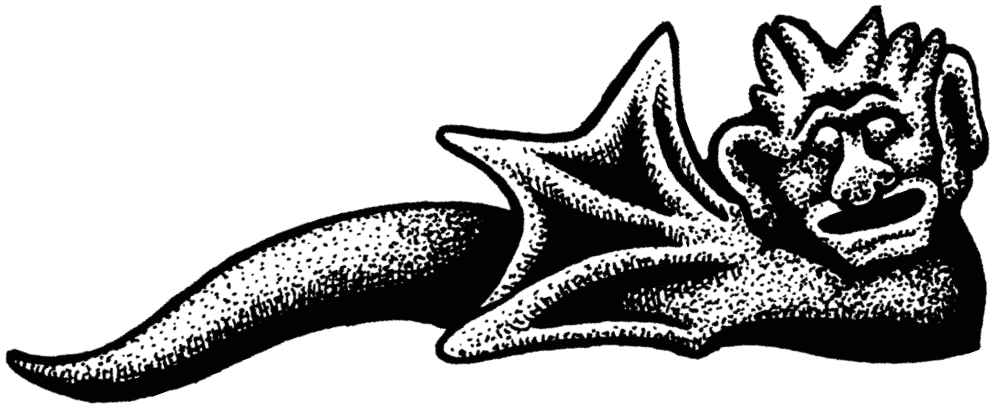
Thanks to its heightened senses (including the ability to track victims by sight or smell), a Hound is a superb hunter and scout. Once it catches up to its prey, it swoops in to attack, using its Bone-Edged Tentacles to do Move Bys from up to 5m away. If badly injured, it flees so it can heal up and return to the attack later.

Qliphothic Hunter

Description: Qliphothic hunters are always invisible. Even when they die and the invisibility fades, all that can be seen is a mass of rapidly deliquescing greenish-yellow slime with no limbs or features of any sort.

The Hunter's Invisibility is bought as covering Detect Magic and Detect Invisibility, both fairly common in most Fantasy Hero campaigns. If other Detects (such as Detect Monsters or the like) are also common, you should extend the power to cover those senses as well; the whole point of the creature is that it *cannot* be perceived by any commonly-available means. However, after encountering hunters at least once, a character could develop a special Detect Qliphothic Hunter spell to perceive it, if the GM permits.

Evil spellcasters summon Qliphothic hunters so the monsters may serve them as assassins. Once unleashed against a victim, a Qliphothic hunter pursues him without stopping until the victim dies, it dies, it performs all the services required of it by the spell, or someone banishes it back to the Qliphothic planes. In combat it relies on its claws and STR, plus of course its invisibility.

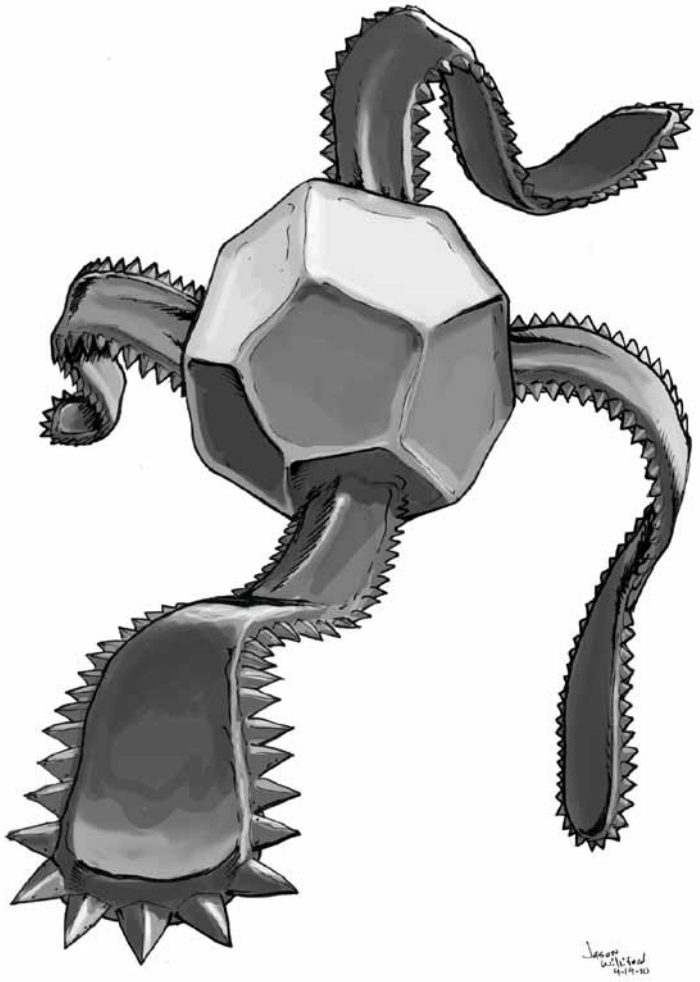


QLIPHOTHIC HOUND

2

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	**DEX**	20	13-	
20	**CON**	10	13-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
30	**PRE**	20	15-	PRE Attack: 6d6
9	**OCV**	30		
7	**DCV**	20		
3	**OMCV**	0		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (10 rPD)
10	**ED**	8		*Total:* 10 ED (10 rED)
8	**REC**	4		
40	**END**	4		
20	**BODY**	10		
40	**STUN**	10		**Total Characteristics Cost: 206**

Movement: Running: 0m
Leaping: 0m
Flight: 12m



Cost	Powers	END
19	**Bone-Edged Tentacles:** HKA 1d6 (2d6+1 with STR) Armor Piercing (+¼)	2
33	**Mind-Blasting Horror:** Drain EGO 1d6 Area Of Effect (Sight Range Radius; +1), Delayed Recovery Rate (points return at the rate of 5 per Month; +2¾), Constant (+½), Line Of Sight (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½), No Range (-½)	0
10	**Qliphothic Flesh:** Resistant (+½) for 10 PD/10 ED	0
35	**Qliphothic Form:** Life Support (Total)	0
20	**Qliphothic Mind:** Mental Defense (20 points)	0
12	**Qliphothic Form:** Power Defense (12 points)	0
15	**Qliphothic Walking:** Flight 12m Usable Underwater (+¼)	1
-12	**Can't Walk:** Running -12m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
-2	**Can't Leap:** Leaping -4m (0m total)	
6	**Qliphothic Senses:** +2 PER with all Sense Groups	0
10	**Qliphothic Senses:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	**Qliphothic "Eyes":** Nightvision	0
5	**Qliphothic "Eyes":** Infrared Perception (Sight Group)	0
5	**Qliphothic "Eyes":** Ultraviolet Perception (Sight Group)	0
20	**Qliphothic Senses:** Tracking for Sight and Smell/Taste Groups	0
4	**Bone-Edged Tentacles:** Reach +4m	
	Skills	
5	Stealth 14-	

Total Powers & Skills Cost: 188

Total Cost: 394

175 Matching Complications (50)

0	**Physical Complication:** Human Size
20	**Vulnerability:** 2 x Effect from Dispel Summon (Common)

Total Complications Points: 20

Experience Points: 249

QLIPHOTHIC HUNTER

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
24	**DEX**	28	14-	
23	**CON**	13	14-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
30	**PRE**	20	15-	PRE Attack: 6d6
10	**OCV**	35		
8	**DCV**	25		
3	**OMCV**	0		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (8 rPD)
8	**ED**	6		*Total:* 8 ED (8 rED)
11	**REC**	7		
45	**END**	5		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 167**

Movement: Running: 28m

Cost	Powers	END
37	**Claws:** HKA 2d6 (3½d6 with STR) Armor Piercing (+¼)	4
110	**Invisible Form:** Invisibility to Sight, Smell/Taste, Radio, and Mental Groups and Detect Magic and Detect Invisibility, No Fringe Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼)	0
8	**Qliphothic Flesh:** Resistant (+½) for 8 PD/8 ED	0
35	**Qliphothic Form:** Life Support (Total)	0
20	**Qliphothic Mind:** Mental Defense (20 points)	0
10	**Qliphothic Form:** Power Defense (10 points)	0
16	**Qliphothic Swiftness:** Running +16m (28m total)	2
10	**Qliphothic Walking:** Clinging (normal STR)	0
6	**Qliphothic Senses:** +2 PER with all Sense Groups	0
5	**Qliphothic "Eyes":** Nightvision	0
5	**Qliphothic "Eyes":** Infrared Perception (Sight Group)	0
5	**Qliphothic "Eyes":** Ultraviolet Perception (Sight Group)	0
10	**Qliphothic Senses:** Tracking for Smell/Taste Group	0

Skills

16 +2 HTH

5 Stealth 15-

Total Powers & Skills Cost: 298

Total Cost: 465

175 Matching Complications (50)

0 **Physical Complication:** Human Size

20 **Vulnerability:** 2 x Effect from Dispel Summon (Common)

Total Complications Points: 20

Experience Points: 320

GIANT RAT

Val	Char	Cost	Roll	Notes
8	**STR**	-2	10-	Lift 75 kg; 1½d6 HTH damage [1]
16	**DEX**	12	12-	
15	**CON**	5	12-	
9	**INT**	-1	11-	PER Roll 11-
5	**EGO**	-5	10-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
9	**DCV**	30		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
5	**REC**	1		
30	**END**	2		
7	**BODY**	-3		
20	**STUN**	0		**Total Characteristics Cost: 61**

Movement: Running: 6m
Swimming: 2m
Tunneling: 2m

Cost	Powers	END
8	**Bite:** HKA ½d6 (1d6 with STR) Reduced Penetration (-¼)	1
8	**Claws:** HKA ½d6 (1d6 with STR) Reduced Penetration (-¼)	
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
4	**Digging/Gnawing:** Tunneling 2m through 1 PD material	1
-6	**Short Legs:** Running -6m (6m total)	
-1	**Short Legs:** Swimming -2m (2m total)	
6	**Animal Senses:** +2 PER with all Sense Groups	0
5	**Animal Eyes:** Nightvision	0

Skills

7	Climbing 14-
11	Stealth 16-
3	Tactics 11-
3	Teamwork 12-

Total Powers & Skills Cost: 49

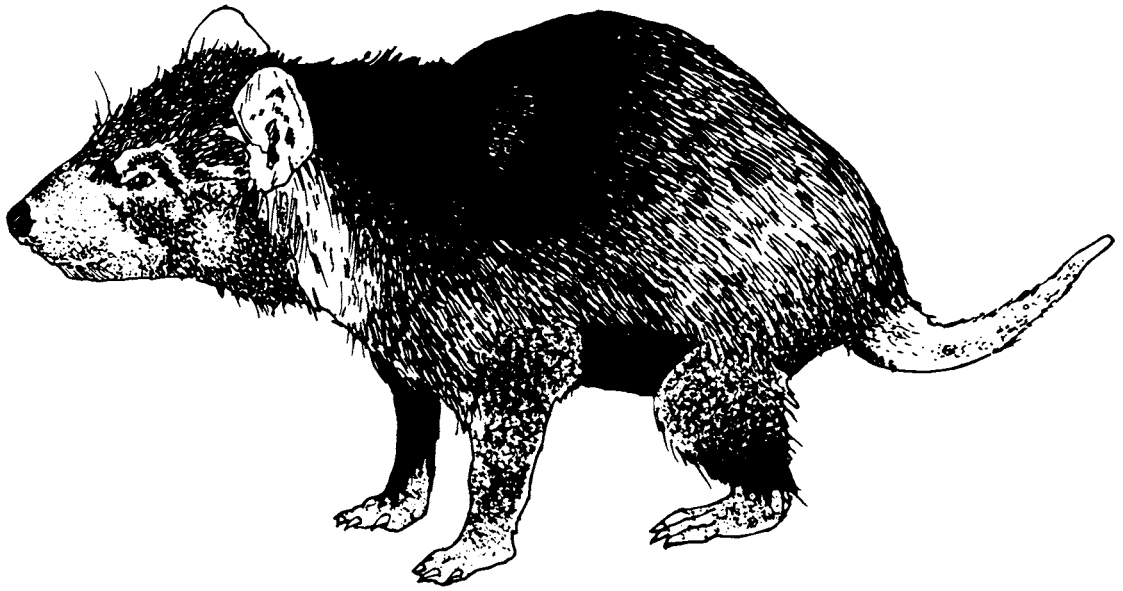
Total Cost: 110

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Diminutive (typically no larger than about .5m; +12m KB) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0



Rat, Giant

Ecology: Giant rats, like their normal cousins, can live just about anywhere and eat just about anything. Their greater size and ferocity makes them more likely to go after large, living prey (including humans). They breed frequently (once a month, sometimes more) and can spread throughout a region in less than a year if there's enough food to support them.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant rats use their incisors and claws, usually Grabbing with the former so they can bite and claw in later Phases. They often work in packs, swarming over a large foe and overwhelming him with Coordinated Attacks and a Multiple Attacker bonus (using their *Tactics* and *Teamwork* Skills).

Campaign Use: Giant rats are a ubiquitous feature of many campaigns — adventurers encounter them in cities, dungeons, wilderness areas, ruins, and just about anywhere else. You can also use this template for bizarre alien life forms equivalent to rats, and other such critters.

Appearance: Giant rats look like ordinary rats, but are up to a meter long.

Riding Bird

Ecology: Also known as groundhawks or striders, riding birds are large, ostrich-like birds of prey. Most species live on plains, where they use their speed, sharp beaks, and even sharper talons to chase down and kill antelopes and other prey. A few species, usually somewhat smaller, live in light forests.

Riding birds mate in the early spring. The female lays one (or, rarely, two) eggs in a nest on the ground, which she guards fiercely until they hatch (the male brings her food, and sometimes helps protect the nest). The egg hatches about a month later, and the young strider reachs maturity in about eight months. Humanoids who want to train a bird for riding and warfare usually try to capture it at about three to four months.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A riding bird relies on its beak and talons in combat, and if trained for riding knows how to use them to best effect without throwing its rider. Its wings are too small to allow true flight, but between them and its strong legs it can make enormous leaps, an ability it also uses in combat. The spectacular leap-kick-land-rider-strikes-with-a-weapon maneuver perfected by skilled bird-riders strikes fear into the heart of even hardened warriors.

Appearance: Riding birds are two-legged, short-winged birds taller and heavier than a man — sort of like a cross between an ostrich and an enormous hawk. They have large, pointed beaks, round black eyes, and sharp talons on their four-toed feet (three toes point forward, one backward). The color of their feathers varies by region and subspecies; common color patterns include brown and tan, black and grey, red and mauve, purple and mauve, and gold and scarlet.

Roc

Ecology: The roc lives as do other raptors, by diving down and snatching prey. However, its preferred prey runs to things like elephants and whales. To satisfy its colossal appetite, it must live near jungles, deep oceans, and other regions with enough large animals. Rocs sometimes attack ships or castles, consuming humans as dainty morsels the same way normal birds eat ants.

Rocs mate once every few years, with the female laying a clutch of one to three eggs in an enormous nest built by her and the male.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The roc typically swoops down and impales a target with its claws (a Grab and crush, followed by an attack the next Phase), then attacks with claws and beak. If possible, it picks the creature up into the air to continue the fight in its favored element.

Campaign Use: Due to their size and power, rocs represent a challenge to even the most powerful group of adventurers. As such, you can use them to motivate PCs to form temporary alliances with enemies, go on great quests to find ancient artifacts for slaying rocs, and so forth.

Appearance: The roc resembles a colossal eagle (or sometimes vulture), typically with dark blue feathers.



RIDING BIRD

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
16	**DEX**	12	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
8	**REC**	4		
40	**END**	4		
15	**BODY**	5		
36	**STUN**	8		**Total Characteristics Cost: 87**

Movement: Running: 24m
Leaping: 8m

Cost	Powers	END
10	**Beak:** HKA ½d6 (2d6 with STR)	1
19	**Talons:** HKA 1d6 (2d6 with STR) Armor Piercing (+¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
1	**Combat-Acclimated:** +3 PRE Only To Protect Against Presence Attacks (-1)	0
4	**Heavy:** Knockback Resistance -4m	0
12	**Strider's Legs:** Running +12m (24m total)	1
1	**Wing-Assisted Leaps:** Leaping +4m (8m forward, 4m upward) Increased Endurance Cost (x2 END; -½)	2
4	**Sharp Eyes:** +2 PER with Sight Group	0
5	**Bird's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
	Skills	
3	+1 with Beak and Talons	
2	PS: Attack 11-	
2	PS: Stop Attacking 11-	
1	Riding 12- Complementary To Rider's Skill Only (-1)	

Total Powers & Skills Cost: 65

Total Cost: 152

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50

Experience Points: 0

ROC

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [6]
12	**DEX**	4	11-	
30	**CON**	20	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
40	**PRE**	30	17-	PRE Attack: 8d6
4	**OCV**	5		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
15	**PD**	13		*Total:* 15 PD (8 rPD)
15	**ED**	13		*Total:* 15 ED (8 rED)
18	**REC**	14		
60	**END**	8		
50	**BODY**	40		
100	**STUN**	40		**Total Characteristics Cost: 239**

Movement: Running: 40m
Flight: 60m

Cost	Powers	END
67	**Colossal Talons:** Area Of Effect (12m Radius; +¾) for 60 STR	0
	Reduced Endurance (0 END; +½)	
45	**Beak:** HKA 3d6 (7d6 with STR)	4
48	**Talons:** HKA 4d6 (8d6 with STR)	6
	Reduced Penetration (-¼)	
8	**Tough Body:** Resistant (+½) for 8 PD/8 ED	0
36	**Heavy:** Knockback Resistance -36m	0
50	**Wings:** Flight 60m	3
	Reduced Endurance (½ END; +¼); Restrainable (-½)	
28	**Long Legs:** Running +28m (40m total)	3
6	**Roc's Eyes:** +3 PER with Sight Group	0
15	**Roc's Eyes:** +10 versus Range for Sight Group	0
40	**Reach:** Reach +40m	0

Total Powers & Skills Cost: 343

Total Cost: 582

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
30	**Physical Complication:** Colossal (128 m; +12 OCV for others to hit, +12 to PER Rolls for others to perceive) (All The Time, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 407



SALAMANDER

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
18	DEX	16	13-	
13	CON	3	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
13	PRE	3	12-	PRE Attack: 2½d6
6	OCV	15		
10	DCV	35		
2	OMCV	-3		
2	DMCV	-3		
4	SPD	20		*Phases:* 3, 6, 9, 12
3	PD	1		*Total:* 3 PD (0 rPD)
8	ED	6		*Total:* 8 ED (0 rED)
4	REC	0		
25	END	1		
8	BODY	-2		
20	STUN	0		**Total Characteristics Cost: 80**

Movement: Running: 4m
Leaping: 2m

Cost	Powers	END
5	**Bite:** HKA 1 point (½d6 with STR)	1
27	**Fiery Hot Body:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Persistent (+¼), Inherent (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
30	**Fire-Resistant Body:** Resistant Protection (0 PD/30 ED) Only Works Against Fire/Heat (-½)	0
40	**Fire-Resistant Body:** Energy Damage Reduction, Resistant, 75% Only Works Against Fire/Heat (-½)	0
2	**Fire-Resistant Body:** Life Support (Safe Environment: Intense Heat)	0
-8	**Short Legs:** Running -8m (4m total)	
-1	**Short Legs:** Leaping -2m (2m forward, 1m upward)	
25	**Firesense:** Detect Fire/Extreme Heat 14-, Discriminatory, Analyze, Range, Sense	0
	Skills	
11	Stealth 17-	

Total Powers & Skills Cost: 131

Total Cost: 211

175	**Matching Complications (50)**
15	**Hunted:** certain wizards and alchemists (Infrequently, Mo Pow, Capture)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Diminutive (.5m; +12m KB) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 36

Salamander

Ecology: Creatures from the same Plane of Fire that fire elementals come from, salamanders normally reside in hot or fiery areas — volcanoes, sun-baked deserts, hot springs, and the like. They can survive away from such places, but become irritable, and sometimes even sluggish (-10 DEX, -1 SPD). Since it's difficult to observe them in their natural habitat (few scholars can swim through lava to follow them), humans know little about them. They seem to eat combustible materials, or sometimes raw gemstones.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: When roused to fight, salamanders use their bite, and naturally intense body heat, to harm their foes. If injured, they usually break off the combat and flee into lava pools or other places their attackers cannot go.

Some scholars have written about salamanders with venomous bites and bodies. According to these reports, just touching a salamander can kill an adult human (in addition to burning him), and the salamander's bite kills even more quickly. If a salamander wraps himself around a fruit tree, the fruit becomes poisoned; if the fruit drops into a well, the water becomes poisoned also.

Campaign Use: Some wizards and alchemists hunt salamanders, whose skins and bodies are ingredients in many potions or magical workings. They could hire the PCs to capture some for them, or the PCs might protect the innocent (and perhaps intelligent?) salamanders from poachers. Some wizards or creatures of Elemental Fire might keep salamanders as guards or pets.

Appearance: The salamander resembles an ordinary lizard or newt, but with fiery coloration. Waves of heat rise from its body.

Scorpion-Man

Ecology: Not fully known. Adventurers claim scorpion-men were created by the gods as guardians, hunters, and servants. What is known is that they eat meat of all sorts, including human flesh.

Personality/Motivation: Normal sentient being motivations. Although not necessarily "Evil," scorpion-men do seem to hold a particular hatred for humans and their ilk.

Powers/Tactics: A scorpion-man has many options in combat. First, he usually carries weapons in his human hands. Bows, spears, swords, and axes are favored, usually with a shield in the other hand. Second, he has a powerful natural weapon — the poison-tipped stinger on the end of his tail.

If set as a guardian of some place or object by a powerful being, a scorpion-man usually fights to the death. Otherwise he retreats after suffering any significant injury or like setback, hoping for a chance to turn the tables on his foes later.

Campaign Use: Scorpion-men are often found by themselves, guarding something: a road; a mountain pass; a treasure; a doorway. However, being intelligent, they could also band together and try to carve out an empire for themselves from weak human kingdoms....

You can also use this character sheet for other insect-man centauroids, such as a spider-man or an ant-man.

Appearance: A scorpion-man is a scorpion-centaur — it has the upper body of a man, and the lower body and tail of a scorpion. It may wear light clothing or armor on its upper torso, and often carries weapons.

SCORPION-MAN HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	Head	x5	x2	x2	-8 OCV
6-7	Arms/ Hands	x2	x½	x½	-5 OCV
8	Shoulders	x3	x1	x1	-3 OCV
9-10	Human Torso	x3	x1	x1	-3 OCV
11-12	Scorpion Body	x3	x1	x1	-3 OCV
13	Vitals	x4	x1½	x2	-8 OCV
14-17	Legs	x2	x½	x½	-5 OCV
18	Tail	x2	x½	x½	-5 OCV

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

Shedu

Ecology: Shedu (the name is both singular and plural) are divine beings, creations and servants of the gods. They're usually sent into the world to serve as guardians of palaces, temples, or important people, or perhaps to serve a holy man for a time or participate in a noble crusade. Female shedu are known as *lamassu.*

Personality/Motivation: Shedu are kind, noble, wise, faithful, and willing to do whatever they must to uphold the cause of Good. They bear nothing but goodwill for those of like mind, and nothing but ill will for the forces of Evil, whom they oppose implacably.

Powers/Tactics: In battle, shedu rely on their magical powers. They prefer to devote themselves to protecting the innocent and supporting others (such as a band of heroic PCs) with their magical powers, rather than attacking the enemy directly. They have no natural weapons, but can rear and kick with their powerful hooves if necessary. They often take to the air and remain there until the battle is done, since that in itself protects them from many attacks.

Campaign Use: You can use shedu to help, support, or heal a party that's run into a difficult situation or can't figure out a mystery. Characters who rescue a captive or wounded shedu may earn the favor of the gods.

Appearance: A shedu is a winged bull with the bearded head of a man. Its female counterpart, the lamassu, is a winged lion with a woman's head.

SCORPION-MAN

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
16	**DEX**	12	12-	
22	**CON**	12	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (8 rPD)
8	**ED**	6		*Total:* 8 ED (8 rED)
9	**REC**	5		
45	**END**	5		
18	**BODY**	8		
42	**STUN**	11		**Total Characteristics Cost: 130**

Movement: Running: 18m

Cost	Powers	END
13	**Sting:** HKA 1d6+1 No STR Bonus (-½)	2
16	**Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2); Extra Time (onset time begins 1 Minute after victim is stung; -1½), No Range (-½), HKA Must Do BODY (-½), Linked (to Sting HKA; -¼), 4 Charges (-1)	[4]
8	**Scorpion-Man Skin:** Resistant (+½) for 8 PD/8 ED	0
6	**Hunter's Senses:** +2 PER with all Sense Groups	0
6	**Many Legs:** Running +6m (18m total)	1
5	**Eight Legs And A Tail:** Extra Limbs (7) Inherent (+¼), Limited Manipulation (-¼)	0

Skills

16 +2 HTH

3 Stealth 12-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 75

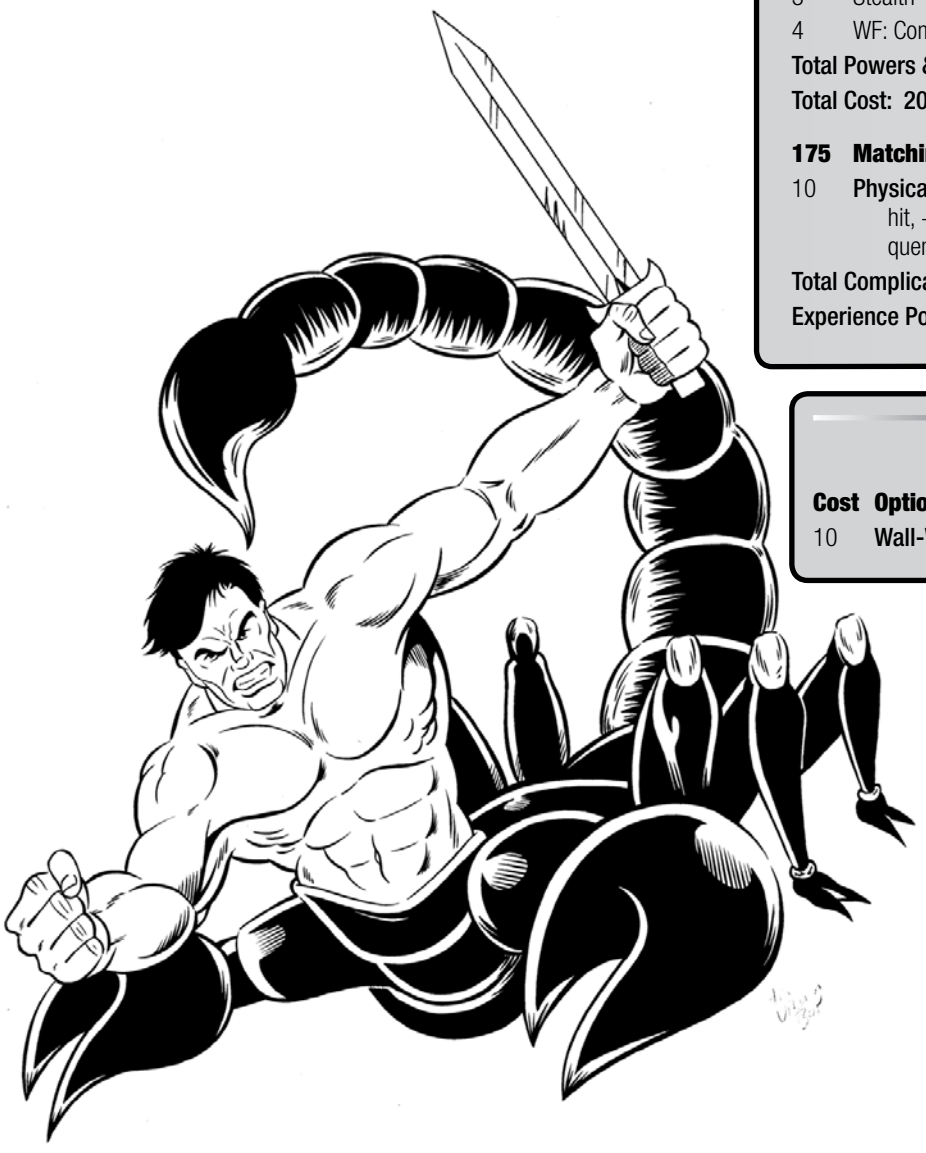
Total Cost: 205

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 70



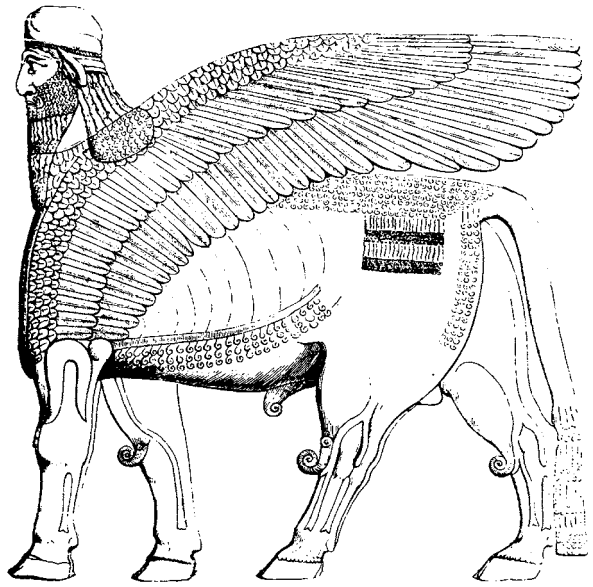
OPTIONS

Cost	Options
10	**Wall-Walking:** Clinging (normal STR)

SHEDU

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
14	**DEX**	8	12-	
25	**CON**	15	14-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
25	**PRE**	15	14-	PRE Attack: 5d6
6	**OCV**	15		
6	**DCV**	15		
6	**OMCV**	9		
6	**DMCV**	9		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
12	**PD**	10		*Total:* 12 PD (12 rPD)
12	**ED**	10		*Total:* 12 ED (12 rED)
12	**REC**	8		
60	**END**	8		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 237**

Movement: Running: 20m
Flight: 30m



Cost	Powers	END
75	**Shedu Powers:** 75 points' worth of Magic Skills, spells, and abilities	
14	**Blessing:** +1 Overall Usable Simultaneously (up to 8 people at once, shedu pays END to grant the power, but recipient doesn't pay END to maintain it; +¾); Costs Endurance (-½)	2
60	**Shedu's Touch:** Simplified Healing 6d6	6
12	**Divine Form:** Resistant (+½) for 12 PD/12 ED	0
32	**Shedu's Bulwark:** Barrier 10 PD/6 ED, 8 BODY (up to 12m long, 4m high, and 1m thick), Non-Anchored, Dismissable Costs Endurance (to maintain; -½), Limited Range (50m; -¼), Cannot Englobe (-¼)	6
60	**Divine Shield:** Physical and Energy Damage Reduction, Resistant, 50%	0
35	**Shedu's Body:** Life Support (Total)	0
15	**Shedu's Body:** Mental Defense (15 points)	0
12	**Shedu's Body:** Power Defense (12 points)	0
10	**Heavy:** Knockback Resistance -10m	0
20	**Wings:** Flight 30m Restrainable (-½)	3
8	**Long Legs:** Running +8m (20m total)	1
6	**Shedu's Senses:** +2 PER with all Sense Groups	0
5	**Shedu's Eyes:** Infrared Perception (Sight Group)	0
5	**Shedu's Eyes:** Ultraviolet Perception (Sight Group)	0
9	**Shedu's Eyes:** +6 versus Range Modifier for Sight Group	0

Skills

36	+3 Overall
3	Conversation 14-
3	Deduction 13-
3	High Society 14-
3	Oratory 14-
3	Paramedics (Healing) 13-
3	Persuasion 14-
30	Scholar and 27 points' worth of Knowledge Skills of the GM's choice

Total Powers & Skills Cost: 462

Total Cost: 699

175 Matching Complications (50)

10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 30

Experience Points: 544

Simurgh

Ecology: The simurgh is a rare and fabulous bird that lives by eating gold, silver, and gems. These precious substances filter out through its body and into its plumage, making it look wonderously beautiful. It must consume at least a handful of gold, silver, and/or gems once per month. The simurgh favors dry, warm climates, such as scrub deserts, but ventures throughout temperate, subtropical, and tropical regions in search of food.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The simurgh only fights if cornered; otherwise it flees. Fortunately for it, its gold and silver feathers protect it from most attacks.

Campaign Use: A clever GM can get many uses out of the simurgh. If the PCs aren't careful, they may return home to find a simurgh sitting contentedly in their treasure vaults where once there were piles of gold and gems. Or, they could turn a simurgh loose on their enemies, or train one to use its ability to sniff out treasure on their behalf.

Appearance: The simurgh is a bird roughly chicken-like in form and size, with glittering gold and silver feathers.

Siren

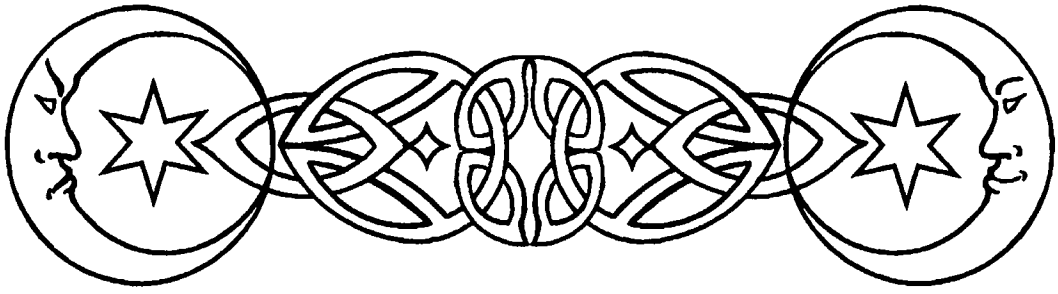
Ecology: Sirens feed upon the flesh of men. To obtain it, they live along seaside cliffs and shores near dangerous waters (where hidden coral reefs or rocks exist, or the bay is much shallower than it seems). When a ship appears, they use their songs to inspire longing in the sailors, causing them to dive overboard and swim to shore, or run their ship aground. When the entranced victim gets close enough, the siren tears him apart with her talons and devours his flesh.

Personality/Motivation: Normal sentient motivations, tainted by a selfish cruelty.

Powers/Tactics: Sirens rely on their seductive song whenever possible, but if forced to fight (for example, when confronted by a woman), they use their talons, often performing flying Move Bys. If injured, they flee rather than fight to the death.

Campaign Use: You can adapt the siren for use in many other situations besides seaside Fantasy encounters. With a few changes, you can use this character sheet for a strange alien creature who uses telepathic powers to lure victims to its lair, a "living idol" of gold who attracts greedy victims and then devours them, and so forth.

Appearance: A siren has the upper body and head of a human female, and the lower body and legs of a bird, with bird's wings projecting from its shoulder blades.



SIMURGH

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
10	**DEX**	0	11-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
3	**OCV**	0		
9	**DCV**	30		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (8 rPD)
8	**ED**	6		*Total:* 8 ED (8 rED)
4	**REC**	0		
40	**END**	4		
20	**BODY**	10		
30	**STUN**	5		**Total Characteristics Cost: 65**

Movement: Running: 12m
Leaping: 1m
Flight: 10m

Cost	Powers	END
5	**Beak:** HKA 1 point (1 point with STR)	1
8	**Feathers Of Gold And Silver:** Resistant (+½) for 8 PD /8 ED	0
2	**Mild Appetite:** Life Support (Diminished Eating: eats once per month)	0
7	**Wings:** Flight 10m Restrainable (-½)	1
-1	**Short Legs:** Leaping -3, (1m forward, ½m upward)	
18	**Smell Gold And Silver:** Detect Precious Metals 14- (Smell/Taste Group), Discriminatory, Analyze	0
18	**Smell Gems:** Detect Gems 14- (Smell/Taste Group), Discriminatory, Analyze	0

Skills

11 Stealth 15-

Total Powers & Skills Cost: 68

Total Cost: 133

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

15 **Physical Complication:** Tiny (.25m; +18m KB) (Frequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0



SIREN

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	**DEX**	10	12-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
13	**EGO**	3	12-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
5	**DCV**	10		
5	**OMCV**	6		
5	**DMCV**	6		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 68**

Movement: Running: 12m
Flight: 20m

Cost	Powers	END
41	**Luring Melody:** Mind Control 12d6 Telepathic (+¼), Area Of Effect (Voice Range Radius; +1), Reduced Endurance (0 END; +½); Incantations (sing; -¼), No Range (-½), Set Effect (inspire longing for the siren; -1), Only Versus Men (-1), Doesn't Affect Deaf People Or People With Heavy Ear Coverings (-¼)	0
8	**Taloned Feet:** HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼)	1
13	**Wings:** Flight 20m Restrainable (-½)	2

Talents

3	Perfect Pitch

Skills

3	Charm 12-
2	AK: Home Territory 11-
9	Mimicry 14-
3	Persuasion 12-
5	PS: Singing 14-
3	Stealth 12-

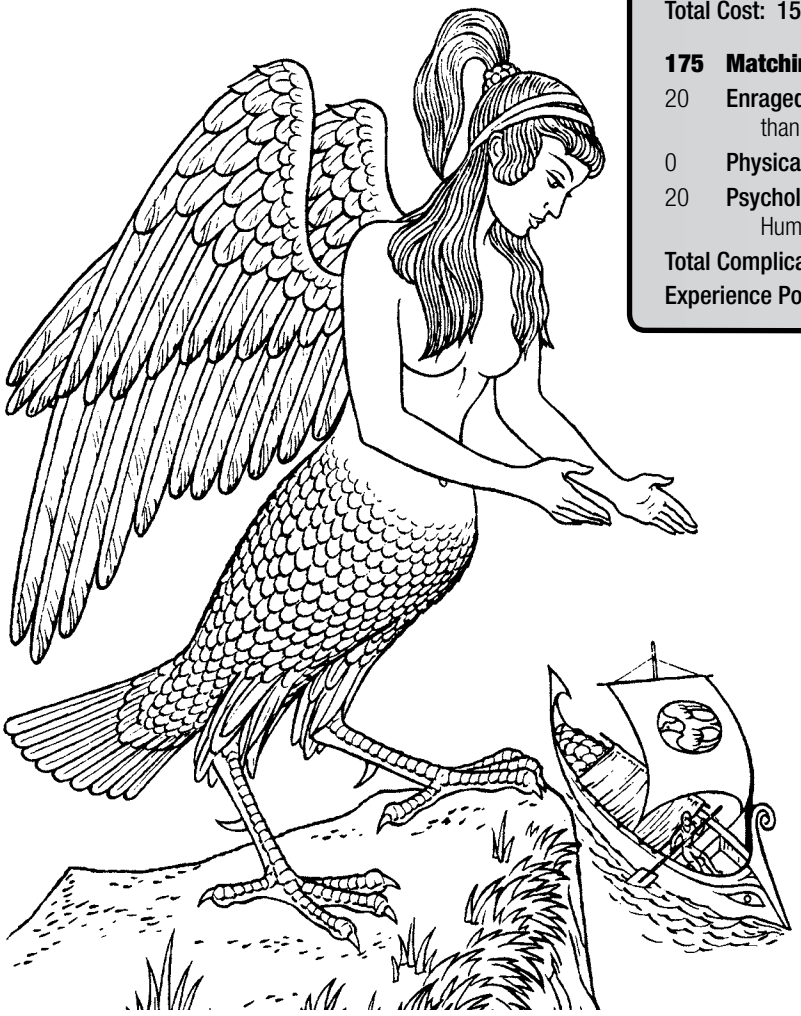
Total Powers & Skills Cost: 90

Total Cost: 158

175	**Matching Complications (50)**
20	**Enraged:** if hear someone making more beautiful music than their own (Uncommon), go 14-, recover 11-
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Wanton And Cruel; View Humans Only As Food (Very Common, Strong)

Total Complications Points: 40

Experience Points: 0



SNAKES, FANTASTIC

Ecology: Fantastic snakes live, eat, and breed like regular snakes (see page 483), but typically require more prey, or a specific type of prey. They live wherever normal snakes live and there's enough food to support them.

Personality/Motivation: Normal animal motivations. Some fantastics snakes seem unusually intelligent, and sometimes seem to possess malevolent intentions toward humanity. On the other hand, legends describe some that are benevolent and good.

Powers/Tactics: Giant constrictors try to Grab and crush; giant venomous serpents and amphisbaenas rely on their bite(s).

Campaign Use: You can easily customize the basic fantastic snake character sheets, particularly "Giant Snake," to create other creatures. Optional packages are provided for horns and wings, two additional features commonly described in folklore and myth, and wise serpents.

Amphisbaena

Description: An amphisbaena is a meter-long serpent with a second head at the tail end of its body. In combat it curls up so that it may strike with either head, often using both for a Multiple Attack on a single target.

Feathered Serpent

Description: Feathered serpents are large, beautiful serpents covered with gorgeous green and blue-green feathers. They're creatures of magic, and as such have no real "ecology" to speak of — they don't even need to eat. They tend to live in majestic, isolated places — jungles, mountains, hidden lakes, and the like. They seem to associate with the Elements of Air and Water in particular, and prefer warmer climes to cold in most instances.

Feathered serpents' motivations and personalities vary. They tend to be "good," and to help others of like mind, though some turn to more selfish and evil pursuits. Others simply want to be left alone.

In combat, feathered serpents rely on their magical spells and powers while they keep to the air (out of reach of their foes, hopefully) and put their Levels with Flight into DCV. They prefer not to engage in HTH Combat, but if necessary do possess a virulently poisonous bite.

When selecting spells for feathered serpents, ones associated with Air, Water, and Mental Powers are most appropriate, but that's just a guideline. A feathered serpent could have just about any spell or power you care to give it.

Giant Snake

Description: This character sheet represents a basic giant serpent. Add the constrictor, venomous, or other options to it to customize it.

Jaculus

Description: The jaculus is a large venomous serpent with bat-like wings that allow it to glide. It lives in the treetops. When prey — large mammals, including humanoids — wanders by below, it launches itself from the tree, using momentum and its small wings to glide into the victim like a missile. As it hits, it sinks in its fangs and injects a virulent poison into its victim, then feeds on the corpse after the victim dies.

After its initial attack, a jaculus usually wraps itself around the victim to stop it from struggling or fleeing, and may bite it again to administer more poison if necessary. If it can't attack from surprise, a jaculus usually doesn't attack at all; if attacked while on the ground, it typically flees.

Sea Serpent

Description: A sea serpent is a gargantuan snake with a wedge-shaped head, large mouth, and various fins along the length of its body to help it swim. Its skin lacks the scaly appearance of land-based serpents, instead having a slick, shiny look like eels' skin. It lives in the deep ocean, surfacing only to breathe (and that rarely).

Sea serpents live mostly on large fish, but have been known to go after larger prey, including kraken and whales. They seem to enjoy the taste of human flesh, and destroy ships so they may pluck the survivors out of the water at their leisure.

The sea serpent's standard tactic is to swallow human-size victims whole (see page 41; it does Very Strong swallow damage). If an opponent is too large for it to swallow, it wraps itself around the target and squeezes and bites it to death. When it attacks ships, it tries to constrict the ship and crush it into two pieces (if the ship's small enough for it to do that) or bashes it to pieces with its tail (if not).

Some sea serpents reportedly have venomous bites. You can simulate this by adding the *Lethal Venom* Template to this character sheet.

AMPHISBAENA

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
17	**DEX**	14	12-	
10	**CON**	0	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
13	**PRE**	3	12-	PRE Attack: 2½d6
6	**OCV**	15		
8	**DCV**	25		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
4	**PD**	2		*Total:* 4 PD (2 rPD)
4	**ED**	2		*Total:* 4 ED (2 rED)
4	**REC**	0		
20	**END**	0		
8	**BODY**	-2		
20	**STUN**	0		**Total Characteristics Cost: 57**

Movement: Running: 8m
Leaping: 0m

Cost	Powers	END
10	**Front Head:** HKA ½d6 (½d6 with STR)	1
8	**Front Head Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)	[4]
17	**Rear Head And Venom:** As Front Head and Front Head Venom	
2	**Scaly Skin:** Resistant (+½) for 2 PD/2 ED	0
-4	**Slow:** Running -4m (8m total)	
-2	**Can't Leap:** Leaping -4m (0m total)	
6	**Serpentine Senses:** +2 PER with all Sense Groups	0

Skills

7 Stealth 14-

Total Powers & Skills Cost: 44

Total Cost: 99

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

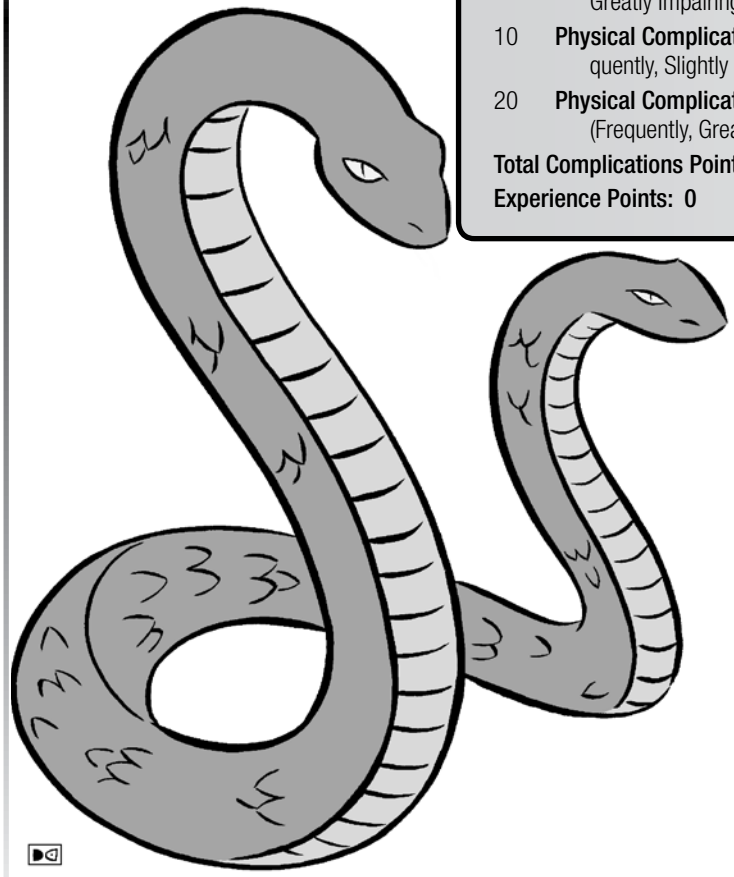
20 **Physical Complication:** Cold-Blooded (Frequently, Greatly Impairing)

10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0



FEATHERED SERPENT

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	**DEX**	20	13-	
20	**CON**	10	13-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
30	**PRE**	20	15-	PRE Attack: 6d6
7	**OCV**	20		
7	**DCV**	20		
7	**OMCV**	12		
7	**DMCV**	12		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
10	**PD**	8		*Total:* 10 PD (6 rPD)
10	**ED**	8		*Total:* 10 ED (6 rED)
9	**REC**	5		
40	**END**	4		
15	**BODY**	5		
40	**STUN**	10		**Total Characteristics Cost: 204**

Movement: Running: 18m
Leaping: 0m
Flight: 30m

Cost	Powers	END
75	**Feathered Serpent Magic:** 75 points' worth of Magic Skills, spells, and powers (GM's choice)	var
15	**Bite:** HKA 1d6 (1½d6 with STR)	1
24	**Venom:** RKA 1d6 [4] NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (6 increments, one every 3 Segments for 1.5 Turns, defense only applies once, cannot be used again on same victim until all increments accrue; +3); Extra Time (onset time begins 1 Segment after victim is bitten; -½), No Range (-½), HKA Must Do BODY (-½), Linked (to Bite HKA; -¼), 4 Charges (-1)	
40	**Arcane Manipulations:** Telekinesis (20 STR), Fine Manipulation	4
6	**Scaly Skin:** Resistant (+½) for 6 PD/6 ED	0
4	**Heavy:** Knockback Resistance -4m	0
40	**Magical Form:** Life Support (Total, including Longevity: Immortality)	0
8	**Magical Creature:** Mental Defense (8 points)	0
8	**Magical Creature:** Power Defense (8 points)	0
52	**Magical Flight:** Flight 30m Usable Underwater (+¼), Reduced Endurance (0 END; +½)	0
6	**Swift:** Running +6m (18m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
9	**Serpentine Senses:** +3 PER with all Sense Groups	0
5	**Serpentine Eyes:** Nightvision	0
22	**Magical Senses:** Detect Magic 16- (no Sense Group), Discriminatory, Analyze, Range, Sense	0

Talents

32 Danger Sense (immediate vicinity, any danger, sense) 13-

Skills

20 +2 with All Combat
6 +3 with Flight
4 +1 with all Intellect Skills

3 Deduction 13-
3 Inventor (Spell Research) 13-
3 Paramedics (Healing) 13-
25 Power: Magic 24-
5 Stealth 14-
3 Scholar
4 1) KS: Arcane And Occult Lore 15-
4 2) KS: History 15-
4 3) KS: Legends And Lore 15-
4 4) KS: World Cultures And Civilizations 15-

Total Powers & Skills Cost: 432
Total Cost: 636

175 Matching Complications (50)

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

Total Complications Points: 20
Experience Points: 491

GIANT SNAKE

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
14	DEX	8	12-	
25	CON	15	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
10	PD	8		*Total:* 10 PD (6 rPD)
8	ED	6		*Total:* 8 ED (6 rED)
12	REC	8		
50	END	6		
20	BODY	10		
50	STUN	15		**Total Characteristics Cost: 125**

Movement: Running: 30m
Leaping: 0m
Swimming: 20m

Cost	Powers	END
15	**Bite:** HKA 1d6 (3d6+1 with STR)	1
6	**Scaly Skin:** Resistant (+½) for 6 PD/6 ED	0
18	**Heavy:** Knockback Resistance -18m	0
18	**Long Body:** Running +18m (30m total)	2
8	**Long Body:** Swimming +16m (20m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	

Skills

3 Stealth 12-

Total Powers & Skills Cost: 66

Total Cost: 191

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

20 **Physical Complication:** Cold-Blooded (Frequently, Greatly Impairing)

20 **Physical Complication:** Huge (16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)

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

Total Complications Points: 50

Experience Points: 16

OPTIONS

GIANT CONSTRICTOR

Cost	Options
+7	**Coils:** +15 STR; Only To Grab (-1)
6	+3 with Grab

Total cost: +13 points

GIANT HORNED SNAKE

15 **Horns:** HKA 1d6 (2d6 with STR)

Total cost: +15 points

GIANT VENOMOUS SNAKE

24 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (6 increments, one every 3 Segments for 1.5 Turns, defense only applies once, cannot be used again on same victim until all increments accrue; +3); Extra Time (onset time begins 1 Segment after victim is bitten; -½), No Range (-½), HKA Must Do BODY (-½), Linked (to Bite HKA; -¼), 4 Charges (-1)

9 +3 DEX

10 +1 SPD

Total cost: +43 points

GIANT WINGED SNAKE

17 **Bat-Wings:** Flight 26m, Restrainable (-½)

4 +2 with Flight

Total cost: +21 points

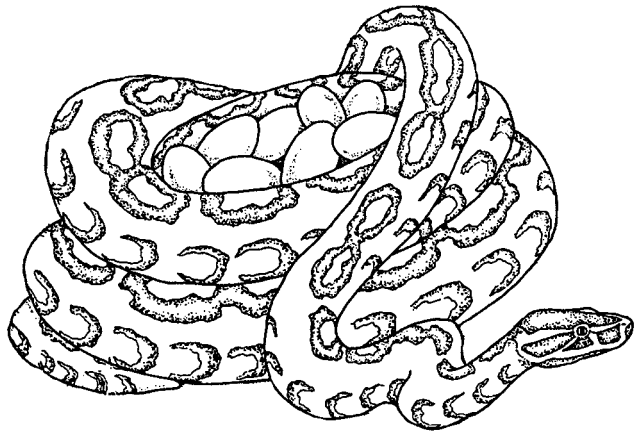
GIANT WISE SNAKE

2 +2 INT (10 INT total)

20 +10 EGO (15 EGO total)

3 Language: English (or whatever the campaign's default language is; add Literate if necessary)

Total cost: +25 points



JACULUS

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	**DEX**	16	13-	
15	**CON**	5	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
6	**DCV**	15		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (3 rPD)
4	**ED**	2		*Total:* 4 ED (3 rED)
7	**REC**	3		
30	**END**	2		
8	**BODY**	-2		
30	**STUN**	5		**Total Characteristics Cost: 77**

Movement: Running: 12m
Leaping: 10m
Flight (Gliding): 20m

OPTIONS

Cost	Options
+5	**True Wings:** Change Gliding to Flight 20m

Cost	Powers	END
10	**Fangs:** HKA ½d6, Armor Piercing (+¼); No STR Bonus (-½)	1
24	**Venom:** RKA 1d6	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (6 increments, one every 3 Segments for 1.5 Turns, defense only applies once, cannot be used again on same victim until all increments accrue; +3); Extra Time (onset time begins 1 Segment after victim is bitten; -½), No Range (-½), HKA Must Do BODY (-½), Linked (to Fangs HKA; -¼), 4 Charges (-1)	
5	**Coils:** +10 STR	1
	Only To Grab (-1)	
3	**Scaly Skin:** Resistant (+½) for 3 PD/3 ED	0
3	**Coiled Leap:** Leaping +6m (10m forward, 5m upward)	1
8	**Wings:** Flight 20m	0
	Gliding (-1), Restrainable (-½)	

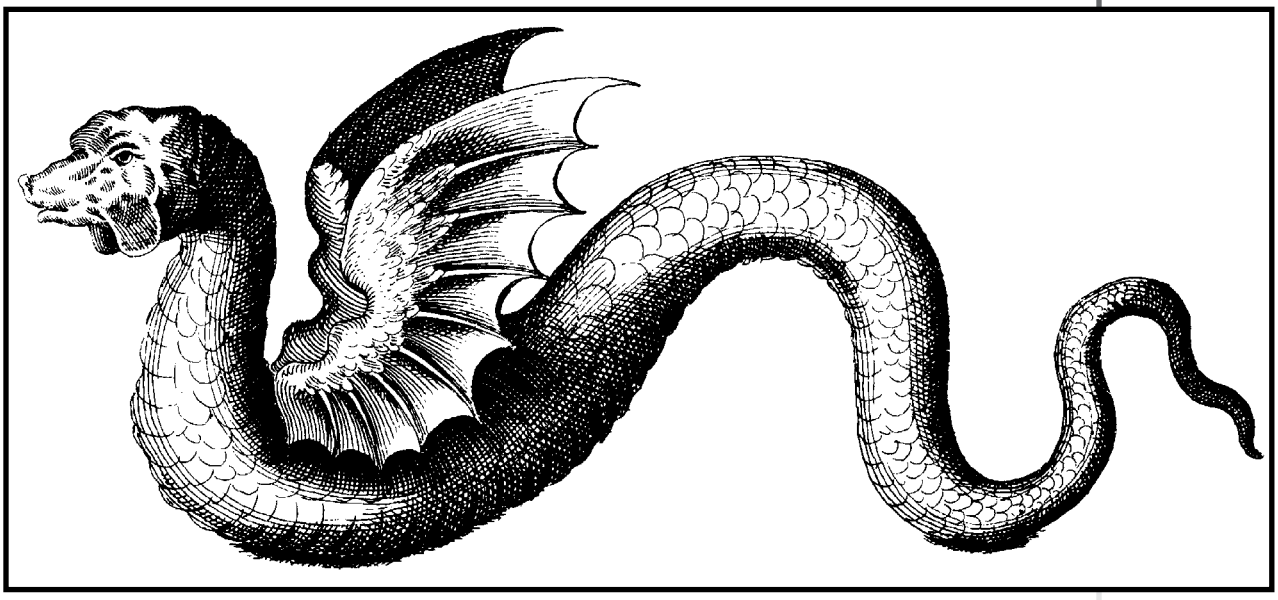
Skills

4	+2 OCV with Fangs/Venom
3	Climbing 13-
3	Stealth 13-

Total Powers & Skills Cost: 63
Total Cost: 140

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size

Total Complications Points: 40
Experience Points: 0



SEA SERPENT

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [6]
14	**DEX**	8	12-	
35	**CON**	25	16-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
35	**PRE**	25	16-	PRE Attack: 7d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
20	**PD**	18		*Total:* 26 PD (6 rPD)
15	**ED**	13		*Total:* 21 ED (6 rED)
20	**REC**	16		
70	**END**	10		
25	**BODY**	15		
72	**STUN**	26		**Total Characteristics Cost: 218**

Movement: Running: 0m
Leaping: 0m
Swimming: 44m

Cost	Powers	END
30	**Bite:** HKA 2d6 (6d6 with STR)	3
12	**Tail Bash:** HA +3d6 Hand-To-Hand Attack (-¼)	1
22	**Tough Skin:** Resistant Protection (6 PD/6 ED), Hardened (+¼)	0
30	**Heavy:** Knockback Resistance -30m	0
4	**Underwater Adaptation:** Life Support (Extended Breathing: 1 END per 20 Minutes)	0
20	**Swift Swimmer:** Swimming +40m (44m total)	2
-12	**Only Swims:** Running -12m (0m total)	
-2	**Only Swims:** Leaping -4m (0m total)	
37	**Underwater Senses:** Spatial Awareness (no Sense Group), Range	0

Skills

9 +3 with Bite, Grab, Tail Bash

Total Powers & Skills Cost: 150

Total Cost: 368

175 Matching Complications (50)

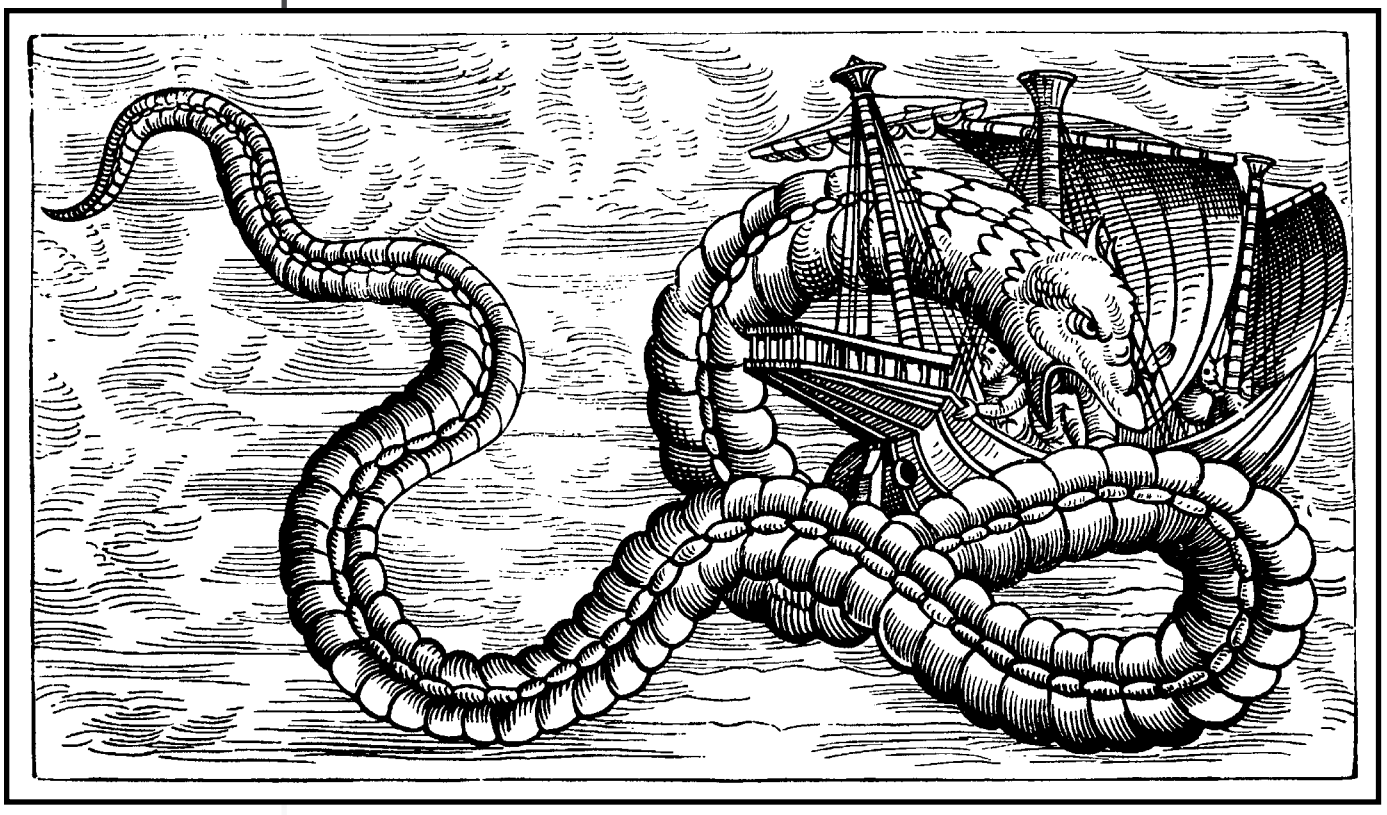
20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

25 **Physical Complication:** Gargantuan (64m long; +10 OCV for others to hit, +10 to PER Rolls for others to perceive) (Very Frequently, Greatly Impairing)

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

Total Complications Points: 50

Experience Points: 193



SPHINX

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
16	DEX	12	12-	
20	CON	10	13-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
5	OMCV	6		
5	DMCV	6		
4	SPD	20		*Phases:* 3, 6, 9, 12
10	PD	8		*Total:* 10 PD (2 rPD)
10	ED	8		*Total:* 10 ED (2 rED)
8	REC	4		
40	END	4		
14	BODY	4		
40	STUN	10		**Total Characteristics Cost: 145**

Movement: Running: 22m
Flight: 30m

Cost	Powers	END
16	**Claws:** HKA 1d6+1 (2½d6 with STR) Reduced Penetration (-¼)	2
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
20	**Wings:** Flight 30m Restrainable (-½)	3
4	**Long Legs:** Running +10m (22m total) Increased Endurance Cost (x4 END; -1½)	4
9	**Sphinx's Senses:** +3 PER with all Sense Groups	0
5	**Sphinx's Nose:** Tracking for Normal Smell	0

Skills

16 +2 HTH

3 KS: History 13-

6 KS: Riddles 16-

Total Powers & Skills Cost: 87

Total Cost: 232

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

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

10 **Psychological Complication:** Likes To Challenge/Toy With Human Prey (Common, Moderate)

Total Complications Points: 40

Experience Points: 67

OPTIONS

Cost Magic Powers

30 30 points' worth of spells (alternately, give the sphinx a small Variable Power Pool)

15 **Power:** Magic 19-

Total cost: +45 points

CRIOSPHINX (RAM-HEADED SPHINX)

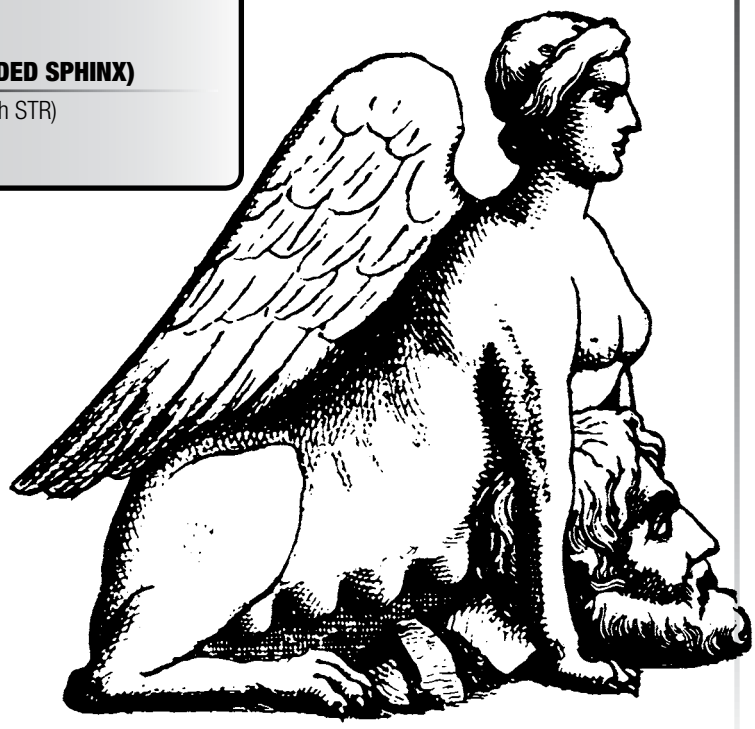
7 **Horns:** HA +3d6; Hand-To-Hand Attack (-¼), Only With Move Through (-1)

Total cost: +7 points

HIERACOSPHINX (FALCON-HEADED SPHINX)

20 **Beak:** HKA 1d6+1 (2½d6 with STR)

Total cost: +20 points



Sphinx

Ecology: Sphinxes inhabit temperate regions, favoring wilderness and wasteland. However, they primarily eat humans, and so must remain close enough to a town, road, or other place of men to keep their appetites satisfied. Some build lairs in isolated places and then fly in search of food.

Personality/Motivation: Sphinxes are crafty and cruel. They enjoy taunting and toying with their human prey when they can. A favorite game is to ask a human a riddle, promising not to eat him if he can answer it. Whether the sphinx actually keeps its promise depends on its individual personality and mood.

Powers/Tactics: Sphinxes prefer not to fight creatures they cannot obviously defeat and slay (such as the average human). If they cannot avoid a confrontation, they use their claws. A few sphinxes are said to possess mighty powers of magic, useful not only in combat but other situations as well.

Campaign Use: Sphinxes come in many varieties. The *criosphinx* has a ram's head; the *hieracosphinx* the head of a falcon. You can easily create other sphinxes by mixing and matching appropriate animal parts.

Appearance: The sphinx has the head and breasts of a woman, body of a lion, and wings of an eagle. If it has the head and chest of a man, it's known as an *androsphinx* instead.

Spirit, Nature

Ecology: Nature spirits are magical manifestations of various substances, phenomena, and conditions in nature (and sometimes in man-made environments). The character sheet represents a "basic" or "generic" nature spirit; the additional or altered abilities needed to create each type of nature spirit are listed below.

Personality/Motivation: Varies, often based on the qualities or substances the spirit embodies (fire spirits are fickle and temperamental, field spirits quiet and helpful, and so forth). However, most share two traits. First, they're protective of whatever they embody; water spirits don't want to see their pools fouled or drained, and forest spirits don't like it when people cut trees without asking permission. Second, many of them are mischievous and play minor tricks on people when they get the chance.

Powers/Tactics: Spirits' tactics and approach to combat vary based on the type of spirit, its powers, and so forth. Most are not belligerent or confrontational; while they'll fight fiercely to protect their domain, they usually prefer to flee or hide from attackers and then attack them or play tricks on them from surprise later.

Campaign Use: You can introduce spirits into your campaign in many different ways. First, you can use them as a random but colorful encounter. For example, when the PCs stop to rest beneath a grove of shady trees, a forest spirit might manifest to talk with them, just for fun. Second, they can help the PCs, assuming the PCs are both polite to them and deserving of help. If the PCs are lost, the curious forest spirit might, if they talk with it in a kindly and entertaining way, lead them out of the forest. Third, they can hinder or cause problems for the PCs. If the heroes insult or dismiss the forest spirit, it might summon some bears or wolves to attack them, or *really* get them lost. Fourth, nature spirits might kick-start some adventures. The forest spirit might appeal to the PCs to track down an evil druid who's corrupting the forest... "And he stole my favorite pipe, too!".

For more powerful spirits, and various types of related creatures, see the Faerie and other Celtic creatures in Chapter Four and the Nymphs in Chapter Three.

Appearance: A nature spirit looks more or less like a small person displaying some of the qualities of what it embodies: a forest spirit is dark and gnarled like a tree; a water spirit has greenish skin and hair, moustache, and/or beard that constantly drip water; a stone spirit has grey skin and craggy, rocky features; and so forth.

NATURE SPIRIT TYPES

CITY SPIRIT

Cost	Powers
8	**CK:** Spirit's City 18-
17	**Walls Are No Barrier:** Desolidification (affected by any attack), Reduced Endurance (0 END; +½); Only To Pass Through The Walls Of Buildings (-1), Doesn't Protect Against Attacks (-1), Instant (-½)

Total cost: +25 points

FIELD SPIRIT

Cost	Powers
8	AK: Spirit's Region 18-
20	20 points' worth of PSs related to farming and agricultural fieldwork
2	+2 to Stealth; Only In Fields (-1)

Total cost: +30 points

FIRE SPIRIT

Cost	Powers
26	**Ignite:** RKA 1 point, Area Of Effect (4m Radius Selective, +½), Area Of Effect (1m Radius Accurate; +½), Constant (+½), Indirect (Source Point and Path can change from use to use to strike from any angle; +1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (power ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½); Only Works On Flammable Objects (-0)

NATURE SPIRIT

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	**DEX**	20	13-	
15	**CON**	5	12-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
13	**DCV**	50		
7	**OMCV**	12		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (0 rPD)
8	**ED**	6		*Total:* 8 ED (0 rED)
5	**REC**	1		
30	**END**	2		
10	**BODY**	0		
30	**STUN**	5		**Total Characteristics Cost: 189**

Movement: Running: 18m
Teleportation: 40m

Cost	Powers	END
60	**Spirit Powers:** 60 points' worth of Magic Skills, spells, and abilities related to the phenomena or substance the spirit embodies	var
60	**Spirit Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
35	**Spirit Form:** Life Support (Total)	0
6	**Spirit Swiftness:** Running +6m (18m total)	1
20	**Spirit Travel:** Teleportation 40m Extra Time (Full Phase; -½), Requires A Stealth Roll (-½)	4

Talents

3 Absolute Range Sense
3 Absolute Time Sense
3 Bump Of Direction
2 Lightning Reflexes: +10 DEX to act first with Spirit Travel
20 Universal Translator 13-

Skills

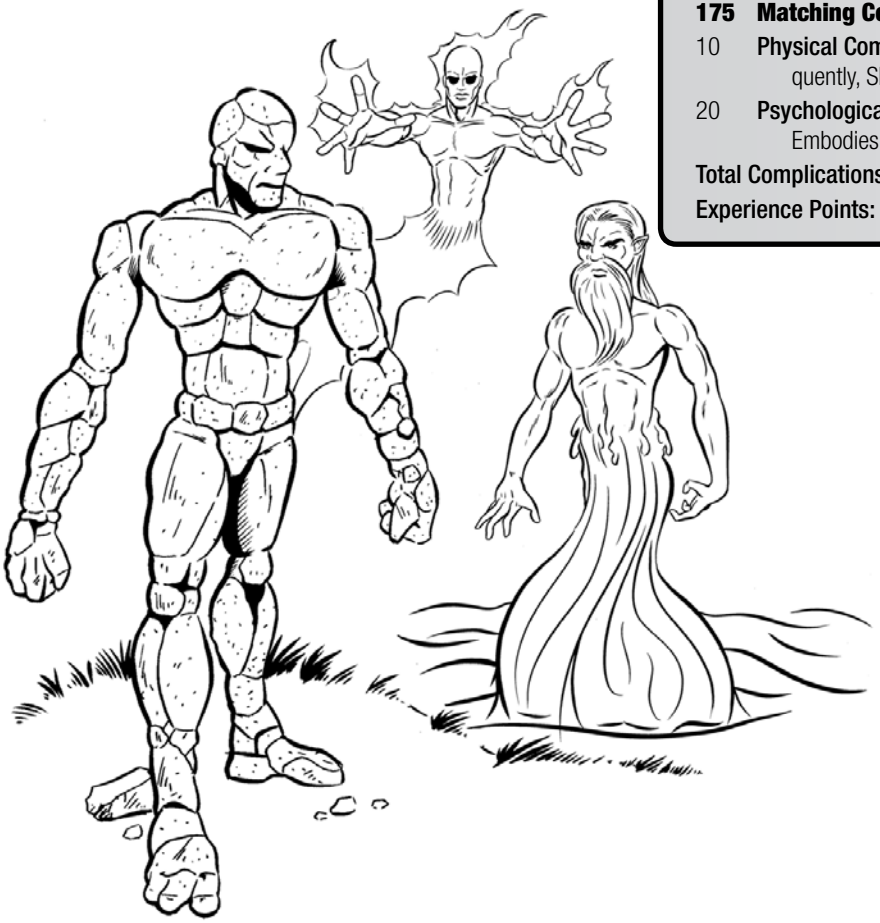
3 Deduction 13-
9 Stealth 16-
3 Tracking 13-

Total Powers & Skills Cost: 227
Total Cost: 416 (plus see below)

175 Matching Complications (50)

10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)
20 **Psychological Complication:** Protective Of What It Embodies (Common, Total)

Total Complications Points: 30
Experience Points: 261+



20 **Immune To Fire:** Energy Damage Reduction, Resistant, +25% (75% total); Only Works Against Limited Type Of Damage (fire; -½)

20 **Immune To Fire:** Resistant Protection (20 ED); Only Works Against Limited Type Of Damage (fire; -½)

2 **Immune To Fire:** Life Support (Safe Environment: Intense Heat)

Total cost: +68 points

FOREST SPIRIT

Cost Powers

8 AK: Spirit's Forest 18-

40 **Brother Of Trees:** Desolidification (affected by magic or any attack that affects a tree the spirit is inside), Reduced Endurance (0 END; +½); Only To Merge With Trees (-½)

31 **Lost In The Woods:** Sight Group and Bump Of Direction Images, -4 to PER Rolls, Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Set Effect (only to alter and confuse landmarks and other indicators of direction; -1)

Total cost: +79 points

HOUSE SPIRIT

Cost Powers

20 20 points' worth of PSs related to housework

Total cost: +20 points

STONE SPIRIT (ALSO ROCK SPIRIT, MOUNTAIN SPIRIT, AND THE LIKE)

Cost Powers

8 AK: Spirit's Region 18-

40 **Brother Of Stone:** Desolidification (affected by magic or any attack that affects stone the spirit is inside), Reduced Endurance (0 END; +½); Only To Merge With Rock (-½)

28 **Stoneshaping:** Minor Transform 10d6 (stone object into differently-shaped stone object, heals back through another application of this power); Limited Target (stone; -¼), No Range (-½)

Total cost: +76 points

WATER SPIRIT

Cost Powers

8 AK: Spirit's Region 18-

40 **Form Of Water:** Desolidification (affected by magic or water attacks), Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½)

20 **Spirit Swimming:** Swimming +40m (44m total)

Total cost: +68 points

Tarasque

Ecology: According to legend, the tarasque was a unique creature, the offspring of Onachus (a gigantic, fiery, cattle-like monster) and Leviathan. It devastated southern France with its fearsome attacks. The king of the city of Nerluc attacked it with his soldiers, knights, and engines of war, but to no avail because of the monster's might and ferocity. But Saint Martha was able to calm the tarasque with her prayers and spells, rendering it docile and Christian. She led it back to Nerluc, but the sight of it so terrified the people that they attacked it anew. It was now so tame that it didn't fight back and was slain. When Ste. Martha explained the situation, the townsfolk were ashamed. They converted to Christianity and renamed their city Tarascon to honor the monster.

But in a Fantasy setting, the tarasque doesn't have to be a unique creature; it can instead be an entire species. Roaming over large areas due to its enormous appetite, and often hibernating for long periods to digest its gigantic meals, the tarasque is a threat to nearly anyone it encounters. It rarely mates, but when it does the female lays one egg in a secret lair, leaving the young to hatch and grow to adulthood on its own.

Thanks to the heritage of its ancestor Leviathan, a tarasque is comfortable living in water. It can swim at great speeds and hold its breath for nearly an hour. If confronted with an enemy it cannot defeat, or if badly injured, it will flee into the nearest large body of water to escape its tormentors.

Personality/Motivation: The tarasque is intelligent, able to pursue its goals with cleverness, fight those who attack it with tactical awareness, and avoid traps set for it. Unlike its possible relatives, the dragons, it doesn't necessarily hoard treasure, but it may accumulate some valuables dropped by its victims. What really drives it is not greed but hunger. Tarasques have enormous appetites; if they're not digesting something they just ate they're on the lookout for their next meal.

Powers/Tactics: Tarasques rely on their natural weapons — enormous teeth and claws, and a tail tipped with a large, venomed stinger — in battle. Their scaly skins and thick shells make it almost impossible to hurt them, even with siege engines, so they have no fear about wading into entire armies, smashing city walls to get at the humans inside, and attacking other targets most monsters shy away from.

Some legends claim the tarasque had fiery breath like a dragon. To simulate that, give it the *Fire Breath* power from one of the Dragon character sheets earlier in this chapter. Other stories say that the tarasque sheds its skin every seven years like a snake, which leaves it vulnerable (*i.e.,* at just 15 PD/15 ED, Nonresistant) for about a month while it regrows its tough skin and shell.

Appearance: A tarasque is a gigantic, strange-looking monster with a head something like that of a lion, scaly skin like a dragon, an enormous spiked turtle-like shell on its back, six taloned legs, and a long tail with a sting something like a scorpion's.

TARASQUE

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [8]
16	**DEX**	12	12-	
25	**CON**	15	14-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
30	**PRE**	20	15-	PRE Attack: 6d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
15	**PD**	13		*Total:* 27 PD (24 rPD)
15	**ED**	13		*Total:* 27 ED (24 rED)
15	**REC**	11		
45	**END**	5		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 215**

Movement: Running: 24m
Swimming: 14m
Leaping: 0m

Cost	Powers	END
25	**Bite:** HKA 1½d6 (4d6+1 with STR)	2
19	**Claws:** HKA 1d6 (3d6 with STR) Armor Piercing (+¼)	2
12	**Tail Bash:** HA +3d6 Hand-To-Hand Attack (-¼)	1
13	**Sting:** HKA 1d6 Armor Piercing (+¼); No STR Bonus (-½)	1
16	**Sting Venom:** RKA 1d6 NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2) (75 Active Points); Extra Time (onset time begins 5 Minutes after victim is stung; -2), No Range (-½), Sting HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)	[4]
18	**Spiked Shell:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 13- (-¼), No Range (-½)	0
15	**Scaly Skin:** Hardened (+¼), Impenetrable (+¼) for 15 PD/15 ED	0
18	**Scaly Skin:** Resistant (+½) for 12 PD/12 ED Hardened (+¼), Impenetrable (+¼)	0
43	**Turtle Shell:** Resistant Protection (12 PD/12 ED) Hardened (+¼), Impenetrable (+¼); Activation Roll 14- (-¼)	0
30	**Tough Body:** Physical and Energy Damage Reduction, Resistant, 25%	0
18	**Heavy:** Knockback Resistance -18m	0
5	**Strong Mind:** Mental Defense (5 points)	0
5	**Magical Beast:** Power Defense (5 points)	0
12	**Tarasque's Legs:** Running +12m (24m total)	1
6	**Tarasque's Legs:** Swimming +12m (14m total)	1
-2	**Too Big To Leap:** Leaping -4m (0m total)	
5	**Tarasque's Eyes:** Infrared Perception (Sight Group)	0
5	**Tarasque's Nose:** Tracking for Normal Smell	0
6	**Tarasque's Senses:** +2 PER with all Sense Groups	0
2	**At Home In The Water:** Life Support (Extended Breathing: 1 END per Minute)	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

24 +3 HTH

2 Survival (choose appropriate environment) 12-

Total Powers & Skills Cost: 302

Total Cost: 517

175 Matching Complications (50)

20 **Negative Reputation:** powerful evil creature (Very Frequently, Extreme)

20 **Physical Complication:** Huge (up to 16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

20 **Psychological Complication:** Overconfidence (Very Common, Strong)

15 **Psychological Complication:** Perpetually Hungry (Common, Strong)

Total Complications Points: 50

Experience Points: 342



UNICORN

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	**DEX**	20	13-	
24	**CON**	14	14-	
12	**INT**	2	11-	PER Roll 11-
15	**EGO**	5	12-	
25	**PRE**	15	14-	PRE Attack: 5d6
7	**OCV**	20		
7	**DCV**	20		
3	**OMCV**	0		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
11	**REC**	7		
50	**END**	6		
20	**BODY**	10		
48	**STUN**	14		**Total Characteristics Cost: 193**

Movement: Running: 30m
Leaping: 12m

Cost	Powers	END
25	**Alicorn:** HKA 1d6+1 (3d6-1 with STR) Armor Piercing (+¼)	2
7	**Bite:** HKA ½d6 No STR Bonus (-½)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
8	**Heavy:** Knockback Resistance -8m	0
5	**Alicorn:** Life Support (Immunity: to all poisons)	0
18	**Horse's Legs:** Running +18m (30m total)	2
6	**Unicorn's Senses:** +2 PER with all Sense Groups	0

Skills

16 +2 HTH

2 Riding 14-
Complementary To Rider's Skill Only (-1)

3 Stealth 13-

Total Powers & Skills Cost: 104

Total Cost: 297

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

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

Total Complications Points: 30

Experience Points: 142



Unicorn

Ecology: Unicorns live in idyllic woodlands, faerie forests, beautiful meadows, and similar places. They prefer peace and quiet, and flee from the noisiness of men and monsters to gentler places when they can. They usually live alone, or in mated pairs, though some adventurers claim to have encountered entire herds of the beautiful creatures.

Personality/Motivation: Typically normal animal motivations, though the unicorn's intelligence and innately magical nature sometimes make it act differently. It may oppose evil powers or corrupting influences, or volunteer to act as a scout or steed for those who do.

Unlike most herbivores, the unicorn is strong-willed and fierce. It stands its ground and fights, rather than running from predators, though it's smart enough to know when it should flee (as it usually does from human hunters). Some legends describe the unicorn and the lion as fierce and bitter enemies.

Powers/Tactics: Unicorns fight primarily with their alicorns, or horns. Strong and needle-sharp, the alicorn inflicts terrible wounds and can easily penetrate plate armor. Unicorns can also rear, bite, and kick, just like ordinary horses.

Its alicorn also grants a unicorn immunity to venoms. Supposedly, if the horn is taken from the animal it retains this property, making it extremely valuable to those who fear poisoners.

Although many men have tried to capture a unicorn, either for use as a steed or to take its valuable horn, few have succeeded. The best known method by which to lure a unicorn is to send a beautiful human or elven maiden alone into the forest to sit in a clearing. Enchanted by her beauty, the unicorn will approach her, lay down, and place its head in her lap. While it relaxes, hunters can steal upon it and capture or slay it.

Campaign Use: Unicorns often represent a difficult to reach or unattainable goal. Participating in a unicorn hunt — or, perhaps, preventing one — may present an intriguing challenge for PCs that differs from the usual adventure.

Legends describe many different versions of unicorns which you can incorporate into your game for a change of pace. Some have forks at the tips of the horns, or the legs and body parts of other beasts. A few can speak the tongue of men, or elves.

Appearance: A unicorn is a large, beautiful horse, typically solid white but sometimes other colors, with a long, straight, curlicue horn projecting from its forehead. Its eyes clearly display its intelligence.

Wolf, Giant

Ecology: Giant wolves live and hunt like ordinary wolves, but pursue larger prey (including humans).

Personality/Motivation: Normal animal motivations. Evil humanoids and wizards often employ giant wolves as mounts or guards, usually training them to have a touch of bestial malevolence.

Powers/Tactics: Giant wolves hunt in packs, like wolves of normal size.

Campaign Use: You can use this character sheet for larger than normal versions of other canines, such as hyenas.

Appearance: A grey-furred wolf, but twice as large as normal.

Worm, Giant

Ecology: The giant worm typically lives underground, where it feeds on other underground animals (including members of its own species). Solitary, and regarding all other creatures as either threats or food (or both), it mates only once every decade. Adventurers whisper strange rumors of a giant worm "breeding ground" where mating takes place and dozens or hundreds of worm eggs are laid.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The giant worm fights by using its gargantuan size to its advantage. Its maw is big enough to bite several people at once, and it can swallow many adult humans whole before sating its appetite (see page 41; it does Very Strong swallow damage). It can also bash with its tail, or perform a Move By or Move Through simply by slithering over a person or creature with its immense bulk.

Campaign Use: You can adapt a giant worm for many other settings if you desire. Some versions may live aboveground (in which case they probably lack the *Poor Hearing* and *Poor Eyesight* Physical Complications), or in large bodies of water. A few may even have wings and contest with rocs for mastery of the skies.

Appearance: A giant worm is just that — a gigantic worm, typically pale pinkish in color, but sometimes displaying other, darker hues (such as brown or purple). Its enormous mouth is ringed with sharp, glittering fangs.

GIANT WOLF

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
10	PD	8		*Total:* 10 PD (2 rPD)
6	ED	4		*Total:* 6 ED (2 rED)
9	REC	5		
40	END	4		
15	BODY	5		
38	STUN	9		**Total Characteristics Cost: 107**

Movement: Running: 22m
Leaping: 10m

Cost	Powers	END
12	**Bite:** HKA 1d6 (2½d6 with STR) Reduced Penetration (-¼)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
10	**Swift:** Running +10m (22m total)	1
3	**Wolf's Senses:** +1 PER with all Sense Groups but Sight Group	0
5	**Wolf's Eyes:** Nightvision	0
6	**Wolf's Nose:** +3 PER with Smell/Taste Group	0
5	**Wolf's Nose:** Tracking for Normal Smell	0
6	**Wolf's Ears:** +3 PER with Hearing Group	0
3	**Wolf's Ears:** Ultrasonic Perception (Hearing Group)	0

Skills

3	Stealth 12-
3	Tactics 11-
3	Teamwork 12-

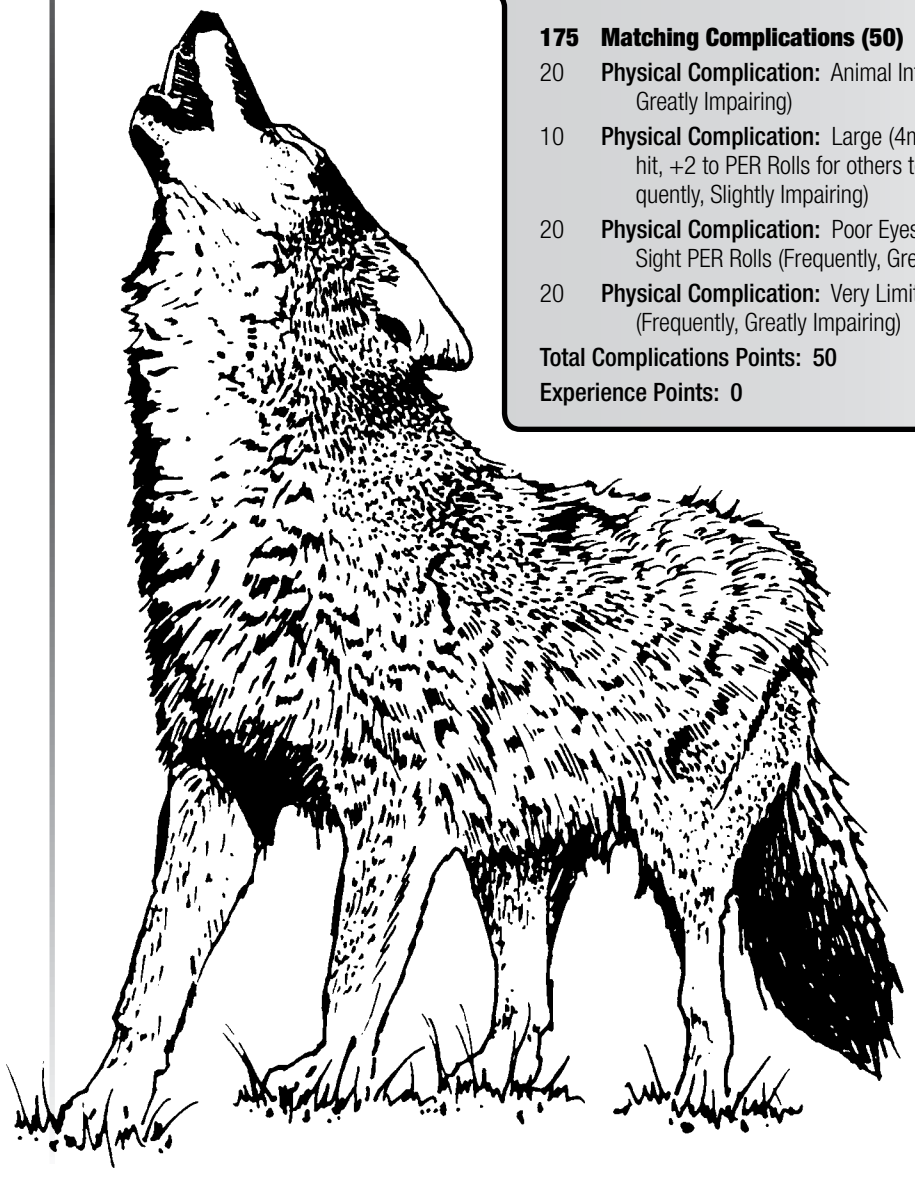
Total Powers & Skills Cost: 67

Total Cost: 174

	175 Matching Complications (50)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0



GIANT WORM

Val	Char	Cost	Roll	Notes
45	**STR**	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
12	**DEX**	4	11-	
50	**CON**	40	19-	
5	**INT**	-5	10-	PER Roll 10-
5	**EGO**	-5	10-	
35	**PRE**	25	16-	PRE Attack: 7d6
4	**OCV**	5		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
20	**PD**	18		*Total:* 28 PD (8 rPD)
20	**ED**	18		*Total:* 28 ED (8 rED)
20	**REC**	16		
100	**END**	16		
40	**BODY**	30		
88	**STUN**	34		**Total Characteristics Cost: 240**

Movement: Running: 40m
Tunneling: 20m

Cost	Powers	END
37	**Toothy Maw:** HKA 2d6 (4d6+1 with STR) Area Of Effect (4m Radius; +¼)	4
12	**Tail Bash:** HA +3d6 Hand-To-Hand Attack (-¼)	1
9	**Roar:** +20 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
24	**Tough Skin:** Resistant Protection (8 PD/8 ED)	0
30	**Heavy:** Knockback Resistance -30m	0
50	**Boring:** Tunneling 20m through 10 PD material Reduced Endurance (½ END; +¼)	2
28	**Slithering:** Running +28m (40m total)	3
-2	**Can't Leap:** Leaping -4m (0m total)	
38	**Sense Vibrations:** Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0

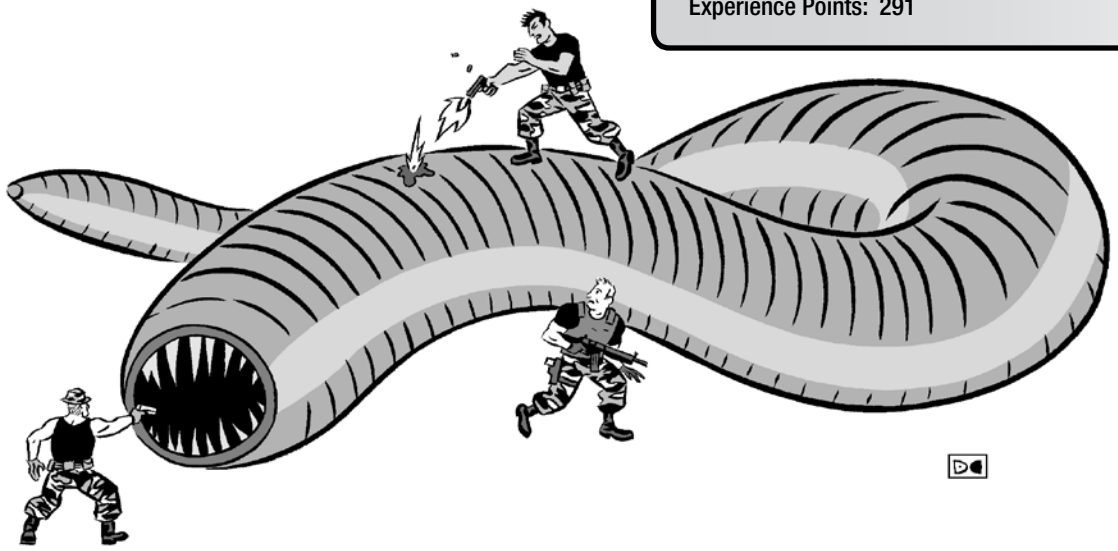
Total Powers & Skills Cost: 226

Total Cost: 466

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
25	**Physical Complication:** Gargantuan (64m; +10 OCV for others to hit, +10 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 291




2



CHAPTER THREE

HUMANOID MONSTERS

ASTRAL CORSAIR

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	DEX	8	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
15	PRE	5	12-	PRE Attack: 3d6
4	OCV	5		
5	DCV	10		
6	OMCV	9		
5	DMCV	6		
3	SPD	10		*Phases:* 4, 8, 12
4	PD	2		*Total:* 4 PD (0 rPD)
4	ED	2		*Total:* 4 ED (0 rED)
8	REC	4		
35	END	3		
10	BODY	0		
24	STUN	2		**Total Characteristics Cost: 74**

Movement: Running: 12m



Cost	Powers	END
50	**Astral Corsair Mind:** Multipower, 50-point reserve	
5f	**1) Mental Dominion:** Mind Control 8d6 Telepathic (+¼)	5
5f	**2) Mental Deception:** Mental Illusions 8d6 Reduced Endurance (½ END; +¼)	2
5f	**3) Mental Assault:** Mental Blast 4d6 Reduced Endurance (½ END; +¼)	2
4f	**4) Mindripping:** Mental Blast 3d6 Constant (+½)	4
5f	**5) Thought-Reading:** Telepathy 8d6 Reduced Endurance (½ END; +¼)	2
50	**Mentalocation:** Mind Scan 8d6 Reduced Endurance (½ END; +¼)	2
30	**Mindspeech:** Mind Link (any eight minds at once)	0
10	**Mental Shields:** Mental Defense (10 points)	0
33	**Astral Traveler:** Extra-Dimensional Movement (any physical location in the normal world corresponding to the corsair's physical location in the Astral Plane) Reduced Endurance (0 END; +½)	0

Skills

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 201

Total Cost: 275

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 150

OPTIONS

Cost	Power
var	**Astral Adept:** Increase the Multipower reserve and dice in the Corsair's mental powers, and perhaps give him some additional mental powers as well
+37	**Astral Assassin:** DEX +4, Stealth 14-, Weaponmaster (HKA +1d6 with all HTH weapons)
50	**Astral Sorcerer:** 50 points' worth of Magic spells, Skills, and abilities

Astral Corsair

Ecology: Little is known about how astral corsairs live, since they aren't native to the campaign setting. They dwell within the Astral Plane itself, periodically using their dimensional travel powers to "invade" an area of the world, attack it, loot it, and then return to their home plane. Adventurers who've bearded the corsairs in their astral lairs report that they live on rocky "islands" floating in astral space, where they seem to maintain cities and villages much like those of humans.

Personality/Motivation: Normal sentient humanoid motivations. Astral corsairs encountered by men seem to be particularly rapacious and cruel, but it's unclear whether that's a species characteristic or simply indicative of the type of corsair who likes to go on planar raids.

Powers/Tactics: Astral corsair combat abilities vary depending on the individual. Most of them fight with a single weapon (usually sword, axe, mace, or spear) and shield, though two-weapon fighting styles have been observed. But a corsair's greatest weapon isn't his blade, it's his mind — he possesses great mental powers that he can use to lay his enemies low (and, perhaps more importantly, maintain constant contact with his comrades). If a fight goes against him, he'll use his dimension-shifting powers to escape into the Astral Plane.

Campaign Use: This character sheet represents a typical competent astral corsair the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser astral corsairs — the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Astral corsairs are tall, ochre-skinned humanoids with muscular but often somewhat spindly bodies. Their faces look somewhat skull-like, with nasal slits instead of noses, deep-socketed red eyes, and short, pointed teeth. The back of the skull is slightly enlarged compared to Men, Dwarves, or Orcs, indicative of the corsair's psionic powers. In battle they wear silvery chainmail, plus a silvery breastplates, greaves, and vambraces, and wield ornate-looking weapons.

Cyclops

Ecology: Cyclopses are enormous, single-eyed humanoids. They normally live by themselves in caves, ruins, or isolated castles, but sometimes form tribes or serve larger, more powerful giants.

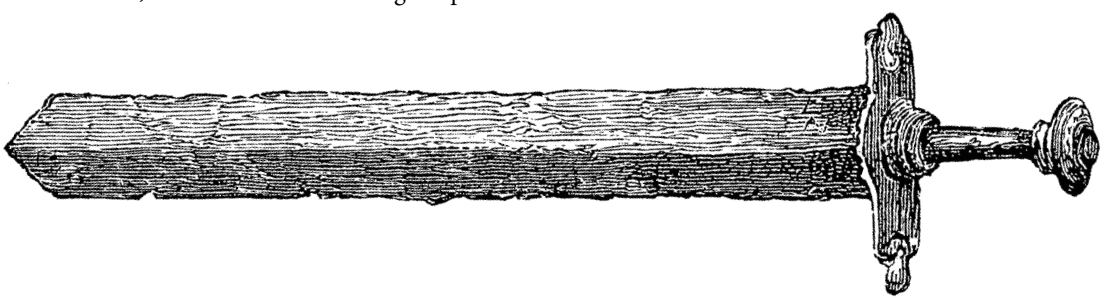
Personality/Motivation: Normal sentient humanoid motivations. Most cyclopses lust after human flesh and treasure, and will go out of their way to obtain either.

Powers/Tactics: Cyclopses use weapons and armor in battle (the weapons, of course, are scaled to their size; see 6E2 203). Most favor primitive war-gear like clubs, morningstars, spears, hide or leather armors, or crude scale and chain mails. Others have greater sophistication and intelligence; they wear fine chainmails and plate armors and wield axes and swords. In Ranged combat they may throw large missiles (such as rocks or gigantic spears), or may wield enormous crossbows.

Because they have just one large eye, cyclopses can only wear specially-made helmets (or ones that leave the face completely unprotected) and can easily be blinded. Targeting the eye involves a -8 OCV penalty, but the eye has no PD or ED, and even a single point of BODY damage to it blinds the cyclops permanently.

Campaign Use: Like hill giants, cyclopses are a good "starting gigantic foe" for adventurers who've become powerful enough to fight giants. They're relatively weak as giants go, and their normally solitary nature makes them more vulnerable to attack than other types of giant humanoids.

Appearance: A cyclops is a gigantic humanoid ten to twelve feet tall with a single large eye in its head. Many cyclopses are bald, though some have plenty of hair on their heads. Many are crude, almost barbaric beings who dress in furs and wield weapons.



CYCLOPS

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
14	**DEX**	8	12-	
25	**CON**	15	14-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 10 PD (0 rPD)
6	**ED**	4		*Total:* 6 ED (0 rED)
13	**REC**	9		
50	**END**	6		
20	**BODY**	10		
60	**STUN**	20		**Total Characteristics Cost: 150**

Movement: Running: 24m

Cost	Powers	END
6	**Heavy:** Knockback Resistance -6m	0
12	**Longer Legs:** Running +12m (24m total)	1
2	**One Large Eye:** +1 PER with Sight Group	0
1	**Reach:** Reach +1m	0

Skills

8	+1 HTH
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 33

Total Cost: 183

175 Matching Complications (50)

10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 48



DRAKINE

Val	Char	Cost	Roll	Notes
13	**STR**	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (2 rPD)
4	**ED**	2		*Total:* 4 ED (2 rED)
6	**REC**	2		
25	**END**	1		
12	**BODY**	2		
26	**STUN**	3		**Total Characteristics Cost: 59**

Movement: Running: 12m

Cost	Powers	END
5	**Fangs:** HKA 1 point (1d6 with STR)	1
8	**Claws:** HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼)	
2	**Drakine Skin:** Resistant (+½) for 2 PD/2 ED	0
5	**Drakine Eyes:** Nightvision	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3	Stealth 12-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 32

Total Cost: 91

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0

OPTIONS

Cost	Power
8	**Wings:** Flight 12m; Restrainable (-½)
22	**Fire Breath:** RKA 2d6, Area Of Effect (12m Cone; +½); No Range (-½), 8 Charges (-½)
6	**Resistance To Fire:** +6 ED; Only Works Against Fire (-½) and Resistant (+½) for +6 ED; Only Works Against Fire (-½)



3

Drakine

Ecology: Drakine (the term is both singular and plural) are humanoid beings with the features of dragons. They claim descent from the great dragons of old, and say that in days long past drakine had wings and could fly, and fiery breath as well. If so, these abilities have long been lost to the drakine, though some adventurers believe primitive groups of drakine isolated from their kin for millennia may still retain such powers.

Although no more "evil" as a race than humans, drakine have long contended with them for land, treasure, and other resources, since like humans they are intelligent, aggressive, and tend to adapt well to many situations. History chronicles a time when drakine sometimes established empires and ruled over men, or fought against them in wars of conquest. But the days of drakine glory seem long past now, since humans have one advantage the drakine lack: a high birth rate. Most drakira (drakine women) give birth but once in their lives, and it's so difficult and painful that many die in the process. While the drakine still rule realms of their own, the odds of them ever conquering other lands now seem small, for humans vastly outnumber them today.

Personality/Motivation: Normal sentient humanoid motivations. Many drakine seem to share in the agressiveness, even rapaciousness, of their dragon forebears, but others are gentle, scholarly, pious, or charitable. In short, they differ little from humans in most respects.

Powers/Tactics: Drakine combat abilities vary from person to person. Some are fierce warriors, using their size, strength, tough skin, and natural weaponry to their advantage in battle; others are wizards, priests, rogues, or the like. Due to their natural strength, drakine often favor larger weapons than many other humanoid races — greatswords, two-handed maces, greataxes, battle flails, and the like — and heavier armors (plate and chain, plate armor) as well.

Campaign Use: This character sheet represents a typical competent drakine the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser drakine — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The drakine is a reptilian humanoid creature, taller and broader-shouldered on the average than a human. It has a long neck with a draconic head, short fangs in its mouth, short claws on its fingertips, and a tail. On its back are large masses of tissue and muscle that show where it once had wings, though they no longer resemble wings in any way.

Dwarf, Dark

Ecology: The dark dwarves are a race of dwarves that live deep underground, shunning the light of day entirely. Their eating and breeding habits are more or less the same as other dwarves, restricted by the food available to them underground. They gather and grow certain types of fungus, hunt underground lizards and other animals for meat, and according to some rumors even consume the flesh of their defeated humanoid foes.

Dark dwarves tend to live in small, well-protected villages or towns. Often they find a large, stable cavern and tunnel out rooms and warrens all along its walls, with ladders and stairs for access. This creates lots of places where a single dark dwarf, or perhaps two, can defend a "chokepoint" against an army of invaders. They also arrange the accessways so that they're open to arrow fire from at least two angles, if not more.

Personality/Motivation: Normal sentient humanoid motivations. Like many other sentient humanoids of the deep underground, dark dwarves tend to be selfish, evil, and greedy. Though they can work with others of their kind for mutual gain, they view other people and races either as potential victims or as threats to avoid as much as possible.

Powers/Tactics: Dark dwarves use the full range of tactics available to sentient humanoids. They favor sneakiness, subtlety, and sometimes magic as well; their assassins and sorcerers are quite skilled. They tend to use typical dwarven weapons, such as axes, picks, hammers, and maces, and to wear heavy armor (chainmail or plate).

Campaign Use: This character sheet represents a typical competent dark dwarf the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser dark dwarves — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The dark dwarf is a malevolent-looking version of the typical dwarf, though sometimes shorter and scrawnier. He has black or grey skin, and reddish or whitish hair and beard. He usually wears some form of armor and carries an axe, pick, or other weapon.

DARK DWARF

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
12	DEX	4	11-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
12	PRE	2	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (0 rPD)
5	ED	3		*Total:* 5 ED (0 rED)
6	REC	2		
35	END	3		
12	BODY	2		
28	STUN	4		**Total Characteristics Cost: 51**

Movement: Running: 10m

OPTIONS

Cost	Power
(10)	**Psychological Complication:** Greedy And Cruel (Common, Moderate)
(5)	**Psychological Complication:** Hatred Of Surface-Dwellers (Uncommon, Moderate)

Cost	Powers	END
5	**Dark Dwarven Sight:** Nightvision	0
3	**Dark Dwarven Depthsense:** Detect Depth And Passage Slope While Underground 11-	0
2	**Dark Dwarven Longevity:** Life Support (Longevity: lifespan of up to 400 years)	0
1	**Adapted To The Underground:** Life Support (Expanded Breathing: Thin Air)	0
-2	**Short Legs:** Running -2m (10m total)	

Talents

1	Bump Of Direction; Only Underground (-1)
3	Resistance (3 points)

Skills

3	Climbing 11-
3	Concealment 11-
3	Dark Dwarven Stonesense: +3 to Concealment; Only To Detect Hidden/Concealed/Cunning Stonework (-1)
2	KS: Stonework 11-
2	One appropriate PS at 11- (examples: Blacksmithing, Gemcutter, Masonry, Mining, Stonework)
3	Stealth 11-
2	Survival (Underground) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 36

Total Cost: 87

175 Matching Complications (50)

0	**Physical Complication:** Human Size
10	**Vulnerability:** 1½ x Effect from Sight Group Flashes based on bright light (Common)

Total Complications Points: 10

Experience Points: 0



DARK ELF

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	DEX	8	12-	
10	CON	0	11-	
13	INT	3	12-	PER Roll 12-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
3	PD	1		*Total:* 3 PD (0 rPD)
3	ED	1		*Total:* 3 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		**Total Characteristics Cost: 46**

Movement: Running: 16m

Cost	Powers	END
4	**Dark Elven Swiftness:** Running +4m (16m total)	1
5	**Dark Elven Sight:** Nightvision	0
5	**Dark Elven Sight:** Infrared Perception (Sight Group)	0
2	**Dark Elven Sight:** +1 PER with Sight Group	0
4	**Dark Elven Longevity:** Life Support (Longevity: lifespan of up to 1,600 years)	0
1	**Adapted To The Underground:** Life Support (Expanded Breathing: Thin Air)	0

Talents

3 Lightsleep

Skills

3 Climbing 12-
3 Concealment 12-
3 Stealth 12-
2 Survival (Underground) 12-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 39

Total Cost: 85

175 Matching Complications (50)

0 **Physical Complication:** Human Size
10 **Vulnerability:** 1½ x Effect from Sight Group Flashes based on bright light (Common)

Total Complications Points: 10

Experience Points: 0

3



kennedy

OPTIONS

Cost	Power
4	**Dark Elven Archery:** +2 OCV with Bows
6	**Dark Elven War-Skills:** +2 with Swords, Spears, and Javelins
9	**Dark Elven Animal Empathy:** Animal Handler (Insects & Arthropods, Reptiles & Amphibians) (PRE Roll +3)
25	**Dark Elven Magic:** Magic Skill (INT Roll) and 22 points' worth of spells and/or magical powers
+0	**Dark Elven Wakefulness:** Replace Lightsleep with Life Support (Diminished Sleep: no need to sleep)
-10	**Psychological Complication:** Greedy And Cruel (Common, Moderate)
-5	**Psychological Complication:** Hatred Of Surface-Dwellers (Uncommon, Moderate)

Elf, Dark

Ecology: The dark elves are a race of elves that live deep underground, shunning the light of day entirely. Their eating and breeding habits are more or less the same as other elves, though the food they consume is food they can obtain or grow underground (such as fungus from their fungus-farms, the meat of certain monsters and giants insects, and the like).

Dark elves usually construct large, elaborate cities lit by glowing fungi and spells of illumination. Although well-defended by sturdy walls and "killing zones" of hidden traps surrounding those walls, these cities are often riven by factionalism, internal fighting, and civic unrest. Every dark elf of any means plots and schemes against his rivals, seeking to increase his own power and wealth. Sometimes adventurers can defeat or destroy these cities not by assaulting them, but by touching a "flame" to this powderkeg of hatred and spite.

Personality/Motivation: Normal sentient humanoid motivations. Dark elves are often evil and cruel, with a well-deserved reputation for subtlety and cleverness in pursuit of their wicked goals.

Powers/Tactics: Dark elves use the full range of tactics available to sentient humanoids. Like other elves, they tend to favor lighter weapons (swords, spears, javelins) and armors, and often have magical abilities or enchanted items to help them in battle.

Campaign Use: This character sheet represents a typical competent dark elf the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser dark elves — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The dark elf is a malevolent-looking version of the typical elf. He has jet-black skin and white, gold, or violet hair.

Ettin

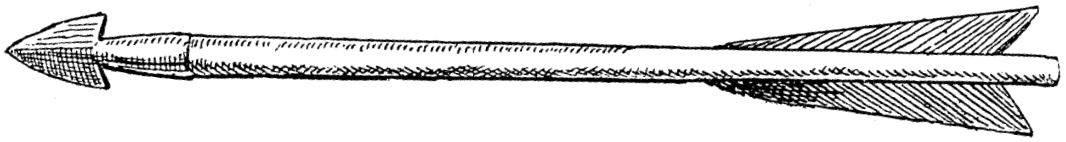
Ecology: Ettins are gigantic humanoids with two heads (sometimes more). They live in wilderness areas, usually in caves. They tend to be solitary, but sometimes several of them live together so they can raid settlements or kill large monsters and take their treasure (these groups usually only last for a few months at most, until some quarrel or dispute leads to a battle between the members). Ettins are carnivores, and gladly consume human flesh if they can get it.

Personality/Motivation: Normal sentient humanoid motivations. Crude and dull-witted, ettins tend to have little in the way of goals (beyond obtaining food and treasure) or culture.

Powers/Tactics: Ettins use their prodigious strength and size in battle. Their two heads make them excellent two-weapon fighters (hence their Ambidexterity and Two-Weapon Fighting), so they usually wield two clubs, spears, or axes. For Ranged combat they favor thrown spears or boulders.

Campaign Use: Because their two heads give them heightened senses and the ability to look in all directions at once, ettins often serve giants or trolls as watchmen. On the other hand, sometimes they recruit groups of orcs and ogres and become chieftains over a band of marauding humanoids.

Appearance: A gigantic humanoid about ten to twelve feet tall, the ettin is notable not just for its height and strength, but for the fact that it has two heads. Most ettins dress in the fur of bears and other animals they've slain, though smarter ones have leather clothing.



ETTIN

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
15	**DEX**	10	12-	
23	**CON**	13	14-	
8	**INT**	-2	11-	PER Roll 11-
8	**EGO**	-2	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 10 PD (1 rPD)
10	**ED**	8		*Total:* 10 ED (1 rED)
13	**REC**	9		
45	**END**	5		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 154**

Movement: Running: 22m

3



Cost	Powers	END
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Heavy:** Knockback Resistance -6m	0
10	**Longer Legs:** Running +10m (22m total)	1
3	**More Heads Better:** +1 PER with all Sense Groups	0
10	**More Eyes Better:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	**Extra Heads:** Extra Limbs (1 more head) Inherent (+¼); Limited Manipulation (-¼)	0
1	**Reach:** Reach +1m	0

Talents

3 Ambidexterity (no Off Hand penalty)

Skills

16 +2 HTH

5 Two-Weapon Fighting (HTH)

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 64

Total Cost: 218

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 83

OPTIONS

Cost	Power
0	**More Heads:** Change Extra Limbs to add as many heads as desired
12	**Tusks:** HKA 1d6 (3½d6 with STR); Reduced Penetration (-¼)

GIANTS

Giants are enormous humanoids, standing from 12 to 25 feet tall depending on race. Prodigiously strong and tough, they're a dangerous opponent for even the most experienced adventurer. Even worse, some of them, such as cloud and storm giants, possess magical powers.

Ecology: In most Fantasy realms, giants live in wilderness areas — deep forests, tall mountains, rough hills, glaciers, caverns. Due to their enormous appetites, they have to live in areas with plentiful sources of food (or create food by magic).

Some giants, particularly the more powerful or greedy ones, are solitary. But others come together to form giantish societies. Hill and forest giants build steadings or forts and choose a chief to rule them; frost giants build castles of ice and obey the orders of a king, chieftain, or jarl; and so forth. Greater giants, such as storm and fire giants, may have some of their less powerful kin (particularly hill giants) as servants.

Personality/Motivation: Normal sentient humanoid motivations, though tending toward the greedy and rapacious. While some giants are wise and kindly, most seem ready and willing to attack humans (and other humanoids) to kill them and steal their possessions. Many adventurers hunt giants as much for this reason as for the vast treasures they often hoard.

Powers/Tactics: Most giants don't use sophisticated combat tactics; their strength and durability are so great they rely on them in combat. Wielding weapons scaled to their size (see 6E2 203; clubs, maces, swords, and axes are favorites), they often have no trouble smashing "short folk" into a bloody paste. They may wear armor as well, though they sometimes have to patch a suit together from assorted human-sized suits if they lack the ability to make their own.

Campaign Use: In many campaigns, giants are among the toughest foes a group of heroes can face, and you should use them accordingly. An early encounter with a single giant is enough for a beginning group of heroes, and even an experienced group may not have the power to take on more than a handful of giants at once. No matter what the characters' level of power, a raid on a giantish stronghold should require planning, daring, and preparation if it's to have any chance of success.



HILL GIANT

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
14	**DEX**	8	12-	
25	**CON**	15	14-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
15	**PD**	13		*Total:* 15 PD (0 rPD)
12	**ED**	10		*Total:* 12 ED (0 rED)
13	**REC**	9		
50	**END**	6		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 171**

Movement: Running: 24m

Cost	Powers	END
10	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 40 STR	1
6	**Heavy:** Knockback Resistance -6m	0
12	**Long Legs:** Running +12m (24m total)	0
3	**Giantish Senses:** +1 PER with all Sense Groups	0
1	**Reach:** Reach +1m	0

Skills

16	+2 HTH
2	Survival (choose environment) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 54

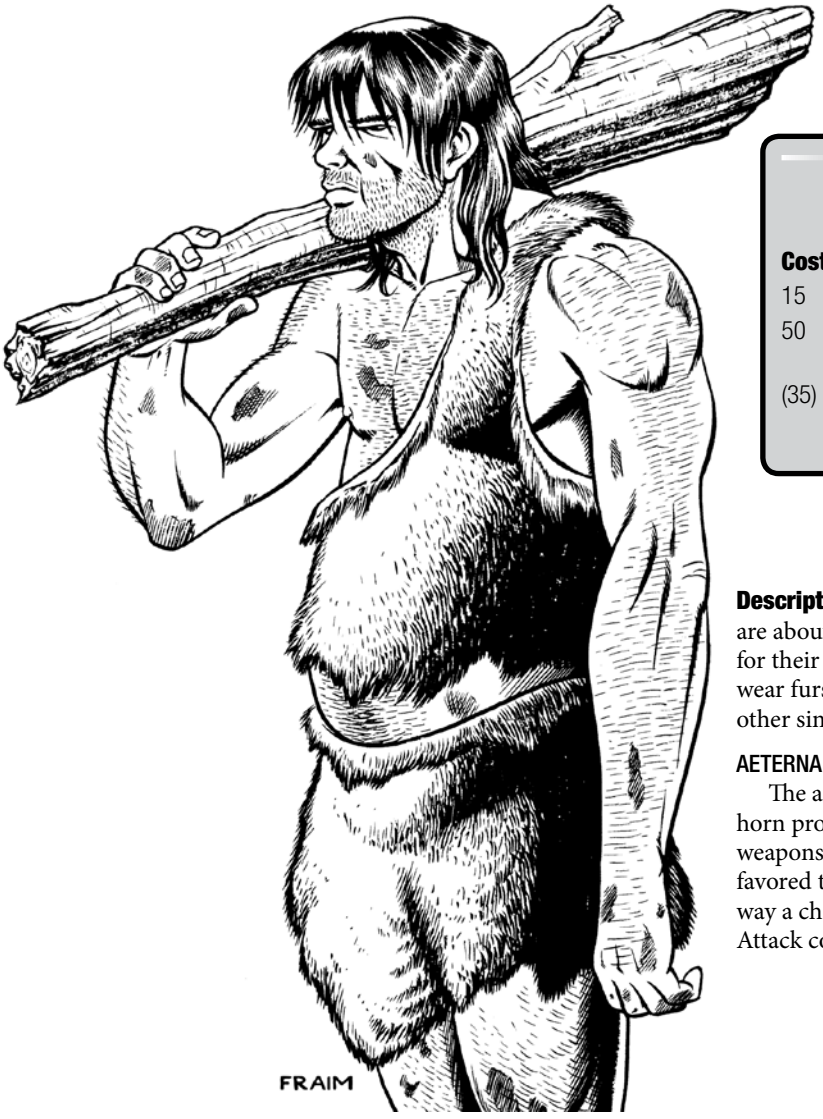
Total Cost: 225

175 Matching Complications (50)

10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 90



OPTIONS

Cost	Power
15	**Aeterna:** Add Horn: HKA 1d6 (3½d6 with STR)
50	**Giant's Magic:** 50 points' worth of Magic Skill(s) and spells
(35)	**Enraged:** Berserk in combat (Very Common), go 11-, recover 11-

Hill Giant

Description: The smallest and weakest of the giants, hill giants are about 12 feet tall. Like forest giants, they seem to care little for their appearance, so they often look dirty and crude. They wear furs (or sometimes leather clothes) and carry clubs and other simple weapons.

AETERNA

The aeterna is a form of hill giant with a large, unicorn-like horn protruding from his forehead. Instead of relying just on weapons, it can use the horn in combat to skewer its foes. One favored tactic is to impale a powerful foe, then fling him the way a child flings an apple on a stick (treat this as a Multiple Attack combining the HKA and a Grab-and-Throw).

FOREST GIANT

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
15	**DEX**	10	12-	
27	**CON**	17	14-	
12	**INT**	2	11-	PER Roll 11-
10	**EGO**	0	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
16	**PD**	14		*Total:* 16 PD (0 rPD)
13	**ED**	11		*Total:* 13 ED (0 rED)
13	**REC**	9		
55	**END**	7		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 180**

Movement: Running: 24m

Cost	Powers	END
10	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 40 STR	1
6	**Heavy:** Knockback Resistance -6m	0
12	**Long Legs:** Running +12m (24m total)	0
6	**Giantish Senses:** +2 PER with all Sense Groups	0
1	**Reach:** Reach +1m	0

Skills

16	+2 HTH
3	Climbing 12-
2	Navigation (Land) 11-
5	Stealth 13-
3	Tracking 11-
2	Survival (Temperate) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 70

Total Cost: 250

175	**Matching Complications (50)**
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 115

OPTIONS

Cost	Power
55	**Giant's Magic:** 55 points' worth of Magic Skill(s) and spells
20	Animal Friendship
(35)	**Enraged:** Berserk in combat (Very Common), go 11-, recover 11-
(25)	**Psychological Complication:** Guardian Of The Forest (Very Common, Total)

Forest Giant

Description: Forest giants have rough skin usually colored grey or brown. Their unkempt hair matches their skin, and have have bird's nests in it or bushes growing from it. They stand about 12-14 feet tall, and favor clubs (uprooted oak trees, trimmed of branches) as weapons.

Forest giants live deep in the forest, sometimes with others of their kind in forts built of enormous logs. They may serve as guardians of the forest, preserving it and its creatures against the depradations of monsters and men.



FROST GIANT

Val	Char	Cost	Roll	Notes
45	**STR**	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
15	**DEX**	10	12-	
30	**CON**	20	15-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
30	**PRE**	20	15-	PRE Attack: 6d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
18	**PD**	16		*Total:* 18 PD (0 rPD)
16	**ED**	14		*Total:* 16 ED (0 rED)
15	**REC**	11		
60	**END**	8		
28	**BODY**	18		
66	**STUN**	23		**Total Characteristics Cost: 205**

Movement: Running: 26m

Cost	Powers	END
11	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 45 STR	1
8	**Heavy:** Knockback Resistance -8m	0
2	**Frost Giant Resilience:** Life Support (Safe Environment: Intense Cold)	0
14	**Long Legs:** Running +14m (26m total)	0
3	**Giantish Senses:** +1 PER with all Sense Groups	0
1	**Reach:** Reach +1m	0

Skills

16 +2 HTH

4 Survival (Arctic/Subarctic, Mountains) 11-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 63

Total Cost: 268

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 133

3



OPTIONS

Cost	Power
60	**Giant's Magic:** 60 points' worth of Magic Skill(s) and spells
10	**Call Blizzard:** Change Environment (create blizzard), -2 to Sight Group PER Rolls, Area Of Effect (8m Radius; +½), MegaScale (1m = 1 km wide and deep; +1); No Range (-½)
(35)	**Enraged:** Berserk in combat (Very Common), go 11-, recover 11-

Frost Giant

Description: Frost giants (also known as ice giants or jotuns) are about 15 feet tall. They have light grey or pale skin and long blonde or white hair; males usually have thick beards. The males wear furs, while the woman usually wear fur-trimmed dresses or gowns. In battle they carry axes, picks, and swords; they hurl boulders, chunks of ice, or enormous spears when fighting at range.

Frost giants typically live on glaciers, in arctic regions, or high in the mountains where the snows never melt. They sometimes build great castles of ice and stone; in other places they live in caves and glacial rifts.

FIRE GIANT

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
16	DEX	12	12-	
30	CON	20	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
35	PRE	25	16-	PRE Attack: 7d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
18	PD	16		*Total:* 18 PD (0 rPD)
16	ED	14		*Total:* 16 ED (0 rED)
16	REC	12		
60	END	8		
30	BODY	20		
70	STUN	25		**Total Characteristics Cost: 222**

Movement: Running: 26m

Cost	Powers	END
12	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 50 STR	1
8	**Heavy:** Knockback Resistance -8m	0
4	**Fire Giant Resilience:** Resistant Protection (4 ED) Only Works Against Fire/Heat (-½)	0
2	**Fire Giant Resilience:** Life Support (Safe Environment: Intense Heat)	0
14	**Long Legs:** Running +14m (26m total)	0
3	**Giantish Senses:** +1 PER with all Sense Groups	0
1	**Reach:** Reach +1m	0

Skills

16	+2 HTH
2	Survival (choose environment) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 66

Total Cost: 288

175 Matching Complications (50)

10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 153

OPTIONS

Cost	Power
60	**Giant's Magic:** 60 points' worth of Magic Skill(s) and spells (usually Fire Magic)
(35)	**Enraged:** Berserk in combat (Very Common), go 11-, recover 11-

Fire Giant

Description: Fire giants stand approximately 18 feet tall. They have charcoal-black skins, reddish eyes, and reddish hair (and beards, for men). They typically wear metal armor and carry metal weapons scaled to their size. They usually live underground near lava vents or volcanoes, using the lava not only as a source of heat, but to help them forge weapons and as a defense.



STONE GIANT

Val	Char	Cost	Roll	Notes
50	**STR**	40	19-	Lift 25 tons; 10d6 HTH damage [5]
16	**DEX**	12	12-	
32	**CON**	22	15-	
12	**INT**	2	11-	PER Roll 11-
10	**EGO**	0	11-	
35	**PRE**	25	16-	PRE Attack: 7d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
18	**PD**	16		*Total:* 18 PD (0 rPD)
16	**ED**	14		*Total:* 16 ED (0 rED)
16	**REC**	12		
65	**END**	9		
30	**BODY**	20		
70	**STUN**	25		**Total Characteristics Cost: 227**

Movement: Running: 28m

Cost	Powers	END
12	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 50 STR	1
10	**Heavy:** Knockback Resistance -10m	0
1	**Giantish Longevity:** Life Support (Longevity: lifespan of 200 years)	0
16	**Long Legs:** Running +16m (28m total)	0
6	**Giantish Senses:** +2 PER with all Sense Groups	0
1	**Reach:** Reach +1m	0

Skills

16	+2 HTH
3	Climbing 12-
4	Survival (Mountains, Underground) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 73

Total Cost: 300

175 Matching Complications (50)

10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 165



OPTIONS

Cost	Power
70	**Giant's Magic:** 70 points' worth of Magic Skill(s) and spells (usually Earth Magic)
(35)	**Enraged:** Berserk in combat (Very Common), go 11-, recover 11-

Stone Giant

Description: With skin the color of granite and a giant-sized weapon in his hands, the 18-foot-tall stone giant (also known as a mountain giant) intimidates even the bravest warriors. Most have relatively little hair, but some are bearded. They usually don't wear armor, but will if they expect to fight.

Stone giants live in or around stone. Usually this means a cavern complex or underground warren of some sort, but sometimes they build castles of the living rock, shaping it to suit with their magics and strength.

CLOUD GIANT

Val	Char	Cost	Roll	Notes
55	**STR**	45	20-	Lift 50 tons; 11d6 HTH damage [5]
18	**DEX**	16	13-	
35	**CON**	25	16-	
15	**INT**	5	12-	PER Roll 12-
14	**EGO**	4	12-	
40	**PRE**	30	17-	PRE Attack: 8d6
6	**OCV**	15		
6	**DCV**	15		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
18	**PD**	16		*Total:* 18 PD (2 rPD)
18	**ED**	16		*Total:* 18 ED (2 rED)
18	**REC**	14		
70	**END**	10		
32	**BODY**	22		
80	**STUN**	30		**Total Characteristics Cost: 295**

Movement: Running: 30m

Cost	Powers	END
80	**Cloud Giant Magic:** 80 points' worth of Magic Skill(s) and spells	var
14	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 55 STR	1
2	**Toughness:** Resistant (+½) for 2 PD/2 ED	0
12	**Heavy:** Knockback Resistance -12m	0
2	**Used To The High Airs:** Life Support (Safe Environment: Intense Cold)	0
2	**Giantish Longevity:** Life Support (Longevity: lifespan of 400 years)	0
18	**Long Legs:** Running +18m (30m total)	0
6	**Giantish Senses:** +2 PER with all Sense Groups	0
12	**Cloud Giant's Eyes:** +8 versus Range Modifier for Sight Group	0
3	**Reach:** Reach +3m	0

Skills

24 +3 HTH

5 PS: Predict Weather 14-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 184

Total Cost: 479

175 Matching Complications (50)

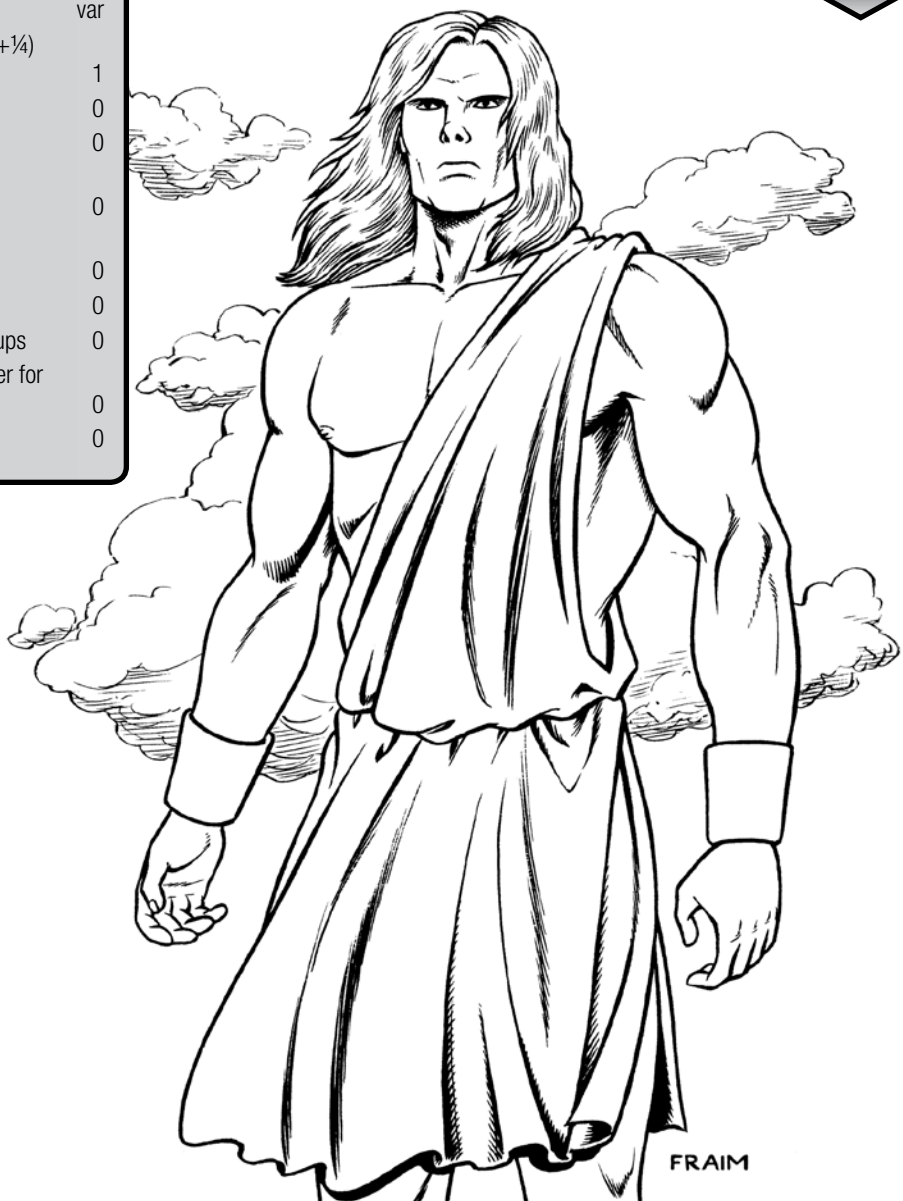
15 **Physical Complication:** Enormous (8m; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

Total Complications Points: 15

Experience Points: 339

OPTIONS

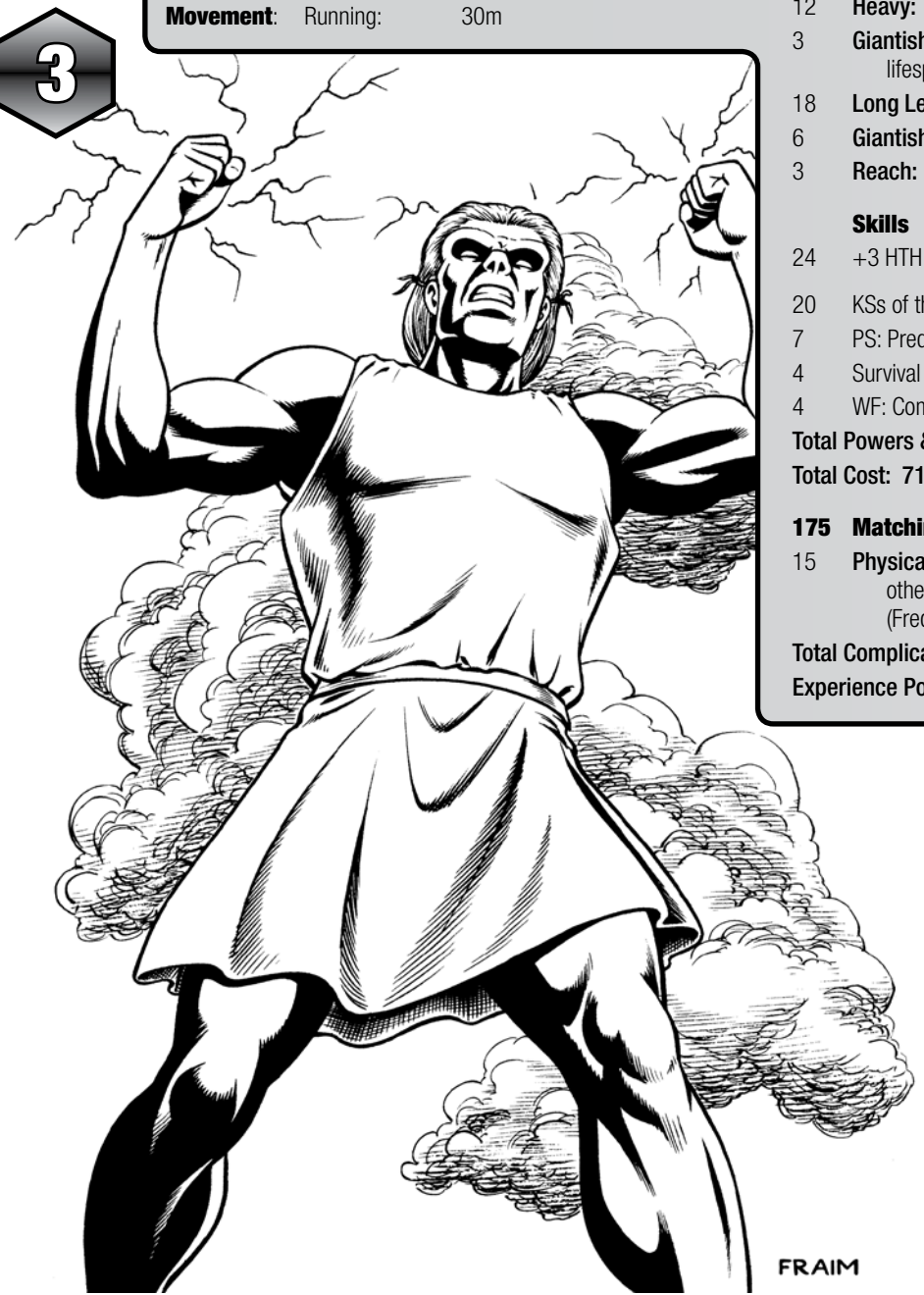
Cost	Power
42	**Castle In The Clouds:** Add 200-point Vehicle and Navigation (Air) 12-



STORM GIANT

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [4]
20	**DEX**	20	13-	
38	**CON**	28	17-	
20	**INT**	10	13-	PER Roll 13-
18	**EGO**	8	13-	
45	**PRE**	35	18-	PRE Attack: 9d6
7	**OCV**	20		
7	**DCV**	20		
6	**OMCV**	9		
6	**DMCV**	9		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
20	**PD**	18		*Total:* 20 PD (4 rPD)
18	**ED**	16		*Total:* 18 ED (4 rED)
20	**REC**	16		
75	**END**	11		
34	**BODY**	24		
80	**STUN**	30		**Total Characteristics Cost: 344**

Movement: Running: 30m



Cost	Powers	END
100	**Storm Giant Magic:** 100 points' worth of Magic Skill(s) and spells	var
96	**Control Weather:** Change Environment (alter the weather), +/-4 Temperature Levels, Long-Lasting (weather patterns return to normal as per usual once creature stops paying END), Varying Combat Effects	0
	Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Varying Effect (any type of weather; +1), Reduced Endurance (0 END; +½); No Range (-½)	
56	**Lightning Blast:** RKA 3d6	6
	Indirect (Source Path is always from the sky above the target; +¼)	
15	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 60 STR	1
4	**Toughness:** Resistant (+½) for 4 PD/4 ED	0
12	**Heavy:** Knockback Resistance -12m	0
3	**Giantish Longevity:** Life Support (Longevity: lifespan of 800 years)	0
18	**Long Legs:** Running +18m (30m total)	0
6	**Giantish Senses:** +2 PER with all Sense Groups	0
3	**Reach:** Reach +3m	0

Skills

24	+3 HTH
20	KSs of the GM's choice
7	PS: Predict Weather 17-
4	Survival (choose environments) 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 372

Total Cost: 716

175 Matching Complications (50)

15	**Physical Complication:** Enormous (8m; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

Total Complications Points: 15

Experience Points: 576

Cloud Giant

Description: A cloud giant is usually around 20 feet tall, though a few taller ones have been noted in the annals of adventurers. His skin is the color of his celestial domain — sky blue, cloud-white, cloud-grey — or some shade in between. His features are, for giants, fine, elegant, and even noble by both giantish and human standards; other giants often seek cloud giant maidens for their wives. Cloud giants usually dress in finely-made robes, tunics, and gowns.

Cloud giants have magical powers that vary from one giant to another based on their individual interests and needs. Some of them use their powers to create vast castles in the clouds, which they fly whither they will.

In combat, cloud giants usually wear chainmail or plate armor and wield gigantic swords or battleaxes. They may ride dragons or gigantic griffins into battle. Some of the most powerful cloud giants scorn physical combat, relying on their spells instead.

Storm Giant

Description: Storm giants are the tallest of all giantkind, sometimes reaching heights of 25 feet or more. Their skins tend to be the color of dark stormclouds (though sometimes they're lighter in hue), and their eyes have a yellowish or bluish tint that suggests a strike of lightning. They usually keep their hair long (shoulder-length for men, longer for women), often tying it back with fillets to keep it out of their eyes. Their garb varies depending upon their station or preferences; some wear ordinary-looking tunics, while others dress in regal finery. When they get angry, stormclouds gather and sparks of lightning often dance about their heads and hands.

Although storm giants tend to be noblehearted and true when push comes to shove, they have notoriously stormy tempers. They dislike intrusions on or disturbances of their privacy, as well as impositions of any sort, and may not react kindly to someone who offends them (inadvertently or not). Some of them may even think of themselves as gods (perhaps because the local peoples worship them!), making them even trickier to deal with.

Most storm giants are solitary, or associate with just a few others of their kind, cloud giants, or gods. Due to their long lifespans, they often become quite wise and learned, and may assemble extensive libraries... and hoards of treasure.

In combat, storm giants rely on their magical powers and lightning bolts; they rarely use weapons (but favor swords when they do). They sometimes wear elaborate plate armor (often forged for them by fire giant vassals).

Goblin

Ecology: Like orcs — who often rule over them — goblins can live in virtually any environment. They prefer caves and caverns (or even deeper underground lairs), mountains, and forests, but adventurers have found fur-clad goblins in arctic regions and feather-garbed ones in jungles and on tropical islands. They typically form small tribes led by a chieftain or shaman... though a goblin leader's power lasts only as long as he's strong and wily enough to keep it.

Some types of goblins have a strong aversion to sunlight. They remain underground virtually all the time, creeping out of their caves only at night or during the most overcast days.

Personality/Motivation: Normal sentient humanoid motivations. In most settings, goblins are cruel and malicious, slavishly obeying the orders of more powerful evil humanoids if necessary, and oppressing, taunting, enslaving, or torturing those weaker than themselves. In other Fantasy worlds, they're just one race among many, interacting readily and freely with the others.

Powers/Tactics: Goblins use the full range of tactics available to sentient humanoids. They fight frequently among themselves, with other goblin tribes, and against other humanoids. Spears, short swords, daggers, and short bows are the weapons they most commonly use; most goblin soldiers wear leather armor and carry shields.

Campaign Use: This character sheet represents a typical competent goblin the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser goblins — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: A goblin is a small humanoid typically standing no more than three to four feet tall. He has dark green skin, a large, flat nose, and sharp teeth in his mouth. Some goblins have claws on their fingers.

Hobgoblin

Ecology: The hobgoblin is a crossbreed between an orc and a goblin that can breed true. Like its parent races, it's highly adaptable and lives throughout the world. Many evil lords recruit hobgoblins for their armies, finding them nearly as strong and tough as orcs but easier to control.

Personality/Motivation: Normal sentient humanoid motivations. Most hobgoblins are self-interested and greedy, making them difficult to lead or command except through force and fear.

Powers/Tactics: Hobgoblins use the full range of tactics available to sentient humanoids. They favor

GOBLIN

Val	Char	Cost	Roll	Notes
9	STR	-1	11-	Lift 88 kg; 1½d6 HTH damage [1]
10	DEX	0	11-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
3	PD	1		*Total:* 3 PD (0 rPD)
3	ED	1		*Total:* 3 ED (0 rED)
4	REC	0		
20	END	0		
8	BODY	-2		
20	STUN	0		**Total Characteristics Cost: 15**

Movement: Running: 8m

Cost	Powers	END
3	**Sharp Teeth:** HKA 1 point No STR Bonus (-½)	1
-4	**Short Legs:** Running -4m (8m total)	
5	**Goblin's Eyes:** Nightvision	0

Skills

7 Stealth 13-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 15

Total Cost: 30

175 Matching Complications (50)

10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0



OPTIONS

Cost	Power
5	**Claws:** HKA 1 point (½d6 with STR)
+1	**Leathery Skin:** Resistant (+½) for 1 PD/1 ED
(15)	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Greatly Impairing)
(20)	**Psychological Complication:** Aversion To Sunlight (Common, Total)
(15)	**Psychological Complication:** Hatred Of [Another Tribe, Race, Or People] (Common, Strong)

HOBGOBLIN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
11	DEX	2	11-	
12	CON	2	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-2	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
4	PD	2		*Total:* 4 PD (0 rPD)
3	ED	1		*Total:* 4 ED (0 rED)
4	REC	0		
25	END	1		
11	BODY	1		
22	STUN	1		**Total Characteristics Cost: 26**

Movement: Running: 12m

Cost	Powers	END
5	**Hobgoblin's Eyes:** Nightvision	0

Skills

3 Stealth 11-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 12

Total Cost: 38

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



OPTIONS

Cost	Power
10	**Fangs:** HKA ½d6 (1d6+1 with STR)
8	**Claws:** HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
1	**Leathery Skin:** Resistant (+½) for 1 PD/1 ED
(15)	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls in sunlight or bright light (Infrequently, Greatly Impairing)
(20)	**Psychological Complication:** Aversion To Sunlight (Common, Total)
(15)	**Psychological Complication:** Hatred Of [Another Tribe, Race, Or People] (Common, Strong)

swords, axes, and flails as weapons, and usually equip themselves with leather, scale, or chain armors and shields.

Campaign Use: This character sheet represents a typical competent hobgoblin the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser hobgoblins — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Resembling a cross between a goblin and an orc, the hobgoblin is about five feet tall, broad-shouldered, and hirsute (though usually lacking facial hair). His skin tends to be green-black, but sometimes takes on a more reddish or purplish sheen.

INSECT-FOLK

Insect-Folk are sentient insectile beings with humanoid bodies.

Ecology: The ecology of the Insect-Folk varies from one type to another, but usually relates to or apes the behavior of the base insect type in some respect: termite-folk build large earthen mound-dwellings; beetle-folk tend to be solitary, well-armored, and aggressive. Similarly, they often live in the same sorts of environments as the base insect.

Personality/Motivation: Varies, based on type. Many insect-folk derive from hive or social insects, and so tend to work well together but often possess little personal initiative. They may also have rigidly-defined responsibilities, with limited Skill sets to match. Types that evolve from more solitary insects are independent.

Powers/Tactics: Varies, based on type. A few, such as the Mantasi, have natural weapons and tend to rely on them; others, like the Myrmex, use weapons like humans do. Due to their natural exoskeleton-like armor, most Insect-Folk don't wear armor themselves, though they may carry shields. Insect-Folk tend to have highly-developed senses, which makes it difficult to surprise them in combat.

Campaign Use: Presented below are character sheets for two types of Insect-Folk: the Mantasi (mantis-folk) and the Myrmex (ant-folk). You can use these as guidelines and inspiration for creating other Insect-Folk races, if you like: beetle-folk; wasp-folk; fly-folk; and so forth.

Mantasi

Description: The mantasi (singular mantai) are mantis-folk — humanoid praying mantises standing nearly seven feet tall with two legs and four long, muscular arms. They rarely wield melee weapons (relying instead on the sharp, chitinous ridges on their lower arms as natural weapons), but may carry throwing spears or blades for ranged combat.

The mantasi live in cities they build in jungles and forests; these cities blend almost seamlessly with the earth, rocks, and trees, leading to multi-level buildings that range from the treetops to underground. Although not as rigidly organized as the myrmex, mantasi society is hierarchical, with all authority descending from a powerful "overqueen." Females, who are larger and stronger than males on the average, and often smarter as well, dominate mantasi society.

Myrmex

Description: Myrmex (singular myrmo) are ant-folk — human-sized humanoid ants standing on two legs and using their other four limbs as arms. Some are reddish-skinned, others a glossy black, still others a sort of dusky gold-brown.

Myrmex warriors are fierce, well-disciplined fighters skilled at working together. Unlike many Insect-Folk, they often wear armor to supplement their chitinous skin, favoring leather and chain armors. In battle they carry two shields and two weapons (typically longswords, though spears and other polearms are not unknown). Myrmo archers can even fire two bows at once!

Myrmex society organizes the people into precisely-defined jobs or functions. This character sheet represents a myrmex warrior; myrmex who are breeders, workers, thinkers, or the like won't have the same Characteristics or Skills. A thinker myrmo, for example, is physically weak, but intellectually mighty, and can usually cast spells as well.

Kallicantzari

Ecology: Kallicantzari (the term is both singular and plural) are fanged, goat-headed humanoids. Although apparently derived from a vegetarian species, they are omnivores. They typically live in temperate plains and forests, shunning tropical climes, elevated areas, and cities with equal fervor.

Some adventurers have reported encounters with gigantic kallicantzari nearly as tall as storm giants. These titanic goat-men could be the gods or rulers of normal-sized kallicantzari, or may be as inimical to them as most ordinary giants are to humans. (To create one of these, apply a *Size* Template to the regular kallicantzari character sheet.)

Personality/Motivation: Normal sentient humanoid motivations. Unlike goblins and orcs, kallicantzari aren't noted for being generally evil or cruel, but many of them are temperamental. They also tend to be highly territorial, and fight fiercely to prevent intruders (including other kallicantzari) from invading their tribal space.

Although they normally prefer to remain in their own society, some kallicantzari venture out among other humanoids, often becoming mercenaries, herdsmen, or merchants renowned for their tenacious bargaining.

Powers/Tactics: Kallicantzari use the full range of tactics available to sentient humanoids. They favor spears, poleaxes, and axes as weapons, though one-handed weapon (swords, hammers) and shield combinations are not unknown. They wear armor as well, typically scale or chain mails.

Campaign Use: This character sheet represents a typical competent kallicantzari the PCs might encounter in a situation where you need a

MANTASI

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 10 PD (4 rPD)
4	**ED**	2		*Total:* 8 ED (4 rED)
5	**REC**	1		
25	**END**	1		
12	**BODY**	2		
24	**STUN**	2		**Total Characteristics Cost: 58**

Movement: Running: 14m
Leaping: 8m

Cost	Powers	END
12	**Arm-Blades:** HKA 1d6 (1½d6 with STR) Reduced Penetration (-¼)	1
12	**Chitinous Skin:** Resistant Protection (4 PD/4 ED)	0
2	**Mantasi Legs:** Running +2m (14m total)	1
2	**Mantasi Legs:** Leaping +4m (8m forward, 4m upward)	1
10	**Mantasi Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	**Mantasi Eyes:** Infrared Perception (Sight Group)	0
6	**Two Legs, Four Arms:** Extra Limbs (2) Inherent (+¼)	0

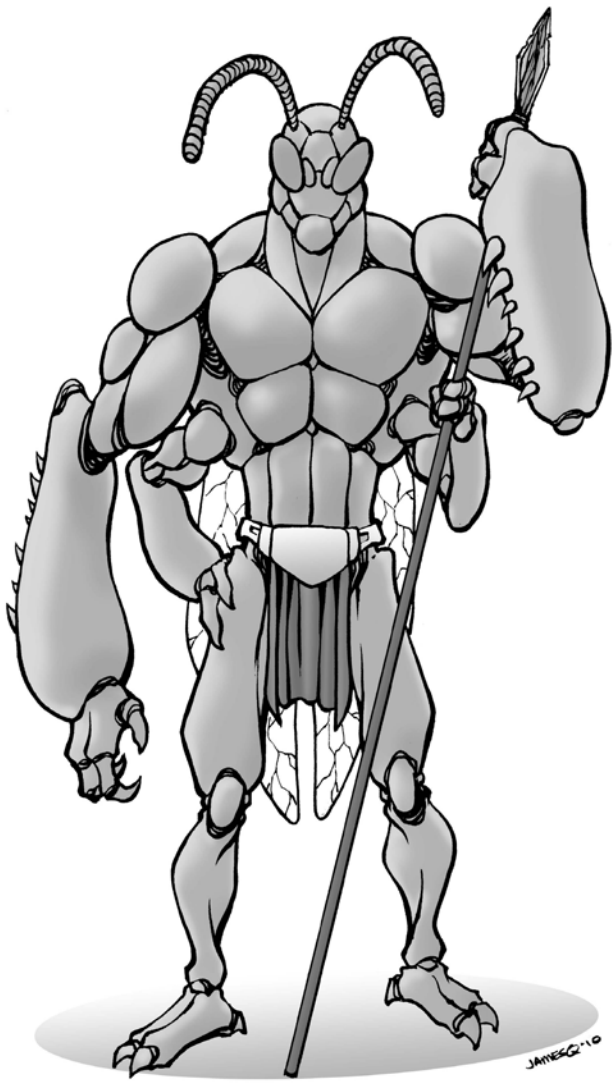
Skills

3	+1 OCV or DCV with Arm-Blades
3	Climbing 12-
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 60
Total Cost: 118

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size

Total Complications Points: 0
Experience Points: 0



OPTIONS

Cost	Power
+3	**Warrior Mantai:** Add Armor Piercing (+¼) for Arm-Blades
+11	**Scout Mantai:** Add +2 PER with all Sense Groups and Tracking for Normal Smell

MYRMEX

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
12	**DEX**	4	11-	
12	**CON**	2	11-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
8	**PRE**	-2	11-	PRE Attack: 1½d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 6 PD (2 rPD)
4	**ED**	2		*Total:* 6 ED (2 rED)
4	**REC**	0		
25	**END**	1		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 29**

Movement: Running: 12m

Cost	Powers	END
6	**Chitinous Skin:** Resistant Protection (2 PD/2 ED)	0
2	**Skilled Shield Wall:** +1 DCV Only When Using Shield Wall Maneuver (-1)	0
5	**Myrmex Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
5	**Myrmex Eyes:** Infrared Perception (Sight Group)	0
3	**Myrmex Senses:** +1 PER with all Sense Groups	0
6	**Myrmex Limbs:** Extra Limbs (2)Extra Limbs (2) Inherent (+¼)	0

Skills

8	+1 HTH
3	Climbing 11-
3	Stealth 11-
5	Two-Weapon Fighting (HTH)
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 50

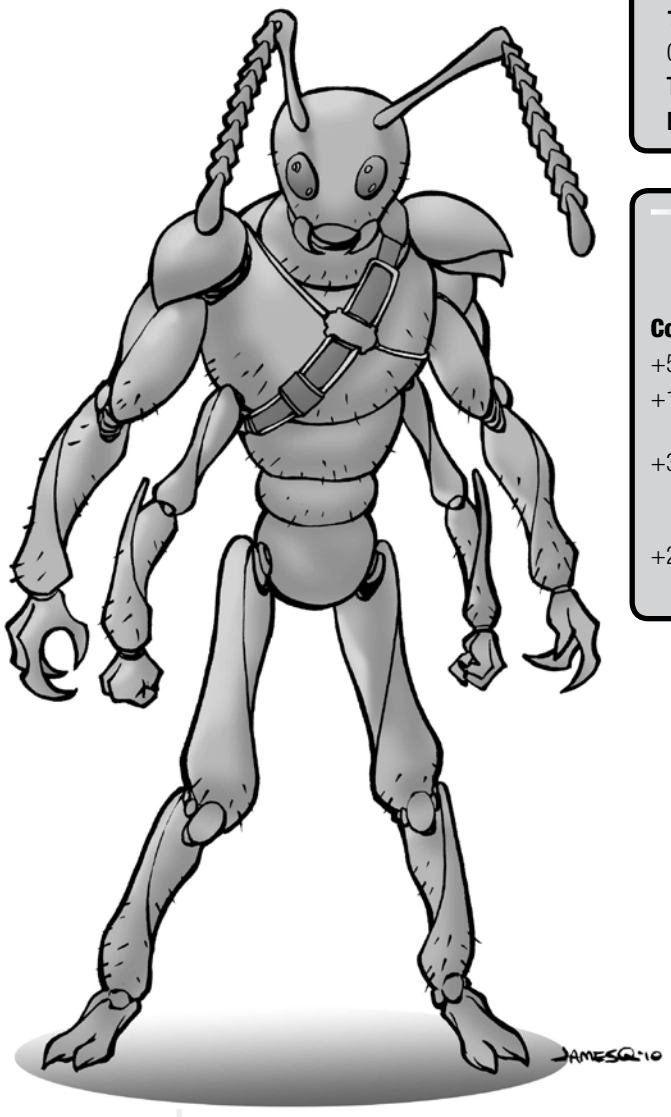
Total Cost: 79

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



OPTIONS

Cost	Power
+5	**Myrmo Archer:** Remove (HTH) from Two-Weapon Fighting
+16	**Myrmo Scout:** Increase to +3 PER with all Sense Groups, DEX +3, Stealth 13-
+35	**Myrmo Thinker:** -5 STR, -4 CON, -2 BODY, +5 INT, +5 EGO, +5 PRE, 40 points' worth of Magic Skills and spells, remove Two-Weapon Fighting and WFs
+2	**Myrmo Worker:** +5 STR, +3 CON, +3 BODY, remove Two-Weapon Fighting and WFs

KALLICANTZARI

Val	Char	Cost	Roll	Notes
12	**STR**	2	11-	Lift 133 kg; 2d6 HTH damage [1]
14	**DEX**	8	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
24	**STUN**	2		**Total Characteristics Cost: 59**

Movement: Running: 12m

Cost	Powers	END
7	**Horns:** HKA ½d6	1
	No STR Bonus (-½)	
3	**Fangs:** HKA 1 point	1
	No STR Bonus (-½)	
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0

Skills

3 Stealth 12-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 18

Total Cost: 77

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0

character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser kallicantzari — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The kallicantzari are goat-headed, goat-legged humanoids, their bodies covered with short fur (different tribes have different-colored fur; some warriors dye their fur). In addition to their short, sharp horns and un-goat-like fangs, they usually wield weapons such as spears, pole-axes, or axes.



LESHI

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
24	**DEX**	28	14-	
20	**CON**	10	13-	
25	**INT**	15	14-	PER Roll 14-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
8	**OCV**	25		
8	**DCV**	25		
7	**OMCV**	12		
7	**DMCV**	12		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
8	**PD**	6		*Total:* 8 PD (8 rPD)
8	**ED**	6		*Total:* 8 ED (8 rED)
6	**REC**	2		
40	**END**	4		
10	**BODY**	0		
30	**STUN**	5		**Total Characteristics Cost: 200**

Movement: Running: 22m
Teleportation: 40m

Cost	Powers	END
96	**Control Weather:** Change Environment (alter the weather), +/-4 Temperature Levels, Long-Lasting (weather patterns return to normal as per usual once leshi stops paying END), Varying Combat Effects	0
	Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Varying Effect (any type of weather; +1), Reduced Endurance (0 END; +½); No Range (-½)	
72	**Travelers' Hindrance:** Change Environment, -10m of Running/Ground Movement, Long-Lasting (ground conditions return to normal as per usual once leshi stops paying END)	0
	Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Reduced Endurance (0 END; +½)	
45	**Forest Forms:** Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any forest being or object shape), Instant Change	0
	Reduced Endurance (0 END; +½)	
144	**As Tall As Trees:** Growth (+60 STR, +20 CON, +20 PRE, +12 PD, +12 ED, +12 BODY, +24 STUN, +15m Reach, +48m Running, -24m KB, +8 to others' OCV to hit character, +8 to others' PER Rolls to perceive character, 32m tall, 16m wide, 400,000 kg)	0
	Reduced Endurance (0 END; +½); Linked (to Shape Shift; -¼)	
43	**As Small As Grass:** Shrinking (.032 m tall [about 1 inch], .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +36m KB)	0
	Reduced Endurance (0 END; +½); Linked (to Shape Shift; -¼)	
8	**Forest Spirit Form:** Resistant (+½) for 8 PD/8 ED	0
35	**Forest Spirit Form:** Life Support (Total)	0
64	**Hard To Kill:** Regeneration (4 BODY per Turn)	0
52	**Traveling The Forest:** Teleportation 40m, x125 Noncombat	0
	Reduced Endurance (0 END; +½); Only Within The Bounds Of The Leshi's Forest (-1)	
10	**Swift As The Wind:** Running +10m (22m total)	1
6	**Spirit Senses:** +2 PER with all Sense Groups	0

Skills

- 24 +2 Overall
- 7 Mimicry 16-
- 7 Stealth 16-
- 3 Tracking 14-
- 3 Ventriloquism 14-

Total Powers & Skills Cost: 619

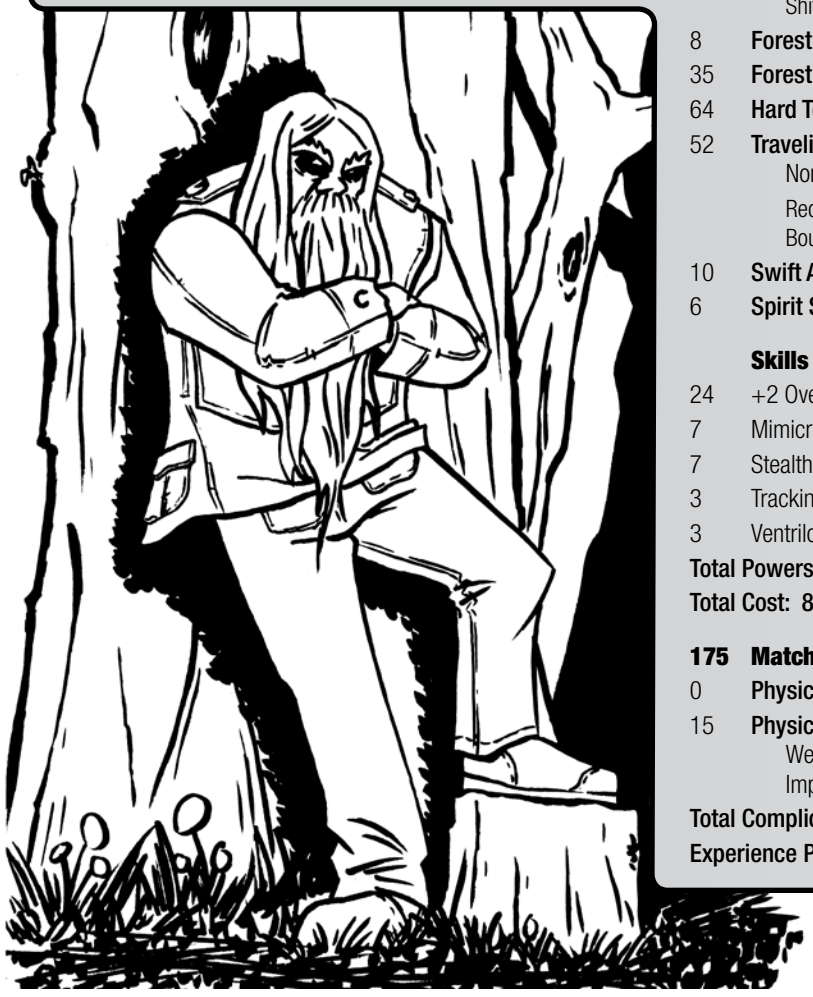
Total Cost: 819

175 Matching Complications (50)

- 0 **Physical Complication:** Human Size
- 15 **Physical Complication:** Cannot Affect Persons Who Wear Their Clothing Backwards (Infrequently; Greatly Impairing)

Total Complications Points: 15

Experience Points: 670



Leshi

Ecology: The *leshi* is a guardian spirit of the forest. Typically each forest has one leshi, though a large forest may have two or more. Some leshi are solitary; others have wives (*lesovikha*) and children (*leshonki*).

Personality/Motivation: By human standards, leshi have unusual and inscrutable personalities. On the one hand, some travelers tell stories about how a leshi helped them — led them out of the forest when they were lost, or scared away a fierce animal who tried to attack them. But even more people speak of leshis' mischievousness. They like to mislead, misdirect, and hinder travelers, deceive people with their ability to mimic animal noises, and play other "tricks" on folk who wander into their domain (particularly people who seem intent on causing harm). To keep on a leshi's good side, many folk make regular offerings of salt and bread at the edge of the forest.

Powers/Tactics: As forest spirits, leshi possess great magical powers over nature. Some of the abilities they demonstrate include: the power to control the weather (primarily to cause storms and floods); the ability to make it harder to travel through the forest; and the ability to cross a forest with great speed. They're also master shapechangers, able to assume the form of anything from the smallest blade of grass to the tallest tree. (The GM can also give a leshi other powers, such as the ability to Summon forest animals, if appropriate.) However, a leshi's powers have no effect against a character who puts his clothes and footwear on backwards (but this may slow down or otherwise impede the character, of course).

Campaign Use: Depending on the personality of an individual leshi, and how the PCs react to him, a leshi could become an unusual NPC in the campaign or a determined foe of the PCs. If the characters intentionally or accidentally insult a leshi, he'll use his powers to make their lives miserable (and perhaps even threaten them) as long as they're in his forest. On the other hand, if they propitiate him, or perhaps even do him a favor, he may become a quirky (and perhaps undependable) ally.

Appearance: A leshi looks like a man, but its flesh is strangely pale, its eyes a lambent green, and its beard and long, stringy hair also green. It wears clothes and boots, but puts the clothes on backwards and the boots on the wrong feet. It casts no shadow.

Lizard-Folk

Ecology: Lizard-Folk live in marshes and swamps, along coastlines, in jungles, and in other wet, hot, and/or humid areas. Although not cold-blooded, they dislike dry and cold weather and avoid areas that suffer from those conditions.

Lizard-Folk typically live in villages consisting of two or more extended clans; they support themselves through hunting and gathering, trade, selling craftworks, and the like. The young are hatched from eggs laid in the early spring by fertile females; many villages suffer from a certain level of overpopulation pressure that tends to make them more aggressive or daring than they'd otherwise be. Most clans and villages are matriarchal.

Personality/Motivation: Normal sentient humanoid motivations.

Powers/Tactics: Lizard-Folk use the full range of tactics available to sentient humanoids. They usually wear lighter armors (leather, scale) since they live in and around water. Most warriors fight with a one-handed weapon (sword, spear) and shield. Some clans rely on non-metallic substances for their weapons and armor (carved stone, specially-hardened wood or leather, shell, bone) due to the ease with which metal rusts in their native environment. If possible, Lizard-Folk try to lure opponents into or onto the water so they can exploit their swimming abilities for tactical advantage.

Campaign Use: This character sheet represents a typical competent Lizard-Folk the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser Lizard-Folk — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Lizard-folk are reptilian humanoids with short fangs and claws, forked tongues, and tails.

LIZARD-FOLK

Val	Char	Cost	Roll	Notes
12	STR	2	11-	Lift 133 kg; 2d6 HTH damage [1]
14	DEX	8	12-	
12	CON	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (1 rPD)
4	ED	2		*Total:* 4 ED (1 rED)
4	REC	0		
25	END	1		
12	BODY	2		
24	STUN	2		**Total Characteristics Cost: 55**

Movement: Running: 12m
Swimming: 8m

Cost	Powers	END
10	**Fangs:** HKA ½d6 (1d6+1 with STR)	1
8	**Claws:** HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼)	1
1	**Lizard-Folk Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**At Home In The Water:** Swimming +4m (8m total)	1
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 30

Total Cost: 85

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



OPTIONS

Cost	Power
12	**Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Extra Time (takes effect 1 Segment after victim is bitten; -½), Linked (to Fang HKA; -¼), No Range (-½), Fangs Must Do BODY (-½), 4 Charges (-1)
4	**Watery Warrior:** Environmental Movement: Aquatic Movement

MASQUER

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	**DEX**	10	12-	
15	**CON**	5	12-	
20	**INT**	10	13-	PER Roll 13-
12	**EGO**	2	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
4	**DMCV**	3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
5	**ED**	3		*Total:* 5 ED (0 rED)
6	**REC**	2		
30	**END**	2		
10	**BODY**	0		
26	**STUN**	3		**Total Characteristics Cost: 83**

Movement: Running: 12m



Cost	Powers	END
21	**Masquing:** Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form) Costs Endurance Only To Change Shape (+¼); Affects Body Only (-½)	2
7	**Masquing:** Imitation for Shape Shift Reduced Endurance (0 END; +½); Only Works If Masquer Establishes Skin-To-Skin Contact With Person To Be Imitated (-1)	0
18	**Throttling:** RKA ½d6 NND (defense is having rigid armor on the neck, a PD force-field, or Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Constant (+½), Reduced Endurance (½ END; +¼); No Range (-½), Must Follow Grab (-½)	1
10	**Iron Grip:** +20 STR Only For Grabs (-1)	2
3	**Masquer's Senses:** +1 PER with all Sense Groups	0
5	**Masquer's Nose:** Tracking for Normal Smell	0

Skills

6	+3 OCV with Throttling
3	Climbing 12-
3	Sleight Of Hand 12-
7	Stealth 14-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 87

Total Cost: 170

175 Matching Complications (50)

0	**Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 45

OPTIONS

Cost	Power
+1	**Greater Masquer:** Change to Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any humanoid form), Imitation, Costs Endurance Only To Change Shape (+¼); Affects Body Only (-½) (and remove Imitation as a naked Adder)

Masquer

Ecology: Masquers are carnivores who eat the flesh of humanoids. They use their powers of shape-changing and shape-mimicking to approach their victims without arousing suspicion, then attack from surprise.

It's not known what sort of society (if any) masquers maintain, or how they reproduce. Some experts claim they breed like mammals; others say they create their young by budding. A few adventurers claim to have found entire underground cities inhabited by these beings, but most people consider those claims nothing but tavern tales.

Personality/Motivation: Normal sentient humanoid motivations. Although they often seem "evil" to humans, masquers as a species aren't necessarily any more evil than any other predator that preys on humanoids.

Powers/Tactics: Masquers rely on stealth and surprise to make their attacks. All they have to do is get close enough to wrap their long, strong fingers around a victim's neck. If they fail to score a quick kill, or they're discovered before completing the task, they flee.

Although powerful, a masquer's shapechanging powers aren't unrestricted. First, they cannot duplicate a person's features unless they can touch that person's skin (the person doesn't have to be alive, but his corpse must be undecayed). Second, they can only duplicate flesh, not worn or carried items; they usually take the armor, weapons, and other possessions of their victims to complete their disguise. However, once it assumes a form, it can later assume that form at any time, even without re-establishing skin contact.

As intelligent humanoid beings, masquers can learn to cast spells or use Skills, though they usually do not.

Campaign Use: Like the living chest, the masquer is as much a trap as it is a creature. With the cooperation of a willing player, you can have a masquer infiltrate the party and wreak havoc as it manipulates events so it can kill and eat the entire group.

Appearance: The humanoid masquer has no features (facial or otherwise) and its skin has a bland, neutral grey color throughout. In most situations it retains the appearance and features of the last person it copied.

Mer-Folk

Ecology: Mer-Folk are human-fish hybrid creatures who live beneath the waves. Most can breathe in the open air as easily as they can underwater, but some races can only extract oxygen from the water.

Mer-Folk live in towns or cities built on the sea floor or the slopes of underwater mountains. They favor relatively shallow areas where some sunlight can still penetrate, regarding the unlit depths with the same potential dread humans reserve for tall mountains and dark forests. They mainly subsist by hunting and gathering, though sometimes they cultivate crops of kelp and other underwater plants.

Personality/Motivation: Normal sentient humanoid motivations. Some Mer-Folk have a well-deserved reputation for mischievousness and even wickedness; they fear and hate surface-dwellers and may send them to their deaths by causing ships to tear their hulls open on the rocks or luring sailors to jump overboard to embrace beautiful mermaids. Others are noble and true, often allying with coastal humans and elves to fight their mutual enemy, the deadly sharthak (page 275).

Powers/Tactics: Mer-Folk use the full range of tactics available to sentient humanoids, limited by the fact that they fight underwater. For example, they typically restrict themselves to tridents, spears, polearms, daggers (and similar small weapons), and nets, rather than ineffectual slashing or chopping weapons. They rarely wear armor, but if they do it's leather armor (made from sharkskin or the like).

When someone attacks a merman or mermaid, use the Lamia Hit Location Table (page 167) to determine where the blow falls.

Campaign Use: This character sheet represents a typical competent Mer-Folk the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser Mer-Folk — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Mer-folk look like ordinary humans from the waist up, but have fishes' tails and fins from the waist down. They often wear jewelry, but usually little else in the way of clothing or ornamentation.

MER-FOLK

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
12	DEX	4	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		*Phases:* 6, 12
4	PD	2		*Total:* 4 PD (0 rPD)
3	ED	1		*Total:* 3 ED (0 rED)
5	REC	1		
25	END	1		
10	BODY	0		
26	STUN	3		**Total Characteristics Cost: 25**

Movement: Running: 0m
Swimming: 12m

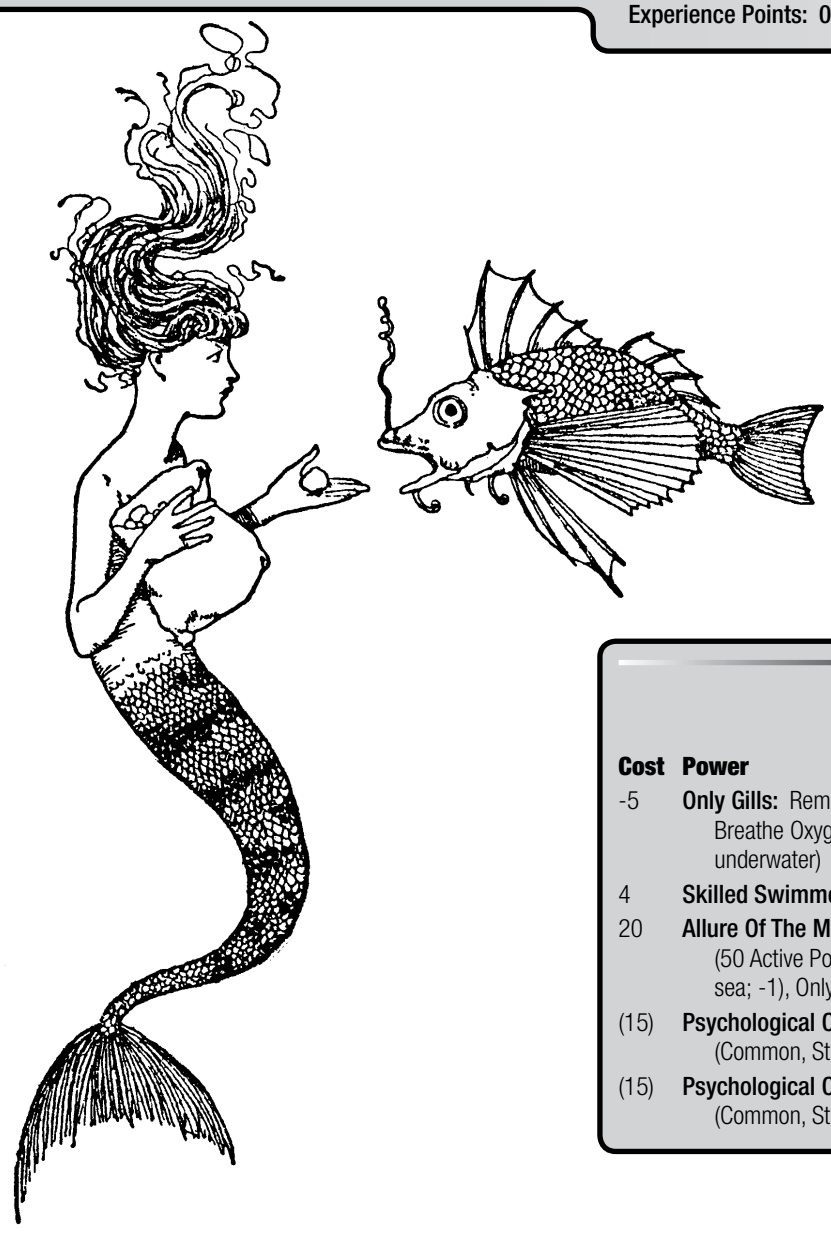
Cost	Powers	END
5	**Gills And Lungs:** Life Support (Expanded Breathing: Breathe Oxygen)	0
3	**Aquatic Body:** Life Support (Safe Environment: High Pressure, Intense Cold)	0
4	**Aquatic Body:** Swimming +8m (12m total)	1
-12	**Fish-Like Tail:** Running -12m (0m total)	
5	**Aquatic Eyes:** Nightvision	0
5	**Aquatic Eyes:** Infrared Perception (Sight Group)	0

Skills

2 Survival (Underwater) 11-
5 WF: Common Melee Weapons, Common Missile Weapons, Nets

Total Powers & Skills Cost: 17
Total Cost: 42

175 Matching Complications (50)
0 **Physical Complication:** Human Size
Total Complications Points: 0
Experience Points: 0



OPTIONS

Cost	Power
-5	**Only Gills:** Remove Life Support (Expanded Breathing: Breathe Oxygen) (character's default environment is underwater)
4	**Skilled Swimmer:** +2 with Swimming
20	**Allure Of The Mermaid:** Mind Control 8d6, Telepathic (+¼) (50 Active Points); Set Command (come join me in the sea; -1), Only Works On Men (-½)
(15)	**Psychological Complication:** Hatred Of The Sharthak (Common, Strong)
(15)	**Psychological Complication:** Hatred Of Surface-Dwellers (Common, Strong)

MIGDALAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
7	OMCV	12		
7	DMCV	12		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	4		*Total:* 6 PD (2 rPD)
6	ED	4		*Total:* 6 ED (2 rED)
10	REC	6		
40	END	4		
12	BODY	2		
30	STUN	5		**Total Characteristics Cost: 134**

Movement: Running: 12m

3

OPTIONS

Cost	Power
60	**Migdalar Adept:** Add 50 points' worth of Mental Powers (enough to increase Multipower reserve to 75 points and all slots proportionately, or to buy additional powers) and increase Combat Skill Levels to +3 with Multipower
+36	**Migdalar Lord:** +5 STR, +5 DEX, +5 CON, +5 BODY, increase Claws and Fangs to HKA 1d6 each, and add 6 points' worth of WFs
60	**Migdalar Mage:** Add 60 points' worth of Magic Skills, spells, and abilities
var	**Slaves:** One or more Followers of various point totals and abilities



Cost	Powers	END
50	**Migdalar Brain:** Multipower, 50-point reserve	
5f	**1) Control The Mind:** Mind Control 8d6 Telepathic (+¼)	5
5f	**2) Trick The Mind:** Mental Illusions 8d6 Reduced Endurance (½ END; +¼)	2
5f	**3) Ravage The Mind:** Mental Blast 4d6 Reduced Endurance (½ END; +¼)	2
4f	**4) Torture The Mind:** Mental Blast 3d6 Constant (+½)	4
5f	**5) Explore The Mind:** Telepathy 8d6 Reduced Endurance (½ END; +¼)	2
5f	**6) Find The Mind:** Mind Scan 8d6 Reduced Endurance (½ END; +¼)	2
3f	**7) Shackle The Mind:** Severe Transform 1½d6 (humanoid being to migdalar's willing slave; heals back through another application of this power or various mind-curing spells or abilities) ACV (uses OMCV versus DMCV; +¼), AVAD (Mental Defense; +0), Line Of Sight (+½), Works Against EGO, Not BODY (+¼); Limited Range (40m; -¼), Limited Target (sentient humanoids; -½)	5
30	**Mindspeech:** Mind Link (any eight minds at once)	0
8	**Claws:** HKA ½d6 (1½6 with STR) Reduced Penetration (-¼)	1
7	**Fangs:** HKA ½d6 No STR Bonus (-½)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
10	**Tough Mind:** Mental Defense (10 points)	0
1	**Underground Dweller:** Life Support (Expanded Breathing: Thin Air)	0
5	**Migdalar Eyes:** Nightvision	0
5	**Migdalar Eyes:** Infrared Perception (Sight Group)	0
6	**Migdalar Arms:** Extra Limbs (2) Inherent (+¼)	0
	Skills	
5	+1 with Migdalar Brain Multipower	
3	Interrogation 13-	
3	Stealth 12-	
2	Survival (Underground) 13-	

Total Powers & Skills Cost: 169

Total Cost: 303

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 178

Migdalar

Ecology: The migdalar (the name is both singular and plural) dwell deep underground. They use their vast mental powers to attack, overwhelm, and capture food animals — humans and other humanoids — then carry them back to their vast, eerie underground cities to eat them alive or turn them into slaves. They particularly enjoy elven brains, which they consider a delicacy.

It's unknown whether the migdalar have genders, or how they reproduce. All the migdalar encountered by adventurers look the same and have no overt gender characteristics.

Personality/Motivation: The migdalar are thoroughly evil and cruel. They delight in torturing helpless victims (perhaps feeding off the psychic cries of agony in the victim's brain), enslaving free-willed beings, and playing cat-and-mouse with adventuring parties using their illusion-powers. Other underground races sometimes ally with them due to their vast power, only to find out they're quick to abandon "friends" at the first sign of trouble (or the first opportunity to gain by double-cross).

Powers/Tactics: Migdalar use the full range of tactics available to sentient humanoids. Despite their generally evil, self-interested attitude, they work together well against a common foe (perhaps because they can maintain a constant line of communication via Mind Link). In combat they rely almost exclusively on their psionic powers, striking from surprise whenever possible.

Migdalar rarely wear armor or use weapons... but their slaves do. Since even the lowliest migdalar has a few slaves at his beck and call, an encounter with one typically means encountering numerous slaves as well. Slaves are often equipped with arms and armor, and the migdalar have no scruples about having their slaves make suicidal attacks or defensive actions while they (the migdalar) beat a hasty retreat. Some slaves are spellcasters as well, or have been turned into living "psionic bombs" by their masters — upon receiving a mental trigger from their masters, they die, in the process emitting agonizing waves of "psychic death-energy" (a high-powered Mental Blast, Does BODY, or even an RKA, ACV, AVAD, Does BODY, in an Area Of Effect (Radius)).

A few migdalar have developed their mental powers to a greater level, making them even more dangerous to adventurers. Others, known as "lords" to adventurers, are larger, stronger, and harder to kill. And occasionally heroes encounter a migdalar who's studied magic and can cast spells as well as use his natural powers! (In a Science Fiction setting, the equivalent would be a migdalar technologist armed with powerful weapons and gadgets.)

When someone attacks a migdalar, use the accompanying Hit Location Table. It's easier than normal to hit a migdalar's vitals (because of its semi-translucent skin), but harder than normal to hit its brain (since it doesn't have a head in the human sense).

Campaign Use: This character sheet represents a typical competent migdalar the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser migdalar — the young, the elderly, and the like — would of course have slightly lower Characteristics and so forth.

Appearance: The horrifying migdalar is acephalic, with just a slight ridge between its shoulders where a human's head would be. Its brain is in its chest, and it has eyes and a large, fanged mouth in its torso as well. Its four arms have three clawed fingers each, and its feet three taloned toes (two forward, one back). Its skin is slick and slimy, without any hair at all, and so pallid that it's semi-translucent; not only do its black-blooded veins stand out clearly, but the faint outlines of its brain and internal organs can sometimes be seen.

MIGDALAR HIT LOCATION TABLE

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

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

MINIKIN

Val	Char	Cost	Roll	Notes
2	**STR**	-8	9-	Lift 16 kg; 0d6 HTH damage [1]
12	**DEX**	4	11-	
8	**CON**	-2	11-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
14	**DCV**	55		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
2	**PD**	0		*Total:* 2 PD (0 rPD)
2	**ED**	0		*Total:* 2 ED (0 rED)
3	**REC**	-1		
15	**END**	-1		
2	**BODY**	-8		
10	**STUN**	-5		**Total Characteristics Cost: 49**

Movement: Running: 1m
Leaping: 0m
Swimming: 0m

Cost	Powers	END
-11	**Tiny Legs:** Running -11m (1m total)	
-2	**Swims Very Slowly:** Swimming -4m (0m total)	
-2	**Tiny Legs:** Leaping -4m (0m total)	

Skills

7	Climbing 13-
25	Stealth 22-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 21

Total Cost: 70

175 Matching Complications (50)

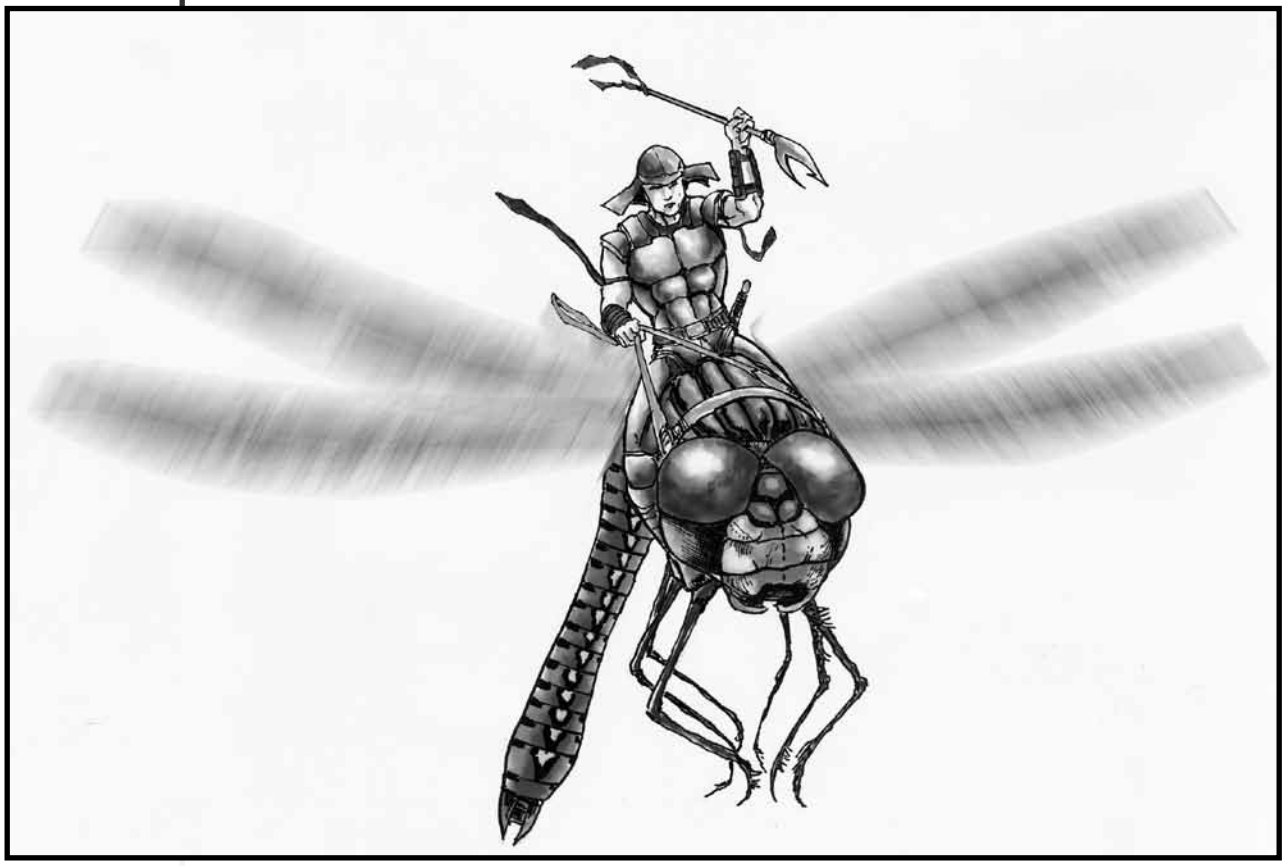
25 **Physical Complication:** Minute (.064m; +30m KB) (Very Frequently, Greatly Impairing)

Total Complications Points: 25

Experience Points: 0

OPTIONS

Cost	Power
6	**Mouse-Rider:** Animal Handler (Mice and Rats) 11-, Riding 11-, TF: Mice
6	**Dragonfly-Rider:** Animal Handler (Insects) 11-, Riding 11-, TF: Dragonfly



Minikin

Ecology: Minikins are humans only two and a half inches tall — about the length of an ordinary human's thumb! They live in villages that are typically located in brambles, thickets, or overgrown areas that they can easily get in and out of but which larger creatures cannot.

Personality/Motivation: Normal sentient humanoid motivations. Minikins often regard humans and other "large folk" as loud, destructive, dangerous, and to be avoided. Even a friendly Man or Elf can accidentally obliterate a minikin stronghold by stepping on the wrong spot.

Powers/Tactics: Minikins use the full range of tactics available to sentient humanoids... though their weapons are so small they can't have much affect against a normal-sized foe (even an unarmored one) except in great numbers. They often have to rely on cleverness, and on their enemies' capacity to underestimate them, to get the better of an adversary.

Minikins often train small animals to serve them the way horses, cattle, and dogs serve humans. Warriors, couriers, and other minikins often ride mice, dragonflies, and similar creatures as mounts.

Campaign Use: This character sheet represents a typical competent minikin the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser minikins — craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Minikins are humans who are just two and a half inches tall. They wear clothing and armor, and carry weapons, appropriate to the region they live in, but scaled to their diminutive size.

Minotaur

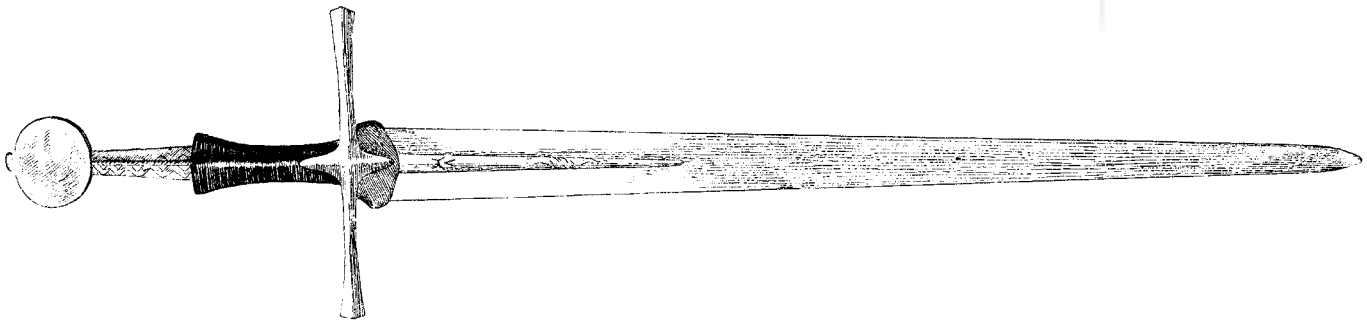
Ecology: Minotaurs live by themselves, preferably in labyrinths (whether man-made, or the result of natural cavern formation). Those unable to find a labyrinth typically lair in ruins, thick forests, or similar places. They dwell together only during the mating season (when the male lives with the female until the calf is born) or when forced to by some greater power (such as a wizard who employs minotaurs as guards). Minotaurs primarily consume meat, and especially enjoy the taste of human flesh.

Personality/Motivation: Minotaurs are intelligent, and have the normal motivations common to intelligent beings: comfort, power, survival, and more. A few show traces of even greater intelligence; they learn to read and sometimes become scholars or philosophers. On the other hand, some are entirely bestial (they have the *Near-Human Intelligence* Physical Complication). But no matter how intelligent, minotaurs have short tempers; they're quick to anger and slow to forgive.

Powers/Tactics: Minotaurs typically fight by bellowing (to scare the opponent) and then charging, so they can butt their opponent or gore him with their horns. They prefer to fight one-on-one, and usually avoid charging into groups of foes if they can. They know how to use weapons, and often carry sword and shield for use after the charge.

Campaign Use: You can use the minotaur character sheet as a template for other animal-headed men: deer-men, lion-men, eagle-men, and more. (See also the *Animal-Men* in Chapter Five.)

Appearance: Minotaurs are creatures with the body of men and the head (and sometimes hooves) of a bull. Their mouths are filled with small, sharp fangs. Thick, coarse, short dark hair covers its body.



MINOTAUR

Val	Char	Cost	Roll	Notes
23	**STR**	13	14-	Lift 600 kg; 4½d6 HTH damage [2]
16	**DEX**	12	12-	
25	**CON**	15	14-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 12 PD (3 rPD)
8	**ED**	6		*Total:* 8 ED (3 rED)
10	**REC**	6		
50	**END**	6		
18	**BODY**	8		
42	**STUN**	11		**Total Characteristics Cost: 127**

Movement: Running: 20m
Leaping: 10m



Cost	Powers	END
15	**Horns:** HKA 1d6 (2d6+1 with STR)	1
8	**Bite:** HKA ½d6 (2d6 with STR) Reduced Penetration (-¼)	1
2	**Bellow:** +5 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must bellow; -¼)	0
3	**Leathery Skin:** Resistant (+½) for 3 PD/3 ED	0
2	**Heavy:** Knockback Resistance -2m	0
8	**Long Legs:** Running +8m (20m total)	1
6	**Minotaur's Senses:** +2 PER with all Sense Groups	0
5	**Minotaur's Eyes:** Nightvision	0
5	**Keen Nose:** Tracking for Normal Smell	0

Talents

3 Bump Of Direction

Skills

8 +1 HTH
6 +2 with Move By, Move Through, and Strike
6 AK: Home Labyrinth 14-
3 Stealth 12-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 82
Total Cost: 209

175 Matching Complications (50)

0 **Physical Complication:** Human Size
10 **Psychological Complication:** Short-Tempered (Common, Moderate)

Total Complications Points: 10
Experience Points: 74

MYCETON

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
10	**DEX**	0	11-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
3	**OCV**	0		
3	**DCV**	0		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (2 rPD)
3	**ED**	1		*Total:* 3 ED (2 rED)
5	**REC**	1		
30	**END**	2		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 24**

Movement: Running: 12m

Cost	Powers	END
12	**Spore Puff:** Sight and Smell/Taste Group Flash 4d6 No Range (-½), 8 Charges (-½)	[8]
15	**Fungus Body:** Physical Damage Reduction, Resistant, 50% Doesn't Apply To Slashing/Chopping Attacks (-1)	0
2	**Tough Hide:** Resistant (+½) for 2 PD/2 ED	0
5	**Myceton Senses:** Nightvision	0
5	**Myceton Senses:** Infrared Perception (Sight Group)	0
5	**Myceton Senses:** Tracking for Normal Smell	0
6	**Myceton Senses:** +2 PER with all Sense Groups	0

Skills

3 Stealth 11-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 57

Total Cost: 81

175 Matching Complications (50)

0 **Physical Complication:** Human Size

10 **Vulnerability:** 1½ x STUN from Fire (Common)

10 **Vulnerability:** 1½ x BODY from Fire (Common)

Total Complications Points: 20

Experience Points: 0



OPTIONS

Cost	Power
30	**Choking Spores:** Entangle 3d6, 3 PD/3 ED, Takes No Damage From Attacks (+1); No Range (-½), 8 Charges (-½)
20	**Sleep Spores:** Drain STUN 4d6; No Range (-½), 8 Charges (-½)
6	**Many-Limbed:** Extra Limbs (typically 2-4), Inherent (+¼)
10	**Many-Eyed:** Increased Arc Of Perception (360 Degrees) for Sight Group

Myceton

Ecology: Mycetons (MY-kuh-tons) are fungus-folk — sentient, humanoid-shaped fungi (or masses of fungi) — who live underground in large colonies. They feed on dead and decaying vegetation, which they either grow or drag down into their caverns from the surface. They reproduce through a form of budding; they don't seem to have genders the way humans, dwarves, and most other sentient species do.

Personality/Motivation: Normal sentient humanoid motivations. Although they normally seem somewhat placid and slow, in truth mycetons are fiercely territorial, quick to fight if they think another species is invading their space or otherwise threatening them.

Powers/Tactics: Mycetons use the full range of tactics available to sentient humanoids. In battle they mainly fight with weapons (favoring clubs and club-like weapons such as maces), but can also emit small, short-range clouds of spores that sting the eyes. Some have other spore weapons as well. They rarely wear armor, relying instead on their natural resilience.

Campaign Use: This character sheet represents a typical competent myceton the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser mycetons — fungus farmers, tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Mycetons are pallid, shambling, humanoid masses of fungus. They have no obvious eyes or other sensory organs, though they do have head-like protrusions (which sometimes resemble large mushrooms). Their appearance can vary wildly, even within the same colony — some have multiple arms or heads, or different skin colors, or more fingers on their hands than normal.

NYMPH OPTIONS

Cost	Powers
29	**Strike Blind:** Major Transform 8d6 (sighted person to blind person, heals back through corrective spells); Limited Range (100m; -¼), Limited Targets (sighted beings; -½), All Or Nothing (-½), Only Works On Those Who Have Gazed On The Naiad Without Her Permission (-½)

NYMPHS

Nymphs are nature spirits in the form of beautiful maidens. They live in isolated wilderness areas, encountering humans (and similar races) only rarely. They may enjoy good relations with elves who live in their forests and treat them with respect. (See *Nature Spirit* on page 215 for a similar creature.)

Ecology: As spirits, nymphs need not eat or drink and are immune to many forms of damage. However, they can be hurt by direct attacks, and often other means as well. They're usually "tied" to some specific area or region; if they leave it they may suffer and die.

Personality/Motivation: Nymphs aren't evil so much as they are selfishly carefree. They simply want to be left alone to enjoy themselves... but sometimes "enjoying themselves" requires the unwilling company of human men. If denied or angered, they may respond by trying to harm their tormentor in some way, or just flee.

Many nymphs serve as guardians of a particular place or natural object. As such, they fight fiercely to protect it, and use their powers harshly against anyone who threatens it.

Powers/Tactics: Nymphs have no liking for, or ability in, physical combat; they fight with their magical powers and feminine wiles.

Campaign Use: In a dramatic sense, nymphs represent a fear both of the wilderness and of female sexuality — pretty heady stuff for most Fantasy Hero campaigns. But you can also use them as unusual "monster" encounters, a source of adventures, and even for comedic purposes. Imagine, for example, what happens if a hero and a dryad fall in love and he has to go on a quest to find a way to "free" her from her tree, or if the local naiad ends up serving as a sort of advisor for lovelorn PCs?

Dryad

Description: A dryad, also known as a hamadryad, is a tree-spirit in the shape of a beautiful human maiden with long, blonde hair, typically wearing a diaphanous gown or a short tunic. Sometimes the dryad's appearance changes to mirror the seasons of the year, or her features seem to age as her tree ages.

Every dryad is linked to a specific tree — usually a large, strong one such as an oak. She can "merge" with that tree, stepping into it as if it weren't solid, and can grant that power to one other person (*e.g.,* a man under the effect of her Mind Control). Her life force intertwines with the tree so strongly that she cannot go more than 40m from it, or she quickly withers and dies; similarly, she automatically takes any damage inflicted on the tree.

DRYAD

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	**DEX**	20	13-	
15	**CON**	5	12-	
15	**INT**	5	12-	PER Roll 12-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
6	**OMCV**	9		
6	**DMCV**	9		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
5	**REC**	1		
40	**END**	4		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 130**

Movement: Running: 12m
Teleportation: 40m

Cost	Powers	END
50	**Dryad Magic:** 50 points' worth of Magic Skills and spells related to nature	var
30	**Dryad's Allure:** Mind Control 15d6	7
	Set Command (stay with me and protect me and my tree; -1), Only Works On Men (-½)	
45	**Dryad's Home:** Desolidification (affected by magic or any attack that affects her tree while she's within it)	0
	Reduced Endurance (0 END; +½), Persistent (+¼), Usable Simultaneously (+½); Only To Merge With Her Tree (-1)	
5	**Nymph's Form:** Resistant (+½) for 5 PD/5 ED	0
60	**Nymph's Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
35	**Nymph's Form:** Life Support (Total)	0
12	**Dryad's Path:** Teleportation 40m	4
	Only To Return To Her Tree (-2), No Noncombat Multiple (-¼)	

Talents

3 Bump Of Direction
20 Universal Translator 12-

Skills

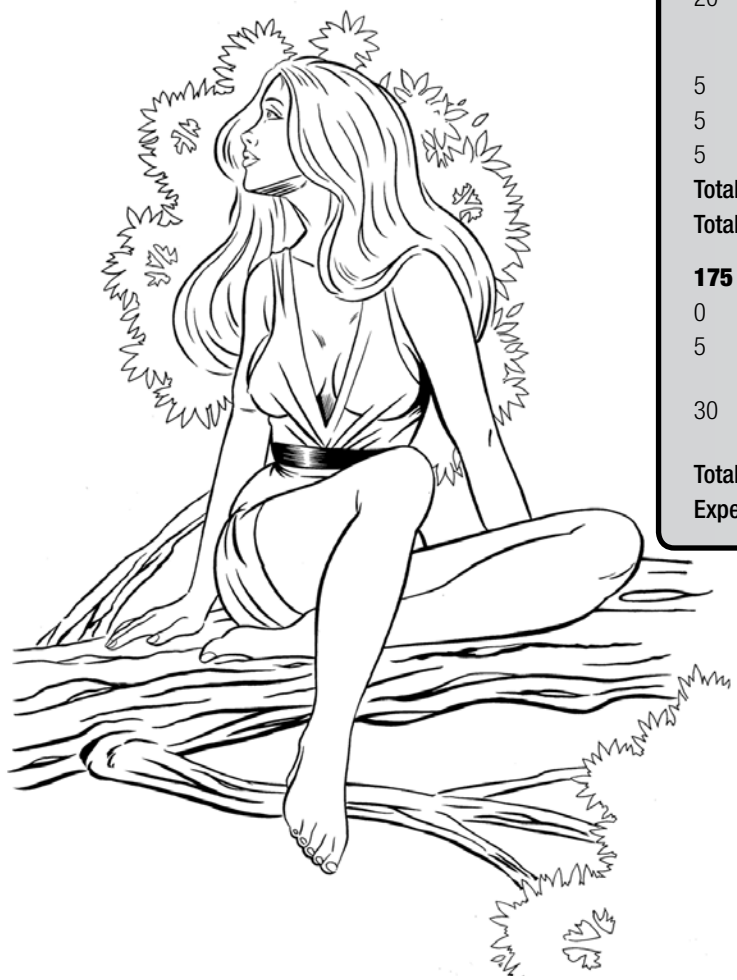
5 Charm 14-
5 Conversation 14-
5 Persuasion 14-

Total Powers & Skills Cost: 275
Total Cost: 405

175 Matching Complications (50)

0 **Physical Complication:** Human Size
5 **Susceptibility:** takes any damage inflicted on her tree; number of dice and interval varies (Uncommon)
30 **Susceptibility:** takes 3d6 per Segment if goes more than 40m from her tree (Uncommon)

Total Complications Points: 35
Experience Points: 245



Typically a dryad has two purposes in life. The first is to protect her tree, and to a lesser extent the trees around it that don't have their own dryads. She's quick to use her magic powers against anyone or anything that seems to present a threat to her tree. Second, she seeks male company to live with her and serve her. Many a hapless woodcutter, ranger, or scout has found himself snared in the wiles of a beautiful dryad and is never seen alive again. However, some dryads are more kindhearted and friendly, willing to help lost travelers or assist adventurers.

Dryads' magical powers all relate to nature in some way. Typical examples include animating trees and plants to fight for her, summoning animals, controlling the weather, and the like.

NAIAD

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
23	**DEX**	26	14-	
14	**CON**	4	12-	
15	**INT**	5	12-	PER Roll 12-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
7	**DCV**	20		
6	**OMCV**	9		
6	**DMCV**	9		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
5	**REC**	1		
40	**END**	4		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 145**

Movement: Running: 12m
Swimming: 20m

Cost	Powers	END
50	**Naiad Magic:** 50 points' worth of Magic Skills and spells related to water	var
27	**Blinding Splash:** Sight, Hearing, and Smell/Taste Group Flash 6d6	4
	Only Works On Targets In Or Within 4m Of The Naiad's Pool (-½)	
30	**Naiad's Allure:** Mind Control 15d6	7
	Set Command (stay with me and protect me and my pool; -1), Only Works On Men (-½)	
5	**Nymph's Form:** Resistant (+½) for 5 PD/5 ED	0
60	**Nymph's Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
35	**Nymph's Form:** Life Support (Total)	0
6	**Naiad's Travel:** Swimming +12m (20m total)	1

Talents

3	Bump Of Direction
20	Universal Translator 12-

Skills

5	Charm 14-
5	Conversation 14-
5	Persuasion 14-

Total Powers & Skills Cost: 251

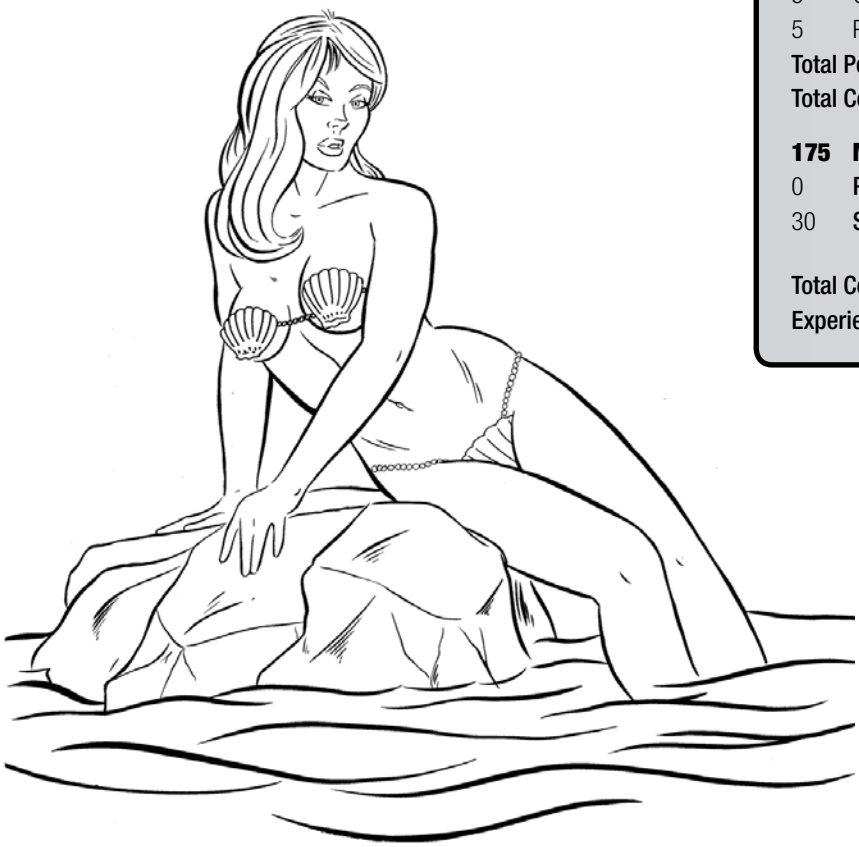
Total Cost: 396

175 Matching Complications (50)

0	**Physical Complication:** Human Size
30	**Susceptibility:** takes 3d6 per Segment if goes more than 40m from her pool (Uncommon)

Total Complications Points: 30

Experience Points: 241



Naiad

Description: A naiad is a water-spirit in the shape of a beautiful human maiden, with large, blue eyes. Her abode is a lake or pool of water in the wilderness, usually a pictureseque one fed by a stream or two. Unlike other nymphs, who are solitary, she often lives there with several of her sisters — the larger the body of water, the more naiads it can support.

Naiads are shy, and tend to flee into the depths of the water if confronted with force. However, they must protect their pools, and fight fiercely if anyone tries to spoil or harm them. When possible, they prefer to seduce men into fighting on their behalf; if that doesn't work, they rely on their magical water abilities. A few possess the power to strike blind anyone who gazes at them without their leave.

OREAD

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	**DEX**	20	13-	
18	**CON**	8	13-	
15	**INT**	5	12-	PER Roll 12-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
7	**DCV**	20		
7	**OMCV**	12		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (6 rPD)
6	**ED**	4		*Total:* 6 ED (6 rED)
7	**REC**	3		
35	**END**	3		
12	**BODY**	2		
28	**STUN**	4		**Total Characteristics Cost: 162**

Movement: Running: 18m
Teleportation: 80m

Cost	Powers	END
50	**Oread Magic:** 50 points' worth of Magic Skills and spells related to nature	var
43	**Cause Rockslide:** Blast 14d6 Indirect (Source Point is always "from above"; +¼); Only Versus Properly-Positioned Targets (-1)	9
30	**Oread's Allure:** Mind Control 15d6 Set Command (stay with me and protect me and my mountain; -1), Only Works On Men (-½)	7
45	**Oread's Home:** Desolidification (affected by magic r any attack that affects a rock while she's in it) Reduced Endurance (0 END; +½), Persistent (+¼), Usable Simultaneously (+½); Only To Merge With The Rocks Of Her Mountain (-1)	0
6	**Nymph's Form:** Resistant (+½) for 6 PD/6 ED	0
60	**Nymph's Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
35	**Nymph's Form:** Life Support (Total)	0
6	**Oread's Swiftness:** Running +6m (18m total)	1
32	**Oread's Path:** Teleportation 80m Only In And Around Her Mountain (-1½)	8

Talents

3 Bump Of Direction
20 Universal Translator 12-

Skills

5 Charm 14-
5 Conversation 14-
5 Persuasion 14-

Total Powers & Skills Cost: 345
Total Cost: 505

175 Matching Complications (50)
0 **Physical Complication:** Human Size
Total Complications Points: 0
Experience Points: 380



Oread

Description: An oread is a mountain-spirit in the shape of a beautiful human maiden with short hair, typically wearing a short tunic. She serves as a guardian of a particular mountain and everything on it, and will use her powers against those who seek to invade or despoil it without her permission. If necessary, she can even cause a rockslide, but this only works against targets in a position to be hurt by one (at the base of a slope with loose rocks on it, for example).

OGRE

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
12	**DEX**	4	11-	
23	**CON**	13	14-	
8	**INT**	-2	11-	PER Roll 11-
8	**EGO**	-2	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
11	**PD**	9		*Total:* 11 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
11	**REC**	7		
45	**END**	5		
20	**BODY**	10		
48	**STUN**	14		**Total Characteristics Cost: 109**

Movement: Running: 16m

Cost	Powers	END
8	**Fangs/Tusks:** HKA ½d6 (2½d6 with STR) Reduced Penetration (-¼)	1
2	**Ogreish Hide:** Resistant (+½) for 2 PD/2 ED	0
4	**Ogreish Legs:** Running +4m (16m total)	1
5	**Ogreish Eyes:** Nightvision	0
3	**Ogreish Senses:** +1 PER with all Sense Groups	0

Skills

2 Survival (one environment) 11-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 28

Total Cost: 137

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 12

3

OPTIONS

Cost	Power
+4	**Large-Fanged Ogre:** Increase Fangs/Tusks to HKA 1d6 (3d6 with STR)
8	**Claws:** HKA ½d6 (2½d6 with STR); Reduced Penetration (-¼)
6	**Multiple Heads:** +2 PER with all Sense Groups
10	**More Eyes Better:** Increased Arc Of Perception (360 Degrees) for Sight Group
5	**Extra Heads:** Extra Limbs (more heads), Inherent (+¼); Limited Manipulation (-¼)
(15)	**Psychological Complication:** Hatred Of [Another Tribe, Race, Or People] (Common, Strong)
(20)	**Psychological Complication:** Aversion To Sunlight (Common, Total)



Ogre

Ecology: Ogres are like orcs (see below) in many ways, and may in fact be related to them. Tough and hardy enough to survive almost any environment, they prefer hills, mountains, and northern climes. They usually live in caves or ruined buildings; they often lack the skills and patience to construct their own dwellings.

Ogres tend to live by themselves, or in small bands. They rarely form the large social units lesser humanoids seem to prefer, though they can be extremely territorial in some circumstances. Like orcs, they can eat just about anything, but prefer meat.

Personality/Motivation: Normal sentient humanoid motivations. Brutish and crude, ogres usually have simple drives: hunger, comfort, greed. The latter arises whenever they encounter

an opportunity to gain treasure, which they covet. Sometimes their desire for wealth and material comforts leads them to take service among humans or other sophisticated folk — they make superb shock troops and guards, provided the tasks assigned them don't require much mental acumen.

Powers/Tactics: Ogres use the full range of tactics available to sentient humanoids. They rely on their brute strength in battle, wielding large weapons and inflicting terrible wounds with virtually every hit. Most favor swords, clubs, and axes; for missiles they typically use spears. They wear armor if they can get it in a size that fits them, and if not they can piece something together from several smaller suits. If necessary, they can use their sharp teeth as weapons; some stop in mid-battle to have an impromptu feast on the succulent flesh of their fallen foes.

Some ogres have unusually high intelligence, and can learn to cast spells. They become shamans or wizards, and often leaders of their people.

Campaign Use: This character sheet represents a typical competent ogre the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser ogres — the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Ogres are big and tough — a challenging foe for all but the most accomplished heroes. A group of them could turn the tide in just about any battle, thanks to their strength.

Appearance: Ogres are six to eight foot tall humanoids with dun, ochre, or dark skin (a few sub-races have more unusual skin tones, such as bluish or reddish). They have thick, squat, prognathous heads featuring large, heavy browridges, and pointed ears. They often wear armor and carry large weapons.

Some types of ogres have even more unusual appearances. Multiple-headed ogres are not uncommon in some regions, and they tend to be even stronger and fiercer than single-headed ogres. In other parts of the world, ogres tattoo themselves with bizarre symbols and pictures.

Orc

Ecology: Orcs, like humans, can live just about anywhere, but they favor underground areas (caves and the like), hills, mountains, and forests. As omnivores, they eat anything they can get their hands on in lean times, but prefer meat whenever possible (particularly the meat of men or elves). They typically live in tribes or clans, and may have an intense dislike for orcs from other tribes or regions — but sometimes a powerful leader welds the tribes together into a crude nation for a time.

In some settings, orcs have evolved various sub-races besides the standard greenish-skinned variety. "Black orcs" have skin so dark it borders on the black; they're stronger, tougher, meaner, taller, and never have an aversion to sunlight. "Grey orcs" are a little smaller and weaker than greenskins, but much smarter and more agile; they often become shamans, rogues, or even chieftains.

Personality/Motivation: Normal sentient humanoid motivations. In most settings, orcs are violent, cruel, and rapacious; they may be Evil, or simply barbaric. They often enjoy oppressing and exploiting lesser races (such as goblins) and may keep slaves. They have little in the way of culture in such settings. But in some Fantasy worlds, orcs are simply one more race among many, neither inherently Good nor inherently Evil. They may have art, loving families, strong castles, or the like; it all depends on how an individual orc is raised and what opportunities come his way.

Powers/Tactics: Orcs use the full range of tactics available to sentient humanoids. Orcish society is violent; even the most minor quarrel can escalate into a fight in the blink of an eye. As a result, most orcs know how to use weapons (daggers, at least), and keep them handy at all times. They don't fight well in units unless commanded by a strong leader... or a leader they fear more than they hate. Even then, it's not uncommon for an orc's temper or hatred to get the better of him and make him rebel.

Orcs' favored melee weapons tend to be scimitars, short swords, daggers, spears, and axes; for ranged combat they prefer bows, crossbows, and thrown spears. They typically wear scale mails, but sometimes have chainmail or plate armor taken from defeated foes.

Campaign Use: This character sheet represents a typical competent orc the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser orcs — slaves, traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Orcs represent a typical low-level humanoid foe in most Fantasy Hero campaigns. Although not as strong as ogres or trolls, they breed quickly, and may present a serious threat in large numbers or when well-led.

Appearance: Orcs are green-skinned humanoids, typically about five to six feet tall. They often have prominent noses (sometimes pig-like) and/or chins, pointed ears, teeth large and sharp enough to qualify as fangs or tusks, or nails large and hard enough to function as claws. They usually wear ragged clothing or armor — often cast-off bits scavenged from other races — and carry weapons.

ORC

Val	Char	Cost	Roll	Notes
12	**STR**	2	11-	Lift 133 kg; 2d6 HTH damage [1]
12	**DEX**	4	11-	
13	**CON**	3	12-	
8	**INT**	-2	11-	PER Roll 11-
8	**EGO**	-2	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
6	**REC**	2		
25	**END**	1		
13	**BODY**	3		
26	**STUN**	3		**Total Characteristics Cost: 39**

Movement: Running: 12m

Cost	Powers	END
1	**Orcish Hide:** Resistant (+½) for 1 PD/1 ED	0
5	**Orcish Eyes:** Nightvision	0
3	**Orcish Senses:** +1 PER with all Sense Groups	0

Skills

3 Stealth 11-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 16

Total Cost: 55

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0

3



OPTIONS

Cost	Power
10	**Fangs:** HKA ½d6 (1d6+1 with STR)
8	**Claws:** HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
+6	**Black Orc:** Buy Fangs and Claws (above), and add +3 STR, +2 CON, +1 BODY
+9	**Grey Orc:** Reduce STR to 10 and add +3 DEX, +5 INT
(20)	**Psychological Complication:** Aversion To Sunlight (Common, Total)
(15)	**Psychological Complication:** Hatred Of [Another Tribe, Race, Or People] (Common, Strong)

PAKASA

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	**DEX**	6	12-	
9	**CON**	-2	11-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
13	**PRE**	3	12-	PRE Attack: 2½d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
4	**REC**	0		
20	**END**	0		
9	**BODY**	-1		
20	**STUN**	0		**Total Characteristics Cost: 30**

Movement: Running: 16m
Leaping: 8m

Cost	Powers	END
8	**Claws:** HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼)	
4	**Cat's Swiftness:** Running +4m (16m total)	1
2	**Cat's Pounce:** Leaping +4m (8m forward, 4m upward)	1
5	**Cat's Eyes:** Nightvision	0
2	**Cat's Nose:** +1 to Smell/Taste PER Rolls	0
5	**Tail:** Extra Limb (1), Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3 Climbing 12-
3 Stealth 12-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 36
Total Cost: 66

175 Matching Complications (50)
0 **Physical Complication:** Human Size
Total Complications Points: 0
Experience Points: 0



OPTIONS

Cost	Power
+5	**Simburu (Lion-Folk):** reduce DEX to +2, add +2 STR, +3 CON, +2 BODY
+4	**Dumawe (Cheetah-Folk):** Increase to Running +8m
+10	**Feline Bond:** Animal Handler (Felines) (PRE +4)

Pakasa

Ecology: The Pakasa (singular paka), or Cat-Folk, are a race mixing the features of humans and felines. Soft fur covers their bodies. Although they all belong to the same species, they have "sub-species" just like humans do: tall, lean, fast cheetah-folk (the *Dumawe*); broad-shouldered, strong lion-folk (the *Simburu*); and others. Pakasa can live just about anywhere in a Fantasy world, though they tend to prefer either plains or forests in temperate, subtropical, and tropical regions.

Pakasa typically congregate in villages with their own kind. Most of them don't like living among other peoples, or having other peoples live in their villages — but as always, exceptions exist, and sometimes a paka goes out into the world to mingle with men, elves, and drakine. In their villages, the Pakasa are open and friendly, with the entire community working together to raise children, ensure that everyone has enough to eat (an oft-difficult task for a race that so strongly prefers meat to other types of food), and so forth.

Personality/Motivation: Normal sentient humanoid motivations. Additionally, Pakasa often have Complications reflecting their feline nature. They may hate the water, or have reduced meters of Swimming. They may be very fussy about their food and their environment, insisting that things be "just right." Some of them display a streak of independence, even stubbornness.

Powers/Tactics: Pakasa use the full range of tactics available to sentient humanoids. In combat, they rely on their swiftness and agility, which make them excellent warriors, hunters, and scouts. If a paka knows he has a SPD advantage over an opponent, he'll often Hold his Action, waiting for the best opportunity to strike. They prefer lighter armors, spears, short bladed weapons, and throwing weapons (the Simburu are an exception; they can bear the weight of heavier armors and carry heavier weapons).

Campaign Use: This character sheet represents a typical competent paka the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser Pakasa — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The Pakasa are humanoids about the same size and slightly less heavy, on the average, as humans. They have large eyes, large cat-like ears, and tiny claws on their fingertips. Short fur covers their bodies, often in spotted or striped patterns similar to those of leopards or tigers.

Ran-Tari

Ecology: The ran-tari (the term is both singular and plural) are batrachoids — human-sized frog-men. They're omnivores who dwell in swamps, marshes, rain forests, and like environments. As amphibians, they must keep their skins moist, which requires them to immerse themselves at least once per day (they can accomplish this by standing in the rain or having water poured on them, if necessary).

Unlike most humanoids, ran-tari care little for their infants, which are born from eggs in "litters" of one to three dozen. Any child who survives for two years is regarded as worth paying attention to and inducted into ran-tari society in a religious ceremony. Children are considered adults at age 5, when they reach average adult height and strength. The ran-tari lifespan is about 30-40 years.

Ran-tari live in "tribes" of two or more families led by the most powerful male, the *goolthas.* The males hunt, gather food, grow crops (if possible), and defend the tribe; the females and young maintain the homes, build dwellings, and perform other chores.

Personality/Motivation: Normal sentient humanoid motivations. Since they can only live in certain places, they're territorial and fight fiercely to defend their lands and homes.

Powers/Tactics: Ran-tari use the full range of tactics available to sentient humanoids. They usually carry bows, blowguns, spears, clubs, and axes as weapons and often take advantage of their ability to remain underwater for long periods of time to stage ambushes. Some tribes have poison-squirting glands located near their eyes; the poison, while not fatal, is caustic enough to blind a non-ran-tari temporarily if it gets in his eyes.

Campaign Use: This character sheet represents a typical competent ran-tari the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser ran-tari — traders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: A ran-tari looks like a humanoid frog or toad with greyish, greenish, or yellowish skin, long fingers, and powerfully-muscled legs. Specific skin-markings or patterns sometimes denote certain tribes.

RAN-TARI

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
12	**DEX**	4	11-	
12	**CON**	2	11-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
3	**PD**	1		*Total:* 3 PD (0 rPD)
2	**ED**	0		*Total:* 2 ED (0 rED)
4	**REC**	0		
25	**END**	1		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 28**

Movement: Running: 10m
Leaping: 8m
Swimming: 8m

Cost	Powers	END
1	**Amphibious:** Life Support (Extended Breathing: 1 END per Turn)	0
-2	**Weak Runner:** Running -2m (10m total)	
3	**Strong Leaper:** Leaping +4m (8m total)	1
2	**Webbed Hands And Feet:** Swimming +4m (8m total)	1
5	**Ran-Tari Eyes:** Nightvision	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

3 Stealth 11-

5 WF: Common Melee Weapons, Common Missile Weapons, Blowguns

Total Powers & Skills Cost: 21

Total Cost: 49

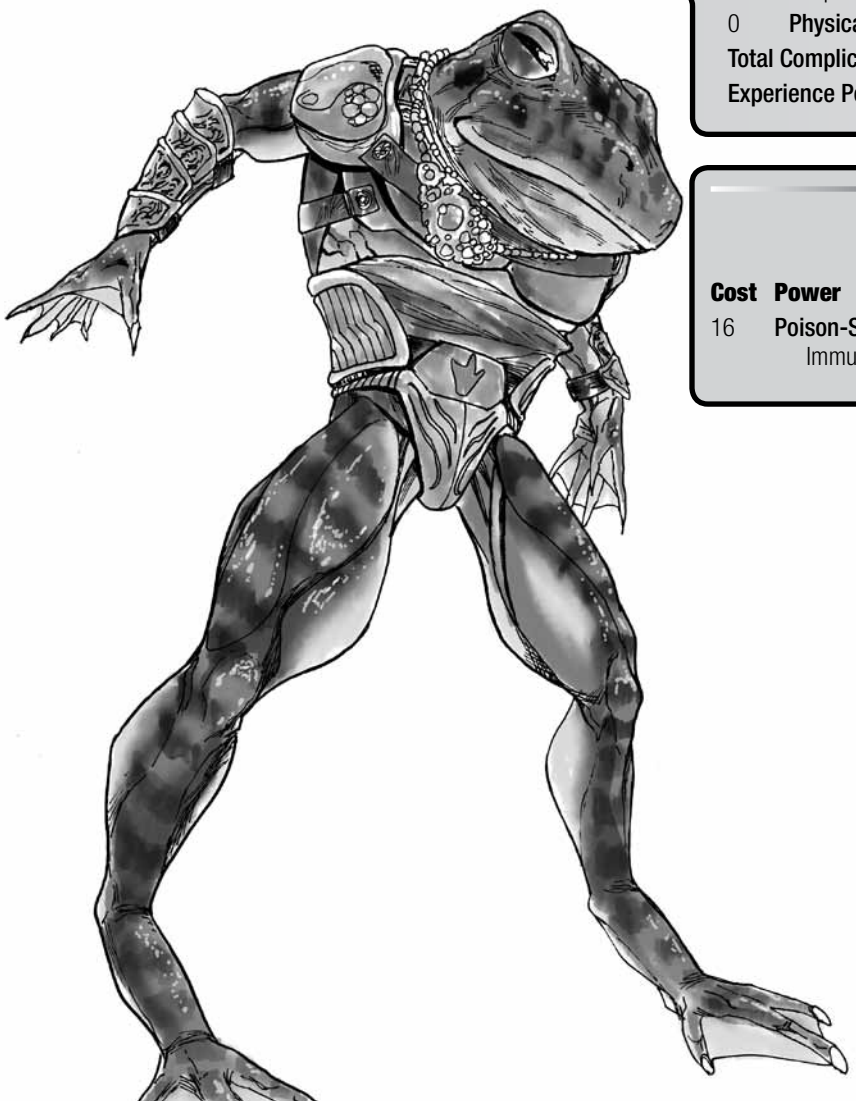
175 Matching Complications (50)

0 **Dependence:** must immerse self in water at least once per day or take 1d6 damage (Very Common)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



OPTIONS

Cost	Power
16	**Poison-Squirting Glands:** Sight Group Flash 6d6, Personal Immunity (+¼); Limited Range (6m; -¼), 4 Charges (-1)

RATLING

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
12	DEX	4	11-	
8	CON	-2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
8	PRE	-2	11-	PRE Attack: 1½d6
4	OCV	5		
8	DCV	25		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		*Phases:* 6, 12
2	PD	0		*Total:* 2 PD (0 rPD)
2	ED	0		*Total:* 2 ED (0 rED)
3	REC	-1		
15	END	-1		
5	BODY	-5		
12	STUN	-4		**Total Characteristics Cost: 12**

Movement: Running: 6m

Cost	Powers	END
-6	**Short Legs:** Running -6m (6m total)	
	Skills	
7	Climbing 13-	
11	Stealth 15-	
4	WF: Common Melee Weapons, Common Missile Weapons	

Total Powers & Skills Cost: 16

Total Cost: 28

175 Matching Complications (50)

15 **Physical Complication:** Diminutive (.5m; +12m KB) (Frequently, Slightly Impairing)

Total Complications Points: 15

Experience Points: 0

3



Ratling

Ecology: Ratlings are, like rats, omnivores who'll eat just about anything. They prefer fresh meat if possible, but since they don't hunt they only get it if they can steal it. They live in underground areas in and around human habitations, or sometimes in ruins; some of their "cities" number in tens of thousands of inhabitants (often as many as 10-20 times the number of local humans).

Some ratlings ally themselves with or serve one or more wererats (page 177), relying on them for protection and providing information and food in return.

Personality/Motivation: Normal sentient humanoid motivations. Ratlings regard "large folk," such as humans, as big, clumsy, stupid beings to be manipulated, tricked, and exploited. They often use their ability to move around virtually unnoticed to gather information to use in plots against humanity.

Powers/Tactics: Ratlings use the full range of tactics available to sentient humanoids. Since they're poor combatants, they usually try to flee confrontations so they can plan ambushes later, or gather information with which to blackmail their enemies. Stealth, sneakiness, and cunning, not brawn, are their forté.

Campaign Use: This character sheet represents a typical competent ratling the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser ratlings — the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Ratlings are one foot-tall rats with human-like hands and intelligence. They don't wear clothes, but often have leather belts from which to hang weapons, tools, and the like.

ROOTLING

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
12	DEX	4	11-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
4	PD	2		*Total:* 4 PD (4 rPD)
4	ED	2		*Total:* 4 ED (4 rED)
5	REC	1		
25	END	1		
8	BODY	-2		
20	STUN	0		**Total Characteristics Cost: 41**

Movement: Running: 10m
Tunneling: 2m

Cost	Powers	END
4	**As Tough As Roots:** Resistant (+½) for 4 PD/4 ED	0
2	**Skilled Digger:** Tunneling 2m through 1 PD material Extra Time (1 Turn; -1¼)	1
-2	**Short Legs:** Running -2m (10m total)	

Skills

- 7 Climbing 13-
- 7 Stealth 13-
- 2 Survival (Temperate/Subtropical Forests, Tropical Forests) 11-
- 6 WF: Common Melee Weapons, Common Missile Weapons, Sling, Staff Sling

Total Powers & Skills Cost: 26

Total Cost: 67

175 Matching Complications (50)

- 10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0

Rootling

Ecology: Rootlings are small humanoids who seem to be made out of roots and vegetable matter, but in fact are flesh and blood like most other humanoids. They live in forests where they dig burrows beneath the roots of large, old trees. The darker the forest, and the larger the tree, the better the rootlings like it; some deep forests have entire rootling "cities."

Rootling families center around a dominant male who has one or more female "wives"; the females are notably smaller and weaker than the males. If several families live in the same area, the largest, strongest, and/or cleverest male serves as "chief" (though infighting and backbiting are common).

Some adventurers claim other types of rootlings — water rootlings, who live in stagnant pools and foul rivers, and mountain rootlings, who live deep underground — exist. If so, there is as yet no proof.

Personality/Motivation: Normal sentient humanoid motivations tainted by malice. Despite their mostly vegetarian diet, rootlings loathe and despise other humanoids and are quick to attack, hinder, or harm them if given the chance.

Powers/Tactics: Rootlings use the full range of tactics available to sentient humanoids. Their favorite weapons include daggers, slings, darts, and viciously spiked small clubs (treat as a mace). Given their small size, they avoid open combat, preferring ambushes, sneak attacks, and other devious stratagems. They're masters at setting traps, and often use poison on their darts, arrows, and other weapons.

OPTIONS

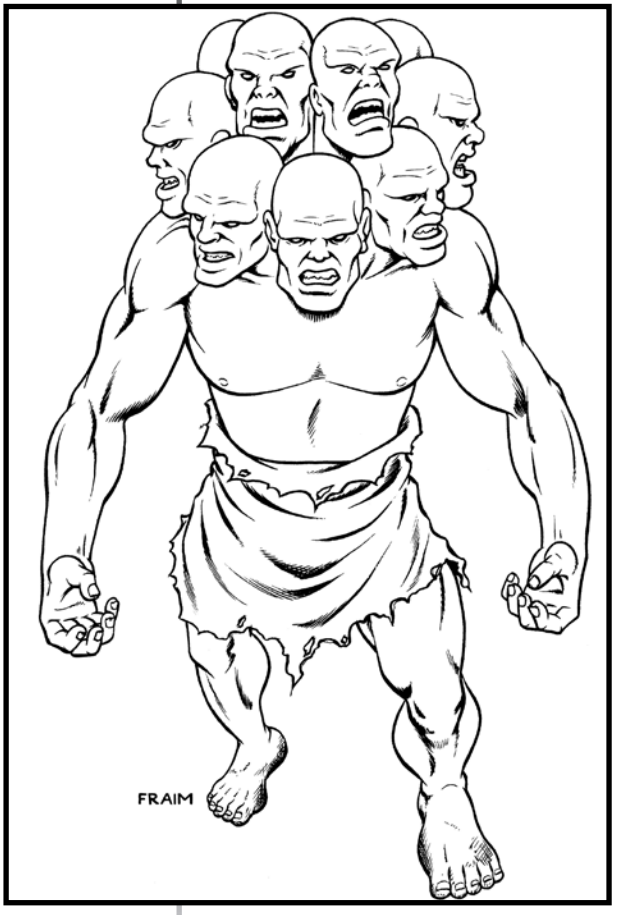
Cost	Power
9	**Rootling Trapster:** Add Security Systems 14-
5	**Rootling Poisoner:** Add PS: Brew Poison 14-



SARKANY

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
16	**DEX**	12	12-	
25	**CON**	15	14-	
15	**INT**	5	12-	PER Roll 12-
12	**EGO**	2	11-	
25	**PRE**	15	14-	PRE Attack: 5d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
4	**DMCV**	3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (3 rPD)
10	**ED**	8		*Total:* 10 ED (3 rED)
13	**REC**	9		
50	**END**	6		
20	**BODY**	10		
54	**STUN**	17		**Total Characteristics Cost: 180**

Movement: Running: 16m



Cost	Powers	END
105	**Petrification:** Severe Transform 8d6 (living things to stone, heals back through restorative magics) Personal Immunity (+¼), Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Range (20m; -¼), Limited Target (living things; -¼)	0
31	**Create Storms:** Change Environment (create stormy weather), -3 to Sight PER Rolls, Long-Lasting (weather patterns return to normal as per usua once creature stops paying END) Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Reduced Endurance (0 END; +½); Extra Time (1 Turn to activate; -¾), No Range (-½)	0
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
4	**Heavy:** Knockback Resistance -4m	0
4	**Long Legs:** Running +4m (16m total)	0
9	**More Heads Better:** +3 PER with all Sense Groups	0
10	**More Eyes Better:** Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	**Extra Heads:** Extra Limbs (6 more heads) Inherent (+¼); Limited Manipulation (-¼)	0
2	**Reach:** Reach +2m	0

Perks

44 **Follower:** one 219-point pegasus

Skills

5 PS: Predict Weather 14-
3 Stealth 12-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 229

Total Cost: 409

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 274

OPTIONS

Cost	Power
50	**Magical Powers:** 50 points' worth of Magic Skills, spells, and abilities

Campaign Use: This character sheet represents a typical competent rootling the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser rootlings — the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: A rootling is a two to three feet tall humanoid the brown color of old roots. Its skin is gnarled and tough like a root, its dark eyes glitter with malevolence, its mouth looks as if it were torn or gouged out of its body, and its fingers and toes are long and root-like.

Sarkany

Ecology: The sarkany feeds on flesh — and since it has nine mouths, it eats frequently! Human flesh is a favorite, but by no means the only type of meat a sarkany eats.

Most sarkany are solitary, living in ruins, isolated mountain castles, and sometimes mountainside caves. Sometimes two or more live together if there's enough food to support them, but usually their stormy tempers soon drive them apart.

Personality/Motivation: Normal sentient humanoid motivations. Sarkany anger easily, and when in a rage express themselves through slaughter and destruction.

Powers/Tactics: Sarkany use the full range of tactics available to sentient humanoids. They favor the sword, either the greatsword or a sword-and-shield combination, though they don't always wear armor. But their fighting skills are not their greatest weapon. That would be their power to turn their enemies to stone! Anyone who approaches a sarkany thinking it just another brutish ogre may soon find himself a statue. Some sarkany have other magical powers as well.

Sarkany have the ability to create storms. They love to ride their flying horses (which are like pegasi, but without wings) through the thunder-clouds, reveling in the noise and turmoil. At such times they're particularly eager to fight and will attack just about anything.

Campaign Use: Sarkany are excellent adversaries for low-powered groups of adventurers. Although too strong and tough for any one character to cope with, they're a good match for a band of young heroes... assuming, that is, they can find some way to counteract or avoid the sarkany's petrification ability....

Appearance: A sarkany is a ten-foot tall ogreish being with nine heads.

Satyr

Ecology: Satyrs live in temperate woodlands, often in hilly regions. They tend to congregate in groups of two to twelve, sometimes more. They eat fruits and nuts they gather, and sometimes small game they hunt. They particularly enjoy wine and trade for it whenever they can.

Personality/Motivation: Rampant hedonists, satyrs believe life is to be enjoyed. To them it's all one big party. They spend their days gamboling through the woods, making music, seducing dryads and human women, playing pranks, and having parties. They fight only if they must; they'd rather make love than war.

Powers/Tactics: Satyrs can fight with weapons if need be (they lack claws, and their horns are too short for use in battle), but prefer to use their magical music to convince troublesome people and creatures to leave them alone. Most beings who hear a satyr's tunes cannot help but follow whatever compulsion he lays in their minds, though he can only choose from the following: wander away and forget about me; go to sleep; run away in fear; join my/our party.

Campaign Use: Although frequently troublesome, satyrs are rarely annoying enough for characters to kill. Instead, they can make good woodland allies, for they learn much in their wanderings.

Appearance: Satyrs are creatures with the upper bodies of men, the legs of goats, and short goat's horns growing from their heads. They usually have dark skins and short, pointed beards. They always seem to have musical instruments, food, and wine.

SATYR

Val	Char	Cost	Roll	Notes
13	**STR**	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
15	**DEX**	10	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
4	**ED**	2		*Total:* 4 ED (0 rED)
6	**REC**	2		
30	**END**	2		
10	**BODY**	0		
24	**STUN**	2		**Total Characteristics Cost: 64**

Movement: Running: 16m
Leaping: 6m

3



Cost	Powers	END
60	**Haunting Melody:** Mind Control 10d6 Telepathic (+¼), Area Of Effect (Voice Range Radius; +1), Personal Immunity (+¼), NND (defense is being deaf, Hearing Group Flash Defense, or heavy ear coverings; +0), Reduced Endurance (0 END; +½); OIF (panpipes or other instrument of opportunity; -½), Gestures (play instrument; -¼), No Range (-½), Set Effect (see text; -¼)	0
4	**Goat's Legs:** Running +4m (16m total)	1
9	**Perceptive:** +3 PER with all Sense Groups	0
5	**Satyr's Eyes:** Nightvision	0

Skills

6	+3 OMCV with Haunting Melody
3	Charm 12-
2	KS: Wine 11-
3	Persuasion 12-
7	PS: Play Instrument Of Choice 16-
3	Stealth 12-
2	WF: Bows, Polearms

Total Powers & Skills Cost: 104

Total Cost: 168

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Hedonist (Very Common, Strong)
15	**Psychological Complication:** Mischievous (Common, Strong)

Total Complications Points: 35

Experience Points: 8

SHARTHAK

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	**DEX**	10	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (2 rPD)
5	**ED**	3		*Total:* 5 ED (2 rED)
6	**REC**	2		
30	**END**	2		
12	**BODY**	2		
28	**STUN**	4		**Total Characteristics Cost: 72**

Movement: Running: 8m
Swimming: 14m

Cost	Powers	END
10	**Sharthak Jaws:** HKA ½d6 (1½d6 with STR)	1
2	**Sharthak Skin:** Resistant (+½) for 2 PD/2 ED	0
5	**Gills And Lungs:** Life Support (Expanded Breathing: Breathe Oxygen)	0
3	**Sharthak Body:** Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	**Sharthak Body:** Swimming +10m (14m total)	1
-4	**A Bit Awkward On Land:** Running -4m (8m total)	
3	**Sharthak Senses:** +1 PER with all Sense Groups	0
5	**Sharthak Eyes:** Nightvision	0
2	**Sharthak Nose:** +2 PER with Normal Smell	0
5	**Sharthak Nose:** Tracking for Normal Smell	0
5	**Tail:** Extra Limbs Inherent (+¼), Limited Manipulation (-¼)	0

Skills

3	Stealth 12-
5	WF: Common Melee Weapons, Common Missile Weapons, Nets

Total Powers & Skills Cost: 49

Total Cost: 121

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



OPTIONS

Cost	Power
3	**Skilled Sharthak Warrior:** Teamwork 12-

Sharthak

Ecology: The Sharthak (the term is both singular and plural) are ocean-dwelling shark-men. They're carnivorous, feeding mainly on fish and whales but gladly taking human prey whenever they can. They live in undersea cities they build with stone blocks quarried from undersea mountains, or sometimes just tunnel out a warren of corridors and caverns in said mountains. Despite their generally selfish and cruel nature, they mate for life and enjoy loving marriages; children are usually born in the spring or summer.

Personality/Motivation: Normal sentient humanoid motivations. Sharthak tend to be cruel, greedy, temperamental, and vicious; civil wars and attempted rebellions are common in their society.

Powers/Tactics: Sharthak use the full range of tactics available to sentient humanoids. Like mer-folk and the uthosa, they favor thrusting and stabbing weapons — tridents, spears, daggers — over slashing and chopping ones, and can also use nets to good effect.

Sharthak prefer to overwhelm their enemies with swarms of warriors. They fight together well, and often learn the *Teamwork* Skill to represent that.

Campaign Use: This character sheet represents a typical competent sharthak the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser sharthak — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The sharthak are shark-men. Their bodies look like those of sharks, with arms and legs projecting from the side and a large fin on the back. They have similar, but smaller, fins on the top of the head and backs of the legs.

Snake-Folk

Ecology: Snake-Folk typically live in warm, hot, and/or humid areas, such as swamps, coastal regions, and jungles. But some subspecies have adapted to life in deserts and wastelands, or even deep underground. They avoid northern temperate and arctic regions, since they dislike cold weather.

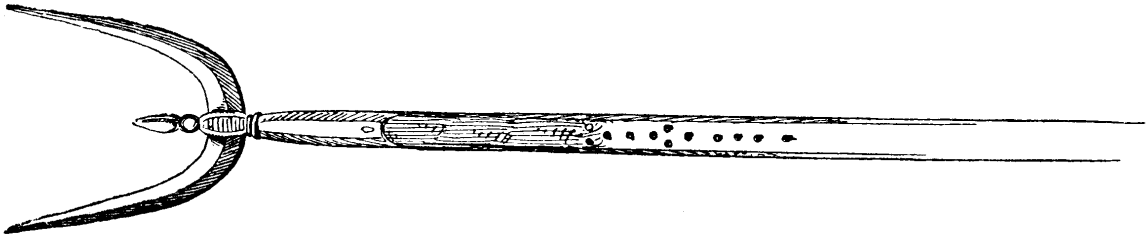
Snake-Folk usually live in tribes or clans, supporting themselves by hunting, gathering, and trade. They have no scruples about eating humanoid flesh if it's available. The young hatch from eggs laid in the early summer. Compared to most humanoid societies in Fantasy stories, Snake-Folk have a high degree of gender equality, with males and females being treated the same and doing the same tasks for the tribe.

Personality/Motivation: Normal sentient humanoid motivations, though many adventurers have observed that Snake-Folk tend to be clever, malicious, and cruel to those not of their kind.

Powers/Tactics: Snake-Folk use the full range of tactics available to sentient humanoids. They favor lighter armors (leather, scale) when living near water, but may upgrade to chainmail in dry conditions. Most warriors fight with a one-handed weapon (sword, axe, or spear) and shield, though some larger, stronger fighters prefer exotic-looking greatswords and great axes. A Snake-Folk's bite is highly poisonous; he often tries to get close enough to an opponent to bite him.

Campaign Use: This character sheet represents a typical competent Snake-Folk the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser Snake-Folk — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: Snake-folk are reptilian humanoids with slender, sinuous bodies, long, spindly-looking arms and legs, and a snake-like tail. Their heads have serpentine eyes, fanged mouths, and forked tongues; some subspecies have a cobra-like hood as well. Their scaly skin is usually green and/or yellowish in color, but adventurers have encountered snake-folk with scarlet scales, black scales, golden scales, and many others.



SNAKE-FOLK

Val	Char	Cost	Roll	Notes
12	**STR**	2	11-	Lift 133 kg; 2d6 HTH damage [1]
16	**DEX**	12	12-	
12	**CON**	2	11-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
4	**REC**	0		
25	**END**	1		
12	**BODY**	2		
24	**STUN**	2		**Total Characteristics Cost: 64**

Movement: Running: 12m
Swimming: 8m

Cost	Powers	END
10	**Fangs:** HKA ½d6 (1d6+1 with STR)	1
12	**Venomous Bite:** RKA 1d6	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Extra Time (takes effect 1 Segment after victim is bitten; -½), Linked (to Fang HKA; -¼), No Range (-½), Fangs Must Do BODY (-½), 4 Charges (-1)	
8	**Claws:** HKA ½d6 (1d6+1 with STR)	1
	Reduced Penetration (-¼)	
1	**Scaly Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**At Home In The Water:** Swimming +4m (8m total)	1
5	**Tail:** Extra Limb	0
	Inherent (+¼); Limited Manipulation (-¼)	
1	**Long Arms:** Reach +1m	0

Skills

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 43

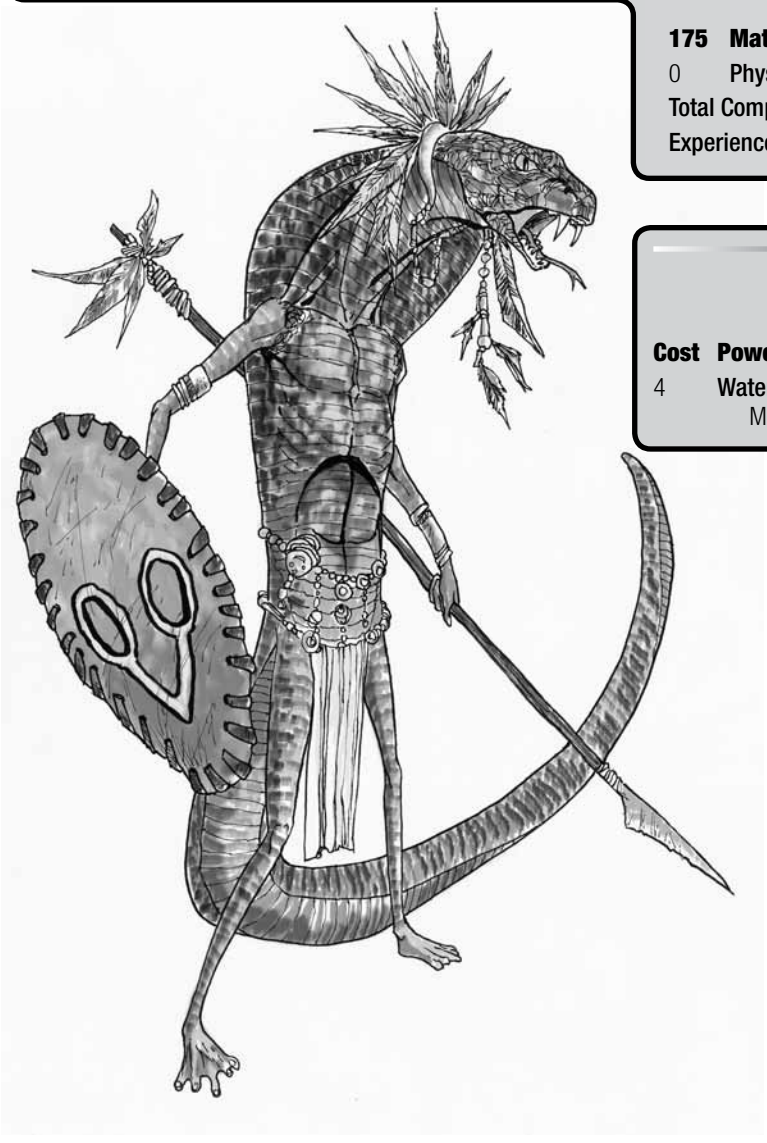
Total Cost: 107

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



OPTIONS

Cost	Power
4	**Watery Warrior:** Environmental Movement: Aquatic Movement

TROLLS

Trolls are large, powerful humanoids standing about eight to ten feet tall. They're taller than ogres but smaller than giants in most cases (though in some settings, the situation may differ).

Ecology: Trolls usually live underground, in hills or mountains, or in the depths of dark forests; rumors occasionally speak of aquatic trolls as well. They mostly live in northern climes, preferring the cooler, rainier weather to the heat and humidity of more southerly regions.

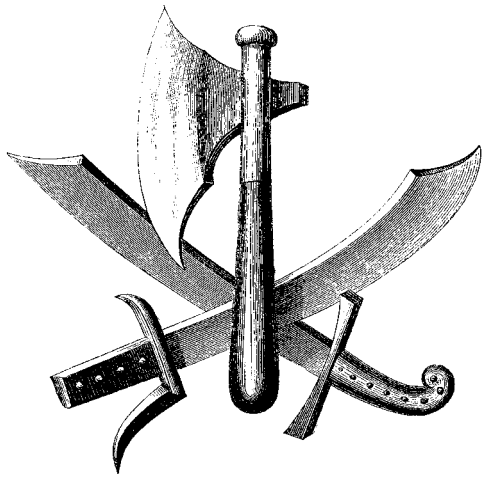
Trolls are carnivores. While they can eat some forms of vegetation, they need meat to survive and thrive. They often enjoy the flesh of humans and other such folk. They usually live in small families or bands, but sometimes come together into larger nations or kingdoms. In some areas they're renowned for their vast wealth (often gold and gems dug out of the mountains for them by friendly or subservient dwarves) and/or their magical powers.

Personality/Motivation: Normal sentient humanoid motivations. In some settings, trolls are little better than orcs or ogres — savage, nigh-mindless creatures bent only on slaughter and destruction. In others they're a more sophisticated race, often with their own art, magic, crafts, and kingdoms.

Powers/Tactics: Primitive or bestial trolls rely on their strength and claws in battle. More sophisticated and intelligent clans or types of trolls wield weapons and wear armor. They favor large, heavy weapons such as maces, hammers, axes, and greatswords.

Even when they don't wear armor, trolls enjoy the protection of their tough skins and bodies. Sometimes leathery, sometimes scaly, and sometimes even stony, trolls' skin can oft turn even large blades.

Campaign Use: Trolls make a tough opponent for any PC, particularly if the trolls have some of the optional abilities listed below or can cast spells. They're smarter than orcs and ogres, making it more likely they can fight in units or outwit PCs.



Troll

Description: The standard troll, such as the one depicted by this character sheet, is a massively-muscled humanoid eight to ten feet tall with a skin tone ranging from dark to greenish. Trolls' skin may be warty, scaly, or stony. They look a little like giants, a little like ogres, and a little like no other type of creature.

Some types of trolls have the unusual ability to heal damage done to them in mere seconds. Only fire and acid inflict wounds they cannot heal. On the other hand, some trolls suffer from a mystic impairment: the light of the sun petrifies them. If exposed to daylight, they turn into stone statues.

In addition to their various special powers, some trolls can cast spells. If so, they often develop special trollish forms of magic.

WATER TROLL (SJÖTROLL)

The *sjötroll,* or water troll, lives underwater in pools, lakes, rivers, and seas. It eats not only fish, but any fishermen, sailors, and other unwary people it can get its claws on. To create one, add the following abilities to the Troll:

WATER TROLL OPTIONS

Cost	Power
5	**Water Troll's Body:** Life Support (Expanded Breathing: Breathe Underwater)
3	**Water Troll's Hands:** Swimming +6m (10m total)

Total cost: +8 points

Cave Troll

Description: Also known as stone trolls, cave trolls are stronger and tougher than the standard troll, and larger as well (they typically stand about ten feet tall, sometimes taller). They have dark grey skins and dark, shaggy hair (some even have multiple heads!). They despise sunlight (which blinds and pains them), and refuse to leave their caves until dusk (assuming they have any reason to want to leave). They love silver and gold, and hoard as much of it as they can get.

War Troll

Description: The largest of the trolls (sometimes as much as 12 feet tall), the war troll is also the strongest, toughest, and smartest. Unlike lesser trolls, he typically wears armor and carries weapons scaled to his size. Hammers, swords, axes, and clubs are his favorites.

TROLL

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
13	DEX	6	12-	
25	CON	15	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
12	PD	10		*Total:* 14 PD (2 rPD)
8	ED	6		*Total:* 10 ED (2 rED)
12	REC	8		
50	END	6		
22	BODY	12		
52	STUN	16		**Total Characteristics Cost: 139**

Movement: Running: 18m



Cost	Powers	END
12	**Claws:** HKA 1d6 (3d6+1 with STR) Reduced Penetration (-¼)	1
6	**Troll's Hide:** Resistant Protection (2 PD/2 ED)	0
6	**Heavy:** Knockback Resistance -6m	0
6	**Troll's Legs:** Running +6m (18m total)	1
5	**Troll's Eyes:** Nightvision	0
6	**Troll's Senses:** +2 PER with all Sense Groups	0
2	**Reach:** Reach +2m	0

Skills

2 Survival (one environment) 11-

2 WF: Common Melee Weapons

Total Powers & Skills Cost: 47

Total Cost: 186

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 51

OPTIONS

Cost	Power
8	**Fangs:** HKA ½d6 (3d6 with STR); Reduced Penetration (-¼)
11	**Trollish Regeneration:** Regeneration (1 BODY per Turn); Doesn't Work On Fire Or Acid Damage (-½)
+12	**Stony Skin:** Increase Resistant Protection to (6 PD/6 ED)
75	**Troll Magic:** 75 points' worth of Magic Skills, spells, and abilities
(40)	**Susceptibility:** to direct sunlight, takes Severe Transform 3d6 (troll to stone) per Segment of exposure (Very Common)

MANY-HEADED TROLL: ADD THE FOLLOWING (TOTAL COST 21 POINTS):

6 **Multiple Heads:** +2 PER with all Sense Groups

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

5 **Extra Heads:** Extra Limbs (heads), Inherent (+¼); Limited Manipulation (-¼)

CAVE TROLL

Val	Char	Cost	Roll	Notes
38	STR	28	17-	Lift 4,800 kg; 7½d6 HTH damage [4]
13	DEX	6	12-	
27	CON	17	14-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
12	PD	10		*Total:* 15 PD (3 rPD)
10	ED	8		*Total:* 13 ED (3 rED)
13	REC	9		
55	END	7		
24	BODY	14		
60	STUN	20		**Total Characteristics Cost: 152**

Movement: Running: 18m

Cost	Powers	END
12	**Claws:** HKA 1d6 (3d6+1 with STR) Reduced Penetration (-¼)	1
9	**Troll's Hide:** Resistant Protection (3 PD/3 ED)	0
6	**Heavy:** Knockback Resistance -6m	0
6	**Troll's Legs:** Running +6m (18m total)	1
5	**Troll's Eyes:** Nightvision	0
6	**Troll's Senses:** +2 PER with all Sense Groups	0
2	**Reach:** Reach +2m	0

Skills

2 Survival (Underground) 11-

2 WF: Common Melee Weapons

Total Powers & Skills Cost: 50

Total Cost: 202

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

15 **Physical Complication:** Poor Eyesight In Light, suffers -3 to all Sight PER Rolls in sunlight (Infrequently, Greatly Impairing)

20 **Psychological Complication:** Aversion To Sunlight (Common, Total)

20 **Vulnerability:** 2 x Effect from light-based Sight Group Flash Attacks (Common)

Total Complications Points: 50

Experience Points: 27

WAR TROLL

Val	Char	Cost	Roll	Notes
38	STR	28	17-	Lift 4,800 kg; 7½d6 HTH damage [4]
15	DEX	10	12-	
28	CON	18	15-	
12	INT	2	11-	PER Roll 11-
12	EGO	2	11-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
4	DMCV	3		
4	SPD	20		*Phases:* 3, 6, 9, 12
12	PD	10		*Total:* 15 PD (3 rPD)
11	ED	9		*Total:* 13 ED (3 rED)
14	REC	10		
55	END	7		
24	BODY	14		
60	STUN	20		**Total Characteristics Cost: 188**

Movement: Running: 18m

Cost	Powers	END
12	**Claws:** HKA 1d6 (3d6+1 with STR) Reduced Penetration (-¼)	1
9	**Troll's Hide:** Resistant Protection (3 PD/3 ED)	0
6	**Heavy:** Knockback Resistance -6m	0
6	**Troll's Legs:** Running +6m (18m total)	1
5	**Troll's Eyes:** Nightvision	0
6	**Troll's Senses:** +2 PER with all Sense Groups	0
2	**Reach:** Reach +2m	0

Skills

2 Survival (Underground) 11-

3 Tactics 11-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 55

Total Cost: 243

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 108



Ghost

Ecology: Most ghosts inhabit the place or region where they died, though a few have the power to range freely over the world, bringing terror to whomever they encounter. Most feel a driving need to consume the life-force of living beings (by using their Chilling Touch and Presence Attack).

Personality/Motivation: Some ghosts exist only to cause fear in the living and consume their life-force. Others are tied to the place and circumstances of their death by the need to complete an important task they were working on when they died — delivering a message to a loved one, finishing a book or construction project, or something else of deep emotional significance. They try to show the living what it is they want done, and when someone performs the task, the ghost passes away to true death.

THE UNDEAD

The undead — remains of humans who have returned to "life" in a horrifying mockery of their former state — occur frequently in adventure literature, and thus in gaming as well. From simple skeletons and zombies, to fiendish vampires and wraiths, they're a powerful force for evil and destruction. Whether they arise from malign influences, or are created by a necromancer, they hunger for human life.

Many undead are built as Automatons, or have Automaton abilities like *No Hit Locations* to reflect their unliving nature. This represents their mindless nature and resilient physical form. Automaton undead typically have a Physical Complication, *Affected By Necromancy,* to reflect the fact that they're susceptible to necromancy spells involving EGO or Presence Attacks, even though Automatons normally have immunity to such things.

Powers/Tactics: Ghosts are incorporeal; only magic can affect them. But they can affect the world of the living with their touch and ability to inspire fear. A few ghosts have mightier powers still — spellcasting or other mystic abilities they possessed in life, and retain in death. They rely on their intangibility and powers of invisibility to keep themselves safe from harm.

Campaign Use: Ghosts make excellent plot hooks: a group of PCs, upon encountering a ghost, takes up the task it died trying to complete (or finds one of its number possessed by the ghost), and has many adventures finishing it. If necessary, you can easily tailor ghosts to specific circumstances or groups, giving them whatever powers they need to make them challenging (or intriguing) antagonists.

Some ghosts, called *revenants,* have a special mission: they seek revenge on the person who murdered them. Unswerving in their quest for vengeance, they often care little for the harm they wreak on others, as long as they destroy their intended victim. A clever GM can spin many adventures around a revenant's activities.

Appearance: Ghosts typically look like hazy humans with their legs trailing off into vapor. Some display the marks of wounds or disease that killed them.

GHOST

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	**DEX**	12	12-	
10	**CON**	0	11-	
10	**INT**	0	11-	PER Roll 11-
18	**EGO**	8	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
6	**OMCV**	9		
6	**DMCV**	9		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
5	**ED**	3		*Total:* 5 ED (0 rED)
4	**REC**	0		
20	**END**	0		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 84**

Movement: Running: 12m
Leaping: 0m
Flight: 16m

3



Cost	Powers	END
47	**Chilling Touch:** Drain STUN 2d6 Affects Physical World (+2), Reduced Endurance (0 END; +½); No Range (-½)	0
48	**Psychokinesis:** Telekinesis (10 STR) Affects Physical World (+2), ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Range (10m; -¼)	0
60	**Fading:** Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
53	**Ghostly Form:** Desolidification (affected by magic) Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½)	0
10	**Touch Of Fear:** +20 PRE Only For Fear-Based Presence Attacks (-1)	0
37	**Undead Vitality:** Life Support: Total (except for Diminished Eating)	0
10	**Undead Form:** No Hit Locations	0
24	**Ghostwalking:** Flight 16m Reduced Endurance (0 END; +½) 0	2
37	**Ghost Senses:** Spatial Awareness (no Sense Group), Range	0
27	**Hunger For Life:** Detect Life 11- (no Sense Group), Range, Targeting, Sense	0
6	**Undead Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
	Skills	
20	Various Skills possessed in life	

Total Powers & Skills Cost: 379

Total Cost: 463

175 Matching Complications (50)

0	**Physical Complication:** Human Size
20	**Psychological Complication:** Hunger For Human Life *or* Must Complete Death-Task (Very Common, Strong)

Total Complications Points: 20

Experience Points: 318

OPTIONS

Cost	Power
94	**Possession:** Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼) plus Desolidification, Projection (+0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼)
39	**Tableau Of Horror:** Sight and Hearing Group Images, -2 to PER Rolls, Area Of Effect (16m Radius; +¾), Affects Solid World (+2), Reduced Endurance (0 END; +½); Only To Create Horrifying Images Or Images Of Ghost's Last Actions (-1)
20	**Undead Mind:** Mental Defense (20 points)

GHOUL

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (3 rPD)
4	ED	2		*Total:* 4 ED (1 rED)
5	REC	1		
25	END	1		
10	BODY	0		
26	STUN	3		**Total Characteristics Cost: 58**

Movement: Running: 12m
Tunneling: 2m

Cost	Powers	END
5	**Teeth:** HKA 1 point (1d6 with STR)	1
8	**Claws:** HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼) 0	
2	**Undead Body:** Resistant (+½) for 3 PD/1 ED	0
30	**Undead Body:** Physical Damage Reduction, Resistant, 50%	0
32	**Undead Vitality:** Life Support: Total (except for Diminished Eating)	0
4	**Digging:** Tunneling 2m through 1 PD materials	1
6	**Ghoul's Nose:** +3 PER with Smell/Taste Group	0
5	**Ghoul's Nose:** Tracking for Normal Smell	0
	Skills	
7	Stealth 14-	

Total Powers & Skills Cost: 99

Total Cost: 157

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
10	**Vulnerability:** 2 x Effect from the Presence Attacks of holy men (Uncommon)

Total Complications Points: 10

Experience Points: 22



Ghoul

Ecology: Ghouls have a ravenous hunger for human flesh and blood. Typically they dig up graves and break into crypts to feed on corpses, but they gladly eat fresh human meat if they can obtain it without great risk to themselves.

Personality/Motivation: Ghouls' personalities barely rise above those of animals; they think about little more than safety, shelter, and feeding. They possess a devious, malicious cunning that serves them well for eluding or tricking foes.

Powers/Tactics: Ghouls prefer not to fight at all, but if they must, or if they feel they can defeat a victim with numbers, they use their teeth and claws to rip a victim to shreds. More organized, intelligent groups of ghouls use Tactics and Teamwork to overwhelm their prey.

Campaign Use: Ghouls sometimes make tough opponents due to their resistance to physical damage. You can compensate for this by decreasing or removing their Damage Reduction. Alternately, if your PCs find ghouls easy opponents, make them stronger, tougher, and smarter.

Appearance: Ghouls typically look like dessicated human corpses with long, claw-like nails on their hands. Their heads often have a vaguely canine appearance, or are prognathous.

LICH

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (8 rPD)
10	ED	8		*Total:* 10 ED (10 rED)
8	REC	4		
60	END	8		
20	BODY	10		
40	STUN	10		**Total Characteristics Cost: 215**

Movement: Running: 12m

OPTIONS

Cost	Power
4	**Teeth:** HKA 1 point (1½d6 with STR); Reduced Penetration (-¼)
8	**Claws:** HKA ½d6 (2d6 with STR); Reduced Penetration (-¼)
	0
53	**Lich's Touch:** Drain BODY and STUN 4d6, Expanded Effect (+½), Reduced Endurance (0 END; +½); No Range (-½)
(20)	**Psychological Complication:** Hatred Of The Living (Very Common, Strong)
(20)	**Psychological Complication:** Powerhungry (Very Common, Strong)

Lich

Ecology: Liches were once powerful spellcasters who, realizing that their natural lives were about to end, were unwilling to leave this plane of existence just yet. By working mighty, and often evil, magics, they preserved their life-force in a powerful undead body so they could "live" forever. It's said some necromancers *look forward* to becoming liches, regarding it as the pinnacle of their careers and power.

Personality/Motivation: Normal sentient humanoid motivations. Most liches are thoroughly evil, desiring only to continue their foul arcane researches, slay the living, and acquire power by any means necessary. A rare

Cost	Powers	END
250	250 Character Points' worth of Magic spells, abilities, and Skills	
10	**Untiring Body:** Reduced Endurance (0 END; +½) for STR 20	0
15	**Lich's Body:** Does Not Bleed	0
10	**Lich's Body:** No Hit Locations	0
9	**Lich's Body:** Resistant (+½) for 8 PD/10 ED	0
1	**Lich's Body:** +2 PD	0
	Only Protects Against Slashing Or Piercing Attacks (-½)	
1	**Lich's Body:** +2 PD	0
	Only Protects Against Piercing Attacks (-1)	
10	**Lich's Mind:** Mental Defense (10 points)	0
10	**Lich's Body:** Power Defense (10 points)	0
40	**Lich's Vitality:** Life Support: Total (including Longevity: Immortality)	0
6	**Lich's Senses:** +2 PER with all Sense Groups	0
5	**Witchfire Eyes:** Infrared Perception (Sight Group)	0
5	**Witchfire Eyes:** Nightvision	0
32	**Lifesense:** Detect Life 14- (no Sense Group), Discriminatory, Range, Targeting, Sense	0
6	**Lich's Senses:** +4 PER with all Senses	0
	Only To Perceive Images Created By Means Other Than Necromancy (-1)	
	Skills	
20	+4 with Spells	
3	Analyze Magic 14-	
3	Concealment 14-	
2	Cryptography 14-; Translation Only (-½)	
3	Deduction 14-	
3	Interrogation 14-	
3	Inventor (Spell Research) 14-	
35	**Magic:** Necromancy 30-	
3	Stealth 13-	
4	WF: Common Melee Weapons, Common Missile Weapons	
3	Scholar	
4	1) KS: Arcane And Occult Lore 16-	
2	2) KS: Demons 14-	
4	3) KS: Legends And Lore 16-	
2	4) KS: The Mystic World 14-	
4	5) KS: The Undead 16-	
20	Other Skills of the GM's choice	

Total Powers & Skills Cost: 528

Total Cost: 743

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 618

few are somewhat more benevolent, at least at first, but even they inevitably seem to slide into madness and wickedness as the centuries pass.

Powers/Tactics: Liches typically fight with their spells — and they're powerful spellcasters indeed, with a wealth of magics both necromantic and otherwise. Most have servants to fight on their behalf as well: undead they've created; monsters they've summoned; acolytes and apprentices who hope to share in their power someday. A few are also capable HTH combatants, with finger-bones like claws or a touch that necromantically drains the vitality of the living.

Campaign Use: In many Fantasy Hero games, liches are the ultimate undead threat — one possessing not only a suite of undead powers, but a large arsenal of spells and an army of undead servitors. Perhaps the main villain of the campaign is a lich!

Because liches are so powerful, you should use them carefully to make sure you don't overwhelm the heroes. In most cases it should take a long time before the PCs actually meet or see a lich; before they get to him, they have to wade through encounters with his living agents, his armies of skeletons and zombies, his pet monsters, and the traps he uses to protect his lair. Only after surviving all of that will the heroes have the experience and power to confront the undead master himself.



Appearance: A lich is the skeleton, sometimes with a few scraps of dessicated flesh clinging to the bones, of a powerful wizard re-animated by Necromancy. Most liches wear rich and elegant robes, tattered and faded by the passing years like their bodies. An evil greenish fire fills the eye sockets of their skull heads.

Mummy

Ecology: Certain cultures preserve their dead by removing most of the organs from the body, replacing them with herbs, flowers, and precious substances, anointing the body with preservative oils and salts, and then wrapping it in linen bandages before placing it in a crypt or tomb (and usually in a sarcophagus as well). If the person returns to life as one of the undead, it becomes a mummy.

Most mummies arise for specific reasons: either a necromancer animates them; or powerful magic spells placed on them after their death cause them to rise up and seek vengeance on those who desecrate or rob their tombs. Occasionally, a mummified corpse comes back to life of its own accord, perhaps (in revenant-like fashion) to avenge itself on its killers or tormentors.

Personality/Motivation: Mummies have no personalities. They simply follow the orders given them by their creators. When they have fulfilled these commands, they return to their sarcophagi.

Powers/Tactics: Mummies use their tremendous strength in battle to smash and strangle, attacking tirelessly until they slay their target. They can also wield weapons.

Campaign Use: Mummies are strong opponents with plenty of story hooks. The PCs might find themselves pursued by one after robbing a tomb (if necessary, be sure to increase the mummy's abilities so it presents a threat to the entire group), or receive a request for help from some scholar with a mummy on his trail. A semi-intelligent mummy might even seek the PCs' aid to accomplish whatever goal it came back to life to achieve.

Appearance: Mummies are shambling human corpses entwined with linen bandages. Often the bandages begin to come loose, showing the desiccated brown flesh beneath.

MUMMY

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
10	DEX	0	11-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
3	DCV	0		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		*Phases:* 6, 12
8	PD	18		*Total:* 8 PD (8 rPD)
4	ED	6		*Total:* 4 ED (4 rED)
10	REC	6		
0	END	-4		
15	BODY	5		
—	STUN	—		**Total Characteristics Cost: 69**

Movement: Running: 8m
Leaping: 2m

3

OPTIONS

Cost	Power
35	**Curse Fulfillment:** Detect Tomb-Robber 16-, Range, Sense, Targeting, Telescopic (+10 versus Range Modifier), Tracking
85	**Curse Of The Mummy's Touch:** Drain BODY 3d6, Delayed Return Rate (points fade at the rate of 5 per Month; +2¾), Reduced Endurance (0 END; +½); No Range (-½)
27	**Wall-Smashing:** Tunneling 2m through 8 PD material, Reduced Endurance (0 END; +½)



Cost	Powers	END
18	**Mighty Fists:** HA +3d6 Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-¼)	0
4	**Strangling Grip:** Choke Hold (Grab One Limb, 2d6 NND(2))	0
12	**Untiring Body:** Reduced Endurance (0 END; +½) for STR 25	0
15	**Mummy's Body:** Does Not Bleed	0
10	**Mummy's Body:** No Hit Locations	0
45	**Mummy's Body:** Takes No STUN	0
90	**Undead Body:** Energy Damage Reduction Resistant, 75% Doesn't Work Against Magic Or Fire (-1)	0
30	**Undead Body:** Physical Damage Reduction, Resistant, 25% Doesn't Work Against Magic (-½)	0
4	**Undead Body:** +2 PD Only Protects Against Crushing Or Piercing Attacks (-½)	0
3	**Undead Body:** +2 PD Only Protects Against Piercing Attacks (-1)	0
24	**Undead Body:** Resistant (+½) for 12 PD/4 ED	0
40	**Undead Vitality:** Life Support: Total (including Longevity: Immortality)	0
4	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
-4	**Slow:** Running -4m (8m total)	
-1	**Poor Leaper:** Leaping -2m (2m total)	
6	**Undead Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

3	Climbing 11-
1	Language (GM's choice)
9	Stealth 14-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 333

Total Cost: 402

175 Matching Complications (50)

15	**Physical Complication:** Affected By Necromancy (has EGO 20 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)
20	**Vulnerability:** 2 x BODY from Fire (Common)

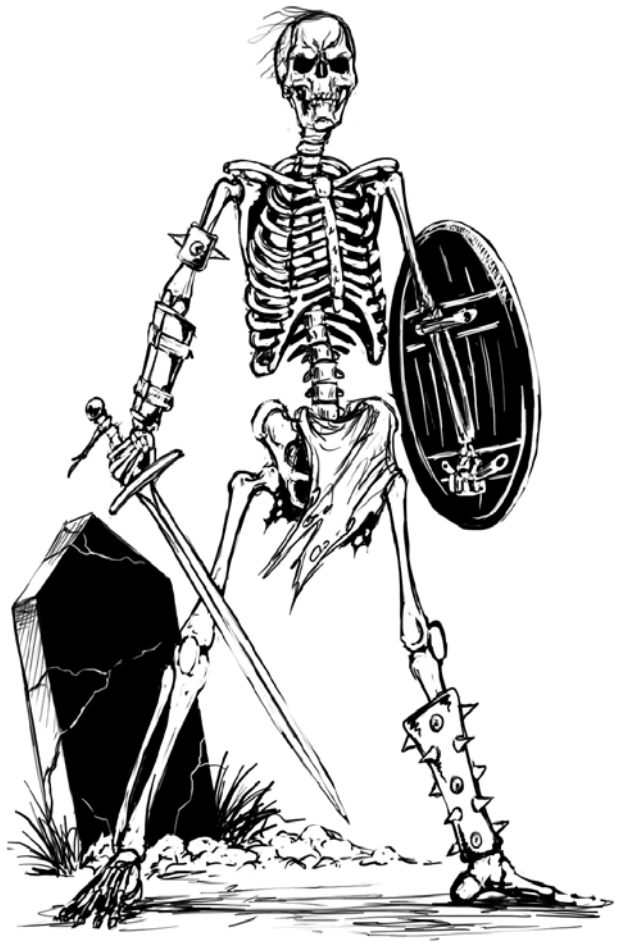
Total Complications Points: 50

Experience Points: 227

SKELETON

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
12	DEX	4	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
13	PRE	3	12-	PRE Attack: 2½d6
4	OCV	5		
4	DCV	5		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		*Phases:* 6, 12
2	PD	3		*Total:* 2 PD (2 rPD)
2	ED	3		*Total:* 2 ED (2 rED)
5	REC	1		
0	END	-4		
10	BODY	0		
—	STUN	—		**Total Characteristics Cost: 20**

Movement: Running: 12m
Leaping: 2m



Cost	Powers	END
7	**Untiring Body:** Reduced Endurance (0 END; +½) for STR 15	0
15	**Skeleton's Body:** Does Not Bleed	0
10	**Skeleton's Body:** No Hit Locations	0
45	**Skeleton's Body:** Takes No STUN	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
4	**Undead Body:** +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	**Undead Body:** +2 PD; Only Protects Against Piercing Attacks (-1)	0
12	**Undead Body:** Resistant (+½) for 6 PD/2 ED)	0
40	**Undead Vitality:** Life Support: Total (including Longevity: Immortality)	0
-1	**Poor Leaper:** Leaping -2m (2m total)	
5	**See Life:** Infrared Perception (Sight Group)	0
6	**Undead Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

3 Climbing 11-
1 Language (GM's choice)
3 Stealth 11-
4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 165

Total Cost: 185

175 Matching Complications (50)

15 **Physical Complication:** Affected By Necromancy (has EGO 10 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
0 **Physical Complication:** Human Size
20 **Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)
30 **Vulnerability:** 2 x BODY from Blunt Weapons (Very Common)

Total Complications Points: 50

Experience Points: 10

OPTIONS

Cost	Power
12	**Fingerbones Like Claws:** HKA ½d6 (1½d6 with STR), Reduced Endurance (0 END; +½); Reduced Penetration (-¼)
27	**Hunger For Life:** Detect Life (no Sense Group) 10-, Range, Targeting, Sense

Skeleton

Ecology: Skeletons are the bones of the dead, re-animated through necromantic magics.

Personality/Motivation: Skeletons have no personalities. They simply follow the orders given them by their creators.

Powers/Tactics: In battle, skeletons wield weapons (typically swords), though they can use their bony fists if they must. They never flee (except when exposed to certain necromantic or holy powers); they fight until victorious or destroyed.

Campaign Use: Skeletons are a basic, low-powered foe in many Fantasy Hero games. If you want to improve them for use against more powerful PCs, you can increase their STR and other Characteristics, make them larger (the skeletons of giants and the like), or give them eerie necromantic powers.

Appearance: Skeletons are walking human skeletons. They may wear a few tatters of cloth or carry weapons and shields.

Specter

Ecology: Specters are extremely powerful ghosts (usually of wizards), typically with full recollection of their lives. Unlike ordinary ghosts they usually aren't tied to a specific location, but like them they consume life-force by touch.

Personality/Motivation: Because they retain their free will, specters are, like wraiths and liches, malevolent and dangerous. They want to slay the living, acquire wealth and power, and perhaps even continue the magical experiments they began in life.

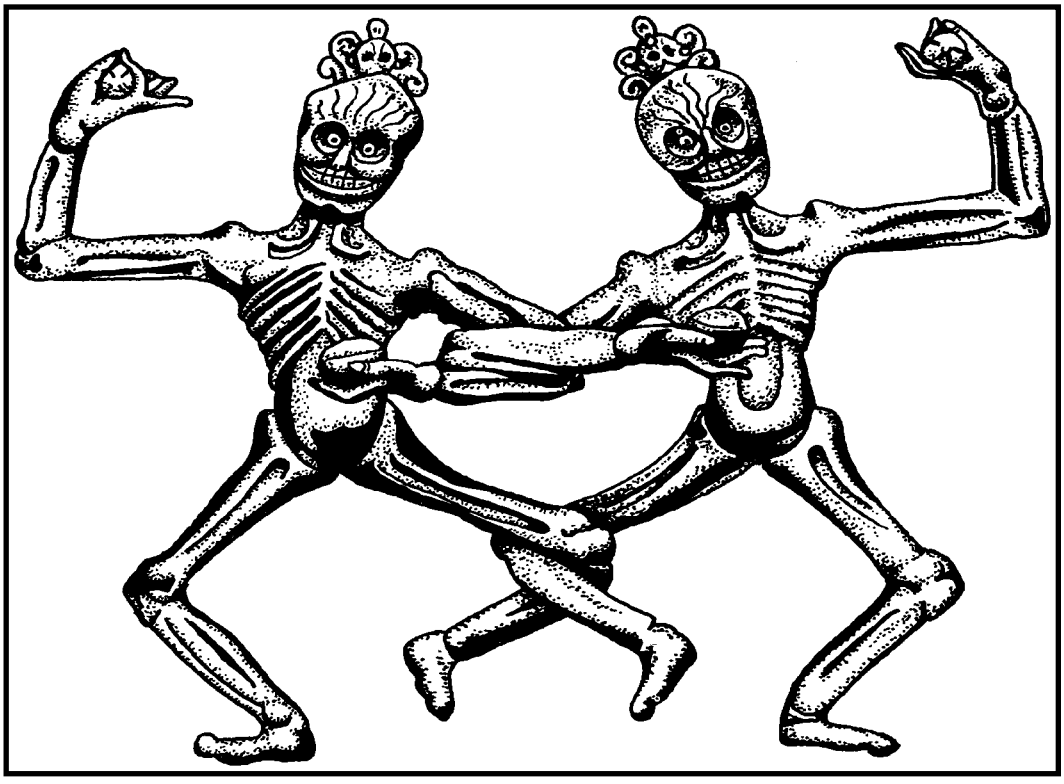
Powers/Tactics: In addition to their ghostly powers (such as Spectral Touch), specters possess magical powers. However, their powers tend to differ from one specter to another, making it impossible to gauge a specter's true strength by observation alone. They're difficult to slay, since both their intangibility and their innate resistance to injury protect them (and they can often boost their defenses with spells).

Campaign Use: Specters rank with liches and vampires as potential "undead master villains" for the PCs to encounter. While often not quite as powerful as those other two types of undead, specters are nothing for even experienced groups of adventurers to trifle with.

If a specter tries to continue its magical researches or other work it began in real life, it may need supplies, material components, or other equipment. If it can't obtain them itself, it may try to trick the PCs into getting them.

You can adjust a specter's power by removing or increasing the amount of points' worth of magical abilities it has. Still, even the weakest specter should outshine wraiths, ghosts, and other lesser incorporeal undead.

Appearance: A specter typically has the hazy look of a ghost, but usually one can see its entire body, and it displays no signs of wounds or other infirmities from life.



SPECTER

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	**DEX**	20	13-	
20	**CON**	10	13-	
25	**INT**	15	14-	PER Roll 14-
25	**EGO**	30	14-	
30	**PRE**	20	15-	PRE Attack: 6d6
7	**OCV**	20		
7	**DCV**	20		
8	**OMCV**	15		
8	**DMCV**	15		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
5	**PD**	3		*Total:* 5 PD (10 rPD)
7	**ED**	4		*Total:* 7 ED (10 rED)
6	**REC**	2		
40	**END**	4		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 223**

Movement: Running: 12m
Leaping: 0m
Flight: 24m



Cost	Powers	END
80	**Specter Powers:** 80 points' worth of spells and other magical powers (chosen by the GM)	var
53	**Spectral Touch:** Drain BODY and STUN 2d6 Affects Physical World (+2), Expanded Effect (two Characteristics simultaneously; +½), Reduced Endurance (0 END; +½); No Range (-½)	0
96	**Psychokinesis:** Telekinesis (20 STR) Affects Physical World (+2), ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Range (10m; -¼)	0
60	**Fading:** Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
15	**Touch Of Fear:** +30 PRE Only For Fear-Based Presence Attacks (-1)	0
53	**Spectral Form:** Desolidification (affected by magic) Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½)	0
37	**Undead Vitality:** Life Support: Total (including Longevity: Immortality, but not Diminished Eating)	0
10	**Undead Form:** No Hit Locations	0
6	**Spectral Form:** Resistant (+½) for 5 PD/7 ED	0
36	**Spectral Flight:** Flight 24m Reduced Endurance (0 END; +½)	0
-4	**Can't Leap:** Leaping -4m (0m total)	
37	**Spectral Senses:** Spatial Awareness (no Sense Group), Range	0
6	**Undead Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
	Skills	
50	Skills and Talents possessed in life	

Total Powers & Skills Cost: 535

Total Cost: 758

175	**Matching Complications (50)**	
0	**Physical Complication:** Human Size	
20	**Psychological Complication:** Hunger For Human Life (Very Common, Strong)	
35	**Susceptibility:** to direct sunlight, takes 2d6 per Segment (Very Common)	

Total Complications Points: 50

Experience Points: 583

OPTIONS

94	**Possession:** Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼) plus Desolidification, Projection (+0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼)	
20	**Undead Mind:** Mental Defense (20 points)	0

Vampire

Ecology: Vampires are a powerful form of undead. Necromancers create some with spells, but most are "born" when an existing vampire drains a victim's blood and then forces the victim to drink some of the vampire's own blood. That creates a "lesser vampire," without the ability to sire progeny of its own. Lesser vampires become greater vampires by acquiring power and experience on their own, or sometimes upon the death of their sire.

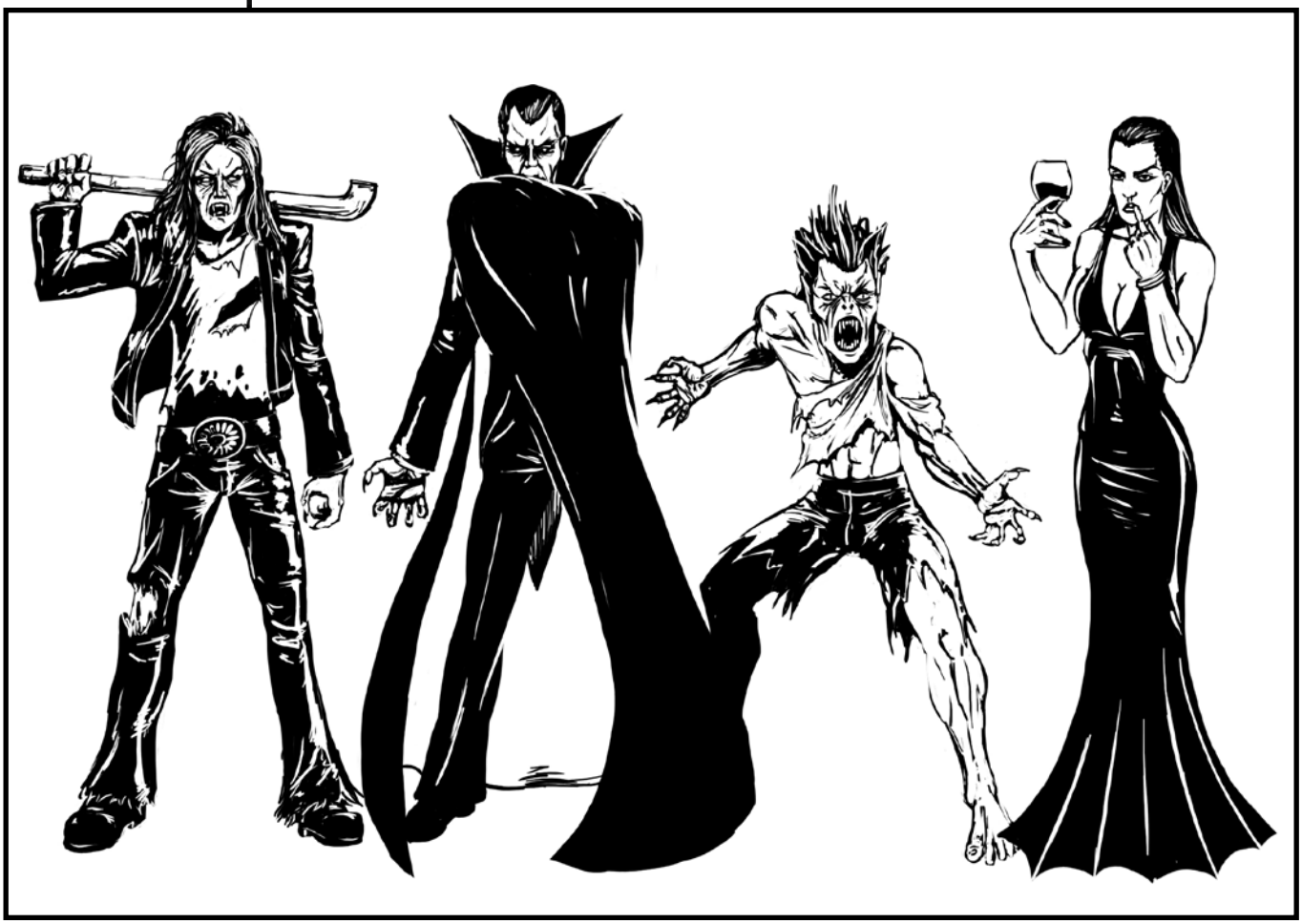
Vampires survive by drinking the blood of the living. Typically they need at least one adult human's worth of blood per week (more when they're younger, less when they're older), though they can substitute less tasty animal blood if they must.

Personality/Motivation: Vampires are thoroughly wicked. They exist only to satisfy their perverse and deadly appetites, and gladly toy with humans and meddle in human affairs purely for the joy of causing misery, despair, and havoc. But each vampire is an individual, with his own approach to evil; a few are even said to be kindhearted and gentle instead.

Powers/Tactics: Vampires possess a plethora of powers and abilities, making them the ideal predator. Most obvious are their fangs and claws, backed by their immense strength, but they possess many other weapons as well. For one, they have hypnotic gazes, which they use to render prey helpless so they can feed. For another, they can assume three forms — bat, wolf, and mist — and use them to approach by stealth or escape a dangerous foe. Third, they can summon and control wolves, bats, and rats to aid them. Fourth, they can only be slain if run through the heart with a wooden stake, or if their bodies are utterly destroyed; otherwise they soon return from the dead again.

But traditional vampires have a number of severe weaknesses. First, they suffer horrendous burns if they touch, or are touched by, holy objects or places. Second, sunlight burns and destroys them; each day they must sleep in a coffin filled with earth from their grave (or, in the case of more powerful vampires, anywhere out of the sunlight). Third, they cannot cross running water (except via a bridge), and take extra damage from water-based attacks. Fourth, they cannot enter a dwelling unless invited in by someone inside. Fifth, garlic repels them. On the other hand, some types of vampires, including many depicted in modern Urban Fantasy stories, don't suffer from these weaknesses (or possess less severe versions of them).

Campaign Use: These vampires represent the stereotypical European vampire as depicted in countless movies, novels, television shows, and comic books. However, vampires and vampire-like



LESSER VAMPIRE

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
16	**DEX**	12	12-	
15	**CON**	5	12-	
13	**INT**	3	12-	PER Roll 12-
14	**EGO**	4	12-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
6	**DCV**	15		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (3 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
8	**REC**	4		
30	**END**	2		
12	**BODY**	2		
32	**STUN**	6		**Total Characteristics Cost: 128**

Movement: Running: 14m

Cost	Powers	END
10	**Fangs:** HKA ½d6 Penetrating (+½); No STR Bonus (-½)	1
30	**Drink Blood:** RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
10	**Claws:** HKA ½d6 (2d6+1 with STR)	1
47	**Hypnotic Gaze:** Mind Control 8d6 Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
60	**Undead Body:** Physical and Energy Damage Reduction, Resistant, 50%	0
2	**Undead Body:** Resistant (+½) for 3 PD/1 ED	0
37	**Undead Vitality:** Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
11	**Hard To Slay:** Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by burning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers) Resurrection Only (-2)	0
2	**Swift:** Running +2m (14m total)	1
5	**Vampire's Eyes:** Nightvision	0
27	**Mist Form:** Desolidification (affected by wind, heat, or cold) Cannot Pass Through Solid Objects (-½)	4
30	**Wolf And Bat Forms:** Multiform (assume 125-point wolf or bat form)	0

Skills

8	+1 HTH
20	Skills and Talents (abilities and interests in life)
3	Climbing 13-
5	Stealth 13-

Total Powers & Skills Cost: 307

Total Cost: 435

175	**Matching Complications (50)**
5	**Dependence:** must sleep each night in a coffin containing earth from its gravesite (or any cemetery, if inapplicable) or suffer Weakness (Uncommon, Difficult to obtain)
15	**Distinctive Features:** No Reflection (Not Concealable; Causes Major Reaction)
20	**Enraged:** at the sight or smell of blood (Common), go 11-, recover 11-
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Cannot Enter A Dwelling Without Invitation (Common, Total)
20	**Psychological Complication:** Aversion To Garlic (Common, Total)
15	**Psychological Complication:** Must Obey Sire's Orders (Common, Strong)
15	**Psychological Complication:** Will Only Cross Running Water Via Bridges (Uncommon, Total)
10	**Psychological Complication:** Considers Humanity Cattle (Common, Moderate)
25	**Susceptibility:** to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
35	**Susceptibility:** to direct sunlight, takes 2d6 per Segment (Very Common)
10	**Vulnerability:** 2 x STUN from Water Attacks (Uncommon)
10	**Vulnerability:** 2 x BODY from Water Attacks (Uncommon)

Total Complications Points: 50

Experience Points: 260

monsters exist all over the world, with a bewildering variety of powers, weaknesses, and customs. In Europe alone, dozens of variations exist! With a little research, you can find ways to customize or adapt these character sheets to create many different types of monsters. And if that's not enough to whet your appetite for the bloodsuckers, there are dozens of roleplaying games, novels, movies, and television shows with their own take on vampires that you can draw upon for inspiration (typically these are Urban Fantasy stories set in the modern world).

Appearance: Vampires look like normal human beings, with pale skin and dark hair. Some dress at the height of fashion; others favor a punk or goth look. Only when they allow their fangs and claws to grow is it obvious they're not human. Some, mostly lesser vampires, have a bestial or quasi-bestial look at all times.

OPTIONS

Cost	Power
+5	**Bestial Fangs:** Increase Fangs to HKA 1d6

GREATER VAMPIRE

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	**DEX**	20	13-	
20	**CON**	10	13-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
25	**PRE**	15	14-	PRE Attack: 5d6
7	**OCV**	20		
7	**DCV**	20		
7	**OMCV**	12		
7	**DMCV**	12		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
12	**PD**	10		*Total:* 12 PD (4 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
10	**REC**	6		
40	**END**	4		
18	**BODY**	8		
50	**STUN**	15		**Total Characteristics Cost: 216**

Movement: Running: 18m
Leaping: 12m

Cost	Powers	END
10	**Fangs:** HKA ½d6 Penetrating (+½); No STR Bonus (-½)	1
30	**Drink Blood:** RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Fangs Must Do BODY First (-½)	0
47	**Create Vampire:** Severe Transform 10d6 (humans into lesser vampires, heals back through special exorcisms and holy rituals) Reduced Endurance (0 END; +½); Extra Time (minimum of 1 Turn, and often longer; -1¼), No Range (-½), Must Drain All But 1 BODY Of Victim's Blood With Drink Blood, Then Have Him Drink ½d6 BODY's Worth Of Vampire's Blood (-1), All Or Nothing (-½), Limited Target (humans; -½)	0
10	**Claws:** HKA ½d6 (2½d6 with STR)	1
52	**Hypnotic Gaze:** Mind Control 12d6 Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)	0
60	**Undead Body:** Physical and Energy Damage Reduction, Resistant, 50%	0
3	**Undead Body:** Resistant (+½) for 4 PD/2 ED)	0
11	**Hard To Slay:** Regeneration (3 BODY per Day), Resurrection (others can stop resurrection by lburning the body, driving a stake through the vampire's heart, or cutting off its head and filling its mouth with holy wafers) Resurrection Only (-2)	0
37	**Undead Vitality:** Life Support: Total (except Diminished Eating; including Longevity: Immortality)	0
6	**Swift:** Running +6m (18m total)	1
6	**Vampire's Senses:** +2 PER with all Sense Groups	0
5	**Vampire's Eyes:** Nightvision	0
27	**Mist Form:** Desolidification (affected by wind, heat, or cold) Cannot Pass Through Solid Objects (-½)	4
35	**Wolf And Bat Forms:** Multiform (assume 150-point wolf or bat form)	0
57	**Call Dark Creatures:** Summon up to 16 110-point wolves, rats, or bats Expanded Class (+¼), Slavishly Devoted (+1), Reduced Endurance (0 END; +½); Arrive Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)	0

Skills

24	+3 HTH
40	Skills and Talents (abilities and interests in life, or learned since undeath)
3	Charm 14-
7	Climbing 16-
7	Stealth 15-

Total Powers & Skills Cost: 477

Total Cost: 693

175 Matching Complications (50)

15	**Distinctive Features:** No Reflection (Not Concealable; Causes Major Reaction)
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Cannot Enter A Dwelling Without Invitation (Common, Total)
20	**Psychological Complication:** Aversion To Garlic (Common, Total)
15	**Psychological Complication:** Will Only Cross Running Water Via Bridges (Uncommon, Total)
10	**Psychological Complication:** Considers Humanity Cattle (Common, Moderate)
25	**Susceptibility:** to holy objects and places, takes 2d6 per Phase is in contact with them (Common)
35	**Susceptibility:** to direct sunlight, takes 2d6 per Segment (Very Common)
10	**Vulnerability:** 2 x STUN from Water Attacks (Uncommon)
10	**Vulnerability:** 2 x BODY from Water Attacks (Uncommon)

Total Complications Points: 50

Experience Points: 518

OPTIONS

Cost	Power
var	Remove, or reduce the effect of, one or more Complications

WIGHT

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 800 kg; 4d6 HTH damage [2]
16	**DEX**	12	12-	
25	**CON**	15	14-	
10	**INT**	0	11-	PER Roll 11-
15	**EGO**	5	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
5	**DMCV**	6		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (4 rPD)
6	**ED**	4		*Total:* 6 ED (4 rED)
9	**REC**	5		
50	**END**	6		
12	**BODY**	2		
36	**STUN**	8		**Total Characteristics Cost: 117**

Movement: Running: 12m

OPTIONS

Cost	Power
8	**Teeth:** HKA ½d6, Armor Piercing (+¼); No STR Bonus (-½)
8	**Claws:** HKA ½d6 (2d6 with STR); Reduced Penetration (-¼)
27	**Hunger For Life:** Detect Life (no Sense Group) 11-, Range, Targeting, Sense
60	**Mage-Wight:** Add 60 points' worth of mystic spells and Skills
(35)	**Susceptibility:** to direct sunlight, takes 2d6 per Segment (Very Common)



Cost	Powers	END
43	**Life-Draining Touch:** Drain BODY and CON 2d6 Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +1¼), Reduced Endurance (0 END; +½); No Range (-½)	0
40	**Paralysis Of Fear:** Entangle 4d6, 4 PD/4 ED Takes No Damage From Attacks (+1); No Range (-½), Susceptible (Presence Attack to arouse victim with +20 result or better, Common; -½)	8
10	**Untiring Body:** Reduced Endurance (0 END; +½) for STR 20	0
15	**Wight's Body:** Does Not Bleed	0
10	**Wight's Body:** No Hit Locations	0
4	**Wight's Body:** Resistant (+½) for 4 PD/4 ED	0
1	**Wight's Body:** +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	**Wight's Body:** +2 PD Only Protects Against Piercing Attacks (-1)	
40	**Wight's Vitality:** Life Support: Total (including Longevity: Immortality)	0
5	**See Life:** Infrared Perception (Sight Group)	0
6	**Wight's Senses:** +2 PER with all Sense Groups	0
6	**Undead Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	**Wight's Senses:** Nightvision	0
	Skills	
2	+1 OCV with Life-Draining Touch	
3	Climbing 12-	
1	Language (GM's choice)	
7	Stealth 14-	
4	WF: Common Melee Weapons, Common Missile Weapons	
20	Other Skills and Talents (abilities and interests in life)	

Total Powers & Skills Cost: 223

Total Cost: 340

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Hatred For The Living (or other strong motivation from life) (Common, Total)

Total Complications Points: 20

Experience Points: 195

Wight

Ecology: Wights are the corpses of the dead, returned to life through Necromancy or other foul sorceries. Although superficially similar to zombies, they differ from them in two important respects. First, they're usually better preserved (typically because they were properly buried); second, they retain their own intelligence and malevolence (*i.e.,* they're not Automatons).

Most wights were in life important or powerful people who merited burial in crypts, mausoleums, barrows, or the like. The wight often keeps its burial-place as its lair, perhaps digging additional rooms or tunnels. It tends to know not just its lair, but the surrounding region, very well and uses its knowledge to ambush prey (or escape from adventurers).

Although the wight character sheet indicates Total Life Support (meaning the monster doesn't have to eat), some wights hunger for the souls of humans and use their Wight's Touch power to consume the life-force of their victims.

Personality/Motivation: Wights are filled with thoroughly evil intentions, including hatred for the living. They often exist solely to spread fear, dread, and chaos; others retain motivations from their living existence (such as greed, lust for power, or paranoia).

Powers/Tactics: In battle, wights typically rely on two special powers. The first is a "life-draining touch" that can kill with repeated use and leaves survivors weak and vulnerable. The second is a spell-like power to inspire such fear in living beings that they're paralyzed and unable to flee as the wight moves in to slay its victim.

A wight retains the knowledge of combat from its living existence and can use weapons, if they're available. Some wights keep magic weapons in their lairs for use against adventurers and victims. Other wights have such sharp teeth or nails that they function as natural weapons.

A few powerful wights, usually ones who were evil wizards or priests in life, have magic powers, such as the ability to cast spells. These wights may have lesser undead (skeletons, zombies, perhaps even a mummy) serving them, and make deadly and tenacious foes.

Campaign Use: Wights are a powerful undead threat, but not nearly as dangerous to the PCs as a lich or vampire. They make a good "master villain" for lower-powered groups of adventurers; slaying the wight can signal that the group has become mighty enough to move on to greater things. They may also serve powerful necromancers.

To make a wight more powerful, increase its Characteristics and/or give it the magical powers listed under "Options." To weaken it, reduce its Characteristics and get rid of the Paralysis Of Fear ability.

Appearance: Wights are human corpses animated by necromantic magics. Depending on the condition of the corpse, the body may be dessicated and thin, bloated and foul, or something in between. But the wight's eyes always gleam redly with malevolence and hatred for all that lives.

Wraith

Ecology: Wraiths are incorporeal undead which, unlike ghosts, are not tied to any particular location. They often travel at night, seeking out the human lives on which they feed. Some maintain a permanent lair (perhaps filled with treasure), others journey from place to place. But all wraiths hide when dawn approaches, for they cannot stand the touch of the sun.

Personality/Motivation: A wraith returns to life either through necromantic magic or through some strong-willed hatred for those who live, and its personality reflects these terrifying origins. It hates those who live, and hungers to take their life-force with its Wraithtouch ability. A few wraiths retain motivations from life (such as a desire to acquire power or treasure).

Powers/Tactics: Wraiths typically fight with their mystic powers, relying on their natural intangibility to protect them (if possible, they attack spellcasters first, knowing their magic can inflict injury). They usually create one or more areas of Darkness first to serve as cover, then attack.

A wraith's main weakness is its lack of Resistant Defenses. Since any type of magic can affect it, its Desolidification cannot protect it from deadly spells. If confronted with too many opponents who have the means to harm it, a wraith typically flees.

A few wraiths carry mystic scythes as weapons. Able to cut through the toughest armor, these scythes work only for wraiths; if a living being picks up a wraith's scythe, the weapon crumbles into dust.

Campaign Use: Wraiths represent an excellent challenge for many adventuring groups. Although more powerful than ghosts in most ways, they're not as deadly as specters. If necessary, you can tailor them to the group — weaken them by diminishing abilities and Characteristics, strengthen them with additional mystic power or higher Characteristics.

Appearance: Wraiths typically look like ghosts, but formed of shadow instead of ethereal vapor. They often wear dark-colored robes, giving them a somewhat more "human" appearance. However, the red- or green-glowing eyes within the robe's hood clearly indicate the being's true nature and evil disposition.

WRAITH

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
20	**DEX**	20	13-	
18	**CON**	8	13-	
15	**INT**	5	12-	PER Roll 12-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (0 rPD)
8	**ED**	6		*Total:* 8 ED (0 rED)
4	**REC**	0		
35	**END**	3		
14	**BODY**	4		
30	**STUN**	5		**Total Characteristics Cost: 130**

Movement: Running: 12m
Leaping: 0m
Flight: 20m



Cost	Powers	END
80	**Wraithtouch:** Drain BODY and STUN 3d6 Expanded Effect (two Characteristics simultaneously; +½), Affects Physical World (+2), Reduced Endurance (0 END; +½); No Range (-½)	0
105	**Wraithshadows:** Darkness to Sight Group 6m radius Affects Physical World (+2), Reduced Endurance (0 END; +½)	0
12	**Touch Of Fear:** +25 PRE Only For Fear-Based Presence Attacks (-1)	0
53	**Wraithform:** Desolidification (affected by magic) Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½)	0
37	**Undead Vitality:** Life Support: Total (including Longevity: Immortality, but not Diminished Eating)	0
10	**Undead Form:** No Hit Locations	0
30	**Wraithwalking:** Flight 20m Reduced Endurance (0 END; +½)	0
-4	**Can't Leap:** Leaping -4m (0m total)	
37	**Wraith Senses:** Spatial Awareness (no Sense Group), Range	0
27	**Hunger For Life:** Detect Life (no Sense Group) 12-, Range, Targeting, Sense	0
6	**Undead Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
	Skills	
25	Various Skills possessed in life	

Total Powers & Skills Cost: 418

Total Cost: 548

175 Matching Complications (50)

0	**Physical Complication:** Human Size
20	**Psychological Complication:** Hunger For Human Life (Very Common, Strong)
35	**Susceptibility:** to direct sunlight, takes 2d6 per Segment (Very Common)

Total Complications Points: 50

Experience Points: 373

OPTIONS

Cost	Power
157	**Wraith's Scythe:** HKA 3d6, Affects Physical World (+2), Penetrating (+½)
24	**At Home In Shadows:** Invisibility To Sight Group, Reduced Endurance (0 END; +½); Only When In Darkness/ Shadows (-¼)
10	**Undead Mind:** Mental Defense (10 points)

ZOMBIE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 800 kg; 4d6 HTH damage [2]
10	DEX	0	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
13	PRE	3	12-	PRE Attack: 2½d6
3	OCV	0		
3	DCV	0		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		*Phases:* 6, 12
4	PD	9		*Total:* 4 PD (4 rPD)
2	ED	3		*Total:* 2 ED (2 rED)
5	REC	1		
0	END	-4		
10	BODY	0		
—	STUN	—		**Total Characteristics Cost: 17**

Movement: Running: 4m
Leaping: 1m



Cost	Powers	END
10	**Untiring Body:** Reduced Endurance (0 END; +½) for STR 20	0
15	**Zombie's Body:** Does Not Bleed	0
10	**Zombie's Body:** No Hit Locations	0
45	**Zombie's Body:** Takes No STUN	0
4	**Undead Body:** +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	**Undead Body:** +2 PD Only Protects Against Piercing Attacks (-1)	0
15	**Undead Body:** Resistant (+½) for 8 PD/2 ED)	0
40	**Undead Vitality:** Life Support: Total (including Longevity: Immortality)	0
-8	**Slow:** Running -8m (4m total)	
-1	**Poor Leaper:** Leaping -3m (1m total)	
2	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
5	**See Life:** Infrared Perception (Sight Group)	0
6	**Undead Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0

Skills

3	Climbing 11-
1	Language (GM's choice)
3	Stealth 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 159

Total Cost: 176

175 Matching Complications (50)

15	**Physical Complication:** Affected By Necromancy (has EGO 13 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 11

OPTIONS

Cost	Power
7	**Teeth:** HKA ½d6; No STR Bonus (-½)
8	**Claws:** HKA ½d6 (2d6 with STR); Reduced Penetration (-¼)
27	**Hunger For Life:** Detect Life (no Sense Group) 10-, Range, Targeting, Sense

See also ***Zombie Powers***, below.

Zombie

Ecology: Zombies are the corpses of the dead, re-animated through necromantic magics.

Although the zombie character sheet indicates Total Life Support (meaning the monster doesn't have to eat), some versions of zombies hunger for human brains.

Personality/Motivation: Zombies have no personalities. They simply follow the orders given them by their creators.

Powers/Tactics: In battle, zombies use their powerful fists, or wield weapons. They never flee; they fight until victorious or destroyed. See below for more information.

Campaign Use: Zombies are a basic, low-powered foe in many Fantasy Hero games, Horror Hero campaigns, and games featuring "weird" occult phenomena. If you want to improve them for use against more powerful PCs, you can increase their DEX and other Characteristics, make them larger (the bodies of giants and the like), or give them eerie necromantic powers.

See below for further discussion on using zombies in the campaign.

Appearance: Zombies are walking human corpses in various stages of decay.

ZOMBIES AS ANTAGONISTS

In many of the best zombie stories, the zombies themselves are, if not incidental to the story, certainly less central to the narrative thrust than the opposition in other Horror subgenres. Indeed, they frequently serve a story role as basically a dangerous part of the environment, like a storm or other force of nature. At least part of this is because of the nature of zombies themselves; in most cases they're simply normal people transformed, mutilated, and then turned against other normal people, with most of what made them human (like intelligence and personality) removed. What renders them frightening — their relentlessness and sheer weight of numbers — is the same thing that can make them somewhat dull as adversarial monsters. Without plans, without desires any more complicated than hunger, and without personalities to interact with, they can't provide many of the more entertaining aspects of truly interesting villains like vampires or invading aliens. Instead, once the first few encounters have established their nature and the best means of fighting them (either fleeing or killing them), they seem to sort of just settle into the background of the setting. Now, whether that's a bug or a feature in your game depends partly on the campaign genre and the GM's preferences.

It's almost a truism in the zombie horror genre that the worst and most frightening acts are committed by the living when they succumb to the terrible, degenerative pressure that comes with the emergence of the undead and the constant state of siege survivors frequently find themselves under. Humans pushed to the edge, whether trying to take advantage of the chaos to seize power, make a profit, or simply survive, are capable of horrifying behavior that dwarfs the simple ravening destruction of the zombie horde. Examples range from the callous profiteering of the Umbrella Corporation in the *Resident Evil* movies and games, to the military scientists performing unspeakable experiments in *Day Of The Dead*, to Major West in *28 Days Later* luring survivors to the isolated military base with his radio broadcasts to provide women for his soldiers. How PCs react to the crumbling sense of morality of those around them, especially those NPCs in positions of power and authority, is a recurring theme in any zombie-based scenario.

Of course, if horror remains the goal for the players and GMs and slavering hordes of zombies just aren't exciting you any more, the zombies themselves can change. Perhaps only the first few generations of zombies are mindless, but after a while, every so often, a few are created with their intelligences intact (or even fiendishly enhanced!). These super-zombies might begin to take control of their mindless brethren, providing the PCs with more variation in their menaces. Or the zombies as a group might begin to manifest mutations and variations (see *Zombie Powers,* below, for some examples, but there's no reason to restrict yourself to that list).

If you truly want to raise the ante in a zombie-based adventure, perhaps the zombies aren't the only horrible monsters out there. What would, say, a small group of vampires do in a world overrun by zombies, as their own main food supply begins to dwindle? Maybe they would begin rescuing humans themselves, only to keep them in pens and protected underground bunkers to preserve that all-important supply of fresh, living blood!

INFECTION AND OUTBREAK

The first question a GM running a zombie-based adventure must resolve is how zombies are created. In some stories, only direct contact with a zombie creates new ones — wounds caused by their teeth or fingernails become infected with the zombie agent, which usually kills the unfortunate victim within a relatively short period of time (hours to days). If the victim's corpse isn't properly treated (burning, decapitation or otherwise destroying the brain are the usual methods), then after some period of time (once again, from minutes to days) the body is reanimated as a zombie.

In these cases, then, zombieism can be treated like a particularly nasty and communicable disease, no matter what the specific initiating agent might be. As long as the infected are effectively isolated from potential victims, the outbreak can be contained within a certain area (though, of course, this always turns out to be much harder than Clueless Government Officials (TM) think it will be). If infected victims are reached in time, it may be possible to either cure the infection entirely (perhaps with a viral antidote), or to prevent the infection from becoming terminal; for example, by amputating an infected limb before the toxin can reach the brain.

COMMON FICTIONAL CAUSES OF ZOMBIEISM

Medical experimentation (virii/bacteria, trioxin gas, nanobots, and so on)

Toxic waste

Alien influence (from an actual species)

Alien energies or substances (radiation from meteors, comets, and so on)

Magical curses (perhaps Mother Gaia is angry, or God is tired of sinners and chose zombies instead of a flood this time)

3

The opening of Hell or other Afterworld as appropriate (or simply, "Hell Was Full")

Bite of the Sumatran Rat-Monkey

Magical interment grounds (Haunted cemeteries, evil mausoleums, and so on)

A few versions of viral zombieism aren't limited solely to human beings, but instead can reanimate dead animals in monstrous form as well. Player Characters who've grown accustomed to the sight of the walking dead might find a new sense of horror when dogs, birds, or cows also return from the other side with a ravenous hunger for flesh. Even if they don't themselves become zombies, perhaps some animals are carriers of the condition, in the same manner that vermin and insects have spread plagues throughout human history.

In other situations, however, the prospect can be much bleaker. Perhaps anyone who dies in a certain period of time or physical area is resurrected as a zombie, or even everyone on Earth; this usually implies a metaphysical or mystical origin for zombies, such as the notion that "Hell is full," or some other curse or plague from a Supreme Being. If this is the case, the prospects for long-term survival of the human race drop to nearly zero, and the only chance to reverse the situation is to figure out and fix whatever has angered the gods to curse humanity so. A GM who intends to tell a story of smaller scope might limit the "revival factor" in some way; perhaps only the dead buried in a certain graveyard come back (as in *Pet Sematary* or *Dellamorte Dell'amore*), or maybe the curse of returning is limited to a certain bloodline.

CAN ZOMBIEISM BE CURED?

This is another fundamental question for the GM to answer. If zombieism is curable, then presumably the search for such a cure will eventually become the driving force for a long-term campaign. The PCs don't have to be aware that a cure exists at first, and even if the GM decides there isn't one, they may (in classic proactive PC style) expend a great deal of time and energy searching for one. At the very least, then, the GM can use this as motivation for periodic missions to various locations where a hint or cryptic clue has suggested the existence of such a cure.

Zombies In The Hero System

Here's some additional information on creating and playing zombies in the *HERO System*.

ZOMBIE POWERS

Here are some additional powers zombies may have.

BARRIER BREAKING

Zombies are tireless and persistent, and some can contort their bodies or otherwise manipulate themselves to fit through small cracks, spaces, and passages. Others are adept at simply battering down doors and other obstacles. In game terms, zombies with these abilities might have the *Contortionist* Skill or a Limited form of Tunneling that requires Extra Time.

CLIMBING

In many settings, zombies are insufficiently coordinated to climb at all, and might have a Physical Complication reflect this. In others, however, they're remarkably good climbers who can scale walls with ease (they have the *Climbing* Skill, or perhaps a Limited form of Clinging).

CONTAGION

In some stories (particularly Post-Apocalyptic ones), zombies create more zombies by infecting the living with their bites, scratches, or other unpleasantness. In many campaigns the GM can just handwave this effect; after all, it's not very horrifying if it's possible to survive the zombie's bite just because it rolled badly. However, others may want to list the following power on the zombie's character sheet:

Zombie's Bite: Severe Transform 8d6 (human into zombie; heals in manner specified by GM), Trigger (when zombie bites/claws victim; activating Trigger takes no time, Trigger immediately automatically resets; +1), Reduced Endurance (0 END; +½) (300 Active Points); All Or Nothing (-½), Limited Target (humans; -½), Only When Bite or Similar Attack Does BODY (-½). Total cost: 120 points.

CONTINUING FUNCTION

Zombies are able to continue functioning despite injuries that would kill an ordinary person, and this ability is reflected in their *Takes No STUN* Power. Some zombies continue functioning even beyond the point where they could be reasonably considered "destroyed" — for example, a zombie's head might continue to "live" after its decapitation as long as the brain itself remained intact, snapping at passersby and trying to moan and growl (though much more quietly without lungs attached).

DISCONCERTING MOAN

Zombies occasionally give off a terrible, low moaning sound that terrifies humans or drives them to distraction or madness. You can simulate this ability by giving the zombies a Drain PRE with Area Of Effect (Voice Range) and Incantations). Battle-hardened zombie fighters usually develop an immunity to this effect (Power Defense with a Limitation).

GROUP MIND

In some zombie stories zombies that join forces with other zombies become smarter. They're never going to win any Nobel Prizes, but they're a lot cleverer than they're on their own — and what's worse, sometimes if one of them learns something, they all learn it as long as they remain together. In *HERO System* terms you can build this sort of "group mind" as extra INT that only works when near a defined number of other zombies, plus a small Variable Power Pool to buy Skills in Limited circumstances.

HIDING

In some stories zombies can be as quiet as the grave and conceal themselves in hiding places they seem to have an instinctual nack for finding. Then they wait for living prey to come by and fall victim to their undead ambush. In *HERO System* terms they buy up their Stealth roll, or may even have abilities based on Limited Invisibility.

REGENERATION

Some zombies are not only hard to hurt, they heal a lot faster than the living do. You can buy this as Regeneration, or in some settings Healing BODY that's Triggered by consuming human flesh.

RETAINED INTELLIGENCE

Although most zombies are mindless, subhuman creatures, there are sometimes a few who retain some or all of the intelligence and skills they had while alive. In most cases of this sort, they also retain their own free will (in game terms, their original EGO and INT) while gaining the other superhuman traits of the undead. In some instances this is only true of one zombie, or a small percentage of the population, who lead the terrifying hordes. These Leader Zombies may also be able to mentally control the rest of their companions.

SMELL OF THE DEAD

The putrid bodies of the undead in some versions give off an overpowering stench, which you can represent this way:

Cost	Power
33	**Disgusting Stench:** Change Environment (stench), -4 to CON Rolls (see text), -6 to Smell/Taste Group PER Rolls; Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½), Persistent (+¼), Personal Immunity (+¼); Always On (-½), No Range (-½)
20	**Disgusting Stench:** Add to Change Environment -2 to DEX-based Rolls, -2 to INT-based Rolls, and -2 to PRE-based Rolls; Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½), Persistent (+¼), Personal Immunity (+¼); Always On (-½), No Range (-½), Only Applies If Victim Fails CON Roll (see text; -0)

Total cost: 53 points.

SUPERHUMAN SENSES

Zombies often have senses beyond normal human ranges. Some that might be appropriate include Nightvision, Infrared Perception (Sight Group), Enhanced Perception with some or all of their Senses, and various Detects bought as part of the Smell/Taste Group (such as Detect Living Beings, Detect Blood, or even Detect Fear). These might even have the *Tracking* Sense Modifier to make them even more dangerous.

COMBAT SKILLS

Some zombies gain remarkable hand-to-hand fighting abilities as part of their creation process, especially in somewhat-sillier games where they're expected to serve as minions or agents. Mexican zombies frequently have considerable wrestling skills, and it's said that some zombies in the Far East are also masters of esoteric forms of kung fu.

ZOMBIE WEAKNESSES

Here are some additional vulnerabilities zombies may have.

Physical Complication: even 1 BODY damage to the brain (Hit Location 3) instantly kills the zombie (Frequently, Fully Impairing): 20 points.

Physical Complication: Mute (Frequently, Slightly Impairing): 10 points.

Physical Complication: Cannot Climb (even ladders) (Infrequently, Greatly Impairing): 10 points.

Psychological Complication: Pyrophobia (fear of fire) (Common, Strong [assume the zombie has an 11- roll to overcome this, but it has to roll each Phase it's in the presence of fire]): 15 points.

Vulnerability: 2 x BODY from Fire attacks (Common): 20 points.

THE ETERNAL DEBATE: FAST OR SLOW

The stereotypical zombie of Hollywood until the last decade or so was a slow-moving, ponderous creature. The zombies of *White Zombie* (1932), the first movie to feature them, moved slowly because they'd been hypnotized into near-catatonia by Bela Lugosi so they'd work unceasingly in the cane fields, and this became more or less the standard for the genre. The classic *Night Of The Living Dead,* godfather of the modern zombie genre, underlined this particular feature with its columns of lurching, rigor-mortis-ridden corpses creeping up on the hapless humans hiding out in their boarded-up house.

While Romero-style zombies remain the stereotypical norm in most moviegoers' minds, in recent years modern young directors have decided to increase the terror by ramping up the physical abilities of the undead hordes, from the raging infected of *28 Days Later* to the hyperactive corpses of the 2004 remake of *Dawn Of The Dead.* While some argue that it's tough to be frightened by creatures who can be escaped at a leisurely trot, others decry the loss of the cool visuals of armies of lurching, limb-dragging monsters slowly but unceasingly spreading like a living disease.

The standard *HERO System* zombie is undeniably slow by PC standards, with a 2 SPD and only 4m Running. A GM who prefers a more sprightly corpse can raise either or both of those numbers to his taste.

THEY'RE JUST ANIMALS, FOR GOD'S SAKE

In some zombie stories, zombies are unintelligent, operating on pure instinct and mindlessly seeking to quench their terrible hunger; they learn little or nothing from their encounters with humans. But in others they may start out as mindless but seem to learn from their experiences, perhaps utilizing intelligence on levels similar to bright animals like dogs or monkeys. A more horrifying variation is one where individual zombies are sub-sentient automata, but when they gather in groups a sort of collective mind develops that allows the mob to act with greater intelligence.



Another spooky variation on the group mind concept allows zombies in one area to learn from an encounter *and pass that knowledge on to the entire zombie population,* even those not present at the time the lesson was learned. Perhaps their uncanny moans are in fact a form of pseudo-telepathic communication. Zombies that get smarter with each successive encounter or by succeeding generations help keep PCs on their toes and avoid complacency.

See the text for ideas on how to represent these abilities.

Large groups of slow zombies can of course always be made somewhat more dangerous by improving their Stealth rolls, allowing them to attack from surprise more frequently, or by assuming that zombies always have a Held Action available. Groups of zombies who individually only have SPD 2 can also be made more unpredictable and deadly by varying their active Phases — have 1/6 of the zombie horde act on *each* Segment and then again six Segments later (so a group of six zombies would individually go on Segments 1 and 7, 2 and 8, and so forth). Similarly, when dealing with small numbers of zombies, GMs can increase the uncertainty (and therefore the ease of frightening the PCs) by rolling a d6 for every zombie each Turn, using that Segment and six Segments later as that zombie's SPD. Each Turn the zombie's Phases would be in different Segments, making for a very unpredictable combat.

Uthosa



Ecology: The uthosa (the name is both singular and plural) are piscine beings who dwell beneath the surface of large bodies of water: lakes; inland seas; underground seas; oceans (they can live in either fresh or salt water). If they live near the shore, they may establish a relationship with a surface-dweller community, trading fish and shells for things they cannot produce in the water.

Uthosa typically form small families. Two or more families related in some way come together to form a *heeelash,* or "clan"; two or more clans yield enough manpower to build towns or cities. They often compete with mer-folk and the sharthak for the best underwater territory.

The uthosa are omnivores. In addition to herding schools of fish, they hunt whales and larger fish for food, gather edible vegetation, and also grow undersea crops if possible.

Uthosa can only breathe in the water. If they wish to visit the surface for longer than a few moments, they must hold their breath or use spells to enable them to breathe.

Personality/Motivation: Normal sentient humanoid motivations.

Powers/Tactics: Uthosa use the full range of tactics available to sentient humanoids, limited by the fact that they fight underwater. Like other underwater races, they favor stabbing and thrusting weapons (tridents, spears, daggers) and nets, since slashing and chopping are difficult underwater. If they wear armor, it's leather armor made from fish-skin or whale-skin, perhaps studded with shells or the like for strength.

Campaign Use: This character sheet represents a typical competent uthosa the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser uthosa — tradesmen, fish-herders, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The uthosa are fish-folk — not half-man/half-fish like mermen, but piscine beings in humanoid form. Their heads resemble those of fishes (complete with gills along the neck), their skins are scaled, and their hands and feet are webbed.

Vhesproth

Ecology: The vhesproth (the term is both singular and plural) are bat-like humanoids. They hunt birds and other small animals for food, occasionally forming "flocks" to go after larger prey. Despite their (to many humans) horrifying appearance, they do not consume the flesh of other humanoids. Although they're mostly nocturnal, and favor darker environments (caves, deep forests, regions with lots of overcast days) for their homes, vhesproth can function perfectly well in the daylight.

Most vhesproth live in isolated families, coming together with others of their kind primarily for council meetings, worship ceremonies, festivals, and the like. If food is plentiful, vhesproth may establish small towns. They rarely mingle with other humanoids or enter human cities.

Personality/Motivation: Normal sentient humanoid motivations. Shorter and slighter than many other humanoids, vhesproth often fear strangers, and flee until they can arrange a meeting under conditions favorable to them.

Powers/Tactics: Vhesproth use the full range of tactics available to sentient humanoids. They only use lightweight weapons (daggers, throwing blades, nets, short spears) and armor (leather) so they don't overburden themselves while flying. If at all possible, they remain in the air during battle, fighting other aerial combatants or firing missiles at targets on the ground.

Some vhesproth retain the sonar ability of bats, allowing them to "see" in the darkest conditions.

Campaign Use: This character sheet represents a typical competent vhesproth the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser vhesproth — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The vhesproth resemble humanoid bats; most are about five to five and a half feet tall. They have large heads with large ears, upturned noses, and tiny, black eyes; large, leathery wings under their arms that run all the way down to their lower legs; and short, brown-black fur over their entire bodies.

UTHOSA

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
10	**DEX**	0	11-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
3	**OCV**	0		
3	**DCV**	0		
3	**OMCV**	0		
3	**DMCV**	0		
2	**SPD**	0		*Phases:* 6, 12
4	**PD**	2		*Total:* 4 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
6	**REC**	2		
25	**END**	1		
12	**BODY**	2		
24	**STUN**	2		**Total Characteristics Cost: 14**

Movement: Running: 8m
Swimming: 14m

Cost	Powers	END
1	**Scaly Skin:** Resistant (+½) for 1 PD/1 ED	0
3	**Aquatic Body:** Life Support (Safe Environment: High Pressure, Intense Cold)	0
5	**Webbed Hands And Feet:** Swimming +10m (14m total)	1
-4	**Large, Webbed Feet:** Running -4m (8m total)	
5	**Aquatic Eyes:** Nightvision	5
5	**Aquatic Eyes:** Infrared Perception (Sight Group)	0
	Skills	
2	Survival (Underwater) 11-	
5	WF: Common Melee Weapons, Common Missile Weapons, Nets	

Total Powers & Skills Cost: 22

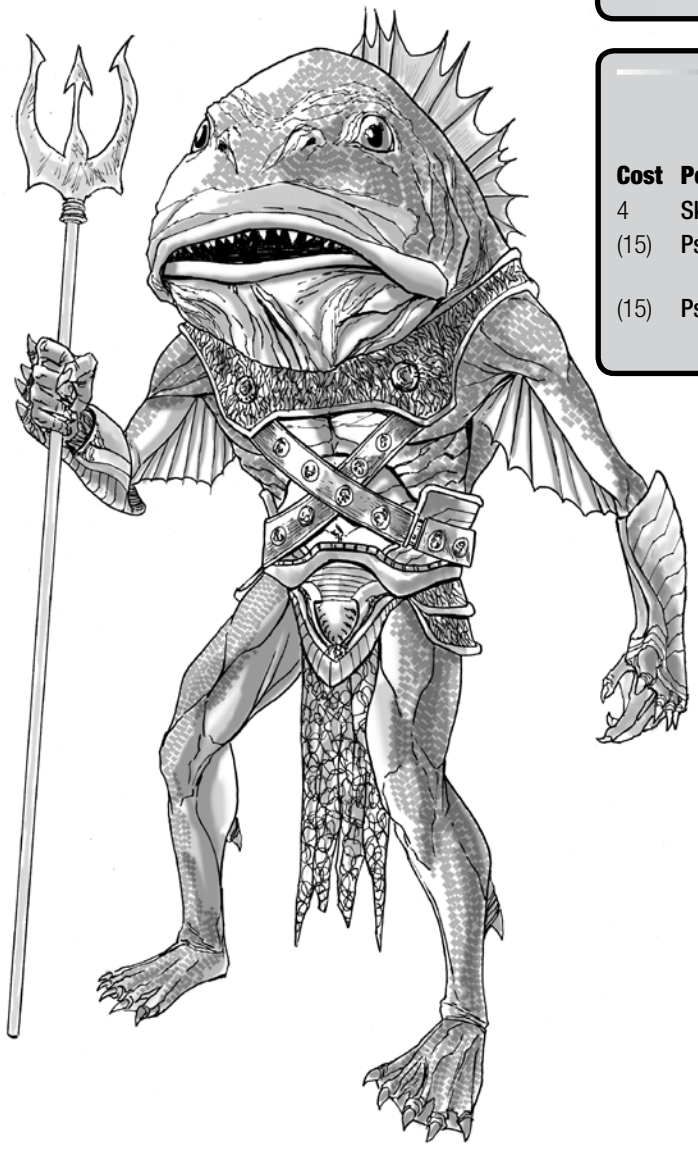
Total Cost: 36

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



OPTIONS

Cost	Power
4	**Skilled Swimmer:** +2 with Swimming
(15)	**Psychological Complication:** Hatred Of [another underwater race] (Common, Strong)
(15)	**Psychological Complication:** Hatred Of Surface-Dwellers (Common, Strong)

VHESPROTH

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
17	DEX	14	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	3		*Phases:* 4, 8, 12
2	PD	0		*Total:* 2 PD (0 rPD)
2	ED	0		*Total:* 2 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		**Total Characteristics Cost: 40**

Movement: Running: 6m
Flight: 20m

Cost	Powers	END
5	**Bite:** HKA 1 point (½d6 with STR)	1
4	**Frightening Appearance:** +10 PRE; Only To Make Fear-Based Presence Attacks Versus Other Races (-1½)	0
20	**Bat's Wings:** Flight 20m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	1
-6	**Awkward Legs:** Running -6m (6m total)	
	Skills	
3	Stealth 12-	
5	WF: Common Melee Weapons, Common Missile Weapons, Nets	

Total Powers & Skills Cost: 31

Total Cost: 71

175 Matching Complications (50)

0	**Physical Complication:** Human Size	

Total Complications Points: 0

Experience Points: 0

3

OPTIONS

Cost	Power
15	**Sonar:** Active Sonar
(15)	**Psychological Complication:** Fearful Of Other Races (Common, Strong)
(20)	**Psychological Complication:** Aversion To Sunlight (Common, Total)
(20)	**Vulnerability:** 2 x Effect from light-based Sight Group Flash Attacks (Common)



Vulchine

Ecology: Vulchines are bird-men who live in high places — along cliffs, in the tops of forests, and so forth. They favor warmer climes (temperate, subtropical, tropical), but sometimes find more northerly regions with enough food to support them. Vulchines only eat meat, which they obtain by herding, hunting, and trade. They can survive by eating carrion, and some of them actually enjoy the taste of rotted flesh, but most prefer fresh food.

Personality/Motivation: Normal sentient humanoid motivations. Despite their somewhat disquieting appearance, vulchines often get along well with other humanoids, establishing relationships based on trade, sharing information, or military alliances. For example, they might serve as scouts and information-gatherers for a human king, who in exchange would trade with them on favorable terms and protect them from their enemies.

Powers/Tactics: Vulchines use the full range of tactics available to sentient humanoids. They prefer to remain in the air, fighting flying opponents or attacking "groundlings" with missile weapons. Their favorite weapons are throwing blades, short swords, spears, and nets.

Campaign Use: This character sheet represents a typical competent vulchine the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser vulchines — tradesmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

VULCHINE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
3	PD	1		*Total:* 3 PD (0 rPD)
3	ED	1		*Total:* 3 ED (0 rED)
4	REC	0		
20	END	0		
9	BODY	-1		
20	STUN	0		**Total Characteristics Cost: 31**

Movement: Running: 12m
Flight: 16m

Cost	Powers	END
7	**Beak:** HKA ½d6 No STR Bonus (-½)	1
4	**Claws:** HKA 1 point (1d6 with STR) Reduced Penetration (-¼)	1
16	**Vulchine Wings:** Flight 16m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	2
3	**Vulchine Senses:** +1 PER with all Sense Groups	0
3	**Vulchine Eyes:** +6 versus Range Modifier for Normal Sight	0
	Skills	
3	Concealment 11-	
3	Stealth 12-	
5	WF: Common Melee Weapons, Common Missile Weapons, Nets	

Total Powers & Skills Cost: 44

Total Cost: 75

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0



Appearance: Vulchines, or vulture-folk, are bird-men, their humanoid bodies covered in dark-colored feathers. Wings grow from the underside of their arms. The feathers stop at the neck, though, leaving the head with bare, wrinkled, reddish skin. Their four fingers and three toes have short claws on them, and sharp beaks cover the lower half of their faces.

Wolfar

Ecology: The wolfar are canine-headed humanoids. They tend to live in wilderness areas and have a primitive tribal culture. They mainly eat meat, and when they can get it prefer the flesh of other humanoids... or even wolfar from other tribes. Some tribes make an elaborate ceremony out of draining the blood from a captive and drinking it as a tribute to the dark gods they worship.

An wolfar tribe typically consists of 20 or more adult males, plus their females and children. A chieftain — the most powerful or clever warrior — leads the tribe, usually with the help of one or more priests or shamans. Most tribes establish a home village and a territory surrounding it, but some lead a nomadic life.

One notable subspecies of wolfar is the *cackler,* a hyena-humanoid. Its eerie, yelping laugh tends to frighten even the most hardened warriors.

Personality/Motivation: Normal sentient humanoid motivations. The wolfar often fight

WOLFAR

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
14	DEX	8	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (1 rPD)
5	ED	3		*Total:* 5 ED (1 rED)
6	REC	2		
30	END	2		
10	BODY	0		
26	STUN	3		**Total Characteristics Cost: 66**

Movement: Running: 14m

Cost	Powers	END
5	**Bite:** HKA 1 point (1d6+1 with STR)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**Swift:** Running +2m (14m total)	1
6	**Wolfar Senses:** +2 PER with all Sense Groups	0
5	**Wolfar Nose:** Tracking for Normal Smell	0

Skills

3 Stealth 12-

4 WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 26

Total Cost: 92

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 0

3

OPTIONS

Cost	Power
2	**Adapted To The Cold:** Life Support (Safe Environment: Intense Cold)
2	**Cackler:** +5 PRE; Only To Make Fear-Based Presence Attacks (-1), Incantations (-¼)



among themselves for power and status, much like a pack of wolves, but they also know how to cooperate to hunt, fight, and accomplish goals. They make good soldiers if commanded with an iron hand.

Powers/Tactics: Wolfar use the full range of tactics available to sentient humanoids. They typically wear hide or leather armors, use wooden shields, and wield axes and spears, but more advanced tribes may have captured chainmail and swords.

Campaign Use: This character sheet represents a typical competent wolfar the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can customize it by applying one of the Templates from Chapter One, such as Chieftain or Fighter. Lesser wolfar — traders, craftsmen, the young, most females, the elderly — would of course have slightly lower Characteristics, no WFs, and so forth.

Appearance: The wolfar is a dog-headed humanoid. Despite the name, most have heads resembling those of mastiffs, but others with more lupine, vulpine, or hyena-like heads and bodies are not unknown. Most have short, dark fur on their bodies, but some do not; sometimes a seasoned adventurer can tell an wolfar's tribe from the coloration of, or patterns dyed into, its fur. They carry weapons and wear armor.



CHAPTER FOUR

MONSTERS FROM AROUND THE WORLD



CELTIC MONSTERS

Faerie

Origin: Throughout the British Isles

Other Names: Addlers, Ad-Hene, Aes Sidhe, Daoine Beaga, Daoine Coire, Daoine Matha, Elves, Fane, Feadh-Ree, Ferish, Ferishers, Ferlies, Ferries, Fir Sidhe, Frairies, the Good Folk, the Good Neighbors, the Good People, the Greenies, the Hidden People, the Little Folk, the Little People, Marcra Shee, Menters, the Night Folk, Pharisees, the Secret Folk, Sheagh Sidhe (or Slooa-Shee), Sleagh Maith, Sprites, Them, Themselves, the Wee Folk

Ecology: The faerie-folk live all over the British Isles, in many different environments; see below for further information on their homes and realms. As magical beings, they don't have to sleep, breathe, or worry about the weather. Most of them don't have to eat, either, but they do so anyway for the joy of tasting food and drink. Some kinds, including many described later in this chapter, do require specific types of sustenance... including things like human flesh and blood.

Personality/Motivation: By human standards, faeries tend to be capricious in the extreme, varying from helpfulness to wickedness at the drop of a hat. They also tend to react to human customs and practices in unusual ways; for example, a kindly faerie may leave and never return, or even turn malicious, if thanked or given a gift. See below for more information on faerie nature.

Powers/Tactics: Faeries possess vast magical powers. Though faeries of higher rank or station, such as the Daoine Sidhe (see below), have more power than lesser faeries, even the weakest sprite or pixy has arcane abilities rivalling those of the strongest wizard or druid.

Among the powers possessed by most faeries are: the ability to become invisible (or make other people and things invisible); the ability to move from one place to another in the blink of an eye (Teleportation); the power to trick the senses with *pishogue* (illusions, glamours); the ability to Transform beings and things into other beings and things (turning a man into a beast of some sort is a popular faerie punishment for boorish Humans, and faeries often turn oak leaves into gold to trick the greedy); the ability to enchant objects or grant magical powers to people; the ability to grant wishes; the power to change their shape into animals, natural objects, and sometimes just about anything (referred to as *faet fiada,* "the look of an animal," among the gods of Ireland, the Tuatha dé Danaan), and the ability to heal wounds (or inflict pain). In game terms, the typical faerie has a large Variable Power Pool for his magical powers. Technically there are some restrictions on this Pool (for example, it can't create things made of iron, or technological devices), but they so rarely come into play in faerie stories that they're not listed as Limitations.

Furthermore, faeries rarely suffer any injury from mortal weapons (though enchanted ones could cause them harm), and they possess a broad immunity to many types of magic. But they have a strong distaste for two things: iron and salt. A quantity of either presented strongly will drive them away or ward an area against them (and earn their enmity for the user), and weapons of iron can kill them permanently.

Campaign Use: See below for more information about the faerie-folk. The information presented here often applies, to one degree or another, to many other creatures and monsters in this section of Chapter Four.

Appearance: As masters of illusion and shapechanging, faeries can look like nearly anything they want to — from tall, beautiful, noble-looking elves like the Daoine Sidhe, to ugly, mis-shapen goblins, to the tiny winged sprites of Victorian fancy. They may go naked or wear clothes; in the latter case they favor colors like green, red, white, and brown.

THE FUATH

Fuath (or vough) is a general term for dangerous or evil water-faeries. Examples include Jenny Greenteeth, many Urisks, various water-horses like the Aughiskey, the Fideal, the Nuckelavee, the Shellycoat, and many others.

4

Faerie Lore

The tales and legends of the British Isles feature extensive lore about the faeries, their activities, and how they interact with humans.

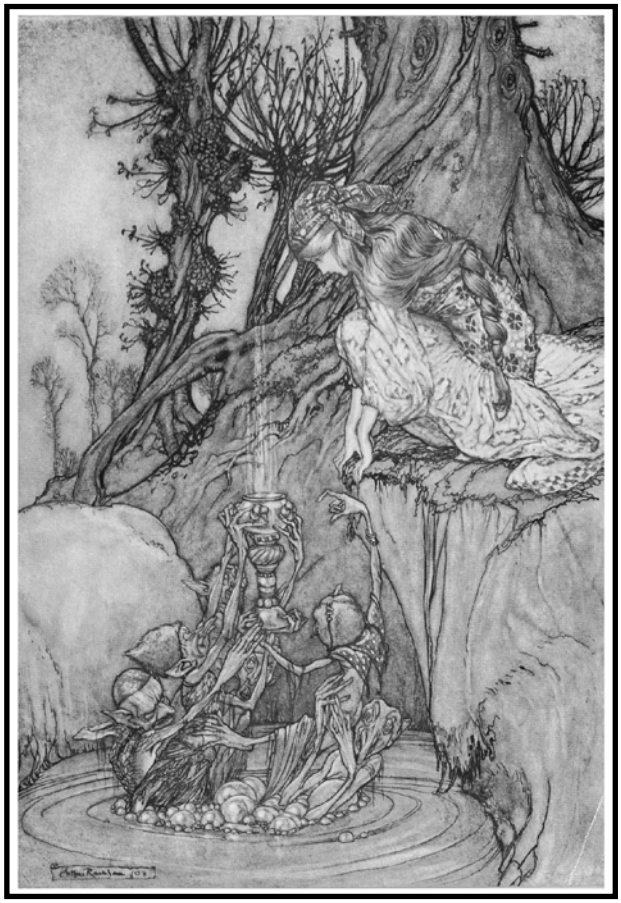
THE FAERIE COURTS

Broadly speaking, faeries divide themselves into two courts: the Seelie Court and the Unseelie Court. As men characterize them, the Seelie Court consists of the "good" faeries, and the Unseelie Court of "evil" faeries. But that's not to say that Seelie faeries like humans. A few do seem to, but

FAERIE

Val	Char	Cost	Roll	Notes
5	**STR**	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
20	**DEX**	20	13-	
10	**CON**	0	11-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
25	**PRE**	15	14-	PRE Attack: 5d6
7	**OCV**	20		
7	**DCV**	20		
7	**OMCV**	12		
7	**DMCV**	12		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
10	**REC**	6		
60	**END**	8		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 164**

Movement: Running: 12m
Teleportation: 40m



Cost	Powers	END
250	**Faerie Powers:** Variable Power Pool, 100 Pool + 100 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
30	**Faerie Form:** Physical Damage Reduction, Resistant, 75%	0
	Doesn't Work Against Iron Attacks (-1)	
60	**Faerie Form:** Energy Damage Reduction, Resistant, 75%	0
15	**Faerie Mind:** Mental Defense (15 points)	0
15	**Faerie Form:** Power Defense (15 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
45	**Faerie Concealment:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
60	**Vanishing:** Teleportation 40m	0
	Reduced Endurance (0 END; +½)	

Talents

20 Universal Translator 13-

Skills

3 High Society 14-
5 AK: local area where the faerie lives 15-
3 KS: Legends And Lore 13-
3 Stealth 13-

Total Powers & Skills Cost: 554
Total Cost: 737180

175 Matching Complications (50)

20 **Psychological Complication:** Capricious Faerie Nature (Very Common, Strong)
20 **Susceptibility:** takes 2d6 per Turn from iron (Common)
20 **Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 50
Experience Points: 543

for most of them it's more accurate to say that they *tolerate* humans, or regard them neutrally. They may help men on occasion, but they also ignore their pleas frequently and often play (relatively harmless) pranks on them for fun. To Seelie faeries, men are slow, clumsy, and serve quite well as the butt of jokes.

Unseelie faeries, on the other hand, bear distinct malice and ill-will towards men. They resent their bumbling natures, crude ways, intrusive curiosity, loud and braying voices, and general destructiveness. They enjoy playing wicked, and often dangerous or fatal, pranks upon them (such as misleading a traveler so that he walks right off a cliff), and never provide them any

FAERIE CREATURES

Wondrous versions of many creatures exist in Faerie, and sometimes they find their way into the mortal realms. The famed white hart is one example, as are the gigantic wild boars that hero-bands sometimes have to hunt before they lay waste to entire duchies or kingdoms.

Many, though by no means all, faerie creatures have similar markings. They tend to be white, with red or reddish-brown ears and/or spots. In some cases, Men can capture them, using them to improve breeding stock or for other purposes. Faerie cattle, horses, pigs, and hounds all serve Men admirably this way — though sometimes their faerie masters come to take them back!



Some faerie creatures don't always have an unusual appearance, but possess unusual abilities. Most often they're intelligent and can speak as well as any man. Some hinder heroes, others bear messages to them or provide assistance when they need it the most.

aid or assistance unless coerced or tricked into doing so. Men interact with Unseelie faeries only at great risk.

In some parts of the British Isles, people also refer to the Unseelie Court as the *Sluagh* (sloo-a). In other regions, that term refers to the hosts of the spirits of the restless dead, a vast troop of malicious ghosts.

RULERS AND RANKS

Within Faerie, as within the realms of men, rank and position exists. Some faeries rule, others are ruled. Given the chaotic nature of faeries in general, the term "rule" is a relative thing, but when a faerie king or duke makes a law, all faeries obey it scrupulously or suffer severe punishment. The highest and most powerful of faeries are the *Daione Sidhe,* who are described in greater detail on page 320. They're the faerie nobility — the kings, dukes, lords, and knights who hold sway over "common" faeries.

THE FAERIE REALMS

Faeries live in a wondrous Otherworld known, aptly enough, as *Faerie.* In Faerie, time (as men known it) has little meaning, and enchantment fills and affects everything. All the creatures are magical faerie creatures, and even the plants and stones are magical.

At various places, the realms of Faerie interact and coincide with the realms of men, thus allowing humans to pass into the Otherworld (either accidentally or on purpose). The most common of these places are *shees* (or *sidhe*s). To most people, shees resembly ordinary grassy hills. But to a person with the faerie favor or the ability to perceive magic, the hills are hollow, with vast faerie halls inside, or have faerie castles of heartstopping beauty on top. Here the faeries live, and woe to the mortal who intrudes unasked on them! Woe, too, to the person who stumbles across a shee on some moonlit night when the faeries host a feast or revel. If he follows the siren call of the faerie music (*céol-sidhe*) and goes to dance with them, or if he consumes even the least bit of faerie food or drink, he may find himself trapped in Faerie for-ever. Or he may awaken in the morning, lying on the grassy hillside, thinking that but a night has passed when in reality he's been gone from the world of men for many years. A faerie king and queen, or sometimes a lesser noble, rules each shee with unquestioned authority.

Bards tell many tales of other places where Faerie and mortal lands come together. There's *Tir na n'Og,* the Land of Youth, a magical island where a man can live forever in the health and fitness of youth; and *Tir fai Thune,* the Land Beneath the Waves, where faeries live in wondrous underwater palaces. Even *Annwn,* the Welsh land of the dead, could be considered a part of the Faerie realms.

FAERIE ACTIVITIES

The faeries have many ways to amuse themselves besides playing tricks on humans. They frequently engage in competitions with each other, ranging from games (such as riddling or faerie chess), to various sports, to duels of magic and power. Sometimes disputes grow between them and one noble leads the forces of his shee in battle against another. Though mortals rarely see any sign of these battles, they can rage unchecked

OPTIONS

Cost	Power
+56	**Faerie Power:** Reduce END to 20 and buy Endurance Reserve (200 END, 21 REC)
+125	**Powerful Faerie:** Increase VPP to 150 Pool + 150 Control Cost
+250	**More Powerful Faerie:** Increase VPP to 200 Pool + 200 Control Cost
+500	**Incredibly Powerful Faerie:** Increase VPP to 300 Pool + 300 Control Cost
+62	**Power Within His Domain:** Faerie also buys VPP +50 Pool + +50 Control Cost; Only Works In Faerie's Domain (his secret lair, special territory, or other area where he's at his most powerful; -1)
107	**Pishogue:** Multipower, 107-point reserve
10f	**1) Personal Pishogue:** Mental Illusions 14d6, Reduced Endurance (0 END; +½)
11f	**2) Group Pishogue:** Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls, Area Of Effect (32m; +1), Reduced Endurance (0 END; +½)
42	**Shapechanging (Limited Forms):** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, four predefined shapes), Instant Change, Reduced Endurance (0 END; +½)
67	**Shapechanging (Any Form):** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)
35	**Full Faerie Invisibility:** Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½)
13	**Faerie Wings:** Flight 20m; Restrainable (-½)
9	**Faerie Wit:** faerie buys Charm, Conversation, Persuasion
3	**Faerie Equestrian:** faerie buys Riding
-3	**Faerie Consumption:** Removed Diminished Eating from Life Support (the faerie has to eat normally, though what he has to eat varies from faerie to faerie)
var	**Faerie Factionalism:** Hunted (by enemy shee or some other type of faerie) or Rivalry (with another faerie in his shee)
var	Remove Susceptibilities, possibly replacing them with Psychological Complications indicating simple dislike of those substances
(25)	**Psychological Complication:** Dislikes Sunlight And Avoids It As Much As Possible (Very Common, Total)

across Faerie (or through the skies) as faeries use their blades and spells to take the lives of their fellows. Knowing that men are much stronger and sturdier than they, the faeries of a particular shee sometimes bribe or coerce bold warriors to compete on their team or fight with them against their enemies. Even a single human warrior aiding the forces of a shee can be enough to turn the battle in that shee's favor.

Many faeries enjoy music and dance immensely. Their own, as mentioned above, can bewitch and entrance human beings, but they also appreciate a skilled human musician. A bard who pleases them may find himself gifted with greater lore or items of power... or may end up kidnapped, a prisoner of the faeries who don't want to let him go because they like his music so much. "Faerie rings" of mushrooms often show where faeries like to dance.

Other faeries enjoy participating in craftwork. They bake faerie bread, cobble faerie shoes, or forge enchanted blades with their seemingly delicate anvils and hammers. Goods produced by the faeries rarely break or wear out, no matter how hard-used, and often possess minor magical properties; any human who gets one as a gift treasures it.

Some faeries enjoy herding faerie cattle, sheep, or pigs (or participating in *tain*s — cattle-raids — against other shees); breeding faerie hounds; or participating in faerie hunts for enchanted creatures through the mystic woods of Faerie. If a mortal can obtain one of these beasts for his own herds, it will greatly improve his stock. But most faeries guard their herds jealously and rarely part with even a single animal. On the other hand, faeries often like human horses, and may "borrow" one from a human's stable to "elf-ride" it — ride it all over the fields and moors until the poor beast is exhausted, then return it to its home.

On nights when the moon is full, sometimes the courts of the nobles of the Daione Sidhe go forth from their underhill halls on *rades,* elaborate and usually solemn processions in which they ride their faerie steeds across the land to enjoy the sights. On most occasions they ride along the ground like mortal folk, but if the mood takes them they may spur their horses up into the air, riding among the clouds like birds. This is also known as *trooping,* and faeries who engage in it as "trooping faeries." Sometimes the faeries go in flying companies known in Scotland as *oiteag sluaigh* ("people's puff of wind") that snatch up people and carry them through the skies on a dangerous, dizzying journey. They eventually return the victim to his house so disoriented and confused he doesn't recognize it or anyone in it.

HUMAN-FAERIE INTERACTION

As any man with sense can tell just from reading the above, dealing with the faerie-folk, even the Seelie Court, is fraught with peril. Faeries are touchy and temperamental, and can easily take offense at the most innocent comment, or a Human's failure to obey some faerie law he knew nothing about. On the other hand, if pleased with a man, the faeries may grant him wondrous gifts, so heroes and other people often risk faerie displeasure in hopes of earning themselves a magical reward.

DISLIKEABLE AND MERITORIOUS HUMAN TRAITS

The faeries despise certain human traits and often punish anyone who exhibits them. First and foremost, they dislike curiosity and infringements upon their privacy. Those who spy upon faerie doings often find themselves turned into toads, inflicted with a disease (such as *breac sith,* "elfin pox") or blemish, or subjected to some equally horrific punishment. The faeries also resent greed. Anyone who comes to them just in the hopes of receiving gifts or favors will likely find his feet turned backwards for his pains, or receive some other "gift" that wasn't anything like what he hoped for. Similarly, a lack of generosity on the part of Humans merits faerie displeasure, as does general rudeness, incivility, boorishness, or bad manners. Lastly, faeries dislike sloppiness or messiness in all its forms; they're a fastidious folk.

On the other hand, the faeries appreciate qualities in mortals which are the opposite of what they dislike. Humans with noble hearts, generous natures, a lack of greed, and a respect for others' privacy (particular that of the faeries themselves) may earn themselves gifts. Good manners, a kind nature, truthfulness and fair dealing, respect for the faeries and their customs, and neatness also merit faerie goodwill. For example, if a faerie happens to come to a human house and finds the hearth well-swept, the baby clean and cared for, the dishes washed, an absence of dangerous cats, and perhaps a bowl of clear water or milk set out for himself, he may leave a present for the housewife. But if he finds things out of order, he's likely to do the cleaning on his own and then punish the wife for not attending to her duties. Faeries also like human cheerfulness, music, and stories, and reward people who make them merry.

One special gift the faeries grant to people who please them, or to craftsmen who catch the faeries using their tools without permission, is *ceaird chomuinn* ("association craft") — a grant of skill or ability. They may make the person particularly skilled at his chosen career (such as smithing), but musical talents, magical abilities, and powers of prophecy, second sight, or healing are most common.

BORROWING AND LENDING

For some reason, the faeries seem to have a penchant for borrowing (or stealing) items from mortals (including cattle). Though able to create whatever they need with their powers, they seem to prefer Human implements; perhaps they possess a greater strength than faerie ones. A person who's generous with his goods, or who doesn't bother to pursue thieving faeries, may find himself rewarded (or at least not bothered too often); one who begrudges the faerie-folk, or tries to keep them away with iron or salt, may

FAERIE GROUND

Faerie lore speaks of *foidin mearai* or *foidin seachrain,* translated as "confusing clump" or "stray sod." This refers to a faerie spell on a particular piece of ground so that a human wandering into either (a) thinks he's continuing to move forward, when in fact he stands on that one spot, walking in place, or (b) walks around confusedly, unable to find his way out of the area even if he normally knows it well. Even turning one's clothes doesn't offer protection against this power (which you can simulate with Mental Illusions).

Féar gortach, or "hungry grass," is a similar phenomenon. Anyone stepping on a patch of it becomes consumed by a hunger so fierce that he quickly dies of starvation unless he has food with him. In game terms this is an RKA, NND, Does BODY, with the defense being having food one can eat right away.



Faerie lore also mentions *trods,* or straight paths in the grass that are of a deeper, richer green than the surrounding grass. Animals avoid trods, but walking on one is said to cure rheumatism and other maladies... provided one doesn't meet a faerie who's walking the path at the same time. If that happens, the faerie's likely to become angry... perhaps even angry enough to kill the hapless human.

suffer whatever torments the faeries consider appropriate.

To appease the faeries and act "neighborly," many people leave a crock of water or milk, and perhaps some light food like a cake of bread, on the stoop at night for the local faeries. In gratitude for this, the faeries often protect the house or farm from Unseelie faeries and see to it that the animals are never barren or dry of milk. But if someone in the household tries to thank them, give them gifts (such as clothing), or spies upon the faeries when they visit, they never come again and may inflict blights upon crops or animals.

Many faeries are as good at lending as they're at borrowing. If they see that a person needs some help to get a job done, they'll provide him with faerie tools, or perhaps some surreptitous faerie help at night. Many a farmer facing acres of crops to harvest on his own has had a field-faerie appear suddenly and offer him a scythe to use. Upon accepting the offer politely, he finds that the scythe mows an acre of grain with every sweep! Faeries only accept minor and indirect rewards for such assistance (like the aforementioned milk and bread); attempts to pay them back with greater gifts only drive them away for good.



CHANGELINGS AND FAERIE BRIDES

Perhaps the most unusual faerie borrowing and lending is of faeries themselves! Sometimes faerie babies misbehave so badly that their mothers sneak into human homes and switch them for well-mannered human babies. The faerie babies left behind are called *changelings* (or in Welsh, *plentyn-newid*). Sometimes the mother can get her real baby back by spanking the faerie child, thus arousing its mother's sympathy, but usually she's stuck with her new child. But if she is a good mother and puts up with the child's tantrums, eventually its perverse faerie nature fades away, leaving it a man.

Occasionally a man gets lucky and snares a faerie bride for himself. Some trick a faerie maiden into marrying them, others compel them by hiding the enchanted animal-skins they use to change shape. A few win a faerie woman's genuine love and affection in some manner. But all find that faerie wives possess great beauty, excellent manners, and the best of womanly skills. Their children are fae-blooded and often have strange powers or attributes related to their faerie heritage (such as the webbed hands of the sons and daughters of selkie women); some become mighty wizards.

THE SI GAITHE

Faeries (and even gods) sometimes appear to mortals through the *si gaithe,* or "faerie whirlwind" — a twisting, obscure column of air from which wonders sometimes appear. Most people who see one quickly avert their eyes and flee out of fear of what may happen, but a bold man sometimes earns gifts or favors from the faerie-folk if he stands his ground.

PROTECTION FROM FAERIES

Since faeries are often dangerous, men have found many ways to protect themselves from them. Besides confronting them with iron (or steel) or salt (for example, hanging an iron horseshoe over the door of a house, or open scissors over a baby's cradle), other methods include:

- turning one's clothes inside-out
- carrying a cross, Bible, holy water, churchyard mold, or other holy/sacred object (in some cases a traveler sprinkles one of these substances in his path as he goes) (in a Fantasy setting, some other religious symbols or substances would be used instead)
- wearing or ringing a bell or bells
- carrying certain plants or herbs, such as a four-leaf clover, red verbena, St. John's wort, daisies, wood or berries from any tree with red berries (especially rowan and mountain ash), ground ivy, or pearlwort
- leaping across running water, particularly a stream that flows south (though this doesn't work with all faeries, particularly ones who live in fresh water)
- tossing a glove inside a faerie ring to make the faeries there run away
- scattering flax on the floor of a room to keep the faeries from entering
- burying a witch's bottle (a glass bottle containing sharp objects, salt, rowan wood, and ashes) in front of the doorstep keeps the faeries out of the house; properly banking a fire or putting a broom next to the fireplace stops them from coming down the chimney
- putting up a mirror anywhere the faeries might see it (they don't like to see reflections of themselves)
- a ring of fire
- sprinkling oatmeal on one's clothes, or carrying it in one's pocket
- sprinkling stale urine on doorposts and walls every quarter keeps the faeries out of a building; sprinkling it on cattle prevents the faeries from stealing them
- a mulberry tree in the garden keeps faeries away from it

In game terms, a faerie's *Capricious Faerie Nature* Psychological Complication, or other Complications such as its Susceptibilities, accounts for its dislike of these substances and practices. However, despite all these methods, characters in myths and folktales constantly fall victim to faerie tricks and depredations, so the GM may forbid PCs to use any of these methods until they learn of them through in-game experience, or can otherwise restrict them (for example, by minimizing the strength of the Psychological Complication so it's easier for a faerie to make its EGO Roll).

ATHACH

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [5]
14	DEX	8	12-	
23	CON	13	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (0 rPD)
8	ED	6		*Total:* 8 ED (0 rED)
10	REC	6		
45	END	5		
15	BODY	5		
40	STUN	10		**Total Characteristics Cost: 124**

Movement: Running: 12m

Cost	Powers	END
7	**Fangs:** HKA ½d6 No STR Bonus (-½)	1
	Skills	
24	+3 HTH	
2	WF: Common Melee Weapons	

Total Powers & Skills Cost: 33

Total Cost: 157

175 Matching Complications (50)

15 **Physical Complication:** Aversion To Sunlight (see text) (Infrequently, Greatly Impairing)

15 **Psychological Complication:** Murderous And Cruel (Common, Strong)

Total Complications Points: 30

Experience Points: 2

Athach

Origin: Scotland

Ecology: "Athach" is a general Highland term for various monstrous or gigantic faeries that haunt lonely gorges, mountains, and glens, and sometimes lochs or waterfalls. While it can include many other faeries, such as the luideag, bocan, and fachan, more specifically it means a large, ogreish faerie who waylays unsuspecting victims to eat them.

Athachs dislike sunlight, which makes them uncomfortable. They suffer a -1 on PER Rolls, Skill Rolls, and Attack Rolls in sunlight. The usually live in caves or ruins, coming out only on overcast days or at night.

Personality/Motivation: Athachs are vicious, wicked, and cruel. They attack travelers and sometimes even villages to slaughter men for food. Sometimes an athach kidnaps his victims and bring them back to his cave, where he imprisons them so he can eat them later.

Powers/Tactics: Athachs use their great strength and large weapons in combat to overwhelm their enemies with brute power. They usually pick one target, typically the mightiest warrior opposing them, and smash him until he's dead, then move on to the next foe. Cleverer athachs may try Multiple Attacks or similar maneuvers when facing several opponents at once.

Campaign Use: Compared to most of the monsters in this section, an athach is a straightforward combat challenge. It's the perfect creature to use when your heroes are tired of faerie trickery and evasion and just want to beat on something.

Appearance: An athach is a large, brutish, ogre-like monster. It covers its ugly form with ragged clothing. It usually wields a large club or other oversized weapon.

OPTIONS

Cost	Power
8	**Claws:** HKA ½d6; Reduced Penetration (-¼)
6	**Multiple Heads:** +2 PER with all Sense Groups
10	**More Eyes Better:** Increased Arc Of Perception (360 Degrees) for Sight Group
5	**Extra Heads:** Extra Limbs (more heads), Inherent (+¼); Limited Manipulation (-¼)



Aughiskey

Origin: Ireland (see also below)

Other Names: Capall-Uisce; see below

Pronunciation: ahg-ISS-kee

Ecology: Aughiskeys are water-horses — horses that live in the sea or large bodies of still fresh water. But unlike normal horses, they're carnivorous. They come ashore at times to devour cattle, and as described below sometimes eat men as well. They're most active in the month of November.

When an aughiskey dies, its body rapidly degenerates into a jelly-like slime.

Personality/Motivation: Normal animal motivations, though tinged with a certain maliciousness and cunning.

Powers/Tactics: An aughiskey fights like a normal horse, though it's stronger, tougher, and has a carnivore's sharp teeth. If captured, bridled, and saddled, it makes an excellent horse and can increase the quality of a horse herd by breeding with the mares. But its rider must stay inland with it — if it ever sees the sea, even for an instant, it magically pins its rider in the saddle, gallops for the ocean as fast as it can, plunges in, and then devours its rider at its leisure. (It doesn't eat the victim's liver, which soon drifts to the surface.)

Campaign Use: Aughiskeys should represent a tempting challenge for your heroes. They make excellent mounts, but careless heroes will soon find that they've taken on more than they bargained for the first time they get near the sea.

Appearance: The aughiskey, or water-horse, lives in the sea or a large body of fresh water (but not running water, only kelpies [see below] live in rivers and streams). It looks like an ordinary horse of the finest, most handsome variety, often grey in color.

OTHER WATER HORSES

The water horse is a common type of faerie found all over the British Isles. Some other examples include:

CABYLL-USHTEY

This is the water-horse of the Isle of Man. It's as deadly and greedy as the each uisge (see below). It's pale grey in color, and its hooves are backwards.

CEFFYL-DWR

The water-horse of Wales, similar in most respects to the aughiskey. It has the power to change its shape to that of a goat, a handsome young man, or a mist. (Use the *Shapechanging (Limited Forms)* power for the former, and Desolidification for the latter.) It sometimes leaps out of the water to grab a passerby and kill him by squeezing or trampling him to death.

EACH-UISGE

This is the Scottish version of the aughiskey, and is particularly vicious and cruel. It rides up and down the shores of a loch, already saddled and bridled, waiting for someone to try to catch and ride it. As soon as it has a rider, it runs into the water and eats him, as described above. Some tales claim it can even grow larger to accomodate multiple riders, if necessary.

An each-uisge (ech-OOSH-kya) can change shape into a handsome young man to come ashore and seduce women, but a clever girl can recognize it for what it is because it always has a strand or two of seaweed in its hair. It can also take the form of a boobrie (a large carnivorous faerie water-bird).

GLASTYN

The glastyn (or glashtin) is a Manx form of the aughiskey. It often takes the shape of a dark-haired, handsome man to try to lure female victims to come closer to the sea with it before it transforms back into horse, seizes them, and drags them off. It can be identified on close inspection by the fact that it has tiny horses' ears (it arranges its hair to hide them). Like the cabyll-ushtey it has backward hooves. According to some tales the only way to kill a glastyn is with a *baodhag* ("fury of the quiver"), a special type of arrow. (In game terms, a glastyn with that power would have Damage Negation that doesn't apply against baodhags.)

KELPIE

This Scottish water-horse is like the each-uisge, except that it lives in streams and rivers instead of the sea or still bodies of fresh water. It can take the form of a shaggy-haired man, in which shape it sometimes leaps up on the saddle behind riders of ordinary horses to grab and crush them (or just scare them). When it leaps into the water with a victim there's a sound like a thunderclap. Just seeing a kelpie is considered dangerous — a portent of death or disaster to come via drowning or flooding.

NOGGLE

The noggle (or neugle) is the kelpie of Shetland, though it's less harmful — when it takes its victim into the water it then turns into a blue flame and dances away, leaving the victim terrified but unharmed. It also stops millwheels from turning at night (it can be driven away by thrusting a burning brand or a steel blade through the mill's vent-hole). It looks like a beautiful grey Shetland pony with its tail curved up over its back like a half-wheel.

SHOOPILTEE

The shoopiltee is another Shetland water-horse.

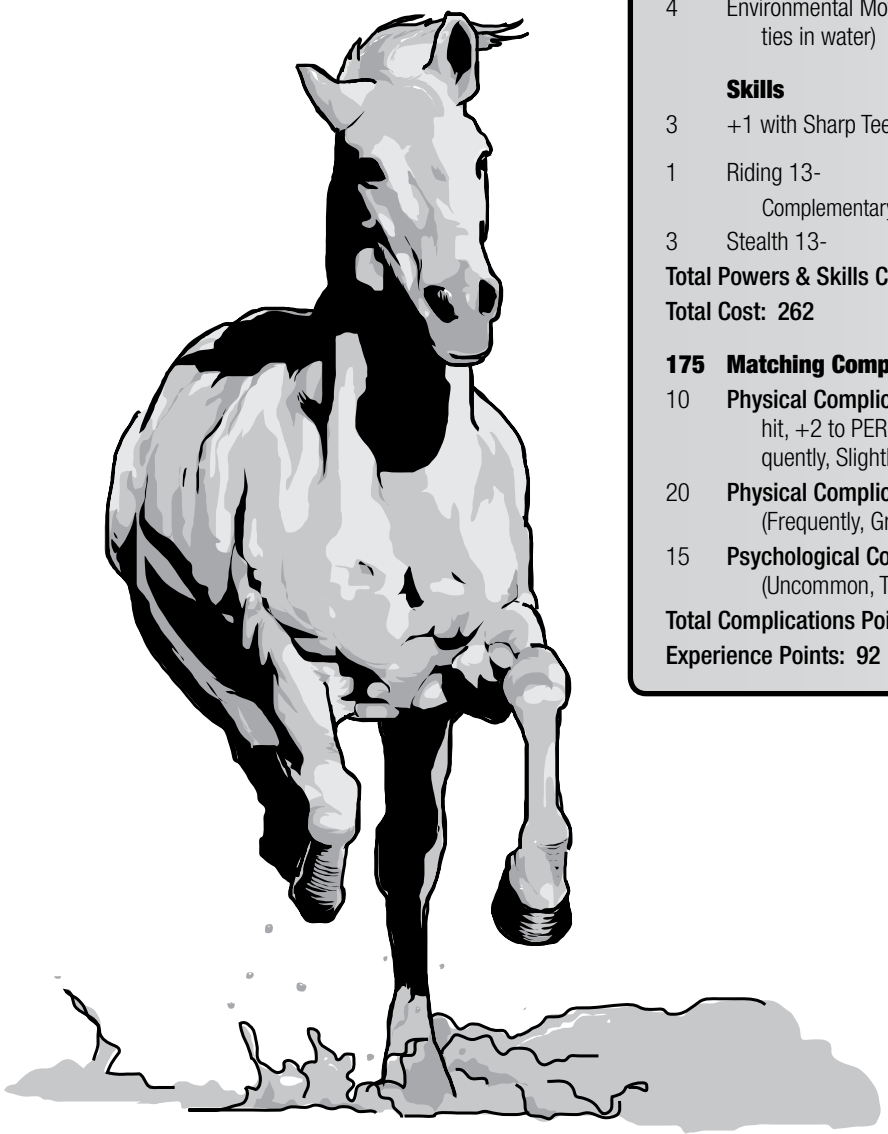
TANGIE

Native to the Orkney and Shetland islands, the tangie is similar to the aughiskey in most respects. In addition to its normal form (a rough-haired pony) it can take the shape of an old man covered in seaweed. Sometimes a tangie teams up with an outlaw or raider, serving him as a riding-horse so they can commit greater evils together than they could separately.

AUGHISKEY

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [6]
20	**DEX**	20	13-	
23	**CON**	13	14-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (5 rPD)
8	**ED**	6		*Total:* 8 ED (5 rED)
10	**REC**	6		
40	**END**	4		
20	**BODY**	10		
42	**STUN**	11		**Total Characteristics Cost: 133**

Movement: Running: 24m
Swimming: 8m
Leaping: 12m



Cost	Powers	END
10	**Sharp Teeth:** HKA 1d6 No STR Bonus (-½)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
22	**Stuck In The Saddle:** Telekinesis (30 STR) Reduced Endurance (0 END; +½); Only To Force A Rider To Stay In The Saddle (-2)	0
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
8	**Heavy:** Knockback Resistance -8m	0
32	**Faerie Consumption:** Life Support (Total, except for Diminished Eating)	0
12	**Water Horse's Legs:** Running +12m (24m total)	1
4	**Water Horse's Legs:** Leaping +8m (12m forward, 6m upward)	1
2	**Water Horse's Legs:** Swimming +4m (8m total)	1
5	**Water Horse's Eyes:** Nightvision	0
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups but Sight Group	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

3 +1 with Sharp Teeth, Kick/Rear

1 Riding 13-
Complementary To Rider's Skill Only (-1)

3 Stealth 13-

Total Powers & Skills Cost: 129

Total Cost: 262

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

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

15 **Psychological Complication:** Call Of The Sea (see text) (Uncommon, Total)

Total Complications Points: 45

Experience Points: 92

BANSHEE

Val	Char	Cost	Roll	Notes
5	**STR**	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
10	**DEX**	0	11-	
10	**CON**	0	11-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
3	**OCV**	0		
3	**DCV**	0		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
4	**REC**	0		
20	**END**	0		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 31**

Movement: Running: 12m
Teleportation: 40m

Cost	Powers	END
10	**Terrifying Wail:** +20 PRE	0
	Only To Make Fear-Based Presence Attacks (-1)	
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
15	**Faerie Form:** Physical Damage Reduction, Resistant, 50%	0
	Doesn't Work Against Iron Attacks (-1)	
30	**Faerie Form:** Energy Damage Reduction, Resistant, 50%	0
10	**Faerie Mind:** Mental Defense (10 points)	0
10	**Faerie Form:** Power Defense (10 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
45	**Faerie Concealment:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
60	**Vanishing:** Teleportation 40m	0
	Reduced Endurance (0 END; +½)	

Skills

6 AK: local area where she lives 15-
2 KS: Legends And Lore 11-
2 KS: lore of the family she "belongs" to 11-
5 Stealth 12-

Total Powers & Skills Cost: 240

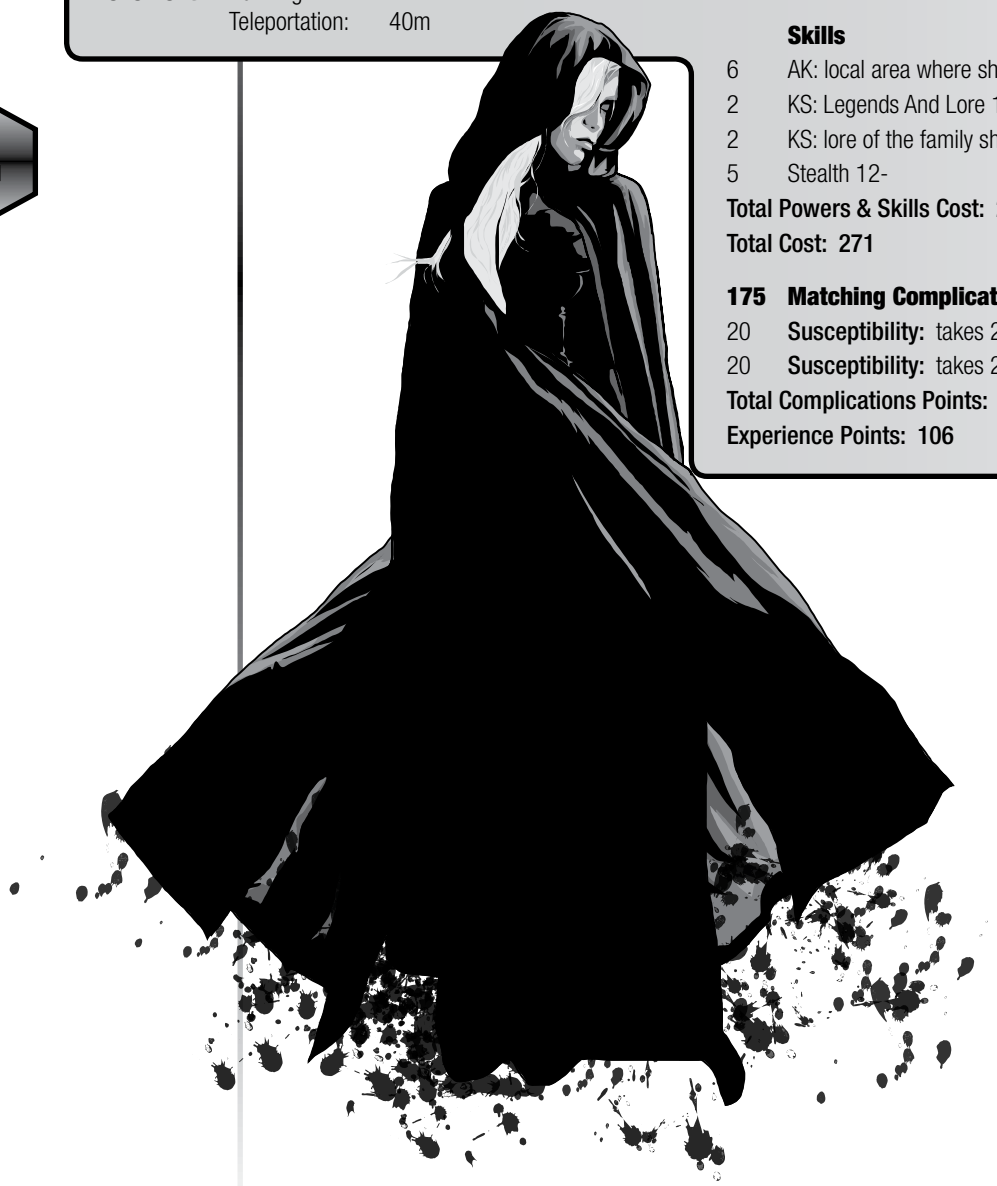
Total Cost: 271

175 Matching Complications (50)

20 **Susceptibility:** takes 2d6 per Turn from iron (Common)
20 **Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 40

Experience Points: 106



Banshee

Origin: Ireland, Scotland

Other Names: Bachuntha, Badhbh Chaointe ("Wailing Crow"), Ban Sith, Bean Si, Beansidhe; see also below

Ecology: The banshee ("faerie woman" or "woman of the mound") has no known ecology; it appears at specific times for specific reasons, and otherwise remains hidden.

Personality/Motivation: A banshee appears to warn of an impending death (or sometimes other disaster) in the family. In tales only old, notable Irish or Scottish families receive this treatment, and in some cases know their banshees by name, but in game settings any family might be subject to a banshee's attentions. Typically a banshee only warns of the deaths of people who are powerful, holy, or otherwise particularly important.

Powers/Tactics: The banshee appears only at night, usually by the water near the house of the person who's going to die. Some banshees are bolder, leaving their customary place by the waters to sit in the courtyard of a castle where the soon-to-be-deceased person lives, or to stick their heads in the windows of his house. It begins a dreadful wailing (or *keening*) that disturbs, even terrifies, anyone who hears it. If confronted in any way, it vanishes.

Campaign Use: In some game settings the GM likes to make banshees a little bit more combat-capable. In this case their wail can cause deadly damage if they so desire.

Appearance: This often dangerous faerie usually takes the form of an old, emaciated woman dressed in robes of green or grey (often a grey cloak over a green gown), or more rarely black. She weeps constantly, which makes her eyes red, particularly in contrast with her pallid skin. Sometimes her stringy hair (red or grey) can be seen, other times a hood covers her head. Her clothes often look wet. (A few banshees are described as looking like beautiful but sad young women.) She appears by a body of water, sometimes washing the grave-clothes of the person who's about to die while she wails her mournful lament.

OTHER BANSHEES

The legend of the banshee takes many forms across the British Isles. Some similar faeries include:

BEAN NIGHE

The *bean nighe* (ben NEE-yuh, or "Washer Woman") is a Scots Highland version of the banshee. Some say she's the ghost of a woman who died in childbirth. She looks similar to the banshee in most respects, but has only one nostril, a large, protruding front tooth, red webbed feet, and long, pendulous breasts. She wears green clothes. She usually appears by lonely streams, washing the blood-stained clothes of a person who's about to die.

If someone sees a bean nighe and can get between her and the water before she can enter the stream, she is compelled to answer three questions (or in some tales, grant three wishes). However, she asks three questions in return, and if they're not answered truthfully she'll attack or withdraw the wishes. Anyone who grabs one of her breasts and suckles it becomes her "foster child" and earns her favor.

CAOINEAG

The caoineag (KON-yack) is similar to the bean nighe, but cannot be compelled to answer questions or grant wishes. She wails her warning at a waterfall near the house of the clan about to be overtaken by disaster. Unlike the bean nighe or banshee, a caoineag is always invisible.

CAIONTEACH

This version of the banshee is similar to the bean nighe, but more dangerous. If interrupted at her work a caointeach (kon-DYUK, "the Keener") strikes the offender with her wet laundry, depriving him of the use of his legs.

CYHYRAETH

The *cyhyraeth* (ker-HAIR-rig-th) is a Welsh or Cornish banshee with matted hair, long, black teeth, and wings. She most often appears before a family or village suffers multiple deaths (such as in battle or from a plague) and similar large-scale disasters. Typically her keening, which sounds like the groaning of a sick person about to die, is heard three times: once far away; a second time closer; a third time very nearby. They also warn of shipwrecks by walking up and down on the shore carrying a will o' the wisp-like light. A few cyhyraeth are male.

GWRACH Y RHIBYN

A gwrach y rhibyn (GOOR-ark er HREE-bin) is another Welsh banshee. She accompanies the person she wants to warn invisibly. When that person comes to a stream or a crossroads she lets forth a horrifying shriek and begins beating the ground while making appropriate lamentations (such as "my husband" or "my child" if she's foretelling the death of the subject's husband or child). She has tangled hair, long black teeth, and disproportionately long arms.

OPTIONS

Cost	Power
162	**Deadly Wail:** RKA 3d6, NND (defense is being deaf or otherwise unable to hear; +1), Does BODY (+1), Area Of Effect (Voice Range Radius; +1), Reduced Endurance (0 END; +½); Incantations (-¼)
13	**Banshee Wings:** Flight 20m; Restrainable (-½)
40	**Caionteach's Strike:** Major Transform 8d6 (human with working legs to human with paralyzed, useless legs; heals back by getting the caionteach to touch the legs, or certain counterspells); Limited Target (humans; -½), No Range (-½)

BLACK ANNIS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [3]
16	DEX	12	12-	
18	CON	8	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (5 rPD)
8	ED	6		*Total:* 8 ED (5 rED)
7	REC	3		
35	END	3		
15	BODY	5		
32	STUN	6		**Total Characteristics Cost: 120**

Movement: Running: 12m

Cost	Powers	END
15	**Iron Claws:** HKA 1d6 (2d6 with STR)	1
5	**Long Teeth:** HKA 1 point (1d6+1 with STR)	1
75	**Faerie Powers:** Variable Power Pool, 30 Pool + 30 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
15	**Faerie Form:** Physical Damage Reduction, Resistant, 50%	0
	Doesn't Work Against Iron Attacks (-1)	
30	**Faerie Form:** Energy Damage Reduction, Resistant, 50%	0
8	**Faerie Mind:** Mental Defense (8 points)	0
8	**Faerie Form:** Power Defense (8 points)	0
32	**Faerie Consumption:** Life Support (Total, except for Diminished Eating)	0

Skills

6 AK: local area where the faerie lives 15-
4 KS: Legends And Lore 13-
5 Stealth 13-

Total Powers & Skills Cost: 208
Total Cost: 328

175 Matching Complications (50)

20 **Psychological Complication:** Malicious Faerie Nature (Very Common, Strong)
15 **Susceptibility:** takes 1d6 per Turn from iron (Common)
15 **Susceptibility:** takes 1d6 per Turn from salt (Common)

Total Complications Points: 50
Experience Points: 153

Black Annis

Origin: England

Other Names: Black Agnes

Ecology: Black annises live in caves in hill and mountain ranges. If there's no natural cave available, an annis digs one in a suitable spot with her iron nails. She eats stray sheep and children that she captures. After skinning and eating her human victims, she typically strews the bones about her cave and the surrounding area and then hangs the skin on a tree to dry. Sometimes she descends from the hills into settled areas so she can reach into houses and snatch babies; people who live in areas plagued by a black annis often have no windows, or only small ones, as protection against this.

Personality/Motivation: Black annises are thoroughly evil and murderous, existing only to cause death and misery.

Powers/Tactics: Black annises are tough foes who don't shrink from a fight, though they prefer to prey on people and animals far weaker than themselves.

Campaign Use: Traditionally Black Annis lives in a cave in the Dane Hills of Leicestershire. This writeup assumes she's a species rather than a singular being, but the GM can change that if he wants to have a particular area in his world known for being inhabited by her.

Appearance: This monstrous hag looks like a withered, evil old woman with a blue face, long white or yellow teeth, long tattered hair, and iron claws on her fingertips. She usually wears a black, hooded robe. It's said that one can hear her howls or her teeth grinding from miles away.



BLACK DOG

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [3]
15	**DEX**	10	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
5	**ED**	3		*Total:* 5 ED (0 rED)
6	**REC**	2		
30	**END**	2		
15	**BODY**	5		
32	**STUN**	6		**Total Characteristics Cost: 81**

Movement: Running: 18m



Cost	Powers	END
27	**Black Dog's Blast:** Multipower, 60-point reserve all Only Works On Persons Who Strike Or Talk To Black Dog (-1), Limited Range (6m; -¼)	
2f	**1) Wounds:** Blast 8d6 Only Works On Persons Who Strike Or Talk To Black Dog (-1), Limited Range (6m; -¼)	4
2f	**2) Death:** RKA 2½d6 Only Works On Persons Who Strike Or Talk To Black Dog (-1), Limited Range (6m; -¼)	4
3f	**3) Paralysis:** Entangle 3d6, 3 PD/3 ED Takes No Damage From Attacks (+1); Only Works On Persons Who Strike Or Talk To Black Dog (-1), Limited Range (6m; -¼)	6
15	**Black Dog's Bite:** HKA 1d6 (2d6 with STR)	1
5	**Terrifying Aspect:** +10 PRE Only For Fear-Based Presence Attacks (-1)	0
15	**Faerie Form:** Physical Damage Reduction, Resistant, 50% Doesn't Work Against Iron Attacks (-1)	0
30	**Faerie Form:** Energy Damage Reduction, Resistant, 50%	0
5	**Faerie Mind:** Mental Defense (5 points)	0
5	**Faerie Form:** Power Defense (5 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
6	**Swift Runner:** Running +6m (18m total)	1
60	**Vanishing:** Teleportation 40m Reduced Endurance (0 END; +½)	0

Skills

5 AK: local area where the black dog lives 13-

5 Stealth 13-

Total Powers & Skills Cost: 225

Total Cost: 306

175 Matching Complications (50)

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

20 **Psychological Complication:** Malicious Faerie Nature (Very Common, Strong)

20 **Susceptibility:** takes 2d6 per Turn from iron (Common)

20 **Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 50

Experience Points: 131

OPTIONS

Cost	Power
67	**Shapechanging:** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change, Reduced Endurance (0 END; +½)
7	**Terrifying Howl:** +15 PRE; Only For Fear-Based Presence Attacks (-1)

Black Dog

Origin: England

Other Names: Black Hound; Black Shuck (East Anglia); Capelthwaite (Westmorland); Gallytrot (Suffolk); the Gurt Dog (Somerset); Old Shock (Suffolk); Guytrash (northern England); Padfoot (Yorkshire); Phantom Hound; Skriker (Lancashire)

Ecology: People typically encounter black dogs along roads, particularly at crossroads or bridges. They sometimes also appear in ruins, cemeteries, burial mounds, and even in churchyards.

Personality/Motivation: Varies. Most black dogs are evil or harmful, but some appear to help people in distress (mainly to guide lost travelers, particularly women, to safety). Others are portents of death or doom, similar to the banshee.

Powers/Tactics: Black dogs often simply frighten people (both with their general appearance, and with what their appearance signifies). Usually they do this by approaching a traveler and walking silently alongside him until he becomes so terrified that he flees, faints, or dies (and if he flees, they may give chase). Others actively attack people using their large jaws. And if someone strikes, touches, or even speaks to a black dog, it can unleash a blast that resembles fire and which can injure, kill, or paralyze. Sometimes a black dog vanishes as it uses the blast (*i.e.,* the GM lets the dog use its Teleportation immediately after it attacks).

Campaign Use: Sir Arthur Conan Doyle used tales of the black dog as inspiration for the Sherlock Holmes novel *The Hound Of The Baskervilles,* and the GM can do the same in a campaign that doesn't feature magic. Instead of being a faerie, the black dog is simply a normal dog trained to savagery and made to look eerie by ordinary means.

Unlike most faeries, sightings of black dogs supposedly have continued into the modern day. For example, in some districts otherwise inexplicable automobile crashes have been attributed to the appearance of black dogs.

Appearance: These fearsome spirits look like calf-sized dogs with shaggy black fur and large, round, saucer-like, fiery red eyes. Some have green eyes instead, or just a single eye; a few have no heads at all, with their eyes floating in mid-air ahead of their bodies.

Brownie

Origin: Scotland, northern England

Other Names: Booman (Orkney and Shetland islands); Broonie (Lowland Scotland), Brounie, Browney (Cornwall); Bruinidh; Bwbachod (Wales); Bwca (Wales); Glashan (Isle of Man)

Ecology: Brownies are domestic faeries. They live in the houses of people they favor, coming out at night to do chores while the other inhabitants sleep. During the day they hide in dark corners of the house, or sometimes in a hollow tree or ruin nearby.

Personality/Motivation: A brownie is devoted to the good of the household to which he attaches himself. When everyone's asleep he does all sorts of tasks not yet done — cleaning, threshing, washing, looking after livestock, ironing, and so on. If he becomes particularly devoted to a specific person in the house (which sometimes occurs), he may appear to give advice to or run errands for that person. In exchange he expects to have a bowl of cream or good milk and a newly-baked bannock cake spread with honey left out for him at night (not offered to him directly, which will drive him away, but simply left where he can find it).

Like many helpful faeries, a brownie doesn't expect thanks or gifts for his labors. In fact, if anyone tries to thank him or give him a present, he'll leave, either (a) because he's offended at being treated that way, or (b) because now he thinks he's too good to work anymore. (The latter attitude often arises when someone gives him a gift of new clothes.) A few brownies, however, expect an annual gift, and if they don't receive it (or receive one of lesser quality) will leave.

Similarly, brownies don't like to be taken for granted. If people deliberately begin to shirk their duties (or dismiss their servants) because they expect the brownie to do the work, or if they say unkind things about the quality of the brownie's work, the brownie gets angry and leaves them to do their own work — and may even destroy whatever work he's done. In some cases an offended brownie may become a boggart, a sort of "evil brownie" who tends to undo his labors and generally plague the household with tricks and difficulties.

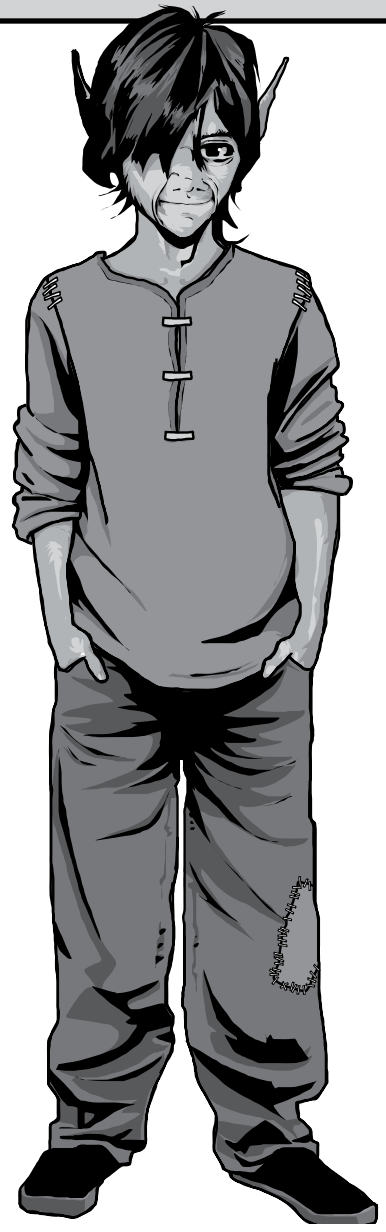
Brownies, like many household faeries, hate cats and dogs. They either won't attach themselves to a house that has one, or kill the poor animal to get it out of the way.

Powers/Tactics: Brownies have the usual range of faerie powers, but they use them for the purpose of performing chores. A little extra STR, SPD, or the like can make even the tedious tasks the brownie does go quickly and easily. If confronted with force for some reason, a brownie simply leaves.

BROWNIE

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [2]
18	**DEX**	16	13-	
13	**CON**	3	12-	
18	**INT**	8	13-	PER Roll 13-
15	**EGO**	5	12-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
8	**DCV**	25		
5	**OMCV**	6		
5	**DMCV**	6		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (4 rPD)
4	**ED**	2		*Total:* 4 ED (4 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 106**

Movement: Running: 6m
Teleportation: 40m



Cost	Powers	END
100	**Faerie Powers:** Variable Power Pool, 40 Pool + 20 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
33	**Faerie Power:** Endurance Reserve (100 END, 12 REC)	0
4	**Faerie Form:** Resistant (+½) for 4 PD/4 ED	0
15	**Faerie Form:** Physical Damage Reduction, Resistant, 50%	0
	Doesn't Work Against Iron Attacks (-1)	
30	**Faerie Form:** Energy Damage Reduction, Resistant, 50%	0
12	**Faerie Mind:** Mental Defense (12 points)	0
12	**Faerie Form:** Power Defense (12 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
45	**Faerie Concealment:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
60	**Vanishing:** Teleportation 40m	0
	Reduced Endurance (0 END; +½)	
-6	**Short Legs:** Running -6m (6m total)	

Skills

3	High Society 12-
5	AK: local area where the brownie lives 15-
3	KS: Legends And Lore 13-
2	PS: House And Farm Chores 11-
7	Stealth 15-

Total Powers & Skills Cost: 365

Total Cost: 471

175	**Matching Complications (50)**
10	**Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)
15	**Psychological Complication:** Capricious Faerie Nature (Very Common, Moderate)
15	**Psychological Complication:** Hates Cats And Dogs (Common, Strong)
15	**Susceptibility:** takes 1d6 per Turn from iron (Common)
15	**Susceptibility:** takes 1d6 per Turn from salt (Common)

Total Complications Points: 50

Experience Points: 296

Campaign Use: While few PCs settle down long enough to attract a brownie of their own, they might visit an inn or home that has one and inadvertently insult it. Then they have to go on an adventure to find it and convince it to return!

Appearance: These friendly, beloved, and helpful household faeries look like small (three foot tall) men with brownish skin, shaggy brown hair, and ragged brown clothes (though some are described as wearing no clothes at all). Their faces are usually flat, their eyes large, their nostrils tiny, their skin a bit wrinkled.

DAOINE SIDHE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [2]
24	DEX	28	14-	
13	CON	3	12-	
23	INT	13	14-	PER Roll 14-
23	EGO	13	14-	
35	PRE	25	16-	PRE Attack: 7d6
8	OCV	25		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
6	SPD	40		*Phases:* 2, 4, 6, 8, 10, 12
6	PD	4		*Total:* 6 PD (6 rPD)
6	ED	4		*Total:* 6 ED (6 rED)
10	REC	6		
40	END	4		
10	BODY	0		
30	STUN	5		**Total Characteristics Cost: 225**

Movement: Running: 24m
Teleportation: 60m

Cost	Powers	END
76	**Faerie Power:** Endurance Reserve (240 END, 24 REC)	0
500	**Faerie Powers:** Variable Power Pool, 200 Pool + 200 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
6	**Faerie Form:** Resistant (+½) for 6 PD/6 ED	0
30	**Faerie Form:** Physical Damage Reduction, Resistant, 75%	0
	Doesn't Work Against Iron Attacks (-1)	
60	**Faerie Form:** Energy Damage Reduction, Resistant, 75%	0
20	**Faerie Mind:** Mental Defense (20 points)	0
20	**Faerie Form:** Power Defense (20 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
45	**Faerie Concealment:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
12	**Swift As The Wind:** Running +12m (24m total)	1
90	**Vanishing:** Teleportation 60m	0
	Reduced Endurance (0 END; +½)	
67	**Shapechanging:** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change	0
	Reduced Endurance (0 END; +½)	
	Talents	
20	Universal Translator 14-	
	Skills	
3	Charm 16-	
3	Conversation 16-	
3	High Society 16-	
5	AK: local area where the faerie lives 16-	
3	KS: Legends And Lore 14-	
3	Persuasion 16-	
3	Stealth 14-	

Total Powers & Skills Cost: 1,009
Total Cost: 1,234

175 Matching Complications (50)

20	**Psychological Complication:** Capricious Faerie Nature (Very Common, Strong)
20	**Susceptibility:** takes 2d6 per Turn from iron (Common)
20	**Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 50
Experience Points: 1,059

Daoine Sidhe

Origin: Ireland

Other Names: Daoine O'Sidhe, Daoine Sith, Doane Shee

Pronunciation: THEE-nuh shee, DEE-nee shee

Ecology: The Daoine Sidhe ("People of the Hills") are the most noble and powerful of the faerie races; indeed, they often rule over lesser faeries the way kings rule mortal men. Some sources refer to them as the "fallen angels of Ireland," describing them either as the old gods of Ireland, the Tuatha dé Danaan, reduced in status by the coming of other peoples and of Christianity, or literally as angels who fell from Heaven with Satan but were not evil enough to fall all the way to Hell. They live underground, beneath the hills of Ireland, sometimes marking their domains with towers that appear, to human eyes, as simple standing stones.

Personality/Motivation: Typical faerie motivations (see above). A Daoine Sidhe can be witty and wise, capricious and cruel, or eerie and enigmatic as suits him. Some find humans fascinating and enjoy interacting with them (at least in some ways); others despise mortals and make sport of them. Some Daoine Sidhe develop a fascination with a particular pursuit (such as music, hunting, warfare, or chess) and master it, often challenging mortals to competitions (in which a mortal's greater physical prowess and quick wit may be all that allows him to win).

OPTIONS

Cost	Power
var	**Faerie Hobby:** one or more PSs or related skills representing a Daoine Sidhe's special interest in some subject or pursuit
var	**Hunted:** by faeries from a rival/enemy shee

Powers/Tactics: The Daoine Sidhe are so powerful in comparison to mankind that they don't really need "tactics" as such. They can transform themselves or reality with but a thought, so fighting them physically or with magic is a losing proposition. (They have the usual faerie weakness to iron and salt, but woe betide the man who uses it against them — sooner or later he'll let down his guard....) If a confrontation is inevitable, the only way to defeat them is with wits — for example, by challenging a Daoine Sidhe to a contest in which he's tricked into agreeing not to use his powers.

Campaign Use: As a sort of faerie nobility, the Daoine Sidhe could be encountered nearly anywhere — presiding over their own feasts and fetes (which mortals attend at their peril!), as elfin knights riding errantry through enchanted forests in imitation of human customs, fighting a faerie war against an enemy shee in which they need human help, leading other faeries in playing tricks or causing problems for mankind, as otherworldly lovers or objects of desire, and perhaps even as patrons of unusual and captivating groups of adventurers.

Appearance: The Daoine Sidhe typically appear as human-sized faeries of unearthly beauty, supreme grace, and great power. Their ears are pointed, their hair most often blonde or black, their skin pale. They dress in the most elegant of medieval garb, favoring the color green, and to human eyes sometimes fairly seem to glow with magical power.

Duergar

Origin: England

Pronunciation: DWAIR-gar

Ecology: These solitary faeries appear only at night, for sunlight is deadly dangerous to them.

Personality/Motivation: Duergar are particularly noted for their maliciousness, cruelty, and hatred of mankind. Even if a duergar *seems* to be friendly or tolerant, he's not — he's simply planning a fiendish trick. Among other things, they like to trick humans into contests, or try to set them tasks, that will result in the victim's death. For example, one tale tells of a duergar who let a man share his fire one night. Through actions and gestures he hinted that the man should get up to bring wood from a nearby pile over to the fire. The man, suspecting some trick, let the fire die down. When he awoke in the morning, the man saw that the "woodpile" was a duergar illusion covering the edge of a cliff — had he stepped over to it to get firewood he'd have walked right over the edge!

Powers/Tactics: Duergars are immensely strong, able to lift huge logs and break them in two. But they don't use their strength on men — they prefer to play wicked pranks, and for that they have their powers of illusion and shapeshifting. They often lead travelers astray with their glamours, perhaps tricking them into walking into a bog or off the side of a ravine.

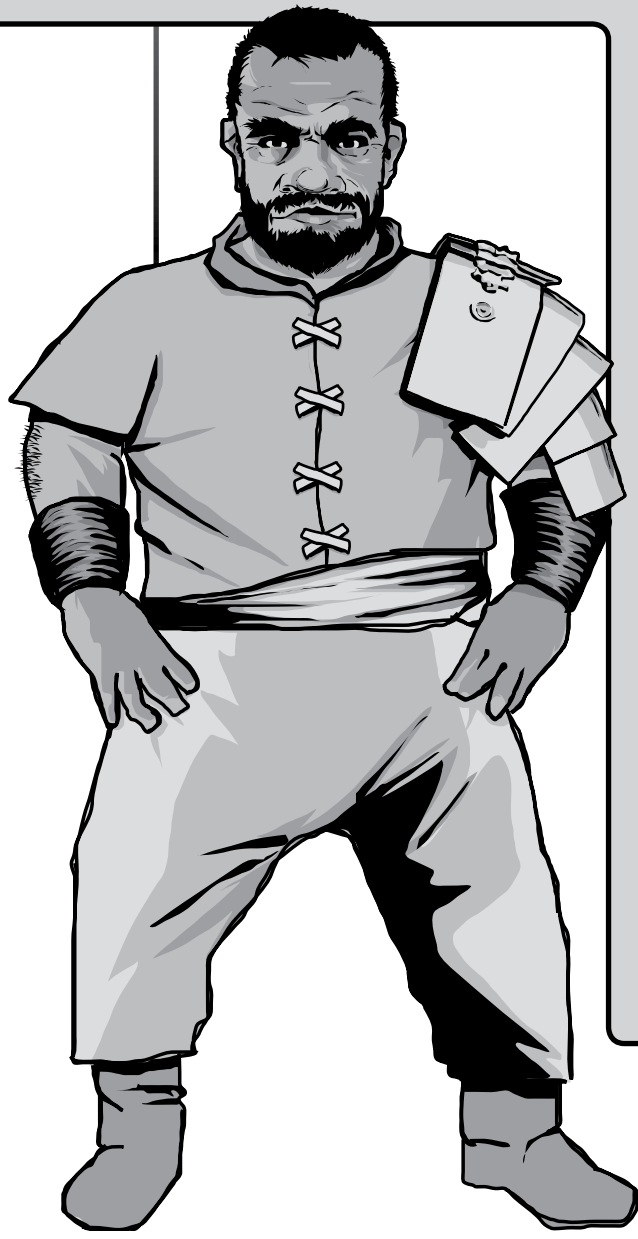
Campaign Use: Duergars are similar to pixies and many other faerie-folk in their predilection for



DUERGAR

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [8]
18	**DEX**	16	13-	
20	**CON**	10	13-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
8	**DCV**	25		
7	**OMCV**	12		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (8 rPD)
8	**ED**	6		*Total:* 8 ED (8 rED)
12	**REC**	8		
60	**END**	8		
10	**BODY**	0		
40	**STUN**	10		**Total Characteristics Cost: 208**

Movement: Running: 6m
Teleportation: 30m



Cost	Powers	END
125	**Faerie Powers:** Variable Power Pool, 50 Pool + 50 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
107	**Pishogue:** Multipower, 107-point reserve	
10f	**1) Personal Pishogue:** Mental Illusions 14d6	0
	Reduced Endurance (0 END; +½)	
11f	**2) Group Pishogue:** Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls	0
	Area Of Effect (32m; +1), Reduced Endurance (0 END; +½)	
8	**Faerie Form:** Resistant (+½) for 8 PD/8 ED	0
15	**Faerie Form:** Physical Damage Reduction, Resistant, 50%	0
	Doesn't Work Against Iron Attacks (-1)	
30	**Faerie Form:** Energy Damage Reduction, Resistant, 50%	0
10	**Faerie Mind:** Mental Defense (10 points)	0
10	**Faerie Form:** Power Defense (10 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
45	**Faerie Concealment:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
45	**Vanishing:** Teleportation 30m	0
	Reduced Endurance (0 END; +½)	
-6	**Short Legs:** Running -6m (6m total)	
67	**Shapechanging:** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change	
	Reduced Endurance (0 END; +½)	

Skills

5 AK: local area where the duergar lives 15-
3 KS: Legends And Lore 13-
7 Stealth 15-

Total Powers & Skills Cost: 532

Total Cost: 740

175 Matching Complications (50)

10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)
20 **Psychological Complication:** Malicious Faerie Nature; Hates Mankind (Very Common, Strong)
20 **Susceptibility:** takes 2d6 per Turn from iron (Common)
20 **Susceptibility:** takes 2d6 per Turn from salt (Common)
30 **Susceptibility:** takes 2d6 per Phase from sunlight (Very Common)

Total Complications Points: 50

Experience Points: 565

FIRBOLG

Val	Char	Cost	Roll	Notes
50	**STR**	40	19-	Lift 25 tons; 10d6 HTH damage [10]
16	**DEX**	12	12-	
30	**CON**	20	15-	
15	**INT**	5	12-	PER Roll 12-
14	**EGO**	4	12-	
30	**PRE**	20	15-	PRE Attack: 6d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
5	**DMCV**	6		
3	**SPD**	10		*Phases:* 4, 8, 12
15	**PD**	13		*Total:* 15 PD (6 rPD)
15	**ED**	13		*Total:* 15 ED (6 rED)
16	**REC**	12		
60	**END**	8		
25	**BODY**	15		
64	**STUN**	22		**Total Characteristics Cost: 220**

Movement: Running: 28m

Cost	Powers	END
12	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 50 STR	1
6	**Firbolg Form:** Resistant (+½) for 6 PD/6 ED	0
10	**Heavy:** Knockback Resistance -10m	0
16	**Long Legs:** Running +16m (28m total)	0
6	**Giantish Senses:** +2 PER with all Sense Groups	0
2	**Reach:** Reach +2m	

Skills

2 AK: local area where the firbolg lives 11-
2 KS: Legends And Lore 11-
4 Survival (Mountains, Underground) 11-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 62

Total Cost: 282

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

20 **Psychological Complication:** Malicious Faerie Nature (Very Common, Strong)

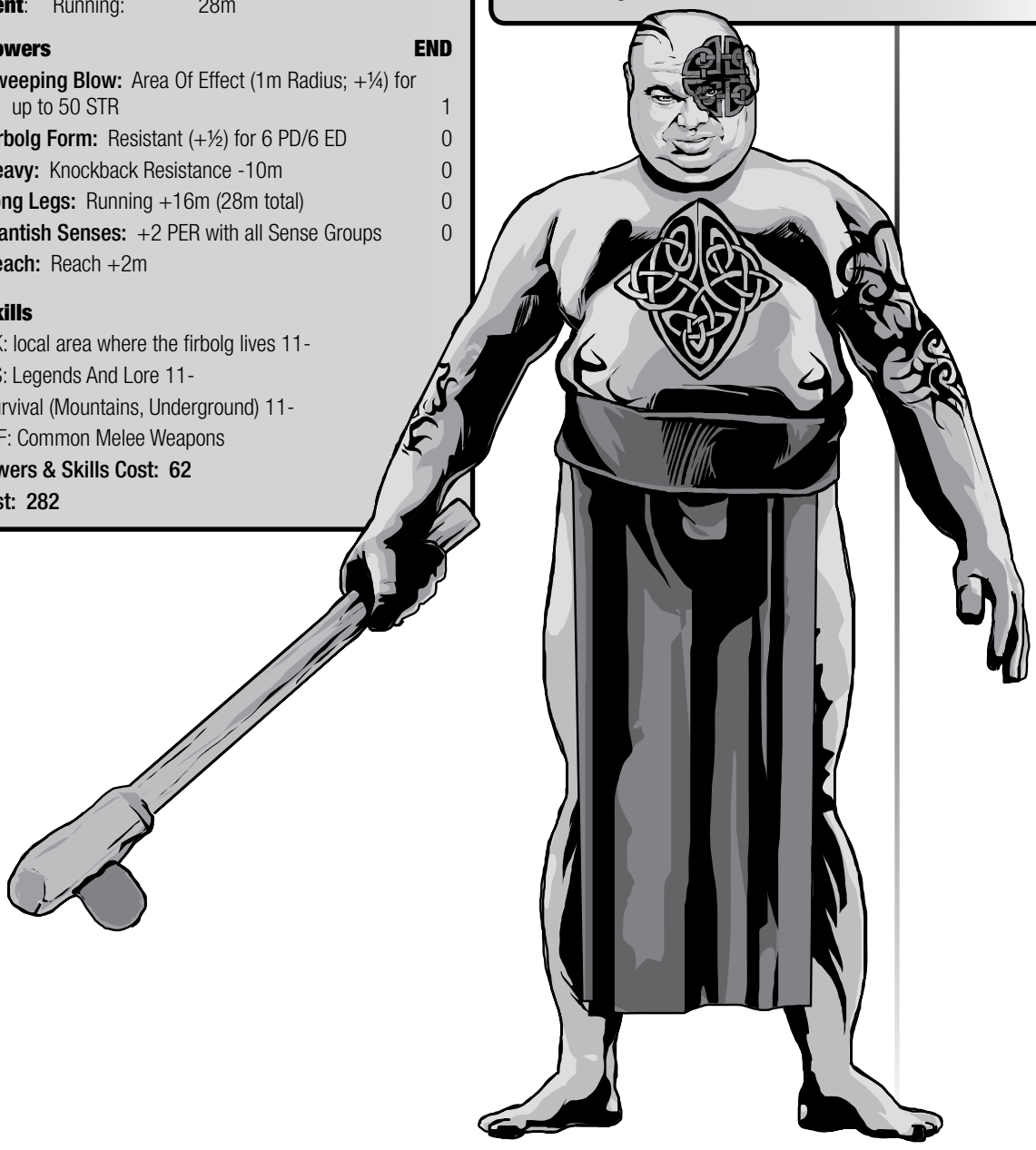
20 **Susceptibility:** takes 2d6 per Turn from iron (Common)

Total Complications Points: 50

Experience Points: 107

OPTIONS

Cost	Power
125	**Firbolg Magical Powers:** Variable Power Pool, 50 Pool + 50 Control Cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)
+11	**Firbolg Wizard:** Increase INT and EGO to 20



tricking and misleading people, especially travelers. But unlike most such faeries, who are simply having fun, duergars want to cause harm, even death. That makes them a much tougher challenge for many adventuring groups.

Appearance: Duergar stand about two to three feet tall and have black hair and beards, green eyes, and dark complexions. They wear clothing of skins and furs, and sometimes hats made of green moss and decorated with a feather. With his powers of illusion a duergar sometimes changes his appearance, the better to trick his victims.

Firbolg

Origin: Ireland

Other Names: Fibholg, Fir Bolg, Fir Vulag

Pronunciation: feer-VOO-lag

Ecology: Firbolgs usually live along coasts, in caves, or in dark forests. Their preferred diet is meat, especially human flesh. In some places they live in clans or tribes ruled by powerful kings; in others they're solitary.

Personality/Motivation: Most firbolgs are cruel brutes who enjoy hurting people. A few, perhaps the nobles or wizards, are calmer and wiser, able to concoct clever and malicious plans.

Powers/Tactics: For the most part, firbolgs rely on their size and strength in combat; they often wear armor and carry weapons scaled to their size. Stories say that some firbolgs possess great magical power; if so they won't hesitate to use it on their enemies.

Campaign Use: According to legend, the Firbolgs were the inhabitants of Ireland who defeated the Fomorians (see below) and who were in turn conquered and driven into hiding by the Tuatha dé Danaan (the gods). Some sources describe them not as giants, but as diminished beings no more than about a yard tall. In a gaming campaign, the Firbolgs might be an ancient race toppled from power, an ancestral enemy of a PC race, or the like — there are many ways to preserve the idea of a "fallen" or "defeated" race lurking in the shadows and wild places, eager for a chance to strike back, or perhaps even return to power....

Appearance: A firbolg is a grotesque, ugly giant.

Fomorian

Origin: Ireland, Scotland

Other Names: Formorian, Fomor

Pronunciation: fo-MORE-ee-un

Ecology: The Fomorians are demonic sea-giants who live under the waves. They normally eat fish and other such ocean provender, but they prefer beef and other food from land — particularly human flesh! — if they can get it. Sometimes at night they raid coastal areas to steal cattle and commit mayhem.

Personality/Motivation: Fomorians are evil and cruel. At times they can interact peacefully with other races of similar power, such as the Firbolgs and Tuatha dé Danaan (see below), but even then in the end they're likely to turn on their "friends." They view humans primarily as a source of food and amusement, not as equals.

Powers/Tactics: In battle the Fomorians rely on their enormous size and strength. They rarely wear much armor (since their skin and mystical nature protect them just fine), but wield weapons scaled to their size.

Some Fomorians possess powerful magic, or other strange mystical powers. For example, Balor, the Fomorian king who was defeated and slain at the Second Battle of Magh Tuiredh (see below), had a single eye with a deadly gaze — whomever he looked upon would be slain. He was so large that it took four men to lift his eyelid and unleash the power of the eye!

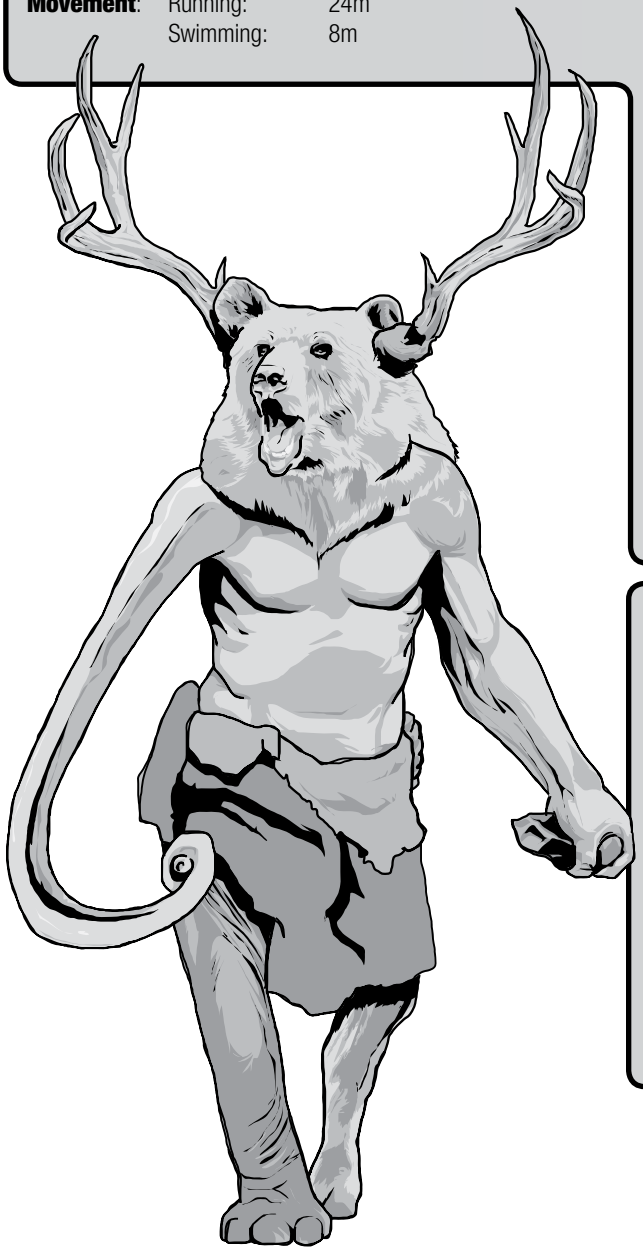
Campaign Use: According to Irish legends, the Fomorians were perhaps the original inhabitants of Ireland and were pivotal players in the cycle of invasions that define the mythic history of the island. First they defeated the children of Partholon. Next came the Nemedians, whom the Fomorians defeated and subjected to a harsh burden of tribute. In time the Nemedians fought the Fomorians again and killed their king, Conann, but it was such a Pyrrhic victory that the Nemedians left Ireland. Then the Firbolgs arrived and conquered the Fomorians (or, according to some versions of the story, never met them); the Firbolg were in turn defeated by the Tuatha dé Danaan. The Tuathans later clashed with the Fomorians and reached a tentative peace that even allowed for some intermarriage. But the Fomorians oppressed the Tuathans and in time hostilities flared again. At the Second Battle of Magh Tuiredh (Moytura, "Plain of Pillars") the Tuathans defeated their hideous giantish foes and drove them into the sea, where they now live. In Scotland, the Fomorians are more like traditional giants.

Appearance: The Fomorians are a race of ugly, mis-shapen giants whose bodies are composed of parts from various animals — each Fomorian looks different from any other, but they're all equally hideous. Many of them can assume the form of a handsome man or beautiful woman, to hide their true identity and nature. They live in the sea. A very few are said to be quite attractive, suitable as spouses for kings and gods.

FOMORIAN

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [8]
16	**DEX**	12	12-	
30	**CON**	20	15-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
35	**PRE**	25	16-	PRE Attack: 7d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
18	**PD**	16		*Total:* 18 PD (8 rPD)
18	**ED**	16		*Total:* 18 ED (8 rED)
14	**REC**	10		
60	**END**	8		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 202**

Movement: Running: 24m
Swimming: 8m



Cost	Powers	END
13	**Claws:** HKA 1d6+1 No STR Bonus (-½)	2
17	**Fangs:** HKA 2d6 No STR Bonus (-½), Reduced Penetration (-¼)	3
10	**Sweeping Blow:** Area Of Effect (1m Radius; +¼) for up to 40 STR	1
8	**Fomorian Form:** Resistant (+½) for 8 PD/8 ED	0
6	**Heavy:** Knockback Resistance -6m	0
5	**Sea Giant Nature:** Life Support (Expanded Breathing: breathe underwater)	0
12	**Long Legs:** Running +12m (24m total)	0
2	**Sea Giant Nature:** Swimming +4m (8m total)	1
2	**Reach:** Reach +2m	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

2 AK: local area where the fomorian lives 11-
2 KS: Legends And Lore 11-
2 Survival (Marine) 11-
2 WF: Common Melee Weapons

Total Powers & Skills Cost: 87

Total Cost: 289

175 Matching Complications (50)

10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

15 **Psychological Complication:** Malicious And Cruel (Common, Strong)

Total Complications Points: 25

Experience Points: 139

OPTIONS

Cost	Power
125	**Fomorian Wizardry:** Variable Power Pool, 50 Pool + 50 Control Cost, POwers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)
10	**Horns:** HKA ½d6 (3d6+1 with STR)
49	**Shapechanging (Human Form):** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, four predefined shapes), Instant Change, Reduced Endurance (0 END; +½) **plus** Shrinking (one level, to attain human size), Reduced Endurance (0 END; +½), Linked (to Shape Shift; -¼)
+3	**Beautiful Fomorian:** Add Striking Appearance +1/+1d6

LEPRECHAUN

Val	Char	Cost	Roll	Notes
5	**STR**	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
20	**DEX**	20	13-	
10	**CON**	0	11-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
15	**PRE**	5	12-	PRE Attack: 3d6
7	**OCV**	20		
9	**DCV**	30		
7	**OMCV**	12		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
4	**REC**	0		
20	**END**	0		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 140**

Movement: Running: 6m
Teleportation: 40m



Cost	Powers	END
64	**Faerie Power:** Endurance Reserve (200 END, 21 REC)	0
250	**Faerie Powers:** Variable Power Pool, 100 Pool + 100 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
15	**Faerie Form:** Physical Damage Reduction, Resistant, 50%	0
	Doesn't Work Against Iron Attacks (-1)	
30	**Faerie Form:** Energy Damage Reduction, Resistant, 50%	0
15	**Faerie Mind:** Mental Defense (15 points)	0
15	**Faerie Form:** Power Defense (15 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
45	**Faerie Concealment:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
48	**Vanishing:** Teleportation 40m	0
	Reduced Endurance (0 END; +½); Cannot Be Used To Escape From Grabs (see text; -¼)	
-6	**Short Legs:** Running -6m (6m total)	

Skills

7	High Society 14-
5	AK: local area where the faerie lives 15-
3	KS: Hidden Treasures 13-
3	KS: Legends And Lore 13-
3	PS: Cobbler 13-
7	Stealth 15-

Total Powers & Skills Cost: 549

Total Cost: 689

175 Matching Complications (50)

10	**Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)
15	**Physical Complication:** cannot escape a captor who keeps his eye on him (see text) (Infrequently, Greatly Impairing)
20	**Psychological Complication:** Capricious Faerie Nature (Very Common, Strong)
20	**Susceptibility:** takes 2d6 per Turn from iron (Common)
20	**Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 50

Experience Points: 514

Leprechaun

Origin: Ireland

Other Names: Leipreachán, Lepracaun, Lubrican, Luchorpáin, Lugh-Chromain, Lúracán, Luchragán, Luricane, many others

Pronunciation: LEP-ruh-kawn

Ecology: Leprechauns are solitary faeries. They typically live under the roots of trees, in abandoned castles, and the like. They love whiskey and beer; a leprechaun often has a jug to hand.

Personality/Motivation: Leprechauns display the usual faerie capriciousness. Sometimes they're helpful if approached correctly, but more often they play pranks or do their best to avoid mortals.

Powers/Tactics: Leprechauns possess powerful faerie magic, though they typically use it only if forced to (see below). They're known for their skill as cobblers, and the gentle tapping of hammer on shoe is what most often gives away their presence. If seen at this work a leprechaun always seems to be working on a single shoe, never a pair.

If a mortal can lay hands on a leprechaun (*i.e.,* successfully Grab him), the leprechaun cannot use its power to escape him... as long as the mortal keeps his eyes on the leprechaun. (If the mortal lets the leprechaun go, or stops looking at him for more than a Phase, the leprechaun vanishes in the blink of an eye, laughing as he goes.) The mortal can then compel the leprechaun to lead him to the leprechaun's own hoard of gold or a buried treasure. If the leprechaun escapes, it may take steps to thwart the mortal that caught it. In one famous tale, a man catches a leprechaun, who leads him to a treasure buried underneath a bush in a field. The man lets the leprechaun go, ties his red garter to the bush to mark it, and leaves to fetch a shovel. When he returns he finds that the leprechaun has tied an identical red garter to every bush in the field!

Campaign Use: Leprechauns can serve as a plot seed. After the heroes catch one, he leads them to a treasure containing something that launches them on their next adventure. Alternately, perhaps the leprechaun will offer information, assistance, or the granting of a wish instead of treasure.

Some sources use the name *luchorpáin* for a leprechaun; others claim that name refers to a sea-dwelling leprechaun who can take mortals safely under the water by putting magic herbs in their ears or an enchanted cloak over their heads.

Appearance: A leprechaun looks like a small man (about one to three feet tall) wearing a green jerkin, a silver-buttoned waistcoat, blue stockings, and black shoes with silver buckles. He may have a red or grey beard, and his face may be wrinkled and ugly or round-cheeked and merry; his nose is usually pointed. When he's working, for example at cobbling shoes, he dons a leather apron. He may wear a cocked or tri-corner hat, and at times puts his head on the ground and spins on the hat as if he were a top. He often smokes a small pipe.

Nuckelavee

Origin: Scotland

Pronunciation: nuk-uh-LAY-vee

Ecology: Nuckelavees live in sea, though they frequently come onto land to commit mayhem and murder. Despite their aquatic nature they cannot stand fresh water (its touch burns them), will not cross running streams and rivers, and never come ashore when it's raining. They eat flesh, preferably that of humans if they can get it.

Personality/Motivation: Nuckelavees are among the most evil and destructive of faerie-folk. They often come onto land for the express purpose of killing people and cattle, destroying things, terrifying people, and spreading disease.

Powers/Tactics: Nuckelavees rarely have to fight — their appearance is so horrendous that most people flee from them in terror — but if they do they use their strength to deal out powerful blows.

Nuckelavees emit an odor so awful that it often weakens their foes. Anyone who comes within 4m of a nuckelavee must make a CON Roll at -4. If he fails, he suffers a -2 penalty to all Skill Rolls because of gagging and retching. He may make another roll each Phase; the -2 penalty remains in effect until he succeeds. The GM may lower the CON Roll penalty over time (-3 the second roll, -2 on the fourth roll, -1 on the eighth roll, and so on) to reflect how the character becomes used to the odor. Additionally, the smell makes it difficult to perceive other smells (on the other hand, it also reduces the nuckelavee's ability to use Stealth).

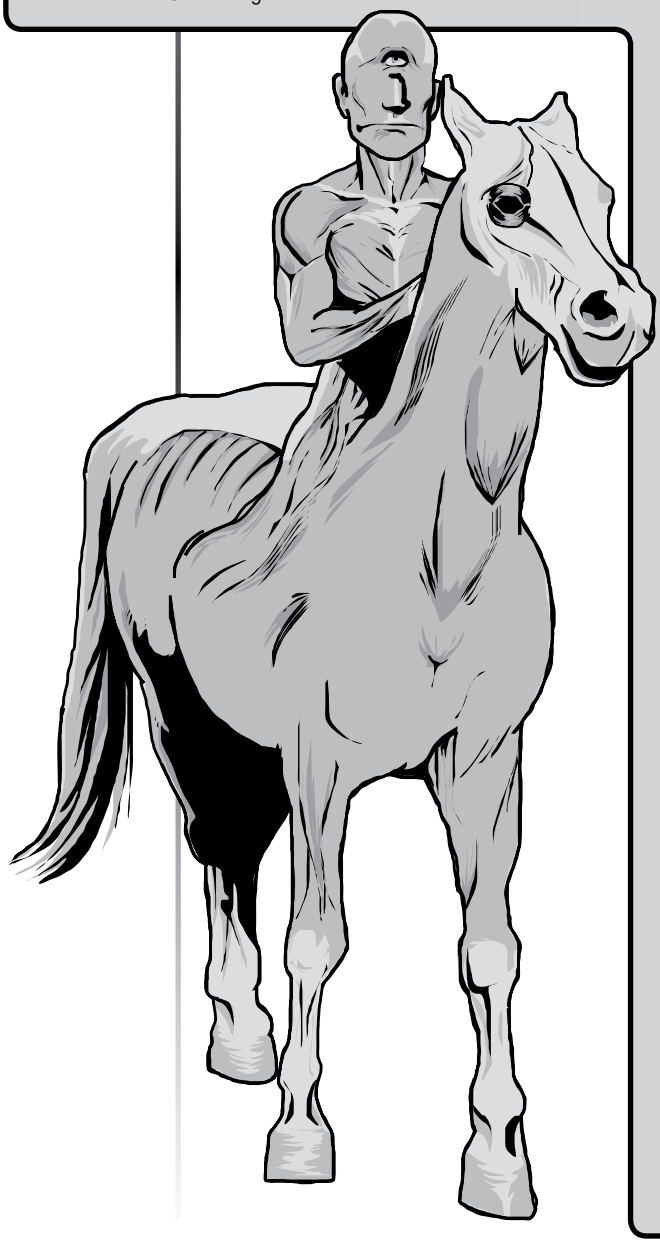
Campaign Use: Nuckelavees are powerful monsters to fight and kill. There's no trickery to them as with so many faerie-folk, just a deadly foe to oppose with all the strength the heroes can muster.

Appearance: A nuckelavee looks like a man riding a horse, but it's all one creature. It has no skin; the exposed flesh and muscles are apparent on the surface of its body, and black blood runs through yellowish arteries and veins. The horse-legs sometimes have fins instead of hooves, and its arms are sometimes said to reach the ground. The human head may be unusually large, and always has a large mouth. Sometimes a nuckelavee's human head has only one eye, and all of the monster's eyes are fiery red. It emits a horrible stench.

NUCKELAVEE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [4]
16	DEX	12	12-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (5 rPD)
8	ED	6		*Total:* 8 ED (5 rED)
8	REC	4		
40	END	4		
20	BODY	10		
40	STUN	10		**Total Characteristics Cost: 132**

Movement: Running: 24m
Swimming: 12m



Cost	Powers	END
75	**Faerie Powers:** Variable Power Pool, 30 Pool + 30 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
8	**Powerful Fighter:** HA +2d6	1
	Hand-To-Hand Attack (-¼)	
90	**Blight And Sicken:** Drain 2d6	0
	Variable Effect (any one of DEX, CON, or BODY at a time; +½), Delayed Return Rate (points return at the rate of 5 per Week; +2½), Reduced Endurance (0 END; +½)	
10	**Terrifying Aspect:** +20 PRE	0
	Only For Fear-Based Presence Attacks (-1)	
33	**Disgusting Stench:** Change Environment (stench), -4 to CON Rolls (see text), -6 to Smell/Taste Group PER Rolls	0
	Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½), Persistent (+¼), Personal Immunity (+¼); Always On (-½), No Range (-½)	
20	**Disgusting Stench:** Add to Change Environment -2 to DEX-based Rolls, -2 to INT-based Rolls, and -2 to PRE-based Rolls	0
	Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½), Persistent (+¼), Personal Immunity (+¼); Always On (-½), No Range (-½), Only Applies If Victim Fails CON Roll (see text; -0)	
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
5	**Faerie Mind:** Mental Defense (5 points)	0
5	**Faerie Form:** Power Defense (5 points)	0
32	**Faerie Consumption:** Life Support (Total, except for Diminished Eating)	0
12	**Horse's Legs:** Running +12m (24m total)	1
4	**Water Faerie Nature:** Swimming +8m (12m total)	1
2	**Reach:** Reach +2m	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

2 AK: local area where nuckelavee lives 11-
1 KS: Legends And Lore 8-
3 Stealth 12-

Total Powers & Skills Cost: 318
Total Cost: 450

175 Matching Complications (50)

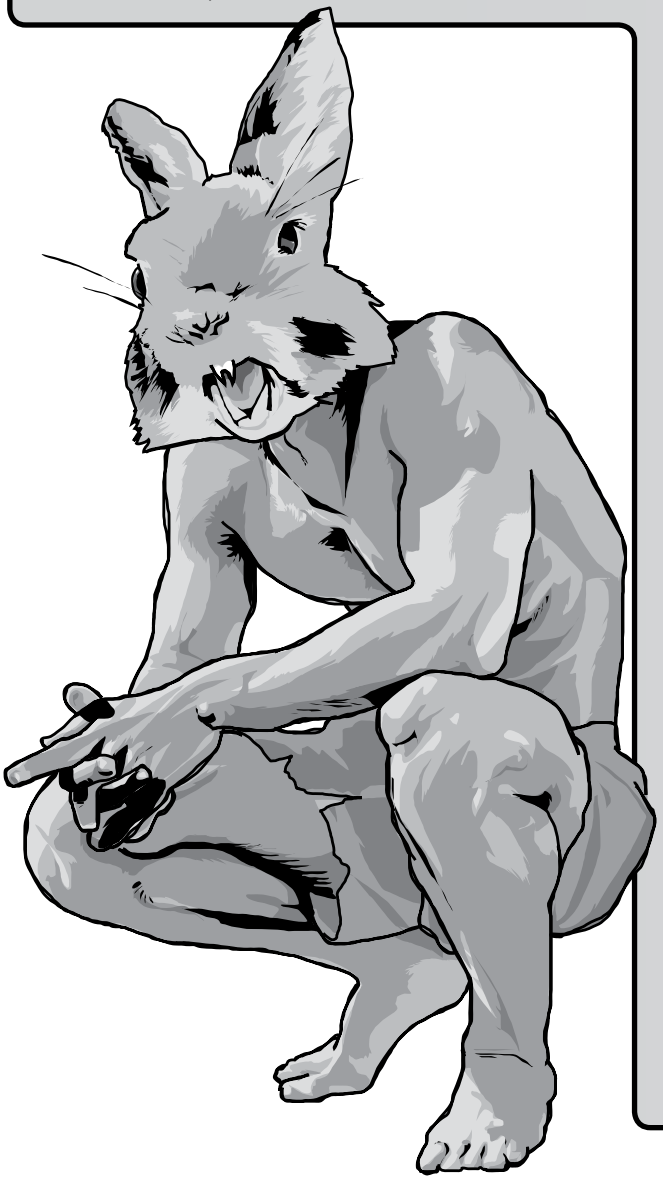
10 **Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20 **Psychological Complication:** Evil, Cruel, And Destructive (Very Common, Strong)
20 **Susceptibility:** takes 2d6 per Turn from iron (Common)
35 **Susceptibility:** takes 2d6 per Segment from fresh water (Very Common)

Total Complications Points: 50
Experience Points: 275

PHOUKA

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [3]
20	**DEX**	20	13-	
15	**CON**	5	12-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
7	**DCV**	20		
7	**OMCV**	12		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
6	**REC**	2		
30	**END**	2		
10	**BODY**	0		
30	**STUN**	5		**Total Characteristics Cost: 159**

Movement: Running: 18m
Teleportation: 40m



Cost	Powers	END
64	**Faerie Power:** Endurance Reserve (200 END, 21 REC)	0
250	**Faerie Powers:** Variable Power Pool, 100 Pool + 100 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
107	**Pishogue:** Multipower, 107-point reserve	
10f	**1) Personal Pishogue:** Mental Illusions 14d6	0
	Reduced Endurance (0 END; +½)	
11f	**2) Group Pishogue:** Images to Sight, Hearing, Smell/Taste, and Touch Groups, -6 to PER Rolls	0
	Area Of Effect (32m; +1), Reduced Endurance (0 END; +½)	
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
30	**Faerie Form:** Physical Damage Reduction, Resistant, 75%	0
	Doesn't Work Against Iron Attacks (-1)	
60	**Faerie Form:** Energy Damage Reduction, Resistant, 75%	0
15	**Faerie Mind:** Mental Defense (15 points)	0
15	**Faerie Form:** Power Defense (15 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
45	**Faerie Concealment:** Invisibility to Sight Group, No Fringe	0
	Reduced Endurance (0 END; +½)	
60	**Vanishing:** Teleportation 40m	0
	Reduced Endurance (0 END; +½)	
6	**Fast:** Running +6m (24m total)	1
67	**Shapechanging:** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, any shape), Imitation, Instant Change	0
	Reduced Endurance (0 END; +½)	

Skills

3	Concealment 13-
3	High Society 13-
5	AK: local area where the phouka lives 15-
3	KS: Horses 13-
3	KS: Legends And Lore 13-
3	Riding 13-
3	Stealth 13-
3	Trading 13-

Total Powers & Skills Cost: 811
Total Cost: 970

175	**Matching Complications (50)**
20	**Psychological Complication:** Capricious Faerie Nature (Very Common, Strong)
20	**Susceptibility:** takes 2d6 per Turn from iron (Common)
20	**Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 50
Experience Points: 795

Phouka

Origin: Ireland

Other Names: Puck, Pwca, Phooka, Pooka

Pronunciation: POO-kuh

Ecology: Phoukas are solitary faeries of great power...and great mischievousness.

Personality/Motivation: Typical faerie capriciousness. Some phoukas like to play relatively harmless pranks and tricks on people. The classic example is taking the form of a handsome horse, luring the victim onto its back for a ride, then galloping around wildly, with the victim unable to dismount, until it throws its bruised and battered rider into a ditch. Others are more malevolent — for example, they might throw the victim off the edge of a cliff instead. Some are even reported to have helped with farm or household chores, similar to a brownie, and to have been driven off by a gift of clothing.

Powers/Tactics: With its vast faerie abilities, including powers of glamour and shapechanging, a phouka never has to fight any battle it doesn't want to. It's more of a prankster than an actual threat in most cases, though some phoukas are dangerous.

According to legend, phoukas are responsible for blighting crops still in the field after Samhain (sometimes called "Phouka Night") and spoiling any blackberries still on the bush by then. They can also enter and manipulate peoples' dreams using Telepathy and Mental Illusions, and particularly enjoy doing this to drunkards. They have a fine appreciation of horses and may sometimes sell them to mortals, or invisibly visit racecourses to watch the races.

Campaign Use: The phouka's legendary mischievousness gives the GM free rein to pit the hapless heroes against a phouka's who's taken "an interest" in them (be it mere curiosity or something more akin to malice). A phouka might even trap all the heroes in the same "dreamscape" and run them ragged there... then give them gifts when he allows them to awaken if they provided good entertainment.

Appearance: A phouka can take many shapes, such as a wild (even devilish) horse (with either a normal or human head, and often with shaggy hair or draped in chains), an eagle, a dog, a bull, a bat, a donkey, a wide-horned goat, a rabbit, a tuft of wool that rolls around making strange buzzing noises, or a withered old dwarf wearing tattered clothes. However, its most common form is a satyr-like one, with the body of a human and the head of a goat. (Sometimes it substitutes a rabbit's or horse's head.) In animal form it's usually black with fiery eyes.

Redcap

Origin: Scotland

Other Names: Fir Larrig (Ireland), Bloody Cap, Red Comb

Ecology: Redcaps are solitary faeries who live in old ruined towers and castles in the highlands and mountains. They particularly favor ruins where evil deeds were done long ago. They're carnivorous, preferring the flesh of men or even other faeries. They also hunt men for their blood, which they need to keep their caps dyed a proper shade of red.

Personality/Motivation: Thoroughly cruel and destructive, redcaps like nothing better than to cause mayhem, harm, and death. Travelers in hilly or mountainous areas where they typically live had best beware!

Powers/Tactics: Redcaps are tough and strong, and rely on those qualities in battle. Although they have claws and fangs, they prefer to use weapons — typically a spear, staff, pike, axe, or scythe, but even a simple club will do if nothing else is available. When possible a redcap attacks from ambush, leaping on his intended victims to strike them down with swift, vicious blows.

Redcaps lack the usual faerie vulnerability to iron or salt. However, they flee from the sign of the cross or readings of Scripture. If confronted with these, a redcap emits a horrid, dismal yell and vanishes, leaving behind one of its fangs as a trophy.

Campaign Use: In a Fantasy gaming context, you might expand the redcap's habitat to include caves, dungeons, and ruins of all sorts, particularly if the campaign doesn't feature a lot of mountainous areas. You can also make them tribal rather than solitary so the heroes can't overwhelm a single redcap with force of numbers.

Appearance: Redcaps are ogreish beings — ugly, ill-tempered, and strong. A typical redcap is slightly shorter than a typical man, broad-shouldered, and thick-set, with long, clawed fingers at the ends of his powerful arms, a mouthful of fangs, stringy grey hair, and fiery red eyes. (In some cases he looks more like a tough, wizened old man with little or no hair.) He wears iron boots, a filthy tunic, and a sort of conical soft cap he keeps red by dipping it in the blood of his victims. He carries a spear, staff, pike, axe, or scythe as a weapon, and eats Human and faerie flesh.

REDCAP

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [5]
15	**DEX**	10	12-	
18	**CON**	8	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
10	**REC**	6		
30	**END**	2		
15	**BODY**	5		
40	**STUN**	10		**Total Characteristics Cost: 107**

Movement: Running: 12m



Cost	Powers	END
50	**Faerie Powers:** Variable Power Pool, 20 Pool + 20 Control Cost Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	var
8	**Claws:** HKA ½d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
7	**Fangs:** HKA ½d6 No STR Bonus (-½)	1
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
5	**Faerie Mind:** Mental Defense (5 points)	0
5	**Faerie Form:** Power Defense (5 points)	0
30	**Redcap Vanishing:** Teleportation 60m Reduced Endurance (0 END; +½); Only When Confronted With Religious Symbols (see text; -2)	0

Skills

16 +2 HTH

5 AK: local area where the redcap lives 14-

1 KS: Legends And Lore 8-

5 Stealth 13-

Total Powers & Skills Cost: 137

Total Cost: 244

175 Matching Complications (50)

20 **Psychological Complication:** Predacious And Cruel (Very Common, Strong)

15 **Psychological Complication:** Fears And Hates Religious Symbols And Readings (Common, Strong)

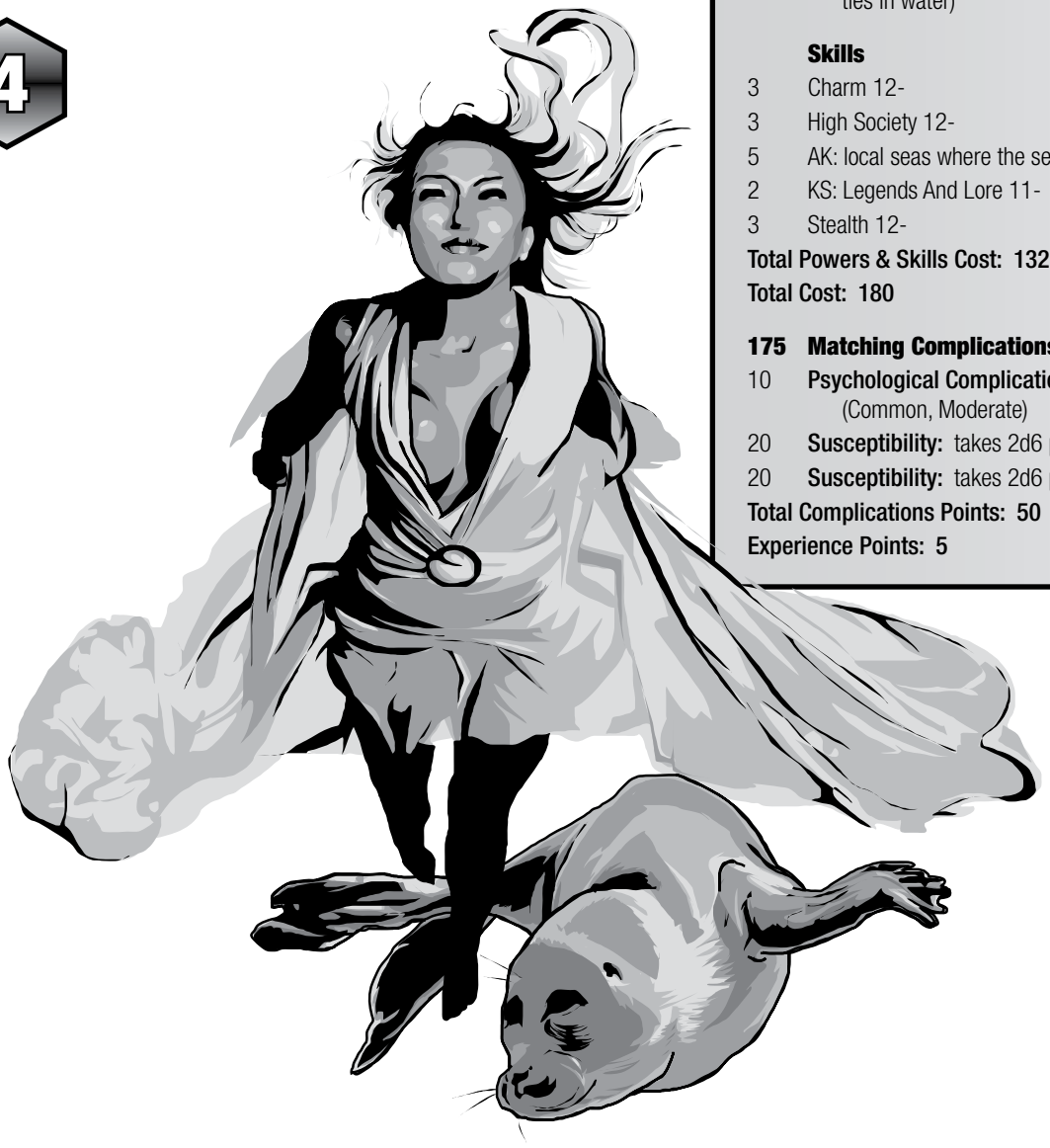
Total Complications Points: 35

Experience Points: 84

SELKIE

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [2]
14	**DEX**	8	12-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
4	**OCV**	5		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (2 rPD)
4	**ED**	2		*Total:* 4 ED (2 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 48**

Movement: Running: 12m
Swimming: 12m



Cost	Powers	END
75	**Faerie Powers:** Variable Power Pool, 30 Pool + 30 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
2	**Faerie Form:** Resistant (+½) for 2 PD/2 ED	0
5	**Faerie Mind:** Mental Defense (5 points)	0
5	**Faerie Form:** Power Defense (5 points)	0
8	**Water Faerie Nature:** Life Support (Expanded Breathing: breathe underwater; Safe Environment: Intense Cold, High Pressure)	0
4	**Water Faerie Nature:** Swimming +8m (12m total)	1
13	**Seal Form:** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups)	0
	Reduced Endurance (0 END; +½); OAF (enchanted sealskin, can't be taken away from character once he changes form; -½), Extra Time (requires an Extra Phase to don or remove skin; -¾)	

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

3 Charm 12-
3 High Society 12-
5 AK: local seas where the selkie lives 14-
2 KS: Legends And Lore 11-
3 Stealth 12-

Total Powers & Skills Cost: 132
Total Cost: 180

175 Matching Complications (50)

10 **Psychological Complication:** Capricious Faerie Nature (Common, Moderate)
20 **Susceptibility:** takes 2d6 per Turn from iron (Common)
20 **Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 50
Experience Points: 5

Selkie

Origin: Orkney and Shetland Islands

Other Names: Silkie

Pronunciation: SELL-kee

Ecology: Selkies live under the sea, where they have houses and castles of their own. However they often come ashore, either in response to a summons or out of curiosity.

Personality/Motivation: For the most part selkies prefer to keep to themselves. The males, however, are lascivious and enjoy spending time with human women. Sometimes a woman will summon a male selkie to be her lover by sitting on a oceanside stone at high tide and dropping seven tears into the ocean. Female selkies don't respond to such summons from men, but a man who steals a selkie's seal-skin (perhaps when she comes ashore to dance) can compel her to marry him. Their children will have webbed fingers (which makes them good swimmers); if the webbing is cut, horny growths soon cover the hands, making them hard to use (-2 on all DEX-based rolls).

Powers/Tactics: Through the use of enchanted seal-skins selkies can assume the form of seals. They also possess mild faerie magics, which they use to help them flee from attackers.

Some tales claim that shedding the blood of a selkie into the sea can cause a storm. Others say the selkies and merrows (a type of Celtic merfolk) are allies and will come to each other's aid if hard-pressed.

Campaign Use: In a Fantasy campaign, the selkies might have an entire underwater civilization the heroes could visit, or fight against if necessary.

Appearance: Selkies look like beautiful doe-eyed humans, but can assume the shape of seals.

Spriggan

Origin: England

Pronunciation: SPRIG-gun

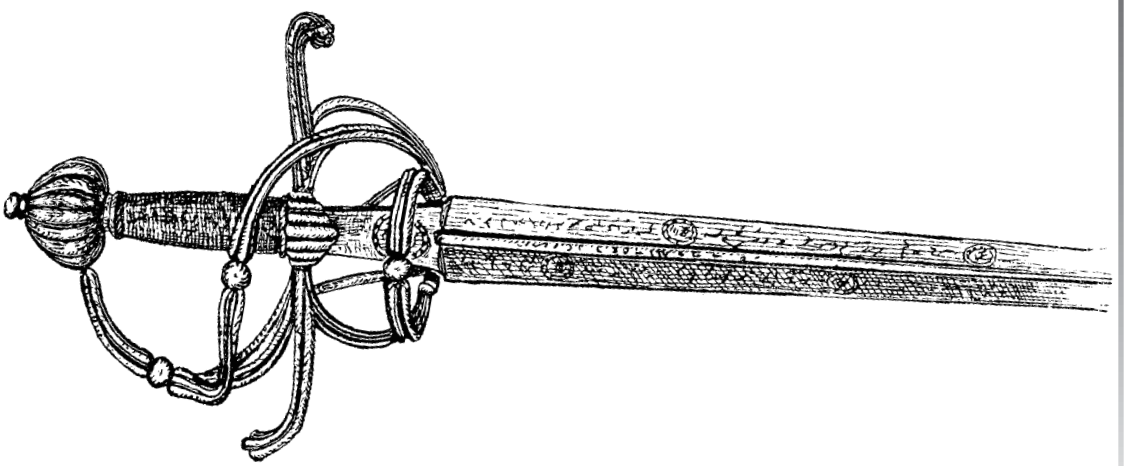
Ecology: Some people believe other faeries use spriggans to guard treasure, for they live in and around old stone circles, giants' caves and castles, barrows, ruins, and other such places. A few claim they're the ghosts of the giants who obtained the treasure in the first place. Men who've tried to find and dig up spriggans' treasure usually regret it, for the least the spriggans will do is terrify him into fleeing.

Personality/Motivation: Spriggans are typical Unseelie faeries — if not actively malicious toward mankind, they certainly bear it no love.

Powers/Tactics: Spriggans are credited with a whole host of faerie powers and activities, including causing storms and controlling the weather, blighting crops, robbing travelers and houses, and stealing human babies. Some tales say they can assume the shape of stones or grow to giant size if need be.

Campaign Use: If there's one thing PCs love, it's treasure — and that means sooner or later they're likely to meet up with spriggans guarding some! In a Fantasy campaign the spriggans might even have an entire civilization based in underground caverns.

Appearance: Spriggans are unusually short (typically no more than three feet tall, at most) and extraordinarily ugly — some say they're the most ugly of the Unseelie Court. Their bodies are squat, and sometimes wizened-looking, and their heads are oddly large.



SPRIGGAN

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [3]
15	**DEX**	10	12-	
15	**CON**	5	12-	
15	**INT**	5	12-	PER Roll 12-
15	**EGO**	5	12-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
7	**DCV**	20		
5	**OMCV**	6		
5	**DMCV**	6		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
5	**PD**	3		*Total:* 5 PD (5 rPD)
5	**ED**	3		*Total:* 5 ED (5 rED)
6	**REC**	2		
30	**END**	2		
15	**BODY**	5		
30	**STUN**	5		**Total Characteristics Cost: 107**

Movement: Running: 6m
Teleportation: 40m

Cost	Powers	END
17	**Giantish Size:** Growth (spriggan goes from 1m tall to 4m tall, gaining +15 STR, +5 CON, +5 PRE, +3 PD, +3 ED, +3 BODY, +6 STUN, +1.5m Reach, +12m Running, -6m KB, +2 to others' OCV to hit character, +2 to others' PER Rolls to perceive character, 4m tall, 2m wide, 800 kg)	3
	Side Effects (automatically suffers -2 DCV and -2 to Stealth rolls, always occurs; -½)	
5	**Longer Legs:** Running +6m (24m total)	1
	Linked (Growth; -¼)	
150	**Faerie Powers:** Variable Power Pool, 60 Pool + 60 Control Cost	var
	Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1)	
5	**Faerie Form:** Resistant (+½) for 5 PD/5 ED	0
7	**Faerie Form:** Physical Damage Reduction, Resistant, 25%	0
	Doesn't Work Against Iron Attacks (-1)	
15	**Faerie Form:** Energy Damage Reduction, Resistant, 25%	0
10	**Faerie Mind:** Mental Defense (10 points)	0
10	**Faerie Form:** Power Defense (10 points)	0
40	**Faerie Nature:** Life Support (Total, including Longevity: Immortality)	0
60	**Vanishing:** Teleportation 40m	0
	Reduced Endurance (0 END; +½)	
-6	**Short Legs:** Running -6m (6m total)	
30	**Stone Form:** Shape Shift (Sight, Hearing, Touch, and Smell/Taste Groups, into a stone)	0
	Reduced Endurance (0 END; +½)	

Skills

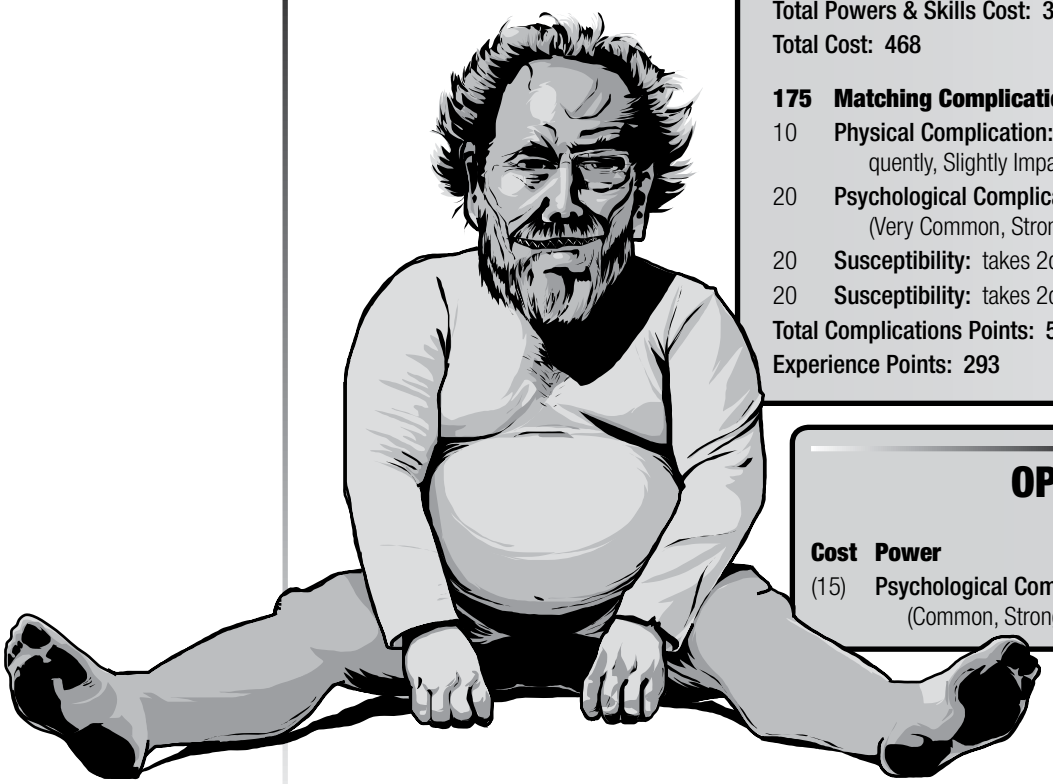
1 High Society 8-
5 AK: local area where the spriggan lives 14-
2 KS: Hidden Treasures 11-
3 KS: Legends And Lore 12-
7 Stealth 14-

Total Powers & Skills Cost: 361
Total Cost: 468

175 Matching Complications (50)

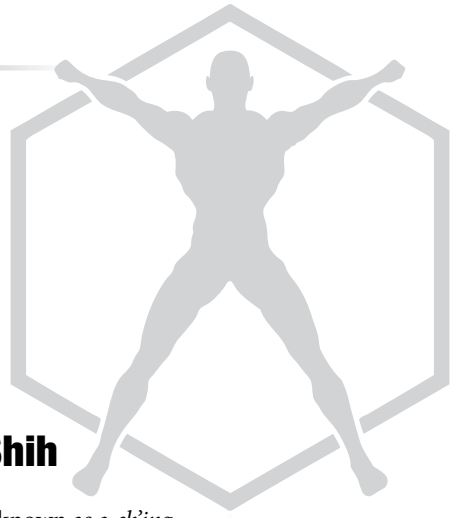
10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)
20 **Psychological Complication:** Capricious Faerie Nature (Very Common, Strong)
20 **Susceptibility:** takes 2d6 per Turn from iron (Common)
20 **Susceptibility:** takes 2d6 per Turn from salt (Common)

Total Complications Points: 50
Experience Points: 293



OPTIONS

Cost	Power
(15)	**Psychological Complication:** Must Guard Treasure (Common, Strong)



CHINESE MONSTERS

Ch'i-Lin

Ecology: The *ch'i-lin* (the name refers to both the male and female of the species [ch'i = male, lin = female]) is one of the four Celestial Beings, along with the *feng hwang* (the Chinese phoenix), the *lung* (dragon), and the tortoise. It's also chief of the 360 "hairy creatures" found on land. An exceedingly gentle creature, the ch'i-lin walks so softly it won't step on or harm any living creature, and it won't eat any living thing (even grass), only feeding on that which is already dead. To see a living ch'i-lin is considered an omen of good fortune, while to wound one or find a one dead is very unlucky.

The ch'i-lin is also known by such names as *chiai tung, chi'i-lin, chio-tuan, k'i-lin, ki lin, qilin,* and in Japan, *kirin*.

Personality/Motivation: Normal animal motivations. The ch'i-lin is a reclusive beast; it only appears before men to announce the birth of a straightforward and upright ruler.

Powers/Tactics: Although the ch'i-lin has a horn, it's a fleshy growth and cannot be used as a weapon. The creature's primary form of defense, aside from its light coat of scales, is to flee. However, some ch'i-lin have a sharp horn they can use to impale any attackers.

Campaign Use: In Fantasy campaigns the ch'i-lin should be used as an omen — usually of good fortune or good tidings, but also to announce the birth of an individual who will go on to do great deeds (for example, it's said that Confucius's birth was announced by the appearance of a ch'i-lin).

Appearance: The ch'i-lin is a small animal with the body of a deer, the hooves of a horse, and the tail of an ox. Its scaly coat is a mixture black, blue, red, white, and yellow, while its underbelly is black or brown. In the center of the ch'i-lin's forehead is a thick, fleshy horn.

Chiang-Shih

Ecology: A chiang-shih (also known as a *ch'ing-shih, his-hsue-k'uei* [literally, "blood-suck demon"], *jiang-shi, kiang-shi, kyonshi, kyuketsuki* [in Japan], or *qing-shi*) is created when a corpse is animated by its *p'oh,* or inferior soul. The p'oh remains in the body of the deceased while the *han* (or superior soul) continues to the afterlife, and as a result the corpse becomes a vampire and preys on the living. A chiang-shih can be created when a person dies by drowning, hanging, suicide, or suffocation. The p'oh can also possess someone who dies unexpectedly, or who hasn't been buried yet. Finally, allowing an animal (such as a cat) to leap over a corpse can also cause it to rise as a chiang-shih.

Personality/Motivation: The chiang-shih is typically compelled by strong homicidal urges, causing it to attack any living people it encounters. Certain chiang-shih also demonstrate a powerful sex drive, leading the vampire to assault and rape women (or men) before drinking their blood. If the chiang-shih was created due to being improperly buried (or not buried at all) then it most likely directs its anger at close relatives and other family members.

Powers/Tactics: A corpse risen as a chiang-shih has a number of powers. It's mostly invulnerable, although fire or bullets can kill it. Many chiang-shih demonstrate the ability to fly and to transform into wolves. They dislike loud noises; a loud crash of thunder can kill one. The chiang-shih is only active at night, and can't cross running water. Iron filings, red peas, and rice can be used to create effective barriers the vampire can't cross, while garlic automatically causes a chiang-shih to flee. Salt dissolves a chiang-shih.

Chiang-shih prefer to attack by surprise and ambush, especially since if they have no powers other then their great strength and long claws. A chiang-shih tends to be very violent in combat, often ripping its victims limb from limb. But their viciousness can be used against them, as shown in the folktale "The Resuscitated Corpse," where a charging chiang-shih is tricked into impaling its claws into a willow tree, trapping it until dawn.

It's said some chiang-shih have more powers than those listed. Some are believed to have a poisonous (or icy) breath capable of killing anyone

CH'I-LIN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
14	CON	4	12-	
10	INT	0	11-	PER Roll 11-
13	EGO	3	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		*Phases:* 3, 6, 9, 12
3	PD	1		*Total:* 6 PD (3 rPD)
3	ED	1		*Total:* 6 ED (3 rED)
5	REC	1		
30	END	2		
10	BODY	0		
22	STUN	1		**Total Characteristics Cost: 91**

Movement: Running: 0m
Flight: 24m

Cost	Powers	END
4	**Scaled Body:** Resistant Protection (3 PD/3 ED) Activation Roll 11- (Hit Locations 9-13; -1)	0
16	**Steps Gently:** Flight 24m Only When In Contact With A Level Surface (-½)	2
-12	**Only "Flies":** Running -12m (0m total)	
6	**Ch'i-Lin Senses:** +2 PER with all Sense Groups	0
9	**1000-Year Lifespan:** Life Support (Longevity: 1000-year lifespan, Immunity: all terrestrial diseases)	0
20	**Celestial Luck:** Luck 4d6	0

Perks

2	**Fringe Benefit:** Member of the Celestial Bureaucracy
9	**Positive Reputation:** symbol of good fortune and justice (in China and Japan) 14- +3/+3d6

Talents

28	**Cannot Be Trapped:** Danger Sense (self only, any danger, sense) 14-

Skills

2	KS: Celestial Bureaucracy 11-
3	Stealth 12-

Total Powers & Skills Cost: 87

Total Cost: 178

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Gentle, Won't Knowingly Eat Any Living Thing (Common, Total)

Total Complications Points: 40

Experience Points: 13



OPTIONS

Cost	Power
15	**Sharp Horn:** HKA 1d6 (1½d6 with STR)
60	**Magical Powers:** 60 points' worth of magical powers and Skills

CHIANG-SHIH

Val	CHA	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	**DEX**	10	12-	
25	**CON**	15	13-	
10	**INT**	0	11-	PER Roll 11-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
6	**DMCV**	9		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 12 PD (6 rPD)
12	**ED**	10		*Total:* 12 ED (6 rED)
12	**REC**	8		
50	**END**	6		
10	**BODY**	0		
40	**STUN**	10		**Total Characteristics Cost: 153**

Movement: Running: 12m
Flight: 24m

OPTIONS

Cost	Power
37	**Assume Human Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups), Makeover, Reduced Endurance (0 END; +½)
10	**Can Smell Your Breath:** Targeting for Normal Smell
40	**Glowing Ball Of Blue Light:** Desolidification (affected by fire, light, and sonic attacks)
6	**Leap Great Distances:** Leaping +12m (or more)
42	**Poisonous Breath:** RKA 1d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (4m; -¼)
(15)	**Physical Complication:** Poor Eyesight, suffers -3 to all Sight PER Rolls except in dim light or at night (Infrequently, Greatly Impairing
(15)	**Psychological Complication:** Compelled To Count Rice/Seed Grains Found In Its Path (Uncommon, Total)
(25)	**Susceptibility:** to sunlight, 1d6 BODY per Phase (Very Common)
(20)	**Vulnerability:** 2 x BODY from Fire (Common)
(20)	**Vulnerability:** 2 x STUN from Fire (Common)

Cost	Powers	END
25	**Claws:** HKA 1½d6 (3½d6 with STR)	2
15	**Bite:** HKA 1d6 Reduced Endurance (0 END; +½); No STR Bonus (-½)	0
30	**Blood Drain:** RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
24	**Fly On The Winds:** Flight 24m	2
6	**Undead Body:** Resistant (+½) for 6 PD/6 ED	0
40	**Undead Body:** Physical Damage Reduction, Resistant, 75% Not Versus Bullets (-½)	0
40	**Undead Body:** Energy Damage Reduction, Resistant, 75% Does Not Work Against Fire (-½)	0
15	**Undead Body:** Does Not Bleed	0
37	**Undead Vitality:** Life Support: Total (except Diminished Eating, but including Longevity: Immortality)	0
30	**Shape Shifting:** Multiform (assume 150-point wolf form)	0
5	**Chiang-Shih Eyes:** Nightvision	0

Skills

16	+2 HTH
3	Climbing 12-
5	Shadowing 12-
3	Stealth 12-
3	Tracking 11-
20	Various Skills representing the chiang-shih's abilities and interests when alive

Total Powers & Skills Cost: 317
Total Cost: 470

175	**Matching Complications (50)**
30	**Enraged:** in combat (Very Common), go 11-, recover 8-
20	**Physical Complication:** cannot cross a line of iron filings, red peas, rice, or running water (Infrequently, Fully Impairing)
0	**Physical Complication:** Human Size
25	**Physical Complication:** repulsed by the presence of garlic (Frequently, Fully Impairing)
15	**Psychological Complication:** Strong Sexual Desires And Urges (Common, Strong)
15	**Psychological Complication:** Vicious And Bloodthirsty (Common, Strong)
25	**Susceptibility:** to salt, 1d6 per Segment (Common)
15	**Susceptibility:** to thunder and similar loud noises, 3d6 BODY Instantly (Uncommon)

Total Complications Points: 50
Experience Points: 295

they breathe on. Other chiang-shih can become insubstantial, appearing as a glowing blue ball surrounded by a chill mist. Finally, it's said rice (and other grains or seeds) not only can be used to create an impassible barrier to a Chinese vampire, but some chiang-shih must stop and count each and every grain thrown into its path, possibly "trapping" it there until the sun rises and kills it.

Campaign Use: The chiang-shih is an interesting vampire that can quite easily throw a party of unsuspecting PCs for a loop. Unlike the stereotypical cinematic Western vampire, the chiang-shih isn't harmed by being staked through the heart and normally isn't troubled by exposure to sunlight. It can go where it pleases, not requiring an invitation to enter a dwelling. It doesn't even need to remain in its coffin, although burying a Chinese vampire in a proper grave can keep it from rising.

This characte sheet represents only a basic chiang-shih. For campaign use, you may want to increase the chiang-shih's DEX, BODY, INT, and SPD, add some Martial Arts, and perhaps give it more relevant Skills and abilities retained from its former life (such as Weapon Familiarities). To further confuse the PCs, consider using some of the optional powers and Complications, especially if they've encountered more than one chiang-shih and feel they have a good understanding of the vampire's habits.



Appearance: A chiang-shih can have many forms, depending upon how long it's existed as a vampire. Normally a chiang-shih appears exactly as it looked when it died and is not instantly recognizable for what it is. The chiang-shih can also assume a more horrific form, with a green glowing body, serrated teeth, and long claws. Older, more powerful, chiang-shih develop a thick covering of long white hair. Depending on how long it's been dead, a chiang-shih may wear rich robes, simple funeral clothing, or nothing at all.

Chinese Hobgoblin

Ecology: Chinese hobgoblins are found in the wilder and more forbidding regions of China. They usually dwell in dark forests, dank marshes, in and around mountains, and in the water. They band together into tribes of different sizes, known as the Chi, Mei, Meichi, Senchui, and Wangliang (among others).

Personality/Motivation: Normal sentient humanoid motivations. Chinese hobgoblins are noted for being malicious and evil, attacking travelers (often from ambush), slaying everyone they can, and then dragging off the corpses for a feast. They also take anything of value they can find, putting it to immediate use (if it's a weapon or a tool), or caching it back at their village if not (such as gold, silks, or gems).

Powers/Tactics: Chinese hobgoblins use the full range of tactics available to sentient humanoids. They favor classic Chinese weapons, such as Chinese axes, darn do, jien, and various polearms, and usually equip themselves with leather, scale, or brigandine armor.

Campaign Use: This character sheet represents a typical competent Chinese hobgoblin the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can easily customize this character sheet by applying one of the templates found in Chapter One, such as Chieftain or Fighter. Lesser Chinese hobgoblins, such as the young, females, the elderly, and so on, would have slightly lower characteristics, and different skills.

Appearance: Chinese hobgoblins are usually five to six foot-tall humanoids with a wide variety physical characteristics, although most wear their hair very long. Their skin may be of any color, and is often thick and hairy. In addition, they may have sharp claws, large fangs, or the head of a beast. They wear clothes and use weapons with a distinct Asian cast to them.

HOPPING VAMPIRES

China is the land of hopping vampires. Why they hop is unknown, although some theories say it might be due to the custom of burying the dead in a standing position, or because the burial clothing would effectively bind the legs. Others claim it's because of the onset of rigor mortis (which keeps the leg joints from working) or due to the vampire being rejected by the Earth.

The chiang-shih presented here doesn't hop, as the sources referenced never mentioned hopping as part of Chinese vampire lore. However, hopping vampires are extremely common in Hong Kong horror/martial arts cinema. Anyone running Ninja Hero or Pulp Hero adventures set in China might want to use a hopping vampire instead of the more agile version presented here. To transform a chiang-shih into a hopping vampire, make these changes: increase the STR to 35 or 40 and CON to 30, decrease DEX to around 12, and raise the vampire's defenses (both PD, ED, and Resistant (+½)). Remove its Flight and Running and reduce its Leaping to 2m.

A hopping vampire usually wears clothing of the Ching Dynasty and has greenish skin, red eyes, yellowed fangs, and long claws.

CHINESE HOBGOBLIN

Val	Char	Cost	Roll	Notes
13	**STR**	3	12-	Lift 150 kg; [1]
12	**DEX**	4	11-	
12	**CON**	2	11-	
8	**INT**	-2	11-	PER Roll 11-
8	**EGO**	-2	11-	
12	**PRE**	2	11-	PRE Attack: 2d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
24	**STUN**	2		**Total Characteristics Cost: 36**

Movement: Running: 12m

Cost	Powers	END
1	**Tough Hide:** Resistant (+½) for 1 PD/1 ED	0
5	**Nighteyes:** Nightvision	0

Skills

3	Climbing 11-
3	Stealth 11-
2	Survival (choice) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 18

Total Cost: 54

175 Matching Complications (50)

0	**Physical Complication:** Human Size
15	**Psychological Complication:** Hatred Of Humans (Common, Strong)

Total Complications Points: 15

Experience Points: 0



OPTIONS

Cost	Power
var	**Larger Or Smaller:** Apply a Size Template
5	**Breathe Water:** Life Support (Expanded Breathing: Breathe Underwater)
8	**Claws:** HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
+1	**Even Tougher Hide:** Increase to Resistant (+½) for 2 PD/2 ED
7	**Fangs:** HKA ½d6; No STR Bonus (-½)
3+	**Sharp Senses:** +1 PER (or more) with all Sense Groups
var	Other powers based on partial animal forms

K'UEI

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	**DEX**	10	12-	
10	**CON**	0	11-	
8	**INT**	-2	11-	PER Roll 11-
20	**EGO**	10	13-	
25	**PRE**	15	14-	PRE Attack: 5d6
4	**OCV**	5		
5	**DCV**	10		
3	**OMCV**	0		
7	**DMCV**	12		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
5	**ED**	3		*Total:* 5 ED (0 rED)
4	**REC**	0		
20	**END**	0		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 76**

Movement: Running: 12m
Swimming: 0m

Cost	Powers	END
15	**Already Dead:** Does Not Bleed	0
10	**Already Dead:** No Hit Locations	0
33	**Travel To The Spirit Realm:** Extra-Dimensional Movement (any physical location in the Spirit Realm corresponding to the physical location in realm the k'uei is currently in) Reduced Endurance (0 END; +½)	0
60	**Fading:** Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
40	**Undead Vitality:** Life Support: Total (including Longevity: Immortality)	0
-2	**Cannot Swim:** Swimming -4m (0m total)	
6	**K'uei Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	**K'uei Eyes:** Nightvision	0
	Skills	
20	20 points' worth of Skills representing abilities and interests when alive	

Total Powers & Skills Cost: 187

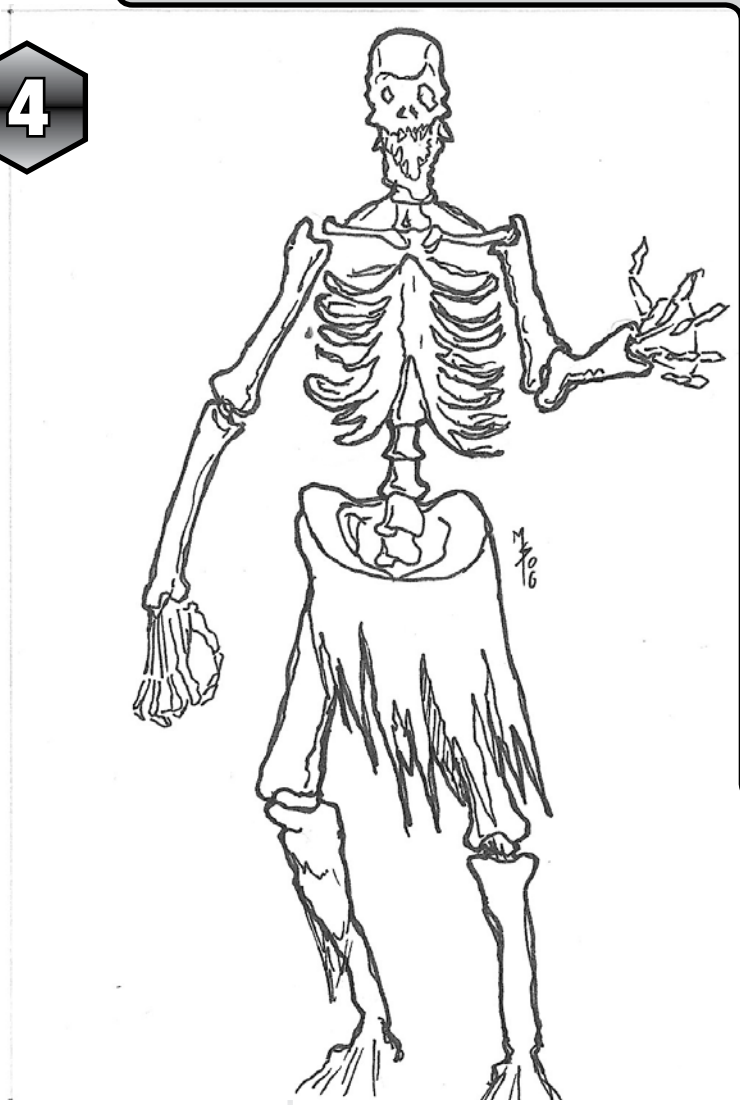
Total Cost: 263

175 Matching Complications (50)

20	**Distinctive Features:** body casts no shadow, clothing has no hems, face has no chin, presence causes candle flames to burn green (Not Concealable; Causes Major Reaction)
5	**Hunted:** Yen-lo-hwang (Celestial Police) (Infrequently, Mo Pow; Watching)
0	**Physical Complication:** Human Size
20	**Physical Complication:** must always return to the Spirit Realm at daybreak (Frequently, Greatly Impairing)
20	**Physical Complication:** only moves in a straight line (Frequently, Greatly Impairing)
20	**Physical Complication:** susceptible to various sutras, talismans, and wards (Infrequently, Fully Impairing)
15	**Psychological Complication:** Angry And Malicious (Common, Strong)
10	**Psychological Complication:** Dislikes Crossing Running Water (Uncommon, Strong)

Total Complications Points: 50

Experience Points: 88



K'uei

Ecology: *K'uei* are the spirits of those unable to obtain the afterlife and reincarnation. Typically, k'uei arise when a person dies by violence (such as drowning, murder, or suicide). A woman who dies while pregnant or during childbirth can also become a k'uei. Formed from the inferior soul (the *p'oh*), a k'uei can either be an insubstantial ghost or a walking corpse (similar in some respects to the chiang-shih).

OPTIONS

Cost	Powers
5	**Bite:** HKA 1 point (1d6 with STR)
19	**Cause Disease:** Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3)
8	**Clawed Fingers:** HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
34	**Create Cold Spots:** Change Environment, -3 Temperature Levels, Affects Physical World (+2), Area Of Effect (2m Radius; +¼), Reduced Endurance (0 END; +½)
71	**Fearful Presence:** Change Environment, -5 PRE for purposes of resisting the k'uei's fearful Presence Attacks, Affects Physical World (+2), Area Of Effect (8m Radius; +½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)
80	**Ghostly Form:** Desolidification (affected by magic or fire), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼)
94	**Mysterious Noises And Smells:** Hearing and Smell/Taste Group Images, -5 to PER Rolls, Affects Physical World (+2), Area Of Effect (4m Radius; +¼), Reduced Endurance (0 END; +½)
45	**Poltergeist Effect:** Telekinesis (10 STR), Affects Physical World (+2), ACV (uses OMCV versus DCV; +0), Invisible To Sight Group (+½), Line Of Sight (+½), Reduced Endurance (0 END; +½); Affects Whole Object (-¼), Limited Range (20m; -¼)
94	**Possession:** Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼) plus Desolidification, Projection (+0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼)

For ten days after its death, a k'uei tries to pursue its normal life accompanied by one of the Yen-lo-hwang, the Celestial Police. Afterwards it's returned to the Underworld, although it can leave at anytime — provided it behaves itself.

K'uei often act as agents of the Celestial Courts sent to punish the wicked. Other k'uei appear to family, friends, and even enemies to ask that an unfinished task be completed, or a duty fulfilled. They may also appear to encourage those who are feeling despair, or to strike fear into their foes.

Suicide ghosts and the ghosts of the drowned (known as *gui xian*) usually cannot leave the place where they died (or reincarnate) until someone else dies or drowns at the same spot and takes their place. Often such ghosts are not above "helping" someone to do so (usually through strangulation). Suicides may live in a part of town specifically meant to house their spirits. There they must remain until their intended life span (before they ended it prematurely) has passed. Other k'uei include: the *thou-tzu k'uei* (ghosts of women who died childless and try to steal newborn infants for their own); and the *ch'ang k'uei* (persons killed and eaten by a tiger who become enslaved to the beast that killed them until they can find another victim for it to kill and devour). A ch'ang k'uei guides its tiger and protects it while it sleeps. (Tigers are also known to compel recently slain victims to stand up and remove their clothing before the tiger devours them.)

The living can keep k'uei away by the use of various talismans. Images and statues of the Men Shen, or doorway deities, frighten off most k'uei. Other defenses include living in a house at the end of a street or next to a bridge (k'uei have a noted dislike for crossing flowing water). As most k'uei can only walk in a straight line, screens inside a doorway are often enough to keep them out of a home. For this same reason, bridges often have right angle turns and a missing rail at the point of the turn. A k'uei, who cannot turn aside, walks off the bridge and into the water. Firecrackers scare off many k'uei as well — any large gathering or celebration features strings of small fireworks set off to keep evil spirits away.

Personality/Motivation: For the most part, a k'uei usually appears to accomplish some specific goal and is driven to see this task completed to its satisfaction. Other k'uei are angry and hateful spirits who seek to take their aggressions out on the living. Drowning ghosts, suicides, and the thou-tzu k'uei are particularly dangerous, as the former two want someone to take their place so they can roam free, while the latter steal infants who are less than a hundred days old. Some k'uei are almost benevolent, and many cities have an appointed "Cheng-hwang" or "ghost magistrate" who acts as a protective spirit.

Powers/Tactics: The powers of a k'uei vary, but usually center around being able to appear and disappear instantly and become insubstantial at will. They may have other powers, such as bony claws, possessing living victims, causing illnesses, hurling objects, making noises, and any other supernatural abilities you might desire.

Campaign Use: By varying a k'uei's powers and motivations, you can create a wide variety of possible opponents and threats for a group of PCs to deal with. They can range from simple ghoul-like creatures to powerful avenging spirits of the dead. You can also use them as plot hooks. For example, the attack of a k'uei could draw the PCs into defending the k'uei's target, after which they must find a way to put the k'uei to rest (And there's

ADDITIONAL DRAGON LORE

Considering the size and age of China as a whole, it's not surprising that there's a wealth of information about dragons, some of it contradictory. For example, not every report claims dragons are born from eggs. Some scholars believe dragons are born to normal animals before assuming their true form. Flying dragons are said to be the offspring of birds, while the winged *ying-lung* comes from a four-footed beast called the *mao-tuh,* and the *k'üh-lung* from seaweed. Fish and snakes were supposed to be able to spontaneously transform into dragons since they're so closely related.



According to other scholars, some dragons come from gold. Blue dragons come from 800 year-old blue gold. Black, red, and white, and yellow dragons come from 1000 year-old gold of the matching color.

Despite being virtual deities in their own right, dragons occasionally fall prey to man's desires. History records several accounts of dragons being eaten by the reigning Emperor, and as can be expected from such a magnificent creature, the taste was quite enjoyable.

The bones and teeth of dragons are highly valued for their medicinal properties. Although they're immortal, it's thought dragons either die from time to time (probably due to two dragons fighting), or shed their skin and bones much like a snake. (Historically, the "dragon bones" sold

continues on page 344

the chance the k'uei's attack is justified in the eyes of the Celestial Courts!).

People are not the only beings who can become k'uei. The ghosts of animals can appear in your campaign, and both China and Japan have stories of statues producing ghostly duplicates capable of moving about at night and causing trouble.

Appearance: The appearances of k'uei vary wildly. They're often described as "shapeless" with body parts coming and going almost at random. Popular folklore states k'uei have no chins, and telling someone "You have no chin" is tantamount to calling him a ghost. A k'uei dresses as he did in life, but his clothes have no hems. K'uei cast no shadows. Drowning ghosts may appear soaked to the skin, while the ghosts of suicides wear red handkerchiefs around their necks. Some k'uei appear as skeletal figures with horrific faces. In all cases, the mere presence of a k'uei makes candles burn with green flame.

KIOH-LUNG

In Europe, dragons are huge, scaly beasts with fiery, noxious breath, bat-like wings, and an appetite for cows, elephants, and young maidens. (See page 103.) The Catholic Church quickly adopted the dragon as a symbol of evil and made it a stand-in for Satan in sermons, stories, and religious art. It was reviled, feared, and never, ever, worshipped.

In China, the dragon's status was almost the complete opposite. Legend has it Emperor Yao, one of the nine mythical emperors of China, was descended from a dragon, while in 3000 BC a dragon presented Emperor Pa Kwa with the eight celestial trigrams of the I-Ching. Benevolent beings, dragons are responsible for the weather and as lords of water are revered as bringers of rain. The Emperor sat on the Dragon Throne while dressed in the Dragon Robes, and upon death might become a dragon himself to better watch over his people.

The dragon was one of the four Celestial Beings, a group that includes the Ch'i-Lin, the Feng Hwang, and the tortoise. In addition, it's one of the four animals linked to the five directions, each animal having a color, season, and specific element associated with it. The Green Dragon represents the east, springtime, and wood; the White Tiger represents the west, autumn, and metal; the Red Phoenix represents the south, summer, and fire; while a tortoise-like creature named Dark Warrior represents the north, winter, and water. The fifth direction is the center, which is China itself. It's associated with the color yellow and the element of earth.

Ecology: For all their power and prestige, Chinese dragons have very mundane origins — they hatch from eggs that resemble precious stones. The eggs are normally laid in water, where they may remain for as much as a thousand years. Water seeping from a dragon's egg indicates it's ready to hatch, and the arrival of a newborn dragon is often heralded by darkness, thunder, lightning, and rain.

A newly-hatched dragon looks much like a small water snake. After five hundred years, it grows the head of a carp, and is known as a *kiao.* Over the next thousand years, it grows scales, a long tail, four legs ending in four-clawed feet, and a bearded face. It's now known as a *kiao-lung* or simply *lung* (literally meaning "deaf," since the dragon has ears but cannot hear). Over the next five hundred years, the lung grows horns (apparently allowing it to hear), becoming a *kioh-lung* or "horned dragon." After another thousand years the kioh-lung grows wings, becoming a *ying-lung* ("winged dragon")

Dragons are creatures of the water. They live among the clouds, in the sea, or in deep lakes, pools, and rivers. Sea dragons are thought to dwell in magnificent palaces under the water. Dragons love precious stones and gladly eat copper, jade, and pearls. In addition, dragons absolutely adore the flesh of the swallow, so people are advised not to travel across water soon after consuming such fare.

In Korea the kioh-lung is known as the *riong,* while in Japan it's the *ryu* (the *tatsu* is a very similar creature), and in Vietnam the *rông.*

Personality/Motivation: In general, dragons are benevolent beings... but they're also quite fierce and not to be trifled with. Those who allow their yin nature to take control are positively malignant and bring storms and floods wherever they go.

Normally, dragons provide rain according to the instruction of the Jade Emperor, the head of the Celestial Bureaucracy. However, a person can request rain when none is forthcoming by performing the proper rituals. Prayers are one way, an offering of swallows another; a third is to remove images of dragons from the local temples and place them outside so they may see how dry it is. More extreme measures call for placing an attractive nude woman alone on an exposed hilltop. Dragons are known for their lust and fondness for women, and if they're prevented from approaching the woman their anger might create a much-needed rainstorm. Similar methods involving throwing ashes, toxic plants, stones, tiger bones, of pieces of wood into the dragon's pool, in hopes of angering him into creating a thunderstorm in response.

Dragons have a number of noted dislikes, some of which can be used to drive one away if necessary (if the dragon is causing too much rain, for example). They despise things made from iron, so throwing iron in a dragon's pool is a sure-fire way to enrage him. They also hate centipedes, five-colored silk thread, and the leaves of the lien tree (*melia azederach,* also known as the "Pride of India") and wang plant. Finally, it's said tigers and dragons are mortal enemies and will fight each other if they meet.

Powers/Tactics: As masters of rain and water, dragons tend to appear surrounded by rain, and can cause a gentle rainfall to turn into a raging

KIOH-LUNG

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [3]
26	DEX	32	13-	
30	CON	20	15-	
23	INT	13	14-	PER Roll 14-
23	EGO	13	13-	
40	PRE	30	17-	PRE Attack: 8d6
9	OCV	30		
9	DCV	30		
8	OMCV	15		
8	DMCV	15		
5	SPD	30		*Phases:* 3, 5, 8, 10, 12
28	PD	26		*Total:* 28 PD (20 rPD)
28	ED	26		*Total:* 28 ED (20 rED)
16	REC	12		
60	END	8		
25	BODY	15		
64	STUN	22		**Total Characteristics Cost: 367**

Movement: Running: 20m
Flight: 48m
Leaping: 10m
Swimming: 48m

Cost	Powers	END
140	**Breathe Forth Fog:** Darkness to Sight Group 24m radius Reduced Endurance (0 END; +½), Personal Immunity (+¼); No Range (-½)	0

OPTIONS

Cost	Power
29	**Assume Any Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups; any human or animal form), Reduced Endurance (0 END; +½), Persistent (+¼); Must Have The Right Emotional State (see text; -½)
45	**Incredible Eyesight:** +30 versus the Range Modifier for the Sight Group
48	**Poh Shan:** Flight 48m, Reduced Endurance (0 END; +½); IAF (short staff; -½)
48	**Ying-Lung:** Flight 48m, Reduced Endurance (0 END; +½); Restrainable (-½)

storm at will — one whose high winds and driving rain can devastate the countryside and cause terrible floods. Dragons can also breathe forth thick fogs, which they use to blind their foes. The dragon's most potent weapon, however, is its power of "watery fire." This is created when the dragon breathes onto an area of dampness and wet. Dampness results in just a bright glow, but open water causes the dragon's breath to actually burst into flame; the flames keep burning until put out with the application of more normal fire. Finally, dragons may also attack in more mundane ways — biting with their teeth or tearing with their sharp claws.

112	**Water Fire:** Blast 12d6 Area Of Effect (60m Cone; +1), Constant (+½), Reduced Endurance (0 END; +½), Personal Immunity (+¼), Uncontrolled (area affected keeps burning until counteracted with ordinary fire, see text; +½); No Range (-½), Only Works If Liquid Water Is Present (-½)	0
102	**Create Storms And Control Rain:** Change Environment (alter the weather), +/-4 Temperature Levels, Long-Lasting (weather patterns return to normal as per usual once creature stops paying END), Varying Combat Effects Area Of Effect (16m Radius; +¾), MegaArea (1m = 1 km broad and wide; +1), Varying Effect (create or cancel any type of weather; +1), Reduced Endurance (0 END; +½); No Range (-½)	0
45	**Weapons Of The Lung:** Multipower, 45-point reserve	
3f	**1) Bite:** HKA 2d6+1 (5½d6 with STR)	3
2f	**2) Claws:** HKA 1d6+1 (4½d6 with STR)	2
4f	**3) Tail Lash:** HA +6d6 Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-¼)	0
12	**Tireless:** Reduced Endurance (½ END; +¼) on 50 STR	3
60	**Kioh-Lung Toughness:** Physical and Energy Damage Reduction, Resistant, 50%	0
20	**Thick Scales:** Resistant (+½) for 20 PD/20 ED	0
16	**Great Mass:** Knockback Resistance -16m	0
5	**Breathes Air And Water:** Life Support (Expanded Breathing: Breathe Underwater)	0
3	**Aquatic Body:** Life Support (Safe Environments: High Pressure, Intense Cold)	0
10	**Virtually Immortal:** Life Support (Immunity: all terrestrial diseases; Longevity: Immortality)	0
79	**Chi'ih Muh:** Flight 48m, x4 Noncombat Reduced Endurance (0 END; +½)	0
8	**Moves Like The Wind:** Running +8m (20m total)	2
33	**Lord Of The Water:** Swimming +44m (48m total) Reduced Endurance (0 END; +½)	0
6	**Sharp Senses:** +2 PER with all Sense Groups	0
5	**Eyes Of The Dragon:** Ultraviolet Perception (Sight Group)	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
40	**Assume Human Form:** Multiform (assume 300-point human form) Costs Endurance (to change forms only; -½)	6
4	**Reach:** Reach +4m	0
	Perks	
2	**Fringe Benefit:** Member of the Celestial Bureaucracy	
9	**Positive Reputation:** bringer of rain, master of the waters (in China and Japan), 14- +3/+3d6	

Talents

3 Ambidexterity (no Off Hand penalty)
5 Eidetic Memory
4 Environmental Movement: Aquatic Movement (no penalties in water)
3 Lightsleep

Skills

20 +2 with All Combat
3 Bureaucratics 17-
3 Conversation 17-
3 High Society 17-
3 KS: Celestial Bureaucracy 14-
3 KS: Dragon Lore 14-
2 Survival (Marine) 14-

Total Powers & Skills Cost: 777

Total Cost: 1,144

175 Matching Complications (50)

10 **Enraged:** if disturbed in its pool (Uncommon), go 8-, recover 11-
15 **Hunted:** Tigers (Very Frequently, Less Pow)
20 **Physical Complication:** Huge (16m long, +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15 **Psychological Complication:** Dislikes, Despises, And Hates Centipedes, Five-Colored Silk Thread, Iron, And The Leaves Of The *Lien* Tree And *Wang* Plant (Common, Strong)
15 **Psychological Complication:** Fondness For Human Women (Common, Strong)
10 **Psychological Complication:** Fond Of Copper, Gems, And Roasted Swallows (Common, Moderate)

Total Complications Points: 50

Experience Points: 969

continues from page 342

in historical Chinese marketplaces are almost certainly the fossil bones of various animals.).

Dragon bones come in five colors (black, blue, red, white, and yellow). Each color corresponds to a part of the body (black: bladder and kidneys; blue: gall bladder and liver; red: heart and large intestine; white: lungs and small intestine; yellow: stomach and spleen). Doctors can use bones of that color dragon to heal aliments occurring in the corresponding part of the body. Bones to be used in medicine must be heated over a fire until hot, then powdered. Care must be taken to not allow anything made of iron to contact the bone. Powdered dragon bone cures convulsions, dysentery, fevers, gallstones, and a whole host of other maladies. This healing power comes from the strong yang element present in the dragon, which counteracts the yin elements of sickness. Dragon's teeth (and horns) cure convulsions, epileptic fits, madness, spasms, and many other illnesses. The brain or live of a dragon can cure dysentery.

4

Dragon's blood turns into amber upon striking the ground. Dragon fat can be used to make brilliant lamps or waterproof clothing.

Some dragons can transform themselves into other shapes, provided they're sufficiently calm (*i.e.,* not angered, Enraged, or filled with lust or desire). They favor the forms of aged men or beautiful young women, but can also assume the shape of cows, dogs, fish, rats, and snakes. Fishermen should especially be aware of encountering transformed dragons; a fish giving off light or speaking in a human's voice is almost certainly a dragon that has changed its shape.



Campaign Use: Deity, protector, servant of the gods, or even menace — Chinese dragons can play just about any role you like in your Fantasy campaign. However, there are few accounts of dragons fighting either the heroes or the gods of Chinese myth, and fewer still of dragons being slain by men; they're forces of nature more than monsters to be slain. There's a tale of a man who spent three years and a thousand ounces of gold learning how to kill a dragon... but for the rest of his life never had the chance to try out his skills.

Depending on the nature of your Fantasy setting, a Chinese dragon might be simply local color, with legends stating that a (rarely seen) dragon lives in a specific river or deep lake, or a dragon might have a much more prominent role and actively interact with people in the area. Some dragons were said to serve as guardians for local castles, shrines, and temples, while Chinese folklore records several instances

QIONGQI

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	**DEX**	20	13-	
20	**CON**	10	13-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
23	**PRE**	13	14-	PRE Attack: 4½d6
7	**OCV**	20		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
9	**PD**	7		*Total:* 9 PD (2 rPD)
5	**ED**	3		*Total:* 5 ED (2 rED)
10	**REC**	6		
40	**END**	4		
16	**BODY**	6		
38	**STUN**	9		**Total Characteristics Cost: 148**

Movement: Running: 18m
Flight: 24m

OPTIONS

Some versions of the qiongqi describe it as having the body of an ox, instead of a tiger. To create one, make the following changes to the Buffalo/Cattle character sheet on page 434.

Cost	Power
2	+2 INT (10 INT total)
5	+5 EGO (15 EGO total)
25	**Bite:** HKA 1½d6 (3d6+1 with STR)
18	**Spines Like A Hedgehog:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 15- (-¼), No Range (-½)
13	**Knows Who Is Right And Who Is Wrong:** Detect Good And Evil/Right Or Wrong 14-, Discriminatory
	Remove Physical Complication: Animal Intelligence and Psychological Complication: Timid
(15)	**Add Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
(15)	**Add Psychological Complication:** Morally Perverse (Common, Strong)

Total Cost: +68 points

Cost	Powers	END
25	**Bite:** HKA 1½d6 (3d6+1 with STR)	2
16	**Claws:** HKA 1d6+1 (3d6 with STR) Reduced Penetration (-¼)	2
18	**Spines Like A Hedgehog:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 15- (-¼), No Range (-½)	
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
4	**Heavy:** Knockback Resistance -4m	0
16	**Eagle's Wings:** Flight 24m Restrainable (-½)	2
6	**Swift Runner:** Running +6m (18m total)	2
13	**Knows Who Is Right And Who Is Wrong:** Detect Good And Evil/Right Or Wrong 14-, Discriminatory	0
9	**Tiger's Senses:** +3 PER with all Sense Groups	0
5	**Tiger's Eyes:** Nightvision	0
5	**Tiger's Nose:** Tracking with Normal Smell	0
	Skills	
16	+2 HTH	
3	Climbing 13-	
3	Language: Chinese (completely fluent)	
3	Stealth 13-	
1	**Camouflage Coloration:** +1 to Stealth; Only In Home Environment (-1)	

Total Powers & Skills Cost: 149

Total Cost: 297

175	**Matching Complications (50)**
10	**Physical Complication:** Large (up to 11 feet long and 600 pounds; -2 DCV, +2 PER Rolls to perceive) (Infrequently, Slightly Impairing)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Morally Perverse (Common, Strong)

Total Complications Points: 50

Experience Points: 122

MORE SHÊN

Here are some brief descriptions of a few additional shên:

Bee Spirits: Some shên resemble normal honey bees. They enter dreams, take the form of well-dressed royalty, and make requests of sleeping humans.

Garden Spirits: The shên of the gardens ensure good harvests and bountiful crops in exchange for a bit of food and drink.

Ink Spirits: These tiny shên dress like Taoist priests and dwell in containers of ink. Finding a dozen such spirits in one's ink is sign of literary cultivation.



Kwei Mu: The "mother of all specters," Kwei Mu lives in the Lesser Yü Mountains far to the south. She gives birth to all the ghosts and monsters in the world, producing ten in the morning and then devouring another ten every night. She's said to have a tiger's head, a dragon's feet, the eyes of a python, and the eyebrows of a kiao dragon.

Si Wang Mu: The "fairy mother" who dwells on the shores of the "Lakes of Gems" and tends to *k'iung shu,* the tree of life. This tree is 15,000 feet tall and 1,800 feet in circumference, and bears fruit only every 3,000 years. When eaten, this fruit (a form of peach) confers immortality.

Woo-tung-Shên: This shên is an inimical invisible spirit. It's known to possess people, inducing in them a maniacal dancing frenzy.

of the Emperor commanding dragons to do his bidding (usually assisting in a great battle or the like). Chinese dragons are also powerful enough to show up in many Champions campaigns.

If the PCs in your campaign are sufficiently powerful, you might allow a PC to be the child of a dragon. Dragon-children look like perfectly formed humans with brilliant green eyes and are near the peak of human development. They also have many magical powers inherited from their draconic parent.

Appearance: Physically, the Chinese dragon is the largest of all scaled creatures, a group that includes snakes and fish. It's best described through the "nine resemblances": "its horns resemble a stag's, its head resembles a camel's, its eyes resemble a demon's (or a rabbit's), its neck resembles a snake's, its belly resembles a clam's, its scales resemble a carp's, its claws resemble an eagle's, its soles resemble a tiger's, its ears resemble a cow's." The end result is a long, thin, four-legged lizard-like creature with a narrow head and a bearded face.

On top of the head is an organ known as the *chi'ih muh,* which allows flight. In addition, male dragons have a large pearl under the chin or in the throat. When they speak, dragons are said to have voices like a great gongs (or "jangling copper pans"). They may be black, blue, green, red, or yellow. Yellow dragons are held in high esteem and considered superior to all other forms of dragonkind.

A dragon's scales number either 81 or 117, with different reports offering different values. The confusion is due to attempts to balance the dragon's yin and yang. Yin is female, associated with the moon, darkness, wetness, cold, negative energy, and the number six. Yang is male, associated with the sun, light, dryness, heat, positive energy, and the number nine. A tiger is yin; a dragon is yang. Nine times nine equal 81 scales, while six times six equals 36 scales, leading to the idea that the dragon has 81 yang scales and 36 yin scales (for a total of 117).

Numbers govern more than just a dragon's scales. They may have from three to five claws on their feet. Five-clawed dragons are the province of the Emperor, and only he, or those of his court, may bear the image of a five-clawed dragon on their clothing.

Qiongqi

Ecology: The *qiongqi* ("thoroughly-odd") is a mountain-dwelling carnivore with a taste for human flesh. It attacks almost any person it sees, but has a marked preference for people with long hair, such as magicians and shamans. These people the qiongqi eats head first (although some reports say it does so feet first). At any rate, the creature is greatly feared wherever it's rumored to be found.

Personality/Motivation: In keeping with the meaning of its name, the qiongqi eats the noses of those who are faithful and dependable, and kills and eats anyone who's in the right in a dispute. In addition, the qiongqi presents animals it has killed to those who are evil and unruly. Finally, the qiongqi is a rapacious predator that kills and devours just about anything smaller than itself.

Powers/Tactics: The qiongqi prefers to attack from the air. It swoops in with a roar and makes a Presence Attack before performing either a Move By or a Move Through. It may Grab small targets in its jaws and then shake them into submission or pick them up and drop them from a great height.

Campaign Use: Although not capable of tackling an entire party of adventurers, a qiongqi could make for a nasty surprise encounter, especially if one of the PCs happens to be a long-haired martial artist, sorcerer, or warrior.

Appearance: The qiongqi has a tiger's body with the wings of an eagle. Its hair consists of many rigid needles, much like the spines of a hedgehog. Some tales describe the qiongqi as a large ox instead of a winged tiger.

Shên

Ecology: The word "shên" can refer to a demon, deity, elf/fairy, magician, or supernatural spirit. They dwell all through China and usually keep to themselves, living alone or in small groups, unless they want or need something from mankind.

Personality/Motivation: Varies, depending on the individual. Shên can range from benevolent and helpful to evil and malicious in nature. Those shên of a more evil nature have a noted fondness for human women, and often capture and hold captive any females who are to their liking.

Powers/Tactics: The powers of the shên are vast and varied. In general, they're immortal beings who can come and go as they please, vanishing from view instantly. They're reputed to sustain themselves only on air, assume the form of any beast, bird, fish, or insect as desired, and can travel though air, water, or the earth at will. Other shên are said to be able to bring either rain or drought, summon spirits or demons, and can cause illness in their enemies. Some shên are helpful in nature, and will harvest entire fields overnight in exchange for a small amount of food. Humans, on the other hand, should be wary of taking food from a shên. Although it renders the eater immortal, time runs differently in the otherworld — after spending what seems like a few hours eating and drinking with a shên he may discover that a few hundred years have passed in the normal world.

Campaign Use: This character sheet represents the basic template on which all shên are built. You can customize it to create whatever sort of shên you want by applying some (or all) of the optional powers as well as by applying any one of the templates from Chapter One. Much like the faeries of European folklore (see page 306), it seems no two shên are exactly alike, with personalities to

SHÊN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
13	INT	3	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
6	DMCV	9		
4	SPD	20		*Phases:* 3, 6, 9, 12
4	PD	2		*Total:* 4 PD (0 rPD)
4	ED	2		*Total:* 4 ED (0 rED)
5	REC	1		
30	END	2		
10	BODY	0		
24	STUN	2		**Total Characteristics Cost: 94**

Movement: Running: 18m

Cost	Powers	END
6	**Live Upon The Air:** Life Support (Diminished Eating: doesn't have to eat; Diminished Sleeping: doesn't sleep)	0
5	**Immortal:** Life Support (Longevity: Immortality)	0
6	**Swift Movement:** Running +6m (18m total)	2
60	**Fading:** Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
	Perks	
2	**Fringe Benefit:** Member of the Celestial Bureaucracy	
	Talents	
5	**Breathe Inwardly:** Simulate Death 15-	
	Skills	
3	Climbing 12-	
3	High Society 13-	
2	KS: Celestial Bureaucracy 11-	
3	Stealth 12-	
20	20 additional points' worth of Skills chosen by the GM	

Total Powers & Skills Cost: 115

Total Cost: 209

175	**Matching Complications (50)**	
15	**Distinctive Features:** unearthly beauty (Concealable With Difficulty; Causes Major Reaction [desire])	
0	**Physical Complication:** Human Size	
20	**Physical Complication:** susceptible to various sutras, talismans, and wards (Infrequently, Fully Impairing)	

Total Complications Points: 35

Experience Points: 49

OPTIONS

Cost	Power
var	**Larger Or Smaller:** Apply a Size Template
6	**Unearthly Beauty:** Striking Appearance +2/+2d6
60	**Shên Magic:** 60 points' worth of mystic Skills, spells, and abilities
87	**Command Spirits And Demons:** Summon 500-point shên, Expanded Class (any shên; +½), Friendly (+¼); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼)
75	**Control The Weather:** Change Environment (alter the weather), +/-6 Temperature Levels, Long-Lasting (weather patterns return to normal as per usual once creature stops paying END), Varying Combat Effects, Area Of Effect (8m Radius; +½), Mega-Area (1m = 1 km broad and wide; +1), Varying Effect (create or cancel any type of weather; +1), Reduced Endurance (0 END; +½); Extra Time (1 Turn to activate; -¾), No Range (-½)
23	**Burrow Into The Earth:** Tunneling 12m through 6 PD material, Fill In; Limited Medium (soil and rock; -½)
18	**Dive Into The Sea:** Swimming +36m
40	**Fly Above The Clouds:** Flight 40m
29	**Take The Form Of Any Beast:** Shape Shift (Sight, Hearing, and Touch Groups; any animal form), Costs Endurance Only To Activate (+¼)
	other powers as you see fit

match. You can use them as either friends or foes for a group of PCs, and should be able to easily tailor the shên's abilities to the power level of your campaign.

Appearance: Shên are usually of human size and are noted for their unearthly beauty. Some are shorter, such as the *shan sao,* who stand only twelve inches in height. Some shên appear as animals, or have the features of animals, such as the shên of the Chang River, who's a man with a dragon's head.



JAPANESE MONSTERS

Kappa

Ecology: Kappa dwell in ponds, lakes, and streams, and prey upon passersby. They drink blood (sucking it out of the body through the anus) and usually attack cows and horses, attempting to drag the animals into the water before they feed. When kappa come ashore, it's often in search of cucumbers and melons (which they love) or human women (whom they assault and rape).

Personality/Motivation: Kappa primarily desire food, be it blood or cucumbers. Thus, they can usually be placated with offerings of cucumbers, which characters may be able to bribe a kappa with to avoid being attacked. It's customary to write the names of loved ones the character wants the kappa to avoid on such vegetables before tossing them into a pool where a kappa is known to live.

Powers/Tactics: Kappa prefer to wait in quiet pools and slow-moving sections of streams and rivers, hoping to surprise a potential victim. Once it locates a target, the kappa leaps out and tries to overpower the victim with its great strength and drag him into the water to be consumed later. It uses its claws if closely pressed, slashing at anyone who attacks it. If severely wounded or hard-pressed, a kappa retreats to the safety of its watery home.

The kappa's main weakness is the water held in the bowl-like depression in the top of its head. If this water spills out, the kappa becomes weak and scarcely able to move, leaving it at the mercy of its attacker. A kappa in this condition often promises anything to avoid being killed. Since kappa are creatures of their word and keep any promises they make, a character can drive a very hard bargain. But spilling the water from a kappa's head is no easy task. Kappa are very strong and reasonably intelligent, so heroes usually have to trick them into spilling the water. Since they're polite and honorable, in some situations bowing to the kappa may work — unless it succeeds with an EGO Roll at -5, the kappa bows in return, promptly spilling its water. Other ways to spill the water include wrestling with the kappa (almost any form of Martial Throw will do), tripping or shoving the kappa, or doing Knockback to the kappa.

According to some legends, kappa are known for their medical skills, especially the art of bone-setting. They sometimes teach this art to humans, usually because the kappa makes a bargain with the student to spare its life.

Campaign Use: You can use a kappa as either be a nuisance (because knowledgeable characters will know to trick it) or a true menace. To make the kappa even more dangerous, increase its STR, DEX, SPD, defenses, and movement abilities. Giving a kappa Martial Arts (say, Sumo Wrestling) isn't too far-fetched either. But not all kappa are dangerous. Japanese folktales mention several kappa who lived in peace with their human neighbors. One was known to provide bowls whenever a feast was planned. This arrangement was obtained when the kappa lost an arm trying to drag a horse into its pool. When it asked the owner of the horse for its arm back, the kappa agreed not to prey on the local population any more and to provide bowls for any feasts the farmer gave. A second kappa lost its head-water and was made to promise not to attack anyone from a nearby village. It lived by its word, and even warned the local villages when another kappa — who hadn't made such a promise — was in the area.

Appearance: A kappa is a humanoid standing about four feet in height. It has yellowish-green skin, webbed fingers, yellow eyes, and a dog-like nose. It's easily identified by the turtle shell on its back and the water-filled bowl-shaped depression in its head. Kappa are often described as looking like monkeys or young children. They don't wear any clothing.

KAPPA

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	**DEX**	10	12-	
23	**CON**	13	14-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 15 PD (7 rPD)
5	**ED**	3		*Total:* 12 ED (7 rED)
10	**REC**	6		
45	**END**	5		
13	**BODY**	3		
40	**STUN**	10		**Total Characteristics Cost: 106**

Movement: Running: 12m
Swimming: 12m



Cost	Powers	END
8	**Sharp Claws:** HKA ½d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
5	**Bite:** HKA 1 point (2d6 with STR)	1
30	**Blood Drain:** RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
8	**Armored Shell:** Resistant Protection (7 PD/7 ED) Activation Roll 11- (covers Hit Locations 9-13; -1), Only Defends The Kappa's Back (-½)	0
5	**Breathes Air And Water:** Life Support (Expanded Breathing: Breathe Underwater)	0
3	**Aquatic Body:** Life Support (Safe Environments: High Pressure, Intense Cold)	0
8	**Supernatural Vitality:** Regeneration (1 BODY per Hour)	0
4	**Amphibious Form:** Swimming +8m (12m total)	1
5	**Eyes Of The Kappa:** Nightvision	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

16 +2 HTH

5 Climbing 13-
5 Stealth 13-
5 Tracking 12-

Total Powers & Skills Cost: 111
Total Cost: 217

175 Matching Complications (50)

0 **Physical Complication:** Human Size
20 **Physical Complication:** virtually helpless if the water is spilled from its head (is reduced to STR 5, SPD 1, Running 2m) (Infrequently, Fully Impairing)
15 **Psychological Complication:** Honorable; Always Keeps Its Word Once Given (Uncommon, Total)
15 **Psychological Complication:** Loves Cucumbers Over All Other Foods (Uncommon, Total)

Total Complications Points: 50
Experience Points: 42

OPTIONS

Cost	Skills
2	KS: Medicine 11-
2	KS: Bone Setting 11-
3	Paramedics 11-
2	PS: Bone Setting 11-

KITSUNE

True Form

Val	Char	Cost	Roll	Notes
1	**STR**	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
20	**INT**	10	13-	PER Roll 13-
18	**EGO**	8	13-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
8	**DCV**	25		
6	**OMCV**	9		
6	**DMCV**	9		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
5	**ED**	3		*Total:* 5 ED (0 rED)
4	**REC**	2		
25	**END**	1		
5	**BODY**	-5		
18	**STUN**	-1		**Total Characteristics Cost: 81**

Movement: Running: 16m
Leaping: 6m

4



Cost	Powers	END
105	**Illusions:** Mental Illusions 14d6 Reduced Endurance (0 END; +½)	0
94	**Possession:** Possession (Mind Control EGO +60, Telepathy EGO +40) Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼) **plus** Desolidification Projection (+0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼)	0
10	**Bite:** HKA ½d6 (½d6 with STR)	1
1	**Leaping:** Leaping +2m (6m forward, 3m upward)	1
4	**Supernatural Speed:** Running +4m (16m Total)	2
6	**Acute Senses:** +2 PER with all Sense Groups	0
2	**Acute Hearing:** +1 PER with Hearing Group	0
5	**At Home In The Dark:** Nightvision	0
27	**Assume Human Form:** Multiform (change shape into 206-point human form) Costs Endurance (to activate; -½)	4
5	**Long-Lived:** Life Support (Longevity: Immortality)	0

Talents

3	Lightsleep
12	Striking Appearance +4/+4d6

Skills

10	**Kitsune-tsuki:** +5 OMCV with Possession
3	Climbing 12-
5	Mimicry 14-
3	Shadowing 13-
11	Stealth 16-
3	Tracking 13-

Total Powers & Skills Cost: 309

Total Cost: 390

175	**Matching Complications (50)**
15	**Distinctive Features:** Accompanied By Foxfire At Night (Not Concealable; Noticed And Recognizable)
15	**Physical Complication:** Diminutive (about .5m long; +12m KB) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
20	**Psychological Complication:** Code Of Vengeance: Must Avenge All Insults To Self And Family (Common, Total)

Total Complications Points: 50

Experience Points: 214

KITSUNE

Human Form

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
20	**INT**	10	13-	PER Roll 13-
18	**EGO**	8	13-	
13	**PRE**	3	12-	PRE Attack: 2½d6
4	**OCV**	5		
5	**DCV**	10		
3	**OMCV**	0		
6	**DMCV**	9		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
5	**ED**	3		*Total:* 5 ED (0 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 75**

Movement: Running: 16m

Cost	Powers	END
70	**Assume Any Human Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Imitation, Makeover	0
	Reduced Endurance (0 END; +½), Persistent (+¼)	
4	**Supernatural Speed:** Running +4m (16m total)	2
5	**At Home In The Dark:** Nightvision	0
5	**Long-Lived:** Life Support (Longevity: Immortality)	0
	Talents	
3	Lightsleep	
12	Striking Appearance +4/+4d6	
	Skills	
6	+2 with Charm, Conversation, and Persuasion	
3	Charm 12-	
3	Conversation 12-	
3	Disguise 13-	
5	Mimicry 14-	
3	Persuasion 12-	
3	Shadowing 13-	
3	Stealth 12-	
3	Tracking 13-	

Total Powers & Skills Cost: 131

Total Cost: 206

175	**Matching Complications (50)**
15	**Distinctive Features:** Unearthly Beauty (Concealable With Difficulty; Causes Major Reaction [desire])
20	**Distinctive Features:** Reflection (or shadow, or other feature) Reveals True Form (Not Concealable; Causes Major Reaction [fear, hatred])
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
20	**Psychological Complication:** Code Of Vengeance: Must Avenge All Insults To Self And Family (Common, Total)
20	**Social Complication:** Secret Identity (as a kitsune) (Frequently, Severe)

Total Complications Points: 50

Experience Points: 31

Kitsune

Ecology: Kitsune, or spirit foxes, dwell nearly everywhere men do, preferring forests and fields, although some have been known to live in abandoned houses or dig burrows under storage sheds and the like. In fox form, kitsune eat offerings left for them at shrines to the god Inari as well as whatever they can acquire or steal from their human neighbors. In human form, a kitsune eats human foods. Regardless of form, kitsune adore *aburage* (deep-fried tofu).

Since they're *kami* (spirits), kitsune are very long-lived. Lifespans of a thousand years or more are considered typical, with the creatures gaining more and more magical powers the older he becomes. The number of tails a kitsune has also increases with age, with the first tail growing in at age 100 (along with the power to shape shift and possess people), while at the age of 1000 years a spirit fox gains its full nine tails and becomes a "celestial fox."

Most kitsune dwell in family groups. The younger kitsune seem to be the most active and often cause trouble in local villages. Asking the older kitsune to restrain and control their young family members usually brings an end to any problems.

Personality/Motivation: Kitsune are, simply put, tricksters. They're fairly amoral and don't adhere to the human concepts of good and evil. They follow their own code and don't care for interference from others. As humans they tend to be malicious, playing tricks and causing trouble. A common trick is to assume human form (usually of a beautiful woman) and seduce a man. Some

OPTIONS

Cost	Power
60+	**Kitsune Magic:** 60 points' worth of Magic Skills and spells (or more)
-11	Add OAF (human skull; -1) to Assume Human Form
-35	Add OAF (human skull; -1) to Assume Any Human Form
-10	Remove the Persistent Advantage from Assume Any Human Form
+9	**Assume Any Form:** Add "any shape" to Assume Any Human Form
11	**Kitsune-bi ("fox-fire"):** Sight Group Images, +3 to PER Rolls; Only To Create Light (-1)

VARIOUS KITSUNE

Depending on its exact coloration and nature, the name for a specific spirit fox may vary, with "kitsune" being a general term for the "species." Some examples include:

Bakemono-Kitsune: An evil fox.

Byakko: A female white fox. Seeing one is considered a good omen, since white foxes are servants of Inari and act as the god's messengers.

Genko: A male black fox. Seeing one is considered a good omen, since black foxes are servants of Inari and act as the god's messengers.

Kiko: A spirit fox.

Koryo: A "haunting" fox.

Kuko: A fox of the air. These are evil foxes, and thought of in the same manner as the tengu (see below).

Myobu: A servant of Inari. Usually called upon to catch and punish nogitsune (see next entry).

Nogitsune: A wild fox. At one point "kitsune" meant a messenger of Inari, while "nogitsune" was used to describe any fox who played pranks and performed mischief for his own amusement.

Reiko: A ghost fox.

Shakko: A red fox. Can be either good or evil.

Tenko: A celestial fox over 1,000 years old with nine tails and white (or golden) fur. They're either very benevolent and wise, or very, very evil.

Yako/Yakan: A fox. In Chinese folklore, a yakan is a fox-like creature capable of climbing trees and howling like a wolf.

can produce balls of fox-fire and use them to lead humans traveling after dark astray. Naturally, as tricksters, not all of their pranks work out as planned; sometimes a kitsune becomes the butt of his own joke. On the other hand, kitsune can also be helpful, especially to humans who aid the kitsune in some fashion, or otherwise act in a manner which pleases them. Thus, kitsune are both feared and worshipped, especially because some of them are servants of Inari, god of foxes. These kitsune, known as *myobu,* are said to dwell within certain Shinto temples, protecting them from harm.

Powers/Tactics: Because of their small size, kitsune do not engage in physical combat... but thanks to their extensive supernatural powers, they don't need to. Most kitsune prefer to use their powers of illusion to distract, confuse, and disrupt their opponents. If he wishes to strike directly at someone, a kitsune will possess the mind and body of someone close to his intended target and use that form to attack.

Kitsune are master shapeshifters and can assume virtually any human form. Some may be able to assume any form, including inanimate objects. Some kitsune apparently need to use a human skull (worn atop the head) to turn into a human, while others can be startled back into their normal form by a sudden blow.

Campaign Use: There are many tales of kitsune destroying the lives of mortal men. The most famous of the kitsune legends is the story of Tamamo-no-mae. Also known as Hua-yang, she was a 1,000 year-old nine-tailed fox and the wife of the Indian king Pan-Tsu. Through him she caused the death of over 1,000 people. Afterward she traveled to China, took the name Pau-ssu, and became the wife of the Chou emperor Yu. Willing to do anything to see Tamamo-no-mae smile, Yu committed all sorts of despicable acts. After the Chou dynasty fell, Tamamo-no-mae flew through the air and came to Japan. There she joined the court of the Emperor and caused more people to be killed. Upon her discovery she fled the court, finally landing on Nasuno moor and becoming a large stone. As a stone she continues to kill, instantly slaying anything — man, animal, or plant — that comes too close.

A kitsune can be a very powerful opponent for any group of characters, regardless of the power level and campaign setting. They're highly intelligent, sly, and often ruthless. Just figuring out who's a kitsune in disguise (or if there's even a kitsune present) can be an adventure in and of itself. However, not all kitsune are harmful to humans; some legends talk of kitsune going to great lengths to aid a human who does them a kindness.

This character sheet for the kitsune's human form represents a typical competent kitsune the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can easily customize this character sheet (specifically the human form of the kitsune) by applying one of the templates found in Chapter One, such as Priest, Shaman, or Wizard. Other kitsune, such as the very young and the very old, would have different characteristics as well as different Skills.

Appearance: A kitsune normally appears as a red fox. It can change its shape, assuming almost any form it wishes, although most kitsune prefer to turn themselves into beautiful young women to better seduce mortal men. As a kitsune ages, it gains tails. A young kitsune has only a single tail, while an older kitsune has three, five, or nine tails. Upon achieving nine tails, a kitsune turns gold, silver, or white in color. At this point, it's called a *celestial fox* and possesses unsurpassed supernatural powers.

Regardless of form, a kitsune often retains a portion of its animal nature. This can include a fox's tail, a fur-covered body, slit or glowing eyes, pointed or fox-like ears, a fox's feet, claws, elongated canine teeth, the smell of a fox (instantly recognizable to dogs, who will often attack the kitsune), or the form of a man-sized bipedal fox (often the result of the kitsune making a mistake in transforming). Even if the kitsune's disguise is flawless, its reflection in a mirror or bowl of water, or its shadow, reveals its true nature.

Oni

Ecology: Oni are creatures of *Yomi,* the Japanese underworld. They're a form of supernatural spirit that dwells either in Yomi tormenting sinners, or on Earth causing trouble and wreaking havoc on humans. Although otherworldly spirits, oni have large appetites for many forms of earthly pleasures and partake in food (such as people) and drink (they especially love saké) to great excess.

Personality/Motivation: The prime purpose of an oni is to cause trouble. They like to spread disease and misery, and are always on the lookout for those who have sinned against the Buddhist faith so they can take them to Yomi to receive their just punishments. Oni also have a great liking for human women, and will bring any they catch back to their lair to satisfy their perverse lusts.

Powers/Tactics: The traditional weapon of an oni is a huge tetsubo, an iron-plated staff some six or seven feet long. With this they smash anything in their path, be it a wall, door, or person. Instead of the tetsubo, other oni carry giant-sized naginata, nagamaki, no-dachi, or yari. Some may even wear armor, such as a do (breastplate) or a kote (armored sleeve). Due to their size and strength, oni tend to be fearless, and won't flee from an encounter unless greatly outnumbered or severely wounded.

It's said some oni can become invisible, while others can assume human form to cause even greater mischief and trouble. A few might even know spells. As spirits of the underworld, oni may not be able to be killed in the normal manner. You may wish to give some oni a form of Regeneration to reflect this.

ONI

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
15	**DEX**	10	12-	
23	**CON**	13	14-	
8	**INT**	-2	11-	PER Roll 11-
8	**EGO**	-2	11-	
23	**PRE**	13	14-	PRE Attack: 4½d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 12 PD (2 rPD)
11	**ED**	9		*Total:* 11 ED (2 rED
12	**REC**	8		
45	**END**	5		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 149**

Movement: Running: 16m
Flight: 20m

Cost	Powers	END
8	**Clawed Fingers:** HKA ½d6 (3d6 with STR) Reduced Penetration (-¼)	1
10	**Fangs/Tusks:** HKA ½d6 (3d6 with STR)	1
2	**Thick Hide:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
10	**Creature Of Yomi:** Life Support Life Support (Longevity: Immortality; Immunity: all terrestrial diseases)	0
8	**Taking To The Air:** Flight 20m Increased Endurance Cost (x4 END; -1½)	8
4	**Long Legs:** Running +4m (16m total)	2
5	**Oni Eyes:** Nightvision	0
3	**Oni Senses:** +1 PER with all Sense Groups	0
2	**Reach:** Reach +2m	0

Skills

16	+2 HTH
3	Interrogation 14-
2	KS: Yomi 11-
3	Stealth 12-
2	Survival (one environment) 11-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 91

Total Cost: 240

175	**Matching Complications (50)**
10	**Physical Complication:** Large (3m tall, +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
10	**Physical Complication:** prone to intoxication (-3 on CON Rolls to resist drunkenness) (Infrequently, Slightly Impairing)
15	**Psychological Complication:** Cruel, Lecherous, And Malicious (Common, Strong)
15	**Psychological Complication:** Loves To Eat And Drink To Excess (Common, Strong)

Total Complications Points: 50

Experience Points: 65

OPTIONS

Cost	Power
+2	**Thicker Hide:** Increase Thick Hide to Resistant (+½) for 4 PD/4 ED
43	**Assume Human Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Reduced Endurance (0 END; +½) plus Shrinking (about 2 m tall, 100 kg mass, -2 to PER Rolls to perceive character, +2 DCV, +6m Knockback), Reduced Endurance (0 END; +½); Linked (-½)
var	**Multiple Heads:** +1 PER with all Sense Groups per extra head
10	**Multiple Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group
5	**Multiple Heads:** Extra Limbs (5 heads [or more as desired]), Inherent (+¼); Limited Manipulation (-¼)
6	**Three Or More Arms (or Legs):** Extra Limbs (varies), Inherent (+¼)
40	**Travel To Yomi:** Extra-Dimensional Movement (any location in realm of Yomi corresponding to the physical location in realm the oni is currently in), x2 Increased Mass, Reduced Endurance (0 END; +½)
30	**Turn Invisible:** Invisibility to Sight Group, No Fringe

Campaign Use: This character sheet represents a typical competent oni the PCs might encounter in a situation where you need a character sheet (*i.e.,* combat or the like). You can easily customize this character sheet by applying one of the templates found in Chapter One, such as Chieftain or Fighter.

Due to their size and strength, oni make fearsome foes in a Fantasy Hero campaign, a problem magnified by the fact that they like to travel in groups. This advantage is counterbalanced by the oni's intelligence (which isn't all that great) — many oni of legend were outwitted more than outfought. Their love of saké also works against them; getting an oni drunk before disposing of it seems to be a common tactic in Japanese tales.

As a final note, not all oni are evil, and some proved capable of repenting their past ways and converting to Buddhism, becoming pious monks. Such an oni would make an intriguing NPC, or in some campaigns perhaps even a PC.

Appearance: Oni are large humanoids standing some nine feet tall. Their skin ranges from red to pink, blue, gray, or green, while their hair is

ONIBI

Often seen on rainy or stormy days, *onibi* ("oni fire") is a ball of fire floating in the air. An onibi can appear in a wide variety of colors, and often meanders aimlessly about, sometimes vanishing silently, other times with a loud bang. Characters should avoid touching one, as some onibi place a curse on anyone who dares disturb their flight.

usually black and tangled. They typically have three clawed fingers, three toes, and two long horns on their heads. Their clothing is traditionally a tiger-skin loincloth, although they also wear the hides of other animals as well as bits of human clothing and armor (when possible). No two oni look exactly alike; many have almost animalistic faces, while the exact number of horns and eyes ranges from one to four.

Shishi

Ecology: Shishi are divine animals who guard Buddhist shrines, temples, and holy places. They're almost always found in pairs (one male and one female) and are the bane of evil spirits, ghosts, demons, and other monsters. They also serve as companions and mounts to various Buddhist deities and saints.

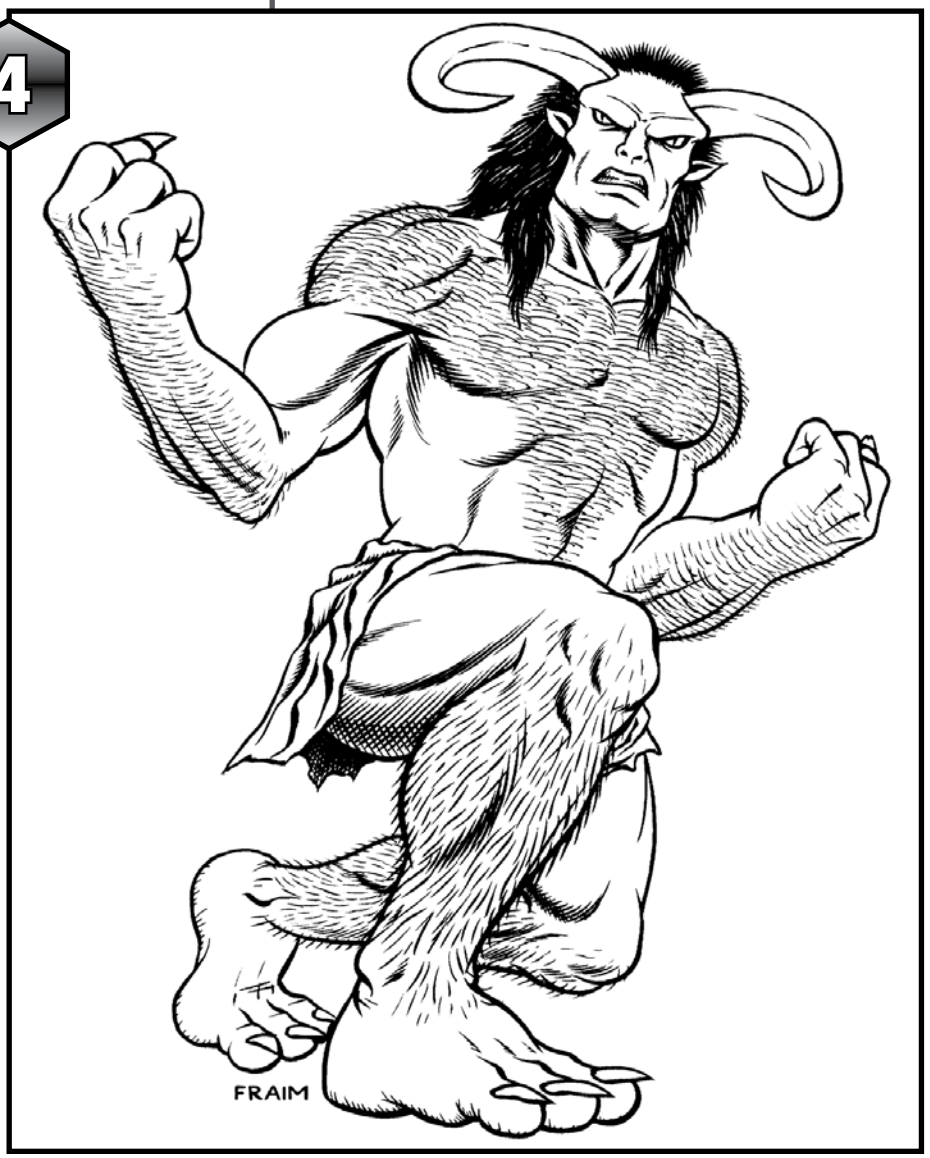
Shishi are also known as *karashishi* ("Chinese lion") or *koma-inu* ("Korean dog"). On the island of Okinawa they're called *shisa* ("lion dog"). The Chinese call the shishi *Foo Dog* or *Foo Lion* — the Dog (or Lion) of Foo (the Chinese name for Buddha). The people of Thailand refer to them as *Singto Jean,* or "Chinese lion."

Personality/Motivation: As loyal followers of Buddha, shishi uphold the law and defend the good from all manner of evil. To ordinary, law-abiding folk, they're benevolent, almost playful, but to demons and their ilk they're implacable enemies.

Powers/Tactics: A shishi generally attacks by biting, often performing a Grab with its jaws so it can follow up with repeated swipes with its claws. Male shishi who have horns use them first, then follow up with a bite. When first encountering a band of evil spirits, a shishi roars, hoping to scare off as many spirits as possible, before attacking the rest in HTH Combat. In addition, some shishi may have the power of flight, while the skin of the koma-inu's head is said to be stronger than a helmet.

Campaign Use: You can use the shishi as a basic template for modeling other holy and/or divine animals. A pair of shishi would make excellent traveling companions for a party of PCs who are on a mission to fight a group of powerful demons (such as oni). You could also use them as living guardians of temples and shrines (as opposed to the stone ones seen in the real world). Finally, you could give a priest the ability to summon a pair of shishi to aid him in times of need.

Appearance: A shishi looks something like a cross between a dog and a lion. They have large eyes, a thick curly mane and tail, a spotted coat, and a fierce expression on their faces. A male shishi usually has a short horn on his head, while the female doesn't. When placed outside of a temple, tomb, or residence (or, in the modern era, a restaurant) in statue form, a male shishi has one paw resting on a sphere or ball (representing the *tama,* the scared Buddhist jewel), while the female has her paw on a shishi pup. In addition, the male has his mouth open (to scare off evil spirits) while the female has her mouth closed (to keep beneficial spirits in). This configuration also symbolizes the breath of the universe and/or the balance of yin and yang.



SHISHI

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	**DEX**	16	13-	
20	**CON**	10	13-	
13	**INT**	3	12-	PER Roll 12-
13	**EGO**	3	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
3	**OMCV**	0		
4	**DMCV**	3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (4 rPD)
10	**ED**	8		*Total:* 10 ED (4 rED)
10	**REC**	6		
40	**END**	4		
14	**BODY**	4		
36	**STUN**	8		**Total Characteristics Cost: 148**

Movement: Running: 18m

OPTIONS

Cost	Power
20	**Horn:** HKA 1d6+1 (3d6 with STR)
10	**Koma-Inu:** Resistant Protection (9 PD/9 ED); Activation Roll 8- (Hit Locations 3-5; -1¾)
45	**Taking To The Air:** Flight 36m, Reduced Endurance (½ END; +¼)



Cost	Powers	END
25	**Bite:** HKA 1½d6 (3d6+1 with STR)	2
16	**Claws:** HKA 1d6+1 (3d6 with STR) Reduced Penetration (-¼)	2
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
3	**Terrify Spirits:** +10 PRE Only For Fear-Based Presence Attacks (-1), Only Versus Ghosts And Other Evil Spirits (-1)	0
4	**Tough Hide:** Resistant (+½) for 4 PD/4 ED	0
60	**Divine Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
4	**Heavy:** Knockback Resistance -4m	
3	**Ever Vigilant:** Life Support (Diminished Sleep: no need to sleep)	0
10	**Divine Form:** Life Support (Longevity: Immortality; Immunity: all terrestrial diseases)	0
6	**Swift Runner:** Running +6m (18m total)	1
9	**Divine Senses:** +3 PER with all Sense Groups	0
5	**Divine Awareness:** Infrared Perception (Sight Group)	0
5	**Divine Awareness:** Ultraviolet Perception (Sight Group)	0
3	**Divine Awareness:** Ultrasonic Perception (Hearing Group)	0
18	**Divine Awareness:** Telescopic (+6 versus Range for Sight and Hearing Groups)	0
27	**Sense Spirits:** Detect Spirits 14- (Sight Group), Discriminatory, Analyze, Targeting	0

Perks

2	**Fringe Benefit:** Member of the Celestial Bureaucracy
9	**Positive Reputation:** protector from evil sprits, defender of the good (in China, Japan, and Korea) 14-, +3/+3d6

Talents

39	**Detect Evil:** Danger Sense (sense, any danger, general area) 14-

Skills

16	+2 HTH
3	Climbing 13-
3	Stealth 13-
3	Tactics 12-
3	Teamwork 13-

Total Powers & Skills Cost: 280

Total Cost: 428

175 Matching Complications (50)

10	**Physical Complication:** Large (3m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Sworn Defender Of Buddha And Buddhists (Common, Total)

Total Complications Points: 50

Experience Points: 253

TANUKI

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
14	DEX	8	12-	
13	CON	3	12-	
18	INT	8	13-	PER Roll 13-
15	EGO	5	12-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (0 rPD)
5	ED	3		*Total:* 5 ED (0 rED)
4	REC	0		
25	END	1		
7	BODY	-3		
18	STUN	-1		**Total Characteristics Cost: 64**

Movement: Running: 12m
Leaping: 2m

4

OPTIONS

Cost	Power
27	**Assume Human Form:** Multiform (assume 200-point human form); Costs Endurance (to change form; -½)
20	**Kin-tama (Golden Balls):** Luck 4d6



Cost	Powers	END
5	**Enormous Scrotum:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
30	**Enormous Scrotum:** Multipower, 30-point reserve	
1f	**1) Enormous Scrotum:** HA 3d6 Area Of Effect (1m Radius; +¼); Hand-To-Hand Attack (-¼), Only Usable With Extra Limb (-½)	2
1f	**2) Strangling The Unwary:** Blast 4d6 Constant (+½); No Range (-½), Must Target Hit Location 5 (-2), Only Usable With Extra Limb (-½)	3
1f	**3) Hypnotic Drumbeat:** Hearing Group Images, +6 to PER Rolls Extra Time (Full Phase; -½), Gestures (must pound scrotum throughout; -½), Set Effect (drum beat; -1)	2
10	**Bite:** HKA ½d6 (½d6 with STR)	1
90	**Illusions:** Mental Illusions 12d6 Reduced Endurance (0 END; +½)	0
-1	**Poor Leaper:** Leaping -2m (2m total)	
9	**Acute Senses:** +3 PER with all Sense Groups	0
5	**Tanuki Nose:** Tracking for Normal Smell	0
3	**Tanuki Ears:** Ultrasonic Perception (Hearing Group)	0
35	**Assume Any Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any form), Imitation Reduced Endurance (0 END; +½), Persistent (+¼); OIF (any [lotus] leaf of opportunity; -½), Gestures (must place [lotus] leaf on head; -¼), Incantations (must chant; -¼)	0

Skills

8	+1 HTH
3	Shadowing 13-
5	Stealth 13-
3	Tracking 13-

Total Powers & Skills Cost: 208

Total Cost: 272

175	**Matching Complications (50)**
10	**Physical Complication:** Small (roughly 1m; +6m KB) (Infrequently, Slightly Impairing
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Amoral And Mischievous; Malicious Trickster (Very Common, Strong)
15	**Psychological Complication:** Loves Saké (Common, Strong)

Total Complications Points: 50

Experience Points: 97

Tanuki

Ecology: Often confused with the badger, a tanuki is actually a form of dog, and in some areas is known by the name of *mujina.* Tanuki live in small groups in the forests, lowlands, and mountain valleys of Japan, lurking on the fringes of human society. They eat a variety of foods, and are known to be gluttons, consuming anything and everything they can find. They also have a notable weakness for saké, which they're known to drink in great quantities.

Personality/Motivation: Much like the kitsune and tengu, the tanuki are tricksters, prone to playing practical jokes on humans. These pranks can range from the simple (changing tree leaves into money to buy saké) to the outright malignant (one tanuki killed a farmer's wife and then changed shape to take her place, eventually feeding the farmer a stew made from his now-dead spouse). As with the tengu, tanuki like to play their tricks on priests, and one of the most famous tanuki stories was of a man who sold a tea kettle to a monastery only to have the kettle sprout the head, legs, and tail of a tanuki, and run about the temple, causing great confusion before being captured. But the tanuki assumed the form of a tea kettle specifically so the man could sell it — the idea being to make him a little money as a reward for saving the tanuki's life.

Powers/Tactics: Due to its small size, the tanuki prefers to use its powers of illusion and shape-shifting to trick and confuse foes, rather then attack them outright. When it does attack physically, it uses its enormous scrotum to batter and throttle a foe, usually attacking from behind or by surprise. A tanuki's scrotum can be enormous — up to the size of eight tatami mats (144 square feet)! It can use its scrotum as a kimono, wrapping it around its body, or as an umbrella, by flipping it over its head. The tanuki is also known to beat on its scrotum as if it were a drum, luring the unwary with the hypnotic sound. When on the move, the tanuki simply slings its scrotum over one shoulder, carrying it like a pack.

The tanuki's overly large scrotum is considered by some a symbol of good luck, and tanuki statues made to be placed outside of shops and drinking establishments usually show the tanuki with a leaf on its head (used to transform itself), a saké bottle in one hand, money in the other (usually fake), and enormous testicles. Of these items, many have symbolic means themselves. The leaf on its head is usually of the lotus plant, which is sacred to Buddhists, while the money in its hand is normally made from leaves, altered by the tanuki's powers of illusion.

Campaign Use: While similar in many respects to the kitsune, tanuki seem to be far more malign — more inclined to play cruel and dangerous jokes. You can use them any way you see fit in a campaign, but keep the tanuki's capricious spirit in mind if one happens to befriend a group of PCs. To truly represent the tanuki's shape-shifting abilities, you might want to give it a Variable Power Pool with which to create additional powers suitable to each of the tanuki's various forms.

Appearance: The *tanuki* is normally a small dog with dark brown fur, a long, furry tail, and a black raccoon-like mask across the eyes. It might wear a simple robe, left open in front to expose its oversized scrotum. However, the tanuki can change shape freely, and will assume any number of disguises as needed, often appearing as a priest or a household implement.

Tengu

Ecology: Tengu are humanoid birds about the same size and weight of a human. They inhabit high mountains or thick forests, and guard their domains closely. Tengu generally live alone or in small, isolated communities, and associate with the *yamabushi* (Shinto mountain priests). Interestingly, there don't seem to be female tengu, so how these beings reproduce is unknown.

Personality/Motivation: Tengu delight in making mischief and causing trouble. They're fond of pranks and have been known to steal items from homes, hurl stones at houses in the middle of the night, capture children and then return them in a dazed state, and transform into the likeness of Buddhist monks to confuse and trick people. In fact, Buddhist monks are a favorite target of the tengu, and both the monks and their monasteries are frequent objects of harassment. Tengu also enjoy fighting and often try to incite revolts and wars.

Although they enjoy playing pranks on others, tengu don't like to have tricks played on them! Anyone who tricks a tengu may find the tengu's revenge to be lethal, such as in the case of a boy who hid in a tall tree and pretended to be a tengu to frighten others. While he was sitting in his tree making sounds like a crow and convincing the villagers to worship him, a strong wind came up and hurled him from the tree to his death. Another young man convinced a tengu to trade the tengu's cloak of invisibility for a worthless stick of bamboo. Angered, the tengu hurled the youth into an icy river, from which he barely escaped. On the other hand, if someone treats a tengu with respect, there's a chance the tengu will be suitably impressed with the human and possibly consent to gift him with instruction in the arts of warfare and the sword, of which the tengu are masters.

Powers/Tactics: Normally the tengu are satisfied with simple tricks and pranks, but if angered or attacked they're fearsome opponents. Tengu are master swordsmen one and all and usually carry a katana or tachi; many of them know powerful and unusual sword techniques (see HSMA for plenty of examples). The magical powers of the tengu are said to be vast, and may include the ability to become invisible, create illusions, and even control the weather. Because they live in the mountains,

HENGEYOKAI

In Japan, animals with the ability to transform themselves (usually into humans) are known as *henge.* The word *yokai* is a general term for a monster or monstrous being. Thus, *hengeyokai* are monstrous shape-changing animals. The tanuki is one type of hengeyokai; others include:

Cat (neko): Cat hengeyokai tend to be arrogant and contemptuous of people. They usually assume the form of beautiful geisha and use this shape to cause a great deal of strife and trouble. There's a tale of a vampiric cat who assumed human form to drain the life force of a human.



Dog (inu): Dog hengeyokai are very large in both their natural and human forms. As with normal dogs, an inu is very loyal to its friends and family, even if it's not very bright.

Flower (kashin): Flowers tend to assume the forms of slim, beautiful women, and often appear to artists and poets.

Rat (nezumi): Rat hengeyokai are sly, stealthy, and not to be trusted. They prey on humans both for their riches and their flesh.

Spiders (kumo): Also known as goblin spiders or earth spiders, these creatures appear as huge spiders with human-like faces. In human form, they tend to be quite beautiful and handsome, but cold. Kumo like to eat humans, and seduce victims with their human form to trap them.

continues on page 359

TENGU

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 150 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
15	CON	5	12-	
18	INT	8	13-	PER Roll 13-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
6	DMCV	9		
4	SPD	20		*Phases:* 3, 6, 9, 12
6	PD	4		*Total:* 6 PD (0 rPD)
4	ED	2		*Total:* 4 ED (0 rED)
6	REC	2		
30	END	2		
11	BODY	1		
30	STUN	5		**Total Characteristics Cost: 127**

Movement: Running: 12m
Flight: 24m

4

OPTIONS

Cost	Power
75	**Control The Weather:** Change Environment (alter the weather), +/-6 Temperature Levels, Long-Lasting (weather patterns return to normal as per usual once creature stops paying END), Varying Combat Effects, Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Varying Effect (create or cancel any type of weather; +1), Reduced Endurance (0 END; +½); Extra Time (1 Turn to activate; -¾), No Range (-½)
90	**Illusions:** Mental Illusions 12d6, Reduced Endurance (0 END; +½)
55	**Mind Over Matter:** Telekinesis (30 STR), Fine Manipulation, ACV (uses OMCV versus DCV; +0), Line Of Sight (+½); Concentration (½ DCV throughout; -½)
40	**Mind Reading:** Telepathy 12d6; Receive Only (-½)
33	**Nether Here Nor There:** Teleportation 40m, Safe Blind Teleport (+¼); Increased Endurance Cost (x2 END; -½)
10	**Voice Of Prophecy:** Clairsentience (Sight Group), Precognition; Concentration (0 DCV throughout; -1), Extra Time (5 Minutes to activate; -1), Precognition Only (-1)
30	**Turn Invisible:** Invisibility to Sight Group, No Fringe
3	**Yadome-jutsu:** +4 OCV with Block; OIF (weapon or appropriate object of opportunity; -½), Costs Endurance (-½), Only Works Against Non-Gunpowder Projectiles (-½), Requires A Martial Arts Tricks Roll (-½)
2	Weaponsmith (Muscle-Powered HTH) 13-

Cost	Powers	END
	Martial Arts: Kenjutsu	
	Maneuver — *OCV* — *DCV* — *Notes*	
4	Bind +1 +0 25 STR Bind	
4	Block +2 +2 Block, Abort	
4	Disarm -1 +1 25 STR Disarm	
4	Evade +0 +5 Dodge All Attacks, Abort	
4	Lightning Stroke +2 +0 Weapon +2 DC Strike	
5	Sacrifice Stroke +1 -2 Weapon +4 DC Strike	
5	Slashing Stroke -2 +1 Weapon +4 DC Strike	
5	Takeaway +0 +0 Grab Weapon, 25 STR To Take Weapon Away	
1	Use Art Barehanded	
8	**Sharp Claws:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
16	**Wings:** Flight 24m Restrainable (-½)	2
10	**Bakemono Nature:** Life Support (Longevity: Immortality; Immunity: all terrestrial diseases)	0
5	**Eyes Of the Tengu:** Nightvision	0
37	**Assume Human Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form) Reduced Endurance (0 END; +½)	0
	Skills	
20	**Master Of The Sword:** +4 with Kenjutsu	
3	Acrobatics 13-	
3	**Iaijutsu:** Fast Draw 13-	
3	High Society 13-	
5	KS: Kenjutsu 14-	
8	PS: 8 points' worth of assorted courtly skills (Calligraphy, Dance, Go, Shogi, and so on)	
2	PS: Instructor 11-	
5	SS: Kenjutsu 14-	
3	Stealth 13-	
3	Tactics 13-	
2	WF: Blades, Thrown Sword	

Total Powers & Skills Cost: 169

Total Cost: 296

175 Matching Complications (50)

15	**Negative Reputation:** troublemakers and harbingers of war, 11- (Extreme)
0	**Physical Complication:** Human Size
15	**Psychological Complication:** Enjoy Playing Tricks And Causing Trouble (Common, Strong)

Total Complications Points: 30

Experience Points: 141



tengu are associated with winds, rain, and the weather, and may be masters of all three. They also may possess some form of fire magic, and are thought to be responsible for the glowing lights seen drifting through thick forests and around mountains. If attacked, a tengu fights fiercely but not foolishly, and flees via Flight if the encounter goes against it.

Campaign Use: Initially considered a fairly evil creature, the tengu's reputation as a fearsome goblin of the mountains softened over time. Around the fourteenth century, some tengu were considered benevolent and were asked to assist in searching for lost children. But whatever its attitude, the tengu was always known to be a master of warfare and the sword, and many well-known warriors of legend and history were said to have studied with a tengu. One of Japan's most famous samurai, Yoshitsune Minamoto, was supposedly instructed by a tengu named Sojobo.

You can present a particular tengu however you like: as a malicious goblin, a benevolent trickster, a wise master, a fierce swordsman. He may try to frighten off a party of PCs, or if sufficiently impressed or flattered may deign to teach one or two heroes a new sword technique. You may even want to give the tengu powers beyond the ones listed here — some were said to be able to possess people and speak through them (much like the kitsune).

Appearance: Tengu come in two varieties. There's the *karasu,* or "crow" tengu; and the *dai-,* or "great" tengu. A karasu tengu looks like a human with the head of a crow or raven. They have small, black-feathered wings and sharp claws on their fingers and toes. Dai-tengu are also known as a *oo-tengu* or *hanataka* (long-nose) tengu. They resemble tall, thin humans with red faces and extremely long red noses. Both varieties of tengu tend to wear the robes of the *yamabushi,* complete with *tokin* (a combination cap and drinking cup) and *shakujo* (seven-ring staff). In addition, tengu are almost always armed with a katana of high quality and sometimes wear armor. Both forms of tengu can fly with ease, even though the dai-tengu lacks wings. There may be other forms of tengu — for example, some sources mention a *konoha* tengu, described as having a red bird's head, long hair, wings, and eagle-like talons on his feet.

Yuki-Onna

Ecology: The yuki-onna (literally, "snow woman") are spirits of the snow and snowstorms. They go abroad during blizzards to seduce men and steal their souls, leaving them frozen and dead for the morning sun.

Personality/Motivation: These snow spirits seem to delight in killing anyone foolish enough to be out during a snowstorm. They apparently prey on men exclusively, but spare those whose youth and beauty impresses them.

Powers/Tactics: A yuki-onna attacks through the use of stealth. It waits until its victim is tired and steals on him quietly, breathing into his prey's face with its icy breath. If unable to take its target by surprise, or resisted strongly, the yuki-onna becomes a white misty vapor and escapes.

Campaign Use: This deadly spirit of frost and snow is probably best known from the short story *Yuki-onna* written by Lafcadio Hearn. In it, two woodcutters are caught in a snowstorm and take refuge in a small hut. In the middle of the night a yuki-onna comes into the hut and kills one woodcutter, but taken with the handsome features of the second allows him to live... provided he never mentions the experience. Later this same woodcutter meets a beautiful woman by the name of Yuki ("snow") and marries her. They have many children and a pleasant life until he mentions how Yuki looks like a woman he encountered many years ago. At this point Yuki turns on him and informs him that if it weren't for their children, she'd kill him on the spot. She then becomes a cloud of frost and flies out the smoke-hole.

You have a bit of leeway in how you present a yuki-onna. She can be purely inimical, preying on anyone she catches in the snow, or she can be of more neutral temperament, and perhaps even capable of being reasoned with. Her exact powers are also subject to your discretion and needs. The version given here should be considered only a basic template to which you can add powers. For a high-powered version of the yuki-onna, you may want her to be able to summon snowstorms (Change Environment), control the temperature (Change Environment), and even hurl masses of snow at enemies (Blast). In addition, if you want a far more lethal yuki-onna you may wish to consider replacing her Charm with Mind Control.

Appearance: A yuki-onna looks like a beautifully-proportioned woman with long, flowing black hair and pale skin, dressed in a white kimono.

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Trees (kodama): Trees often take the appearance of beautiful young women or handsome young men. In either form, they're strong and graceful, and like flowers tend to appear to artists and poets.

This is only a small sampling of hengeyokai. Other Japanese animals that can shape shift into human form include carp, cranes, ducks, frogs, and monkeys.

YUKI-ONNA

Val	Char	Cost	Roll	Notes
8	**STR**	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
14	**DEX**	8	12-	
15	**CON**	5	12-	
13	**INT**	3	12-	PER Roll 12-
13	**EGO**	3	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
4	**DMCV**	3		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		Total PD: 4 (0 rPD)
4	**ED**	2		Total ED: 4 (0 rPD)
5	**REC**	1		
30	**END**	2		
9	**BODY**	-1		
20	**STUN**	0		**Total Characteristics Cost: 66**

Movement: Running: 12m
Flight: 24m



Cost	Powers	END
42	**Icy Breath:** RKA 1d6 NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (2m; -¼)	0
24	**Immune To Cold:** Resistant Protection (0 PD/20 ED) Only Works Against Ice/Cold (-¼)	0
48	**Immune To Cold:** Energy Damage Reduction, Resistant, 75% Only Works Against Ice/Cold (-¼)	0
2	**Immune To Cold:** Life Support (Safe Environment: Intense Cold)	0
24	**Taking To The Air:** Flight: 24m	2
5	**Comes Out At Night:** Nightvision	0
4	**At Home In The Snow:** +4 to Sight Group PER Rolls Only To See Through Snowstorms And Similar Weather (-1)	0
40	**Frosty Vapor Form:** Desolidification (affected by heat, fire, or steam) Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½)	0
10	**Yokai Form:** Life Support (Longevity: Immortality; Immunity: all terrestrial diseases)	0

Talents

2 Environmental Movement: Icewalking (no penalties on slippery surfaces)

Skills

5 Charm 14-
3 Shadowing 13-
3 Stealth 12-
3 Tracking 12-

Total Powers & Skills Cost: 215

Total Cost: 281

175 Matching Complications (50)

0 **Physical Complication:** Human Size
15 **Psychological Complication:** Casual Killer (Very Common, Moderate)
20 **Vulnerability:** 2 x STUN from Fire Attacks (Common)
20 **Vulnerability:** 2 x BODY from Fire Attacks (Common)

Total Complications Points: 50

Experience Points: 106

INDIAN MONSTERS



Bhuta

Ecology: Bhuta (also known as airi, bhutas, bhut, or bhuts) are the ghosts of the insane, people who were born deformed, those who have died by accident, execution, suicide, or violence, or people buried without the proper funeral rites. They dwell in cemeteries, crematoriums, ruins, and other desolate places, where they lurk in stands of trees and prey on the living, devouring their intestine and excreta. Bhuta are always thirsty; they particularly love milk, and for this reason attack recently-fed children. They also enter the corpses of the freshly dead, animate them, and use them to attack and eat people.

Personality/Motivation: Driven by a constant thirst and a hatred for the living, bhuta are utterly malevolent and revel in tormenting humans. However, they can be appeased, and throwing handfuls of grain to the four cardinal points of the compass as well as to the center of the circle keeps them away. They're also afraid of fire (due to its purifying effect on the unclean) and avoid both open flames and burning turmeric. Bhuta cannot lay on the ground, and anyone laying flat on bare earth is immune to their attacks.

The living can placate bhuta through the use of shrines known as *bhandara* or *bhutastan.* Of varying sizes and styles, they allow the bhuta to rest inside without touching the ground. Flowers are placed inside the shrine on a monthly basis, and many shrines contain such items as cradles, bells, knives, and bowls of water. A *bhutastan* is a larger form of shrine and usually contains a bronze statue of the bhuta thought to reside within. The bhuta are said to communicate to local villages through a dancer whose otherwise naked body is painted red, white, and yellow.

Powers/Tactics: Bhuta tend to hide in the treetops, using their powers of illusion to mislead humans into dangerous situations. They can also assume physical form, and may appear as either a bat, owl, horse, or pig (you may either select one form, or allow the bhuta to assume any one of the four forms as needed). If overcome by hunger, a bhuta uses its Desolidification to "enter" (merge with) a fresh corpse. It then causes the corpse to rise up and move about in a halting, jerky fashion, killing and devouring people wantonly. For game purposes, usually a corpse has 10 STR, 8 DEX, 4 OCV, 4 DCV, 4 PD/4 ED, 10 BODY, and 10 STUN, and can bite for HKA ½d6 and use claw-like fingernails to do HKA 1d6 damage (no STR bonus to either attack).

Campaign Use: A bhuta makes for an excellent adventuring challenge. Unlike most ghosts, the bhuta cannot be laid to rest through the completion of its "death task." Instead, it's an evil spirit that must be fought and defeated, either through force of arms or by frightening it off. Thus, bhuta make excellent guardians of tombs, battlefields, and ruins, as well as areas of great magical or supernatural importance.

Appearance: In ghost form, a bhuta appears as either a dark shadow, a flickering light, or a formless mist. When one possesses a corpse, it can be detected by its voice, which has a distinctive nasal twang, or by the fact it casts no shadow.

Naga

Ecology: Nagas (female, *naginis*) are semi-divine beings descended from Kadru, wife of the demigod Kasyapa. They dwell either in underwater palaces in the city of Bhagavati, or underground in the land of Nagaloka (also known as Patala). They're ruled by a king named Anata-Shesha, a supporter of the god Vishnu. Garuda, the immense bird who serves as Vishnu's mount, is the mortal enemy of all naga and attacks them on sight.

Personality/Motivation: Varies, depending on the individual. In general, the naga are neutral in their dealings with both gods and mortals. However, some can be quite malevolent, while others are benign. Naginis be charming and witty, and many minor families of Indian nobility boast of having nagini ancestors.

Powers/Tactics: Naga use the full range of tactics available to sentient beings. Those that have arms often use human weapons such as swords, maces, and bows. They may wear human armor and carry shields. All naga can assume human form, and great heroes have been known to marry the beautiful daughters of great naga kings. Rumors claim the naga have various supernatural powers. For

THE FOUR TYPES OF NAGA

According to a Chinese writer, nagas can be divided into four groups. The first, and most important group, are the celestial nagas, who guard the Heavenly Palace. The second group are the divine nagas, who create clouds and regulate rainfall. Then come the earthly nagas, who manage the world's streams and rivers. The last group of naga live in hiding, guarding treasures and occasionally granting gifts to humans.



BHUTA

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 HTH damage [1]
18	DEX	16	13-	
10	CON	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	8	13-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (0 rPD)
5	ED	3		*Total:* 5 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		**Total Characteristics Cost: 81**

Movement: Running: 12m
Leaping: 0m
Flight: 16m

4

OPTIONS

Cost	Power
16	**Cause Disease:** Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3)



Cost	Powers	END
90	**Visions:** Mental Illusions 12d6 Reduced Endurance (0 END; +½)	0
30	**Corpse Possession/Animation:** Desolidification Projection (see APG 92; +0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1)	0
53	**Ghostly Form:** Desolidification (affected by magic or fire) Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½)	0
15	**Undead Form:** Does Not Bleed	0
10	**Undead Form:** No Hit Locations	0
37	**Undead Vitality:** Life Support: Total (except for Diminished Eating, and including Longevity: Immortality)	0
24	**Ghostwalking:** Flight 16m Reduced Endurance (0 END; +½)	0
-2	**Cannot Leap:** Leaping -4m (0m total)	
6	**Bhuta's Senses:** +4 PER with all Sense Groups Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	**Bhuta's Eyes:** Nightvision	0
13	**Assume Different Forms:** Multiform (assume 100-point bat/horse/pig/owl form [pick one]) Costs Endurance (-½)	2

Skills

3	Shadowing 12-
3	Stealth 13-
20	Various Skills (abilities and interests when alive)

Total Powers & Skills Cost: 307

Total Cost: 388

175 Matching Complications (50)

5	**Distinctive Features:** speaks with a nasal twang (Easily Concealable; Noticed And Recognizable)
20	**Distinctive Features:** casts no shadow (Not Concealable; Causes Major Reaction)
20	**Physical Complication:** Cannot Hurt Anyone Lying Flat On The Ground (Infrequently, Fully Impairing)
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Always Thirsty (Very Common, Strong)
20	**Psychological Complication:** Hates And Despises The Living (Very Common, Strong)
15	**Psychological Complication:** Fears And Hates Fire (Common, Strong)

Total Complications Points: 50

Experience Points: 213

NAGA

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	**DEX**	10	12-	
13	**CON**	3	12-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
7	**OMCV**	12		
7	**DMCV**	12		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (2 rPD)
5	**ED**	3		*Total:* 5 ED (2 rED)
5	**REC**	1		
25	**END**	1		
12	**BODY**	2		
24	**STUN**	2		**Total Characteristics Cost: 81**

Movement: Running: 14m
Swimming: 8m
Leaping: 0m

Cost	Powers	END
1	**Scaly Skin:** Resistant (+½) for 2 PD/2 ED Activation Roll 11- (or Locations 13-18; -1)	0
5	**Breathes Air And Water:** Life Support (Expanded Breathing: Breathe Underwater)	0
3	**Aquatic Body:** Life Support (Safe Environments: High Pressure, Intense Cold)	0
10	**Semi-Divine Form:** Life Support (Longevity: Immortality; Immunity: all terrestrial diseases)	0
37	**Assume Human Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form) Reduced Endurance (0 END; +½)	0
2	**Slithering:** Running +2m (14m total)	1
2	**Amphibious Form:** Swimming +4m (8m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
	Perks	
2	**Fringe Benefit:** Lower Nobility	
	Talents	
4	Environmental Movement: Aquatic Movement (no penalties in water)	
	Skills	
3	High Society 13-	
1	PS: Dancing 8-	
1	PS: Singing 8-	
3	WF: Common Melee Weapons, Bows	

Total Powers & Skills Cost: 79

Total Cost: 160

175 Matching Complications (50)

25	**Hunted:** Garuda (Very Frequently, Mo Pow, Kill)
0	**Physical Complication:** Human Size

Total Complications Points: 25

Experience Points: 10

OPTIONS

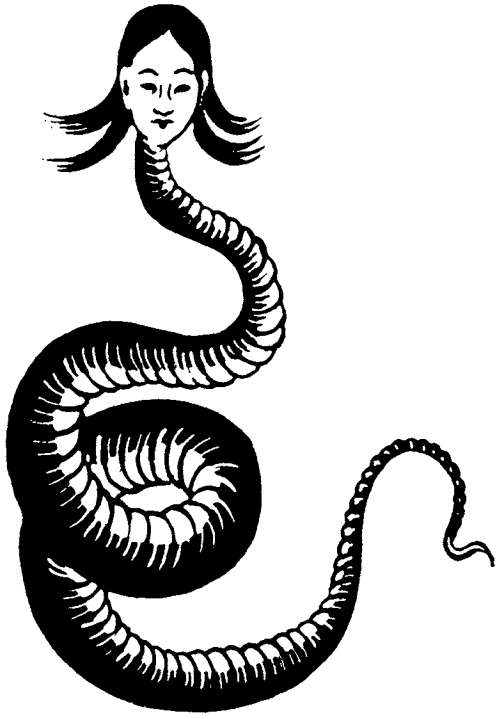
Cost	Power
var	**Great Size:** Apply a Size Template
60	**Naga Magic:** 60 points' worth of Magic Skills, spells, and abilities, usually related to nature and/or water
+5	**Terrible Aspect:** +5 PRE
58	**Cause Drought:** Change Environment (create dry land and heat), +5 Temperature Levels, Long Lasting (1 Week or longer), Area Of Effect (32m Radius; +1), MegaArea (1m = 1 km broad and wide; +1), Reduced Endurance (0 END; +½); Extra Time (Full Phase to activate; -¼), No Range (-½)
13	**Create Epidemic:** Drain Characteristics 1d6, Variable Effect (any one Characteristic at a time; +½), Delayed Return Rate (points return at the rate of 5 per Month; +2¾), Line Of Sight (+½), Reduced Endurance (0 END; +½), Sticky (+½); Extra Time (Full Phase; -½), Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3)
34	**Summon Vast Rainstorms:** Change Environment (create rainstorms), -1 to all Sight and Hearing Group PER Rolls, Long Lasting (1 Hour or longer), Area Of Effect (32m Radius; +1), MegaArea (1m = 1 km broad and wide; +1), Reduced Endurance (0 END; +½), Varying Effect (create/stop rain; +¼); Extra Time (Full Phase to activate; -¼), No Range (-½)
10	**Multiple Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group
3+	**Multiple Heads:** +1 PER with all Sense Groups per extra head
5	**Multiple Heads:** Extra Limbs (5 heads [or more as desired]), Inherent (+¼); Limited Manipulation (-¼)
42	**Poisonous Breath:** RKA 1d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (2m; -¼)

example, the Nepalese believe naga can control the weather, while others say the naga can kill with their breath, cause droughts and epidemics, or summon vast rainstorms.

Campaign Use: This character sheet represents a typical competent naga the PCs might encounter in a situation where you need a character sheet (*i.e.* combat and the like). You can customize it by applying any one of the templates found in Chapter One. Other naga — such as some naginis, or the very young — would have slightly lower characteristics, no WFs, and so forth.

Since nagas have no set personality, you can use them in a wide variety of ways. They may guard a scared treasure or location, haunt a certain area, lurk in the jungle and prey on passersby, or the like. In a Fantasy setting they might serve the gods as messengers and agents, or even be a possible player character race.

Appearance: A naga has either the face of a human and the body of a great snake, or is human from the waist up and snake from the waist down. Some naga have multiple heads or are of great size. All nagas are beautiful in face and form; humans consider them highly attractive.



THE CLASSES OF PRETA

Vedic mythology lists nine different classes of preta. The Japanese go so far as to mention 36 different types of *gaki,* a similar monster. Here are a few examples of the wide variety of Hungry Ghosts you can choose from:

Cho-kem-ju-jiki-netsu-gaki: These gaki eat the ashes from funeral pyres and the clay from graves.

Fujo-ko-hyaku-gaki: These gaki eat street refuse and other garbage.

Ghosts Who Receive Discards: These ghosts eat the food thrown away after being used as a temple offerings.

4

Ghosts Who Receive Lost Food: These ghosts eat the food discarded by the side of the road by travelers.

Ghosts With Foul-Smelling Hair

Ghosts With Foul-Smelling Mouths

Ghosts With Large Ulcers

Jiki-ketsu-gaki: These gaki thirst for blood.

Jiki-niku-gaki: This is a flesh-eating ghoul, a gaki that devours the corpses of the freshly dead.

Jiki-doku-gaki: Eaters of poison.

Jiki-ké-gaki: Smell-eating gaki.

Jiki-fu-gaki: Wind eaters.

Jiki-kwa-gaki: Fire-eating gaki.

Kwaku-shin-gaki: These gaki are filled with flames that keep their bodily fluids at a boil.

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Preta

Ecology: According to Buddhist doctrine, those who have lived a life filled with avarice, envy, gluttony, or miserliness are fated to become a "Hungry Ghost" upon death. In this state they're tormented by constant hunger and thirst until they can work off their accumulated bad karma and reincarnate. Preta dwell at crossroads, in deserted buildings, and along fences and walls. Many live off of filth and waste, although they're not adverse to adding some fresh meat (such as an unwary traveler) to their diet. Found all throughout Asia, the preta is known by a wide variety of names. In Cambodia it's called a *khmoch,* in China *o-kuei,* in Japan *gaki,* in Korea *agwi,* in Tibet *yidak,* and in Vietnam a *quy.*

According to Hindu myth, a preta (female: *paret* or *pretni*) is a tiny ghost of the dead, no larger than a man's thumb. They arise when a child is stillborn, or is born crippled or deformed, The preta remains either in the corpse or near the home of the deceased for a year after burial. Although normally harmless if left alone, a preta can become violent if disturbed, spreading disease and drinking the blood of sleeping victims. At the end of the year, a special ritual is performed to send the preta on it way into the afterlife.

Personality/Motivation: All preta are cursed with perpetual hunger and will do whatever they can to alleviate it. Of course, as they can never get enough to eat, they're in a state of perpetual anguish.

Powers/Tactics: Preta with the ability to attack physically use their teeth and claws to tear at a foe, often devouring an opponent once he's dead. Others bite a foe and then begin drinking blood from the wound. Some seek out living humans for warmth and nourishment, but invariably cause their hosts to fall ill.

Campaign Use: Due to the great variation in their abilities, you can use preta in many ways in your campaign. They may be a form of ghoul, lurking in the back alleys of cities or near graveyards. Other preta may haunt trash-heaps or sewer systems. Some may present a threat to the living, while others elicit sympathy from the kindhearted (one can gain good karma by feeding a Hungry Ghost).

Appearance: Preta are thin and emaciated humans with wispy hair, immense potbellies, and needle-like necks. Some may have glaring eyes, pig-like faces, and large prominent fangs and claws. Their skin is always cold, clammy, and apparently bloodless.

PRETA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (5 rPD)
5	ED	3		*Total:* 5 ED (5 rED)
5	REC	1		
30	END	2		
10	BODY	0		
24	STUN	2		**Total Characteristics Cost: 80**

Movement: Running: 12m

Cost	Powers	END
15	**Undead Form:** Does Not Bleed	0
10	**Undead Form:** No Hit Locations	0
5	**Undead Body:** Resistant (+½) for 5 PD/5 ED	0
20	**Undead Body:** Physical Damage Reduction, Resistant, 50% STUN Only (-½)	0
37	**Undead Vitality:** Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0

Skills

3	Stealth 12-
20	Various Skills possessed in life

Total Powers & Skills Cost: 110

Total Cost: 190

175 Matching Complications (50)

0	**Physical Complication:** Human Size
2	**Physical Complication:** Susceptible To Various Sutras, Talismans, And Wards (Infrequently, Fully Impairing)
20	**Psychological Complication:** Driven To Satisfy Their Hunger (Very Common, Strong)
10	**Vulnerability:** 2 x Effect from the Presence Attacks of Buddhist holy men (Uncommon)

Total Complications Points: 45

Experience Points: 20

OPTIONS

Cost	Power
+20	**Enormous Strength:** +20 STR
5	**Bite:** HKA 1 point (1d6 with STR)
+3	**Pig's Face:** Increase Bite to HKA ½d6 (1d6+1 with STR), Reduced Penetration (-¼)
8	**Claws/Sharp Fingernails:** HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
30	**Blood Drain:** RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)
12	**Breathe Fire:** RKA 1d6; Reduced By Range (-¼)
11	**Cause Disease:** Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3)
60	**Fading:** Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)
80	**Ghostly Form:** Desolidification (affected by magic or fire), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼)
7	**Needle-Like Hairs:** RKA 1 point, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), No Range (-½)
94	**Possession:** Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼) plus Desolidification, Projection (+0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼)
67	**The Size Of A Thumb:** +8 DCV plus +8 to Stealth



continues from page 364

Needle-Haired Ghosts: The body of this ghost is covered with needle-like hairs.

Needle-Throated Ghosts: This is the classic form of Hungry Ghost, with a thin neck and a distended belly. In Japan this is known as a *Shin-ko-gaki.*

Powerful Ghosts: These are beings such as the rakshasa (see below).

Shikko-gaki: These gaki eat corpses and spread disease.

Shinen-gaki: These gaki appear only at night, taking the form of a floating fireball.

Torch-mouthed Ghosts: This form of Hungry Ghost can breath flame.

4

Hungry Ghosts eat virtually anything, with each preta restricted to a single substance. Examples include: blood, excrement, flesh, incense and incense smoke, mucous, paper, sweat, tattoos, and tea.

Rakshasa

Ecology: Rakshasas (literally, "the injurer") are a collection of diverse beings of all shapes and sizes. They were originally created by the god Brahma, birthed from his foot. They were then charged with guarding the sacred primal waters and the Elixir of Life ("raksh" means "to guard"). These days they dwell on Sri Lanka, in a great kingdom ruled by their king, Ravana. Other rakshasas tend to inhabit wilderness areas, forests, and cemeteries (although some stories give them wondrous jeweled palaces for their homes), where they prey on humans and animals. The rakshasas are also known as *rachhas* or *rakhas,* while the females are *rakshasi.* The bhuta can be considered a form of rakshasa as well.

Personality/Motivation: To each other rakshasas are loyal and caring, but to the rest of the world they're quite evil. Greedy, lecherous, blasphemous, destructive, and cruel, they delight in causing disease and havoc. They steal offerings left in temples, kill infant children and pregnant women, lay in wait for people trying to ford rivers and cross streams, and attack holy men in the midst of their prayers. Male rakshasas kidnap and rape women, while females assume the form of a beautiful woman and seduce and devour men. Both male and female rakshasas drink the blood of their victims, saving the brains to force feed to captive children so they can transform them into rakshasas themselves.

Naturally, such a terrible creature fears very little, although their weakened state in sunlight means they avoid being active during the day. The rakshasas have little liking for fire as well, since it's one of the few things that can truly harm them. Finally, it's said they fear the smell of mustard and most prefer the dark of the new moon to work their terrible mischief.

Powers/Tactics: Rakshasas have two ways of fighting. The more devious among them rely on their shapechanging powers (usually allowing them to take the shape of a dog, owl, or vulture — but some can assume nearly any form) to get close to a victim, then surprise him by changing back to their normal form and ripping him to pieces. More martially inclined rakshasas stay in their normal shape most of the time, relying on their strength and natural weaponry to defeat any foes. Rakshasis usually assume the form of a beautiful woman and seduce their victims, attacking when he least expects it. As creatures of the night, rakshasas are weakened by sunlight, regaining a measure of their strength at dusk and their full, supernatural prowess in the dark of night.

RAVANA

Ravana is the king of the rakshasa. Virtually invulnerable, this demon is of immense size, with ten heads and twenty arms, fiery eyes, and sharp teeth. He's said to be able to shatter mountains, raise great storms, stop the sun and the moon in the sky, and prevent the wind from blowing. He can assume any form he wishes, fly, and is utterly invulnerable, regenerating wounds as fast as they're caused. Nigh unstoppable, Ravana survived battles with several gods and took great delight in capturing and ravishing the wives of princes and kings. He was slain by Prince Rama, hero of the *Ramayana,* who shot him with an arrow created by the god Brahma specifically for the purpose of killing him.



RAKSHASA

Val	Char	Cost	Roll	Notes
15	STR	5	14-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
20	CON	10	13-	
12	INT	2	11-	PER Roll 11-
14	EGO	4	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		*Phases:* 3, 6, 9, 12
10	PD	8		*Total:* 10 PD (5 rPD)
10	ED	8		*Total:* 10 ED (5 rED)
9	REC	5		
40	END	4		
15	BODY	5		
40	STUN	10		**Total Characteristics Cost: 143**

Movement: Running: 12m

OPTIONS

Cost	Power
var	**Larger Or Smaller:** Apply a Size Template. Rakshasa come in many sizes, and ones from Small to Gargantuan in size are not unheard of in Indian legends.
2	**Long, Grabbing Arms:** Reach +2m (or more)
2	**Long Tongue:** Reach +2m; Limited Body Parts (tongue; -¼)
24	**Moves Faster Than The Wind:** Running +24m (36m total)
3+	**Multiple Heads:** +1 PER with All Sense Groups per extra head
10	**Multiple Eyes:** Increased Arc Of Perception (360 Degrees) for Sight Group
5	**Multiple Heads:** Extra Limbs (5 heads [or more as desired]), Inherent (+¼); Limited Manipulation (-¼)
6	**Three Or More Arms (or Legs):** Extra Limbs (varies), Inherent (+¼)
30	**Turn Invisible:** Invisibility to Sight Group, No Fringe
var	**Venomous Claws:** See the Venom Templates in Chapter One
(10)	**Add Psychological Complication:** Despise The Smell Of Mustard (Uncommon, Strong)
(35)	**Add Susceptibility:** to direct sunlight, takes 2d6 per Segment (Very Common)
(20)	**Add Vulnerability:** 2 x STUN from Fire attacks (Common)
(20)	**Add Vulnerability:** 2 x BODY from Fire attacks (Common)

Cost	Powers	END
4	**Gains Strength At Twilight:** +5 STR Only After Twilight (-¼)	1
7	**Full Strength At Night:** +10 STR Only At Night (-½)	1
25	**Long Fangs:** HKA 1½d6 (up to 3½d6 with full STR)	2
12	**Twisted Claws:** HKA 1d6 (up to 3d6 with full STR) Reduced Penetration (-¼)	1
5	**Tough Hide:** Resistant (+½) for 5 PD/5 ED	0
5	**Haunt Graveyards:** Life Support (Immunity: all terrestrial diseases)	0
67	**Change Form:** Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any shape), Imitation, Makeover Reduced Endurance (0 END; +½)	0
73	**Changed Form Powers:** Variable Power Pool, 40 Pool + 40 Control Cost Powers Can Be Changed As A Half Phase Action (+½), No Skill Roll Required (+1); Only Powers Matching Shape Shifted Form (-½)	var
5	**Rakshasa's Eyes:** Nightvision	0
	Skills	
16	+2 HTH	
3	Charm 13-	
3	Persuasion 13-	
3	Stealth 13-	

Total Powers & Skills Cost: 228

Total Cost: 371

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
15	**Psychological Complication:** Fears Fire And Sunlight (Common, Strong)
20	**Psychological Complication:** Greedy And Lecherous (Very Common, Strong)
15	**Psychological Complication:** Wicked And Cruel (Common, Strong)

Total Complications Points: 50

Experience Points: 196

Campaign Use: Rakshasas are normally are evil and destructive, although a few may be peaceful, even friendly. You should use them in the same manner as you might use ogres or giants in a more European setting — to cause destruction and wreck havoc.

Appearance: Male rakshasas are large (sometimes gigantic) humanoids with fangs, claws (sometimes on fingers that bend backward from the hand), bloated bellies, red hair and beards, and a generally horrific or bestial appearance (although a rare few are handsome). Some have multiple heads or eyes, or other hideous deformities (such as the head of an animal). Rakshasis are somewhat less terrifying in appearance. They can marry humans, and if they do so are transformed into beautiful women.



THE REST OF ASIA

Con Rit

Ecology: This ocean-dwelling Vietnamese creature has been described as either a "fabulously long and twisting fish" with many feet and/or fins, or as a "millipede." Con rits are normally content to prey on fish, but at least one began attacking and sinking fishing vessels, eating both the ship's catch and the unfortunate crewmen.

Personality/Motivation: Typical animal motivations.

Powers/Tactics: A con rit depends on its powerful bite to disable is prey. If attacking a ship it usually bumps it (a Move By or Move Through) in an attempt to swamp, capsize, or smash the vessel. It then picks among the wreckage, eating anything it can find.

Campaign Use: The con rit presented here has been developed from two sources. The first is the *Chich-Quai,* a collection of Vietnamese folktales. The second is from a reported finding of a con rit in Along Bay, Hongay, Vietnam in 1883 by Tran Van Con. In the former story, the con rit was eventually killed by by King Lac Long Quân. Cut into pieces, the con rit's body became part of Cac-Ba Island (located in Along Bay), while its head turned into Cau-Dau Mountain. You could use the con rit in the same fashion — as a great and terrible beast that must be defeated if a kingdom and its people are to have peace.

The Malagasy people of Madagascar have legends of a similar creature they call *tomaondrano,* or Lord-of-the-Sea.

Appearance: The con rit is an immense serpent-like creature big enough to wreck a fishing boat. The creature found by Tran Van Con was said to be sixty feet long and three feet wide. The body was made up of distinct segments, each two feet long and three wide, with "appendages" two feet long, and a tail like that of a shrimp. Each segment was covered with a shell that rang like sheet metal when struck with a stick, and was dark brown on top and light yellow below.

Filipino Ghoul

Ecology: Filipino ghouls are ravenous creatures who dwell in trees growing in cemeteries, under rocks, or in deserted tracts of forest. Normally they dig up graves, tearing open the coffins to get at the rotting corpses inside, but sometimes they steal corpses out of homes, substituting a banana trunk made up to look exactly like the deceased (except for a lack of fingerprints). The only way to keep a ghoul from a corpse is to hold a vigil over the body, or to places branches of *blumea balsamefera* (known locally as *gabon, sambong,* and *sobosob*) around the body.

This character sheet is meant to simulate a variety of ghouls and ghoul-like Filipino monsters, such as the *balbal,* the *buso,* the *calag,* the *ebwa,* and the *wirwir.*

Personality/Motivation: Most ghouls are driven by little more than a hunger for flesh to feast on. Some, like the buso, aren't very bright, and there are many tales of people outwitting buso and thus escaping the fate of being eaten. Although ghouls rip open graves to get at the dead, only the wirwir actually takes grave goods (it keeps them in a cave in the forest).



CON RIT

Val	Char	Cost	Roll	Notes
40	**STR**	30	11-	Lift 6,400 kg; 8d6 HTH damage [4]
18	**DEX**	16	11-	
30	**CON**	20	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	11-	
20	**PRE**	10	11-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 20 PD (8 rPD)
12	**ED**	10		*Total:* 20 ED (8 rED)
14	**REC**	10		
60	**END**	8		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 166**

Movement: Running: 0m
Leaping: 0m
Swimming: 28m

Cost	Powers	END
25	**Bite:** HKA 1½d6 (4d6+1 with STR)	2
18	**Armor-Plated Body:** Resistant Protection (6 PD/6 ED)	0
12	**Great Size:** Knockback Resistance -12m	0
3	**Creature Of The Deep:** Life Support (Safe Environment: High Pressure, Intense Cold)	0
12	**Fast Swimmer:** Swimming +24m (28m total)	1
-12	**Only Swims:** Running -12m (0m total)	
-2	**Only Swims:** Leaping -2m (0m total)	

Skills

8 +1 HTH

Total Powers & Skills Cost: 64

Total Cost: 230

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

15 **Physical Complication:** Enormous (18m; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 55

Powers/Tactics: The balbal can "sail through the air like a flying squirrel," rips up thatch houses with its claws, and "licks up" corpses with its long tongue. The buso attacks foes with claws and teeth, and sometimes lurks around villages making people fall ill or causing dangerous accidents in the hope of sending its victims to an early grave. The ebwa lurks near a corpse for nine days and nights hoping to make off with it, while the wirwir spends all its time "looking for the dead." Female ghouls can smell death from a long way away, and seek out the sick and dying to await their passing.

Campaign Use: By adding in the listed options, you can use this character sheet to simulate any number of Filipino ghouls.

Appearance: The balbal has a manlike form, with large curved claws. A buso ghoul has been described as a looking like a shadow, or as a tall, thin humanoid figure, with dark curly hair, a flat nose, one large yellow (or red) eye in the center of its forehead, and two protruding teeth. Their clothing is little more than rags. Other ghouls have basically humanoid forms, usually with sharp claws and teeth.



FILIPINO GHOUL

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

Movement: Running: 12m
Tunneling: 2m

Cost	Powers	END
8	**Protruding Teeth:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
8	**Claws:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
19	**Cause Disease:** Drain CON and BODY 1d6 Expanded Effect (two Characteristics simultaneously; +½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3)	0
25	**Cause Accidents:** RKA 2d6 Trigger (next time the target is in a situation where he could be injured, activating Trigger takes no time, Trigger takes a Half Phase Action to reset; +¾), Fully Invisible (+1); Limited Range (8m; -¼), 1 Charge (-2)	[1]
2	**Corpse Substitution:** Cosmetic Transform 3d6 (banana tree trunk into image of corpse) Extra Time (5 Minutes; -2), No Range (-½), Limited target (banana tree trunk; -1)	1
3	**Unnatural Vitality:** Resistant (+½) for 3 PD/3 ED	0
37	**Unnatural Vitality:** Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0
3	**Digs Up Graves:** Tunneling 2m through 2 PD material Limited Medium (soil; -1)	1
5	**Can See In The Dark:** Nightvision	0
6	**Can Smell Death:** +3 PER with Smell Group	0
18	**Can Smell Death:** +12 versus Range for Smell Group	0
20	**Dwells Within Trees:** Desolidification Projection (see APG 92; +0), Merging (+0), Reduced Endurance (0 END; +½); Only To Live Inside Trees (-1), Feedback From Host Tree (-1)	0
60	**Become Invisible:** Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0

Skills

8	+1 HTH
3	Climbing 12-
3	Stealth 12-

Total Powers & Skills Cost: 228

Total Cost: 292

175 Matching Complications (50)

20	**Physical Complication:** Cannot tolerate daylight, driven back to their dwellings by sunlight (Infrequently, Fully Impairing)
0	**Physical Complication:** Human Size
25	**Physical Complication:** Repulsed by the presence of *blumea balsamefera* (Frequently, Fully Impairing)
10	**Psychological Complication:** Lust For Flesh (Common, Moderate)

Total Complications Points: 50

Experience Points: 117

4

FILIPINO GHOUL TYPES

BALBAL

Cost	Power
20	**Flies:** Flight 20m
+3	**Rips Up Thatch Roofs:** Remove "Soil Only" from Tunneling
7	**Long Tongue:** Extra Limb, Inherent (+¼), Limited Manipulation (-¼) plus Reach +2m; Limited Body Parts (tongue; -¼)

Total cost: +30 points

BUSO GHOUL

Cost	Power
-3	Reduce INT to 7
-2	Reduce EGO to 8
var	**Great Size:** Apply a Size Template. Ghouls can be up to Huge in size. In addition, increase the ghoul's bite and claw HKAs accordingly.
13	**Wings:** Flight 20m; Restrainable (-½)
(10)	**Add Physical Complication:** One Eye (Infrequently, Greatly Impairing)
(10)	**Add Negative Reputation:** dimwitted, 11-

Total cost: +8 points (plus cost of Template)

LANGSUIR

Val	Char	Cost	Roll	Notes
8	**STR**	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
16	**DEX**	12	12-	
13	**CON**	3	12-	
10	**INT**	0	11-	PER Roll 11-
15	**EGO**	5	12-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
5	**DMCV**	6		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
4	**ED**	2		*Total:* 4 ED (0 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
20	**STUN**	0		**Total Characteristics Cost: 60**

Movement: Running: 12m
Flight: 24m



Cost	Powers	END
5	**Bite:** HKA 1 point (½d6 with STR)	1
8	**Claws:** HKA ½d6 (1d6 with STR) Reduced Penetration (-¼)	1
30	**Drink Blood:** RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
40	**Cause Miscarriage:** Minor Transform 10d6 (pregnant female to non-pregnant female, heals back through restorative magics) Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Target (pregnant human females; -1), All-Or-Nothing (-½)	0
4	**Ngilai:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must wail; -¼)	0
24	**Taking To The Air:** Flight 24m	2
37	**Undead Vitality:** Life Support: Total (except for Diminished Eating, but including Longevity: Immortality)	0

Talents

9 Striking Appearance +3/+3d6

Skills

6 +1 with Agility Skills

3 Charm 12-
3 Climbing 12-
3 Shadowing 11-
3 Stealth 12-
1 Survival (Tropical Forests) 11-
3 Tracking 11-

Total Powers & Skills Cost: 179

Total Cost: 239

175 Matching Complications (50)

20 **Physical Complication:** Can be "cured" by cutting her hair and nails and stuffing them in the hole in her neck (Infrequently, Fully Impairing)
0 **Physical Complication:** Human Size
15 **Psychological Complication:** Lust For Blood (Common, Strong)
15 **Psychological Complication:** Hates Men (Common, Strong)

Total Complications Points: 45

Experience Points: 69

OPTIONS

Cost	Power
17	**Imitate The Cry Of A Lost Child:** Hearing Group Images, -4 to PER Rolls, Line Of Sight (+½), Reduced Endurance (0 END; +½); Set Effect (sounds like a baby's cry; -1)

WHAT'S IN A NAME?

In Java and Sumatra, the langsuir is called a *pontianak,* while in certain parts of Malaysia the woman is called a pontianak and the child is known as a langsuir.

Langsuir

Ecology: A langsuir (or *langsuyar*) is the ghost of a woman who has either died a virgin, died during childbirth, or died within 40 days of giving birth. Having a stillborn child can also create a langsuir; the child's ghost becomes a *pontianak.* Rising from the grave, the langsuir flies among the trees, drinking the blood of infants and children, stealing fish from fishermen, and seducing men to emasculate them.

A woman can be prevented from rising as a langsuir by nailing her hair to the floor of her coffin. A more extreme method calls for placing glass beads in the corpse's mouth (to prevent screaming), placing eggs under the arms, and pushing pins through the palms of the hands. A man who encounters an active langsuir can save himself and cure the woman of her condition by cutting off the woman's hair and fingernails and stuffing them in the hole (or mouth) found in the back of the woman's neck (used by the langsuir to drink blood). If this is done, the langsuir becomes a normal woman; she can marry and have children. However, care must be taken at village dances, lest the langsuir join in, revert to her undead form, and fly off into the jungle. Women sacrifice chickens at the riverside to langsuir to appease the fiends and keep themselves (and their children) safe.

Personality/Motivation: A langsuir is driven by two strong emotions — a lust for blood (taken from the children denied to her) and a hatred for men.

Powers/Tactics: A langsuir often lurks in the forests, and when men enter the woods she seduces them with their unearthly beauty. Once she has a man in her embrace, she uses her sharp, claw-like nails to rip his genitals from his body. (Some langsuirs also have the power to imitate the cry of a lost child, the better to lure victims to them.) Langsuirs also drink the blood of small children and can cause any woman they see to suffer a miscarriage with just a glance.

Campaign Use: The original langsuir was a woman driven mad by the knowledge her child had been stillborn. Later, the langsuir become a more general blood-drinker and eater of flesh (with a fondness for fish). You can use the langsuir as a classic vampire, a form of ghoul, or as a ghost in need of being put to rest.

Appearance: A langsuir is a woman of unearthly beauty. She has long black hair that falls to her ankles (hiding a hole in the back of her neck that she uses to drink blood) and long fingernails. Traditionally, the langsuir wears a green robe, but sometimes she appears naked, with wild black hair and blood flowing from her open womb.

Nat

Ecology: Nats are Burmese supernatural beings of great power. Roughly speaking, they're divided into three broad categories. The first is the *devas,* who dwell in the 26 abodes of Buddhist heaven. The second are *nature spirits* who live in different regions of Burma, such as forests, hills, and rice paddies. Finally, there are the *thounze khunna min Nat,* or "37 Chief Nats," a group of evil and malicious beings who dwell in shrines near villages or in homes. These 37 Nats are also known as the "inside" Nats, while the others are "outside" Nats.

The devas themselves are organized into two groups, the *byahma* devas and the *thamma* devas. Both live in one of the Buddhist heavens, where they guard the *sasana,* or Buddhist scripture. People regularly offer prayers and food to the devas, asking for their continued protection or aid in times of strife. The food, called *kadaw pwe* ("offering to do homage"), consists of either a single coconut and three bananas, or fruit, rice, vegetables, sweets, and mineral water.

Nature spirit Nats come in innumerable forms. Since they're easily offended, people make offerings to them to ask for their protection, both from the Nat itself and from outside dangers (such as attacks by wild animals, illness, injury, and becoming lost). Offerings usually include food and might consist of such things as betel nuts, cooked rice, and pickled tea leaves. Other offerings involve physical objects. The rice paddy Nat, for example, is given combs, face powder, a mirror, ribbons, and food in an effort to placate her.

The 37 Nats are the spirits of deceased people (often historical personages) killed by acts of violence who never had a chance to fully contemplate the Buddha before death. They tend to be violent themselves, and most people wisely leave them be. Many of the 37 Nats live in shrines in peoples' homes or outside of villages. The residents give them offerings of food to keep them happy, since a content 37 Nat protects the house or village he lives in. Otherwise he becomes angry and harms people around him.

Personality/Motivation: Devas are benevolent beings who protect anyone who lives according to the five precepts of the Buddhist faith. The nature Nats keep to themselves and only harm others if offended... but unfortunately they're rather touchy. A forest Nat, for example, takes offense at the use of curses or swear words in his presence or the act of urinating on a tree. Anyone who offends a Nat may find their cattle missing or be attacked by forest-dwelling animals. The 37 Nats have irritable dispositions, are even quicker to take offense than a nature Nat, and can be totally amoral. At best they're neutral in their relations with mortals; at worst, they're extremely malevolent.

As a rule, Nats like the colors red and white and abhor pork, which is inimical to denizens of the spirit world.

NAT

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
20	**DEX**	20	13-	
15	**CON**	5	12-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
7	**DCV**	20		
7	**OMCV**	12		
7	**DMCV**	12		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (8 rPD)
8	**ED**	6		*Total:* 8 ED (8 rED)
6	**REC**	2		
30	**END**	2		
10	**BODY**	0		
30	**STUN**	5		**Total Characteristics Cost: 165**

Movement: Running: 18m

Cost	Powers	END
8	**Spirit Form:** Resistant (+½) for 8 PD/8 ED	0
60	**Spirit Form:** Physical and Energy Damage Reduction, Resistant, 50%	0
6	**Swift Movement:** Running +6m (18m total)	2
40	**Spirit Form:** Life Support (Total, including Longevity: Immortality)	0
	Talents	
3	Bump Of Direction	
	Skills	
20	20 points' worth of Skills (chosen by the GM)	

Total Powers & Skills Cost: 137

Total Cost: 302

175 Matching Complications (50)

0 **Physical Complication:** Human Size

Total Complications Points: 0

Experience Points: 177

OPTIONS

Cost	Power
60+	**Spirit Magic:** 60 points (or more) of Magic Skills and spells related to the nature of the Nat's domain
60	**Disembodied Form:** Desolidification (affected by magic), Reduced Endurance (0 END; +½)
60	**Fading:** Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)



Powers/Tactics: As supernatural beings, Nats have no real need to eat, drink, or sleep. They're also hard to injure and can easily shrug off most physical attacks. Devas have the power to protect others, either from direct damage or by curing disease, illness, or injuries already suffered. A nature Nat often summons creatures from the local area to attack people who've offended him. He may also cause his victim to fall ill, or suffer from a harmful (or even fatal) accident. The 37 Nats can cause illness, poverty, squabbling, and general misery to anyone who doesn't propitiate them.

Campaign Use: As with the shên (page 347), this character sheet represents only the basic Nat abilities. Adding the optional powers lets you customize each and every Nat according to your needs as GM. In a campaign, Nats can challenge the PCs both mentally and physically as they cope with an angry Nat or the aftermath of its attack. Devas may serve as divine messengers or a form of "guardian angel" for a particularly devout PC.

Appearance: Nats resemble normal human beings dressed in bright clothing. Devas may have a divine aspect to their appearance, while nature Nats may resemble the regions they dwell in (a

NAT TYPES

DEVA

15 **Ascend To Heaven:** Extra-Dimensional Movement (any location in the 26 abodes of Buddhist heaven); Extra Time (1 Turn; -1¼)

30 **Cure Disease:** Major Transform 8d6 (sick person into well person, heals back through any normal means that would cause the character to contract the same disease), Reduced Endurance (0 END; +½); Extra Time (5 Minutes; -2), Limited Target (humans; -½), No Range (-½)

42 **Heal Wounds:** Simplified Healing 8d6, Can Heal Limbs, Reduced Endurance (0 END; +½); Extra Time (5 Minutes; -2)

172 **Protection From Harm:** Barrier 20 PD/20 ED, 20 BODY (up to 20m long, 4m high, and 1m thick), Non-Anchored, Dismissable, Fully Invisible (+1), Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Range (50m; -¼), Cannot Englobe (-¼), Limited Shape (ring; -¼)

3 Conversation 13-

3 High Society 13-

5 KS: Buddhist Scripture 15-

3 Oratory 13-

(20) **Add Psychological Complication:** Devoted Buddhist (Common, Total)

Total cost: +273 points

NATURE NAT

35 **Becomes One With Nature:** Desolidification (affected by magic or any attack that affects the Nat's home while he's in it), Reduced Endurance (0 END; +½), Persistent (+¼); Only To Merge With His Domain (-1)

52 **Call Animals:** Summon up to 32 animals built on up to 300 Total Points each, Expanded Class (animals; +½), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½)

23 **Cause Accidents:** RKA 2d6, Trigger (next time the target is in a situation where he could be injured, activating Trigger takes no time, resetting Trigger is a Half Phase Action; +½), Fully Invisible (+1); Limited Range (8m; -¼), 1 Charge (-2)

22 **Misdirection:** Sight Group Images, -4 to PER Rolls, Area Of Effect (8m Radius; +½); Set Effect (can only change views of the surrounding forest and jungle; -½)

2 Shadowing 14-; Only In Home Environment (-1)

2 Stealth 14-; Only In Home Environment (-1)

5 Tracking 14-

(20) **Add Psychological Complication:** Easily Offended (Common, Total)

Total cost: +141 points

37 CHIEF NAT

23 **Cause Accidents:** RKA 2d6, Trigger (next time the target is in a situation where he could be injured, activating Trigger takes no time, resetting Trigger is a Half Phase Action; +½), Fully Invisible (+1); Limited Range (8m; -¼), 1 Charge (-2)

16 **Cause Sickness And Death:** Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3)

37 **Domestic Strife:** Mind Control 12d6, Telepathic (+¼); Only To Alter/Inflict Anger (-1)

35 **Nat's Home:** Desolidification (affected by magic or any attack that affects the Nat's home while he's in it), Reduced Endurance (0 END; +½), Persistent (+¼); Only To Merge With His Home (-1)

7 Concealment 14-

7 Shadowing 14-

5 Stealth 14-

(20) **Add Psychological Complication:** Irascible And Ill-Tempered (Common, Total)

Total cost: +130 points

All forms can have additional powers as you see fit.

forest Nat, for example, may have leaves in his hair, while the rice paddy Nat may have clothing made of rice stalks).

Olgol-Khorkhol

Ecology: The olgol-khorkhol ("intestine worm") is a sand-dwelling reptile found in the Gobi Desert. Although it normally preys upon insects, small reptiles, and small mammals, the "Mongolian death worm" is feared for its ability to kill virtually anything that comes within range of its instantly lethal poison spray.

Personality/Motivation: Typical animal motivations. The olgol-khorkhol is fairly aggressive for such a small animal.

Powers/Tactics: An olgol-khorkhol tends to lay motionless as it waits for its prey, then subdues it with a spray of super-lethal venom. It also sprays venom at anything that disturbs it.

Campaign Use: The mysterious and bizarre olgol-khorkhol may actually be a real animal. If so, it's probably a relative of either the amphisbaenians (legless burrowing reptiles) or a form of venomous snake (such as the death adder or ringhals, both of which spit venom). Regardless of what it is, the people of Mongolia are deathly afraid of it, to the point of virtually refusing to discuss it or its habits.

If you want to make the olgol-khorkhol a more fantastical creature, remove its *Venom Spray* power and instead give it the *Electrical Discharge* ability. Although this would certainly push the creature from the realm of reality and into myth, it does fit with certain descriptions of what the animal is said to be able to do.

Appearance: The olgol-khorkhol is a worm-like reptile that grows to a maximum length of about three feet. It has a thick, dark red body and appears to be headless.

OLGOL-KHORKHOL

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
8	**CON**	-2	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
8	**DCV**	25		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
2	**PD**	0		*Total:* 2 PD (1 rPD)
2	**ED**	0		*Total:* 2 ED (1 rED)
4	**REC**	0		
15	**END**	-1		
5	**BODY**	-5		
20	**STUN**	0		**Total Characteristics Cost: 32**

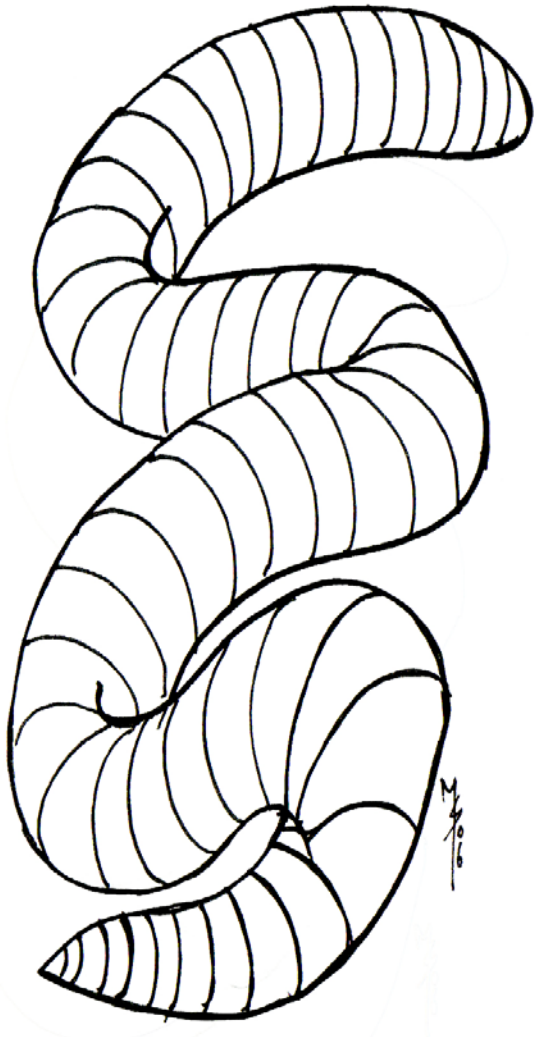
Movement: Running: 4m
Swimming: 0m
Tunneling: 2m

Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
106	**Venom Spray:** RKA 6d6	[4]
	NND (defense is Life Support [appropriate Immunity] or fully-sealed protective clothing [i.e., having at least 1 rPD covering all of one's skin]; +1), Does BODY (+1), Personal Immunity (+¼); RKA Must Hit Exposed Skin (-0), Extra Time (onset time begins one Segment after victim is sprayed; -½), Limited Range (4m; -¼), 4 Charges (-1)	
1	**Scaly Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**Slow Metabolism:** Life Support (Diminished Eating: only needs to eat once every few months)	0
-8	**Sluggish:** Running -8m (4m total)	
-2	**Desert Dweller:** Swimming -4m (0m total)	
2	**Burrowing:** Tunneling 2m though 1 PD material	1
	Limited Medium (sand; -1)	
6	**Sensitive Tongue:** +3 PER with Smell/Taste Group	0
	Skills	
7	Stealth 14-	

Total Powers & Skills Cost: 119
Total Cost: 151

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Cold-Blooded (Frequently, Greatly Impairing)
10	**Physical Complication:** Small (maximum length of 1 m; +6m KB) (Infrequently; Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50
Experience Points: 0



OPTIONS

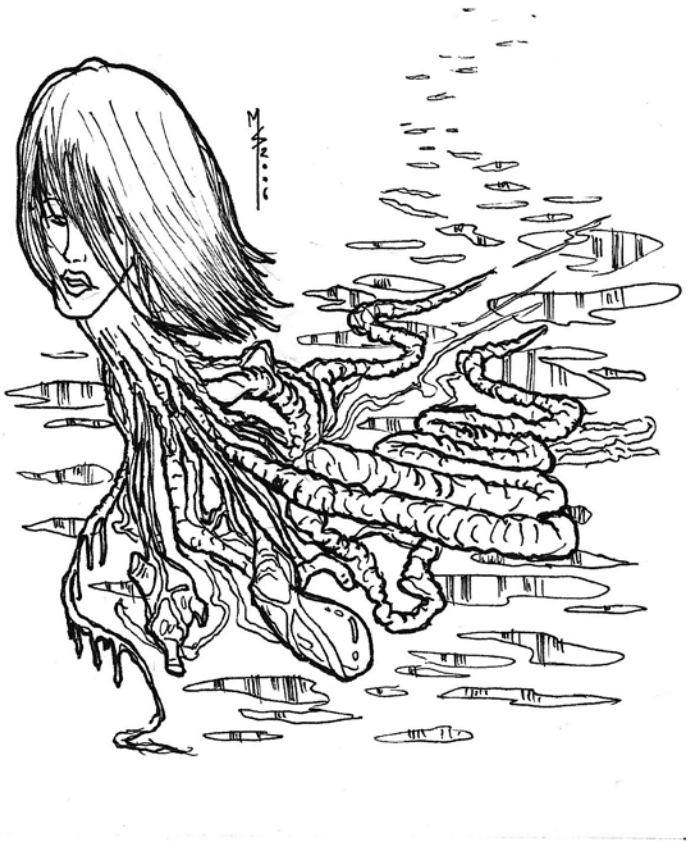
Cost	Power
45	**Electrical Discharge:** RKA 6d6, Personal Immunity (+¼); Limited Range (4m; -¼), No Knockback (-¼), 4 Charges (-1)

PENANGGALAN

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
13	**INT**	3	12-	PER Roll 12-
15	**EGO**	5	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
9	**DCV**	30		
3	**OMCV**	0		
5	**DMCV**	6		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 5 PD (0 rPD)
4	**ED**	2		*Total:* 4 ED (0 rED)
6	**REC**	2		
25	**END**	1		
3	**BODY**	-7		
20	**STUN**	0		**Total Characteristics Cost: 76**

Movement: Running: 0m
Flight: 24m
Swimming: 0m

4



Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
30	**Drink Blood:** RKA 1d6	0
	NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	
13	**Dripping Blood Causes Disease And Sores:** Drain CON 1d6	0
	Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +1), Area Of Effect (Trail Nonselective, see APG 135; +¾), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3), Can Only Affect Targets Actually Flown Over (-½), Linked (to Flight; -0)	
10	Horrific Appearance PRE +20	0
	Only For Fear-Based Presence Attacks (-1)	
24	**Taking To The Air:** Flight 24m	0
	Reduced Endurance (0 END; +½); Restrainable (-½)	
-12	**Only Flies:** Running -12m (0m total)	
-2	**Only Flies:** Swimming -4m	
5	**Can See In The Dark:** Nightvision	0

Skills

2	KS: Arcane And Occult Lore 11-
3	Stealth 12-
1	Survival (Tropical Forests) 12-

Total Powers & Skills Cost: 79

Total Cost: 155

175 Matching Complications (50)

15	**Physical Complication:** Diminutive (.5 m, +12m KB) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Lusts After The Blood Of Children And Pregnant Women (Common, Strong)

Total Complications Points: 50

Experience Points: 0

OPTIONS

Cost	Power
7	**Indonesian Penanggalan's Animal Forms:** Multiform (assume 35-point bird or mouse form; Costs Endurance (to change form; -½)
(10)	**Distinctive Features:** faint smell of vinegar (Easily Concealed; Causes Major Reaction [suspicion and fear])

Pananggalan

Ecology: A *penanggalan* ("the one who pulls out") is a form of witch who goes forth at night to drink the blood of young children or of women who've just given birth. She hunts by laying down on the ground, separating her head and viscera from her body, and sending the head-and-viscera flying off into the night in search of a victim. (This character sheet is for the head alone, which is the true part of the monster; most of the listed abilities aren't usable when the monster's head's attached to her body.)

A penanggalan may have to soak her blood-swollen innards in a vat of vinegar before she's able to rejoin her head to her body. In this case the presence of large quantities of vinegar in her home, or a faint smell of vinegar to her (possibly a Distinctive Feature) may give her away.

Personality/Motivation: For the most part, a penanggalan acts like any normal woman, at least during the day (though she may be a malicious, spiteful person, or a sorceress). When night falls her hunger for blood takes over, and she quickly hides her body before sending her head off to find prey.

Powers/Tactics: A penanggalan gains her ability to separate her head from her body either through the use of magic or by promising herself to a demon of the underworld. In her normal human form she typically has no special powers or abilities. Her head, once separated, can fly, deliver a painful bite, and drink blood. In addition, the head of a penanggalan drips blood and other fluids constantly, and anyone hit by one of these drops falls gravely ill or suffers from appalling sores.

Since the penanggalan's intestines and other internal organs hang from her head as she flies, she must take care to not entangle the dangling viscera. To defend themselves from attacks by penanggalan, villagers hang branches of thorny *jeruju* (thistle) over their doors and windows to catch and entangle the entrails of a penanggalan so they can kill her when the sun rises. The Indonesian penanggalan, who flies using either her ears or lungs, can change into a bird or a mouse to enter a home.

Campaign Use: A flying penanggalan has to be one of the most disgusting creatures a party of adventurers could ever encounter. The mere sight of a flying head is bad enough, but the mass of trailing innards dripping blood and fluids should make even the hardiest heroes pause. Malaysian myth isn't clear on what, if any, additional powers the head might have. You could extrapolate additional powers if you wish, such as dripping caustic stomach acid (1 point RKA, Linked to the Cause Disease power) or wrapping the entrails around a foe (an Entangle or strangulation HKA). If the human form has learned to separate her head through the use of magic, then perhaps she knows additional spells (in which case you should buy the penanggalan "form" as a type of Projection; see sidebar).

Appearance: During the day, a penanggalan looks like a normal human woman. At night, when it shows its true self, the penanggalan is a woman's head trailing her digestive tract, intestines, and other internal organs, all of which drip blood and other fluids.

Sundal Bolong

Ecology: The *sundal bolong* (literally, "hollowed bitch" or "prostitute with a hole in her") is a form of Javanese vampire. She's created when a woman commits suicide after being raped. Rising from the dead, the sundal bolong preys on young men, luring them into the forest where she drinks their blood and/or castrates them.

Personality/Motivation: The sundal bolong is primarily driven by a desire to drink the blood of men in an effort to get revenge for being raped. A few sundal bolong revel in causing pain and suffering, and torture their victims before killing them

Powers/Tactics: A sundal bolong lurks near the edge of the forest trying to catch the eye of any young man who passes. She lures her victim deeper into the woods, promising him sexual favors or just a better glimpse of her nude body. Once she has the man in her embrace she turns on him, drinking his blood until he dies. Some men she simply frightens into running away, and some she castrates instead of killing. A particularly cruel sundal bolong may inflict a terrible wasting disease on strong warriors to weaken them, or slash her victim with her claws, and leave them stranded alone in the jungle.

Campaign Use: Unlike some similar Asian monsters, the sundal bolong cannot be cured of her condition. You can use the sundal bolong as a form of vampire, or possibly as the basis for an extended adventure in which the PCs look for the man (or men) responsible for raping her in the first place.

Appearance: A sundal bolong looks like a woman of incredible beauty... with a hideous hole in her back. She may dress all in white, or go about completely nude, but in either case her black hair falls well past her waist, hiding the hole in her back.

BECOMING A PENANGGALAN

The character sheet listed here is just for the flying head and not for the penanggalan's combined body. Add the following power to any character to represent the ability to become a penanggalan.

Head Separation: Desolidification, Projection (see APG 92; +0), Merging (+0), Reduced Endurance (0 END; +½) (60 Active Points); Can Only Project At Night (-¼), Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1), Feedback From Host Body (-1), Must Return To Physical Body (both die if haven't recombined by sunrise; -½). Total cost: 14 points.



SUNDAL BOLONG

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 HTH damage [1]
15	DEX	10	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		*Phases:* 4, 8, 12
4	PD	2		*Total:* 4 PD (4 rPD)
4	ED	2		*Total:* 4 ED (4 rED)
5	REC	1		
25	END	1		
10	BODY	0		
20	STUN	0		**Total Characteristics Cost: 68**

Movement: Running: 12m

Cost	Powers	END
5	**Bite:** HKA 1 point (½d6 with STR)	1
30	**Drink Blood:** RKA 1d6 NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
4	**Undead Vitality:** Resistant (+½) for 4 PD/4 ED	0
37	**Undead Vitality:** Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0

Skills

16	+2 HTH
3	+1 with Shadowing, Stealth, Tracking
5	Charm 14-
3	Climbing 12-
3	Shadowing 11-
3	Stealth 12-
1	Survival (Tropical Forests) 11-
3	Tracking 11-

Total Powers & Skills Cost: 113

Total Cost: 181

175	**Matching Complications (50)**
15	**Distinctive Features:** Ravishing Beauty (Concealable With Difficulty; Causes Major Reaction [lust])
0	**Physical Complication:** Human Size
15	**Psychological Complication:** Hates Men (Common, Strong)

Total Complications Points: 30

Experience Points: 26



OPTIONS

Cost	Power
5	**Terrifying Appearance:** PRE +10; Only For Fear-Based Presence Attacks (-1)
12	**Claws:** HKA 1d6 (1d6+1 with STR); Reduced Penetration (-¼)
8	**Curse Of Wasting:** Drain STR and CON 1d6, Expanded Effect (two Characteristics simultaneously; +½), Delayed Recovery Rate (points return at the rate of 5 per Year; +3¼); Extra Time (Full Phase; -½), Damage Over Time (3 damage increments, one per day for 3 days, defense only applies once, cannot be used again on same victim until all increments accrue; -4), Limited Range (10m; -¼)

Tikbalang

Ecology: A forest-dwelling demon, the tikbalang tends to live in (or on) the *balete* tree, groves of *nipa* trees, or near hot springs. It may also live in the foul-smelling *takang demino* tree (*sterculia foetida*) or a pitcher plant. A creature of the night, the tikbalang tends to lurk in forests, leading travelers astray or playing cruel tricks and dangerous pranks upon them.

Normally a dangerous, even murderous being, the tikbalang can be "tamed" by riding upon its shoulders until the tikbalang collapses from exhaustion. The tikbalang then gives its rider a *mutya,* a precious stone of great monetary and magical power. It may also grant wishes and give gifts of gold or magical items.

The tikbalang is also known as a *binanginan, tulung,* or *tuwung.*

Personality/Motivation: For the most part tikbalangs are malicious beings. They blind and bewilder travelers and may physically attack them, even going so far as to kill and eat them. Anyone they don't kill they may kidnap and leave in a remote place. On rare occasions a human can befried a tikbalang, after which it cries "tik-tik" to announce its presence (hence its name, since "balang" means "wild").

Powers/Tactics: As with all Filipino demons, the tikbalang can change its shape. Normally it can only assume the form of a horse or an aged human, but some can take the shape of any living being. In altered form it gets close to its targets and then either plays harmless practical jokes (or simply frighten travelers with its strange appearance), or tries to harm to its victims by blinding them or Draining their INT. Stabbing a tree breaks the latter spell, although GMs should require an INT Roll for a bewildered character to remember this fact!

Campaign Use: You can make the tikbalang as dangerous as you need, treating it as anything from a harmless prankster to a murderous stalker of the night. You could also give it armor and weapons and/or additional magical powers (such as increased defenses).

Appearance: A tikbalang has the body of a very tall man with a horse's head, a large mouth filled with sharp teeth, dark skin, and extraordinarily large testicles. The tikbalang's hair/mane is long and flowing and comes down past its shoulders. Its long legs may be human or horse-like. The feet either have hooves or claws; its hands are also clawed. It may wear clothing, and has been described as being dressed in a dark tunic and a long, flowing cloak.

Tokkaebi

Ecology: Tokkaebi are Korean goblins. They dwell in abandoned houses or in caves. When night falls they come out of their homes and spend their time eating, drinking, dancing, and singing. Sometimes they travel around and see what trouble they can get into, although for the most part their pranks and tricks are more directed at evil people than at good-natured folk. Many Korean gods have armies of tokkaebi at their beck and call — Hwangung Ch'nwang, the sky god, has 3,000 under his command.

Personality/Motivation: The personality of an individual tokkaebi varies greatly. For the most part they're more mischievous than harmful, and they tend to reward the good and punish the evil. Those who befriend (or marry) a tokkaebi receive gifts and riches... until the human's selfish nature makes him greedy, at which point the tokkaebi brings about his downfall. Some tokkaebi like to teach boastful people a lesson. A prime example is the story of a man who wrestled a tokkaebi all night only to find himself clutching an old broomstick come the dawn.

On the western coast of Korea, people make offerings to the tokkaebi to increase the fish catch. Some parts of Jeollado province consider the



TIKBALANG

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1600 kg; 6d6 HTH damage [3]
15	**DEX**	10	12-	
20	**CON**	10	13-	
13	**INT**	3	12-	PER Roll 12-
13	**EGO**	3	12-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
4	**DMCV**	3		
3	**SPD**	10		*Phases:* 4, 8, 12
9	**PD**	7		*Total:* 9 PD (3 rPD)
8	**ED**	6		*Total:* 8 ED (3 rED)
10	**REC**	6		
40	**END**	4		
14	**BODY**	4		
40	**STUN**	10		**Total Characteristics Cost: 126**

Movement: Running: 26m

Cost	Powers	END
75	**Misfortunes:** Multipower, 75-point reserve	
6f	**1) Bewilderment:** Drain INT 3d6 Line Of Sight (+½), Fully Invisible (+1); All Drained Points Return Instantly If Target Stabs A Tree With A Knife (-¼)	9
3f	**2) Blindness:** Major Transform 7d6 (standard effect: 21 BODY) (human to blind human; heals back normally) Limited Target (humans; -½), All Or Nothing (-½)	7
10	**Causes Fevers:** Drain CON and END 1d6 Expanded Effect (two Characteristics simultaneously; +½), Delayed Recovery Rate (points return at the rate of 5 per Year; +3¼), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Damage Over Time (4 damage increments, one per day for 4 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3½), Limited Range (10m; -¼)	0
10	**Big Teeth:** HKA ½d6 (2½d6 with STR)	1
12	**Clawed Hands:** HKA 1d6 (3d6 with STR) Reduced Penetration (-¼)	1
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
2	**Heavy:** Knockback Resistance -2m	0
14	**Very Long Legs:** Running +14m (26m total)	2
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups	0
40	**Supernatural Vitality:** Life Support: Total (including Longevity: Immortality)	0
5	**Can See In The Dark:** Nightvision	0
23	**Shape Shifting:** Multiform (assume 170-point riding horse form) Costs Endurance (only to change; -½)	3
16	**Assume The Form Of An Old Man:** Shape Shift (Sight and Touch Groups; single form) Costs Endurance Only To Change Shape (+¼)	1

Skills

20	+2 with All Combat
3	AK: Local Forest 12-
3	Climbing 12-
3	Concealment 12-
3	Shadowing 12-
3	Stealth 12-
3	Tracking 12-

Total Powers & Skills Cost: 263

Total Cost: 389

175 Matching Complications (50)

15	**Distinctive Features:** Smells Strongly Of A Horse And/Or Burning Hair (Not Concealable, Noticed And Recognizable)
15	**Negative Reputation:** grants wishes and/or gold or gifts to anyone who can "tame" him (Very Frequently)
10	**Physical Complication:** Large (over 2m tall; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Psychological Complication:** Malevolent Trickster (Common, Strong)

Total Complications Points: 50

Experience Points: 214

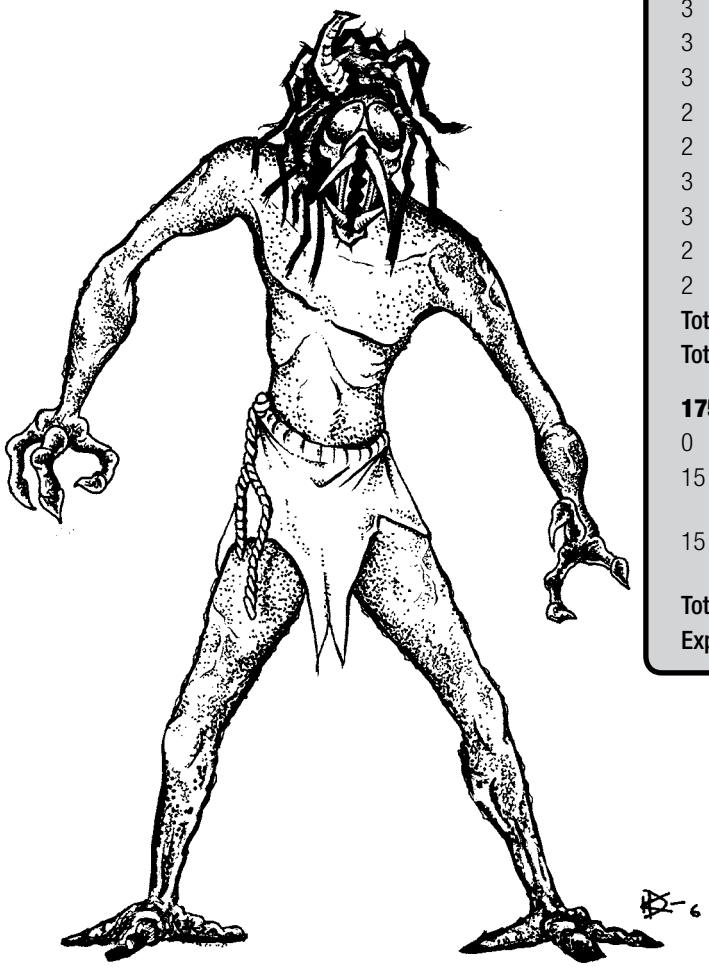
OPTIONS

Cost	Power
35	**Dwells Within Trees:** Desolidification (affected by magic or any attack that affects the tikbalang's tree while he's in it), Reduced Endurance (0 END; +½), Persistent (+¼); Only To Merge With Parent Tree (-1)
37	**Misdirection:** Sight Group and Bump Of Direction Images, -4 to PER Rolls, Area Of Effect (8m Radius; +½), MegaArea (1m = 1 km broad and wide; +1), Personal Immunity (+¼); Set Effect (only to alter and confuse landmarks and other indicators of direction; -1)
35	**Take The Form Of Any Living Thing:** Shape Shift (Sight, Hearing, and Touch Groups; any shape), Costs Endurance Only To Change Shape (+¼)
400	**Take The Form Of Any Living Thing:** Variable Power Pool, 200 Pool + 200 Control Cost, Powers Can Be Changed As A Zero-Phase Action (+1), No Skill Roll Required (+1); Linked (to Shape Shift; -¼), Only For Abilities Of Shape Shifted Forms (-¼)
40	**Vanishes In A Cloud Of Dust And Falling Stones:** Teleport 20m, MegaRange (1m = 1 km; +1)

TOKKAEBI

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	DEX	16	13-	
21	CON	11	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
23	PRE	13	14-	PRE Attack: 4½d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
10	PD	6		*Total:* 10 PD (2 rPD)
9	ED	5		*Total:* 9 ED (2 rED)
10	REC	6		
40	END	4		
12	BODY	2		
40	STUN	10		**Total Characteristics Cost: 133**

Movement: Running: 12m



Cost	Powers	END
8	**Clawed Fingers:** HKA ½d6 (2½d6 with STR) Reduced Penetration (-¼)	1
15	**Dagger-Like Teeth:** HKA 1d6 (3d6 with STR)	1
13	**Horn:** HKA 1d6 Armor Piercing (+¼); No STR Bonus (-½)	1
18	**Spiked Magic Club:** HKA 2d6 (3½d6 with STR) Armor Piercing (+¼); OAF (-1)	4
2	**Thick Hide:** Resistant (+½) for 2 PD/2 ED	0
10	**Supernatural Vitality:** Life Support Life Support (Longevity: Immortality; Immunity: all terrestrial diseases)	0
55	**Vanishes At Dawn:** Teleport 20m MegaRange (1m = 1 km; +1), Reduced Endurance (0 END; +½), Trigger (dawn; +¼)	0
5	**Can See In The Dark:** Nightvision	0
3	**Supernatural Senses:** +1 PER with all Sense Groups	0

Skills

16	+2 HTH
3	Acrobatics 13-
3	Breakfall 13-
3	Concealment 11-
2	PS: Dancing 11-
2	PS: Singing 11-
3	Shadowing 11-
3	Stealth 13-
2	Survival (one environment) 11-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 168

Total Cost: 301

175	**Matching Complications (50)**
0	**Physical Complication:** Human Sized
15	**Psychological Complication:** Loves Eating, Drinking, Dancing, And Singing (Common, Strong)
15	**Psychological Complication:** Mischievous Trickster (Common, Strong)

Total Complications Points: 30

Experience Points: 146

OPTIONS

GENERAL TOKKAEBI POWERS

Cost	Power
var	**Larger Tokkaebi:** Apply a Size Template
45	**Assume Human Form:** Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Makeover, Reduced Endurance (0 END; +½)
4	**Can Leap Over Mountains And Rivers:** Give the tokkaebi the naked Advantage of MegaRange (1m = 1 km; +1) on its Leaping
3	Drive Off Evil Spirits +10 PRE; Only For Fear-Based Presence Attacks (-1), Only Versus Ghosts And Other Evil Spirits (-1)
90	**Illusions:** Mental Illusions 12d6, Reduced Endurance (0 END; +½)
28	**Move Mountains, Create Ponds Or Fields:** Extra-Dimensional Movement (the tokkaebi "travels" to the "dimension" where things are as it wishes them to be, corresponding to the tokkaebi's location in "original" dimension), Reduced Endurance (0 END; +½); Extra Time (1 Turn; -1¼)
-12	**One Leg:** Running -12m (0m total)
var	**Cireum:** Give the tokkaebi at least 10 points of Martial Arts maneuvers from either the Sumo or Wrestling packages.
22	**Taking To The Night Air:** Flight 30m, Reduced Endurance (0 END; +½); OAF (length of broomstick; -1)

EVIL TOKKAEBI POWERS

Cost	Power
40	**Brings Bad Luck:** Major Transform 8d6 (human to human with Unluck 3d6, heal back through appropriate countermagics), Fully Invisible (+1), Reduced Endurance (½ END; +¼); All Or Nothing (-½), Limited Target (humans; -½), No Range (-½), 1 Charge (-2)
1169	**Cause Disease:** Drain CON and BODY 1d6, Expanded Effect (two Characteristics simultaneously; +½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Week; +2½), NND (defense is Life Support [appropriate Immunity]; +0), Reduced Endurance (0 END; +½); Damage Over Time (5 damage increments, one per day for 5 days, defense only applies once, cannot be used again on same victim until all increments accrue; -3)
94	**Possession:** Possession (Mind Control EGO +60, Telepathy EGO +40), Reduced Endurance (0 END; +½); No Range (-½), Unified Power (-¼) plus Desolidification, Projection (+0), Merging (+0), Reduced Endurance (0 END; +½); Feedback From Host Body (-1), Linked (-½), Unified Power (-¼)
10	**Possession:** +5 OMCV with Possession

tokkaebi as a malign being who brings epidemics and ill luck. To protect the population, women perform rituals to drive the tokkaebi off. On Jejudo Island, women who fall ill are thought to be possessed by a tokkaebi who can only be made to leave if a *mudang* (exorcist) offers the goblin food and drink.

Powers/Tactics: The powers of the tokkaebi are many and varied. They're very strong, equipped with sharp claws and teeth, and carry magical clubs (often with spikes in them). They're also credited with the power to fly (using a length of broomstick), to assume human form (usually a pretty woman so they can seduce foolish men), leap immense distances, change the landscape in mere moments. They may be able to create highly convincing illusions, drive off evil spirits, and call upon the gods for help. Some stories attribute to them mastery of *cireum,* or Korean wrestling. They hide come daybreak.

Campaign Use: Reminiscent in some ways of the Japanese *oni,* the tokkaebi doesn't seem to be as actively inimical to mankind. Instead, it's more of a helpful spirit, capable of bringing riches to the poor and trouble to the wicked. By selecting from the various optional powers, you can create many different kinds of tokkaebi for encounters ranging from the amusing (where the tokkaebi play tricks on the PCs) to the downright dangerous (presuming the tokkaebi do bring disease and bad luck).

The powers of the tokkaebi's magical club (other than being a potent weapon) aren't clearly specified. You may wish to use the club as the focus for the tokkaebi's Flight, for example, or grant it the ability to cast spells.

Appearance: The Chinese characters for tokkaebi read "one-legged spirit," so it's possible this goblin has only a single leg and travels by hopping about. Another description says a tokkaebi stands around eight or nine feet tall, with black and red skin, frightening hair, large terrifying eyes, four dagger-like teeth, three fingers and toes, a horn on its head, and wears only a loincloth. Other tales claim they're more human sized, but all stories about the tokkaebi stress their fearsome appearance.



CHAPTER FIVE

SCIENCE FICTION, HORROR, AND MOVIE MONSTERS

Amorphous Horror

Ecology: The amorphous horror's exact ecology depends on its origin, but in almost all cases it hungers for the flesh of humans. It will stop at nothing to capture and consume people.

Personality/Motivation: Often, little more than normal animal motivations. But the amorphous horror is highly intelligent and clever, and uses its intelligence to avoid traps, set up ambushes, and ensure that it survives and thrives.

Powers/Tactics: Fighting an amorphous horror is difficult due to its semisolid body, its ability to grow however many tentacles and pseudopods it needs, its multiple sets of fangs and claws, and the fact that it has eyes looking every direction and thus is difficult to surprise. Its chief vulnerability is to fire and other forms of energy, which it avoids if possible.

The amorphous horror uses the optional "no need to buy *Affects Solid World*" rule described on 6E1 193. It also has the *No Hit Locations* Automaton Power, even though it's not an Automaton, to reflect the unusual nature of its body.

Campaign Use: You can use the amorphous horror for many different creatures: an alien plant-monster grown from pods found buried in the Antarctic permafrost; a bizarre demon; a toxic sludge-monster; the result of experiments in mutation gone terrifyingly awry; and many more. You may need to add or vary abilities or Complications to suit the creature's origin; for example, a demonic amorphous horror probably has some of the same Complications demons do (such as a Susceptibility to holy things).

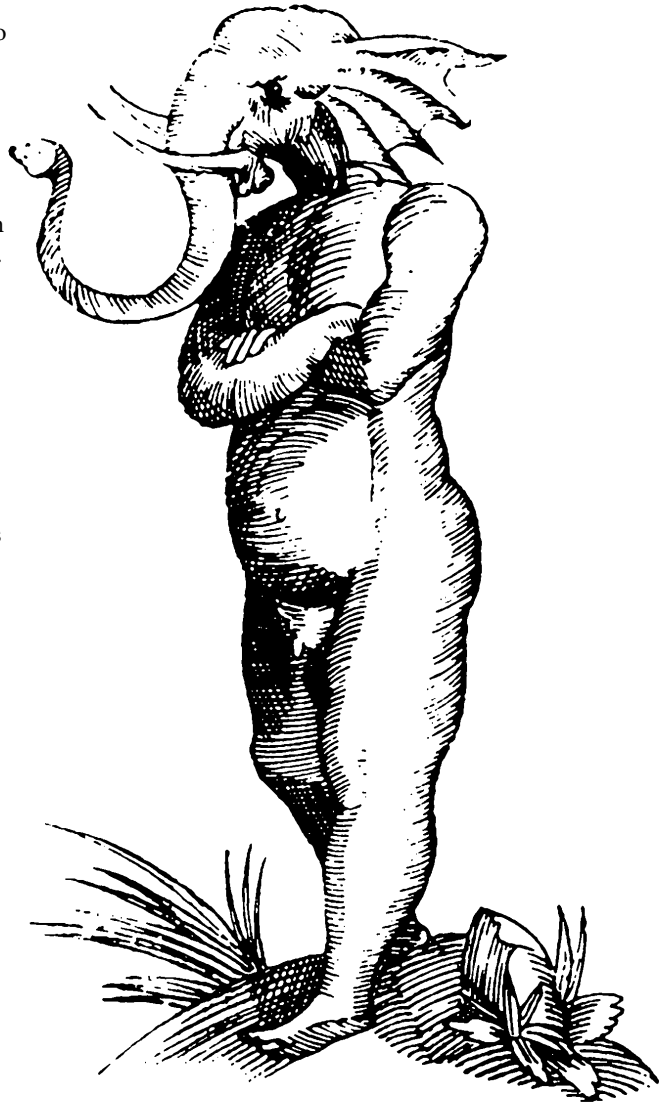
Appearance: An amorphous horror is a disgusting-looking pile of semisolid protoplasm dotted with eyes, fanged mouths, and clawed tentacles and pseudopods. It often slowly changes shape, gradually exuding other features while absorbing existing ones back into itself.

ANIMAL-MEN

Ecology: Animal-men are blasphemous, but often quite powerful, cross-breedings of humans and animals. They may result from a wizard's experiments, the twisted activities of mad scientists and deranged surgeons, strange mutative magics, or the like. Some have electrodes or wires attached to their heads or other parts of their bodies, indicating how their master controls them.

Campaign Use: Besides using them as opponents for PCs, you can bring animal-men into adventures as sentient aliens, escapees from an evil scientist who have formed their own community in the sewers (or in the deepest jungle), wizards' servants, or in many other roles.

Animal-men may have many additional Skills or abilities, depending on their origin or training. For example, many have Weapon Familiarities.



AMORPHOUS HORROR

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	**DEX**	16	13-	
25	**CON**	15	14-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
25	**PRE**	15	14-	PRE Attack: 5d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
6	**DMCV**	9		
5	**SPD**	30		*Phases:* 3, 5, 8, 10, 12
15	**PD**	13		*Total:* 15 PD (5 rPD)
15	**ED**	13		*Total:* 15 ED (5 rED)
11	**REC**	7		
50	**END**	6		
20	**BODY**	10		
50	**STUN**	15		**Total Characteristics Cost: 214**

Movement: Running: 8m
Leaping: 0m



Cost	Powers	END
15	**Fanged Mouth I:** HKA 1d6 (3d6 with STR)	1
15	**Fanged Mouth II:** HKA 1d6 (3d6 with STR)	1
15	**Fanged Mouth III:** HKA 1d6 (3d6 with STR)	1
15	**Clawed Hand I:** HKA 1d6 (3d6 with STR)	1
15	**Clawed Hand II:** HKA 1d6 (3d6 with STR)	1
15	**Clawed Hand III:** HKA 1d6 (3d6 with STR)	1
22	**Acidic Secretions:** RKA 1d6	0
	Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Penetrating (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½)	
5	**Semisolid Body:** Resistant (+½) for 5 PD/5 ED	0
30	**Semisolid Body:** Physical Damage Reduction, Resistant, 50%	0
48	**Rapid Healing:** Regeneration (3 BODY per Turn)	0
20	**Semisolid Body:** Life Support (Self-Contained Breathing; Immunity: all diseases and poisons)	0
10	**Semisolid Body:** No Hit Locations (see text)	0
24	**Semisolid Body:** Desolidification (affected by any attack)	0
	Reduced Endurance (0 END; +½); Does Not Protect Against Damage (-1), Cannot Pass Through Solid Objects (-½)	
-4	**Slow:** Running -4m (8m total)	0
-2	**Can't Leap:** Leaping -4m (0m total)	
5	**Many Eyes:** Increased Arc Of Perception (360 Degrees) for Normal Sight	0
40	**Oozing Body:** Stretching 12m, x8 body dimensions	0
	Reduced Endurance (0 END; +½)	
5	**Pseudopods And Tentacles:** Extra Limbs (as many as needed)	0
10	**Semisolid Body:** Clinging (normal STR)	0
	Talents	
12	Striking Appearance (ugliness) +4/+4d6	
	Skills	
24	+3 HTH	
3	Stealth 13-	

Total Powers & Skills Cost: 342

Total Cost: 556

175	**Matching Complications (50)**
20	**Physical Complication:** Huge (16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
20	**Psychological Complication:** Hunger For Human Flesh (Very Common, Strong)
20	**Vulnerability:** 2 x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 381

BIRD-MAN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
20	DEX	20	13-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	4		*Total:* 6 PD (0 rPD)
4	ED	2		*Total:* 4 ED (0 rED)
5	REC	1		
25	END	1		
10	BODY	0		
26	STUN	3		**Total Characteristics Cost: 79**

Movement: Running: 12m
Flight: 20m

Cost	Powers	END
15	**Talons:** HKA 1d6 (1½d6 with STR)	1
5	**Beak:** HKA 1 point (1d6 with STR)	1
17	**Wings:** Flight 20m Reduced Endurance (½ END; +¼); Restrainable (-½)	1
4	**Bird's Eyes:** +2 PER with Sight Group	0
2	**Bird's Eyes:** Increased Arc Of Perception (240 l Degrees) for Normal Sight	0

Skills

2 +1 with Flight

3 Stealth 13-

Total Powers & Skills Cost: 48

Total Cost: 127

175 Matching Complications (50)

0 **Physical Complication:** Human Size

10 **Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

Total Complications Points: 25

Experience Points: 0



Bird-Man

Powers/Tactics: Bird-men rely on their ability to fly for tactical advantage. They swoop down, performing Move Bys with their talons. Sometimes they even Grab a foe and carry him up into the air to drop him from a deadly height.

Appearance: Bird-men are hideous crosses between men and avians. In place of arms, they have wings (sometimes with tiny, almost-useless fingers at the mid-joint); in place of feet, they have talons. Their heads often have beak-like structures and large, avian eyes.

CAT-MAN

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	**DEX**	10	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
18	**PRE**	8	13-	PRE Attack: 3½d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
6	**REC**	2		
30	**END**	2		
15	**BODY**	5		
30	**STUN**	5		**Total Characteristics Cost: 89**

Movement: Running: 18m
Leaping: 10

Cost	Powers	END
12	**Claws:** HKA 1d6 (2d6 with STR) Reduced Penetration (-¼)	
5	**Bite:** HKA 1 point (1d6+1 with STR)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Cat's Legs:** Running +6m (18m total)	1
3	**Cat's Legs:** Leaping +6m (10m total)	1
6	**Cat's Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

8	+1 HTH
3	Acrobatics 12-
3	Breakfall 12-
3	Stealth 12-

Total Powers & Skills Cost: 55

Total Cost: 144

175 Matching Complications (50)

0	**Physical Complication:** Human Size
10	**Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0



Cat-Man

Description: Skilled hunters, cat-men use their Stealth and sharp senses to get as close as they can to their foe/prey, then pounce. In open battle they use their agility and claws.

Cat-men look like humans with feline features: short fur covering the body; large, pointed ears; large eyes; wide mouths filled with small, sharp teeth; and clawed hands and feet.

5

DOG-MAN

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
13	**DEX**	6	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (1 rPD)
6	**ED**	4		*Total:* 6 ED (1 rED)
6	**REC**	2		
30	**END**	2		
15	**BODY**	5		
30	**STUN**	5		**Total Characteristics Cost: 58**

Movement: Running: 14m

Cost	Powers	END
5	**Bite:** HKA 1 point (1d6+1 with STR)	1
7	**Jaws:** +10 STR Only For Grabbing/Holding On (-½)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**Dog's Legs:** Running +2m (14m total)	1
3	**Dog's Senses:** +1 to PER Rolls with all Sense Groups	0
5	**Dog's Nose:** Discriminatory for Normal Smell	0
5	**Dog's Nose:** Tracking for Normal Smell	0
	Skills	
3	Stealth 12-	

Total Powers & Skills Cost: 31

Total Cost: 89

175 Matching Complications (50)

0	**Physical Complication:** Human Size
10	**Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0



Dog-Man

Description: A dog-man has a beefy, hairy body with a head that betrays his canine ancestry. His teeth are large (and often sharp) and his jaw strong. Like his ancestor he has a tendency toward friendliness and likes to be in groups, but is often quick to leave if embarrassed or frightened.

ELK-MAN

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	**DEX**	10	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (2 rPD)
5	**ED**	3		*Total:* 5 ED (2 rED)
6	**REC**	2		
30	**END**	2		
16	**BODY**	6		
30	**STUN**	5		**Total Characteristics Cost: 71**

Movement: Running: 18m

Cost	Powers	END
16	**Antlers:** HKA 1d6+1 (2d6+1 w/STR) Concentration (½ DCV; -¼)	2
6	**Kick:** HA +2d6 Hand-To-Hand Attack (-¼), Extra Time (Full Phase; -½)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
6	**Stag's Legs:** Running +6m (18m total)	1
3	**Stag's Senses:** +1 to PER Rolls with all Sense Groups	0
	Skills	
3	Stealth 12-	

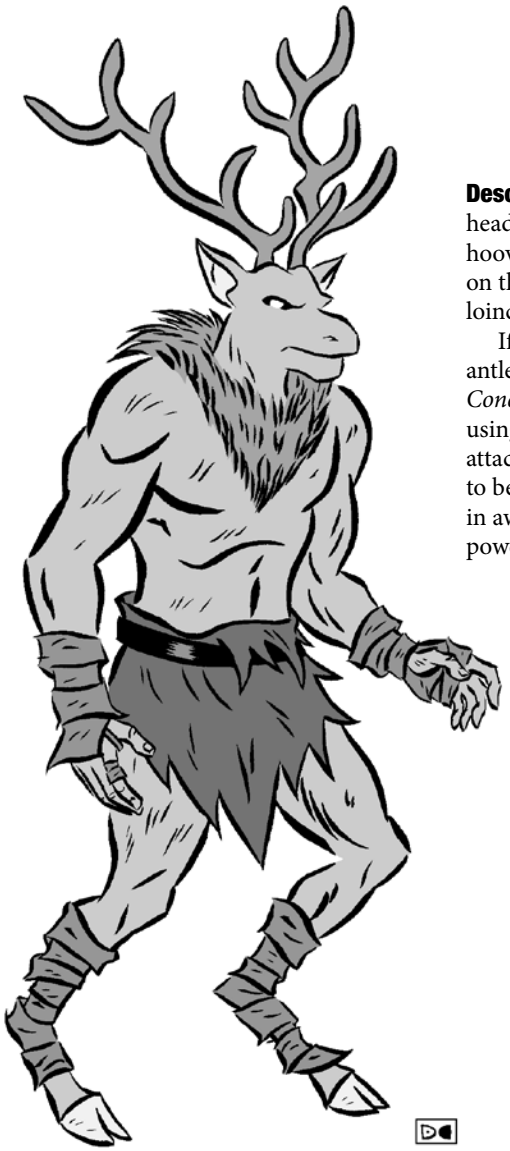
Total Powers & Skills Cost: 36

Total Cost: 107

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
10	**Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0



Elk-Man

Description: Elk-men, or stag-men, have antlered heads atop mostly human bodies, plus elk-like hooves for feet. They have short, light-colored fur on their bodies; their clothing usually consists of loincloths, handwraps, and the like.

If forced to fight, an elk-man uses his rack of antlers, potentially a very dangerous weapon. The *Concentration* Limitation signifies that actually using them in battle is complicated (since they're attached high on the head) — bringing them to bear requires the Stag-Man to hold his head in awkward positions. Elk-men can also deliver powerful kicks.

GORILLA-MAN

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
15	DEX	10	12-	
18	CON	8	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
7	PD	5		*Total:* 8 PD (1 rPD)
4	ED	2		*Total:* 5 ED (1 rED)
8	REC	4		
35	END	3		
15	BODY	5		
34	STUN	7		**Total Characteristics Cost: 99**

Movement: Running: 12m
Leaping: 8m

Cost	Powers	END
8	**Arm Swing:** HA +2d6 Hand-To-Hand Attack (-¼)	1
5	**Bite:** HKA 1 point (1½d6 with STR)	1
3	**Thick Skin:** Resistant Protection (1 PD/1 ED)	0
2	**Strong Leaper:** Leaping +4m (8m forward, 4m upward)	1
3	**Ape Senses:** +1 PER with all Sense Groups	0
	Skills	
8	+1 HTH	
3	Acrobatics 12-	
3	Climbing 12-	
3	Stealth 12-	

Total Powers & Skills Cost: 38

Total Cost: 137

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
10	**Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0



Gorilla-Man

Description: Like their true gorilla brethren, gorilla-men rely on their great strength and enormous arms to deliver powerful blows.

Gorilla-men look like smaller, slightly weaker gorillas with more human features — in some cases, similar to what Neanderthals or australopithecines are sometimes drawn like.

Rat-Man

Description: Rat-Men are humanoid rats about two-thirds the size of an average human, though they tend to hunch over when they stand/walk, making them look like they're about half human size. They have short claws on their hands and feet, sharp teeth, and a sort of malicious look to their faces. They may wear "clothing" consisting of strips of cloth wrapped around the legs or arms, or a sort of cloth harness. Their fur is usually dark- or tan-colored.

RAT-MAN

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	**DEX**	12	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
10	**PRE**	0	11-	PRE Attack: 2d6
5	**OCV**	10		
6	**DCV**	15		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (1 rPD)
6	**ED**	4		*Total:* 6 ED (1 rED)
5	**REC**	1		
30	**END**	2		
10	**BODY**	0		
24	**STUN**	2		**Total Characteristics Cost: 65**

Movement: Running: 12m

Cost	Powers	END
10	**Claws:** HKA ½d6 (1d6+1 with STR)	1
5	**Bite:** HKA 1 point (1d6 with STR)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
3	**Rat's Senses:** +1 to PER Rolls with all Sense Groups	0

Skills

8	+1 HTH
3	Climbing 12-
7	Stealth 14-

Total Powers & Skills Cost: 37

Total Cost: 102

175 Matching Complications (50)

0	**Physical Complication:** Human Size
10	**Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0



REPTILE-MAN

Val	Char	Cost	Roll	Notes
18	**STR**	8	13-	Lift 300 kg; 3½d6 HTH damage [2]
15	**DEX**	10	12-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
9	**PD**	7		*Total:* 10 PD (1 rPD)
6	**ED**	4		*Total:* 7 ED (1 rED)
6	**REC**	2		
30	**END**	2		
15	**BODY**	5		
32	**STUN**	6		**Total Characteristics Cost: 84**

Movement: Running: 12m
Swimming: 6m

Cost	Powers	END
8	**Claws:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
5	**Bite:** HKA 1 point (1d6+1 with STR)	1
3	**Scaly Skin:** Resistant Protection (1 PD/1 ED)	0
1	**At Home In The Water:** Life Support (Extended Breathing: 1 END per Turn)	0
1	**At Home In The Water:** Swimming +2m (6m total)	0
3	**Reptilian Senses:** +1 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

3 Stealth 12-

Total Powers & Skills Cost: 29

Total Cost: 113

175 Matching Complications (50)

0 **Physical Complication:** Human Size

10 **Physical Complication:** can be affected by Mental Powers that affect either the Human or Animal class of minds (Infrequently, Slightly Impairing)

Total Complications Points: 10

Experience Points: 0

5



Reptile-Man

Description: Although usually trained to fight with weapons, reptile-men can use their claws and teeth if necessary. They can also bash with their tails.

A reptile-man looks like a cross between a human and some kind of reptile, be it a crocodile, lizard, serpent, or something else.

Ape, Giant

Ecology: Dwelling in the deep, thick jungles of undiscovered islands, hidden plateaus, long-lost rift valleys, and other forgotten places, the giant ape lives the peaceful existence of its ordinary cousin — just on a much, much larger scale. Sometimes natives living nearby propitiate it with sacrifices, up to and including human ones, but since it doesn't eat meat, the giant ape simply carries the sacrifices away and soon lets them go. If the sacrifice is a beautiful woman, the giant ape may become oddly attracted to it, keeping it as a "pet" and protecting it from anything it perceives as a danger.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant apes aggressively protect their territory, and are willing to fight after only the slightest provocation. Of course, in most cases, only another gigantic creature, or men armed with guns or fire, is enough to provoke it. In combat, it fights like lesser gorillas, using its enormous hands and immensely strong arms to great effect.

Unfortunately for the giant ape, its metabolism makes tranquilizer darts, knockout gases, and similar attacks especially effective against it. Monster hunters often take advantage of this weakness.

Campaign Use: Giant apes are perfect for smashing cities and committing other large-scale mayhem. A single giant ape should be enough to oppose an entire group of heroes or superteam (if not, increase its Damage Reduction and other abilities until it can).

Appearance: Resembling an ordinary gorilla, but towering over 100 feet tall, the giant ape strikes fear into even the bravest soul.

Chromedog

Ecology: Chromedogs are normal combat-trained dogs enhanced with cybernetics. They work as guard dogs, battle dogs, and canine assassins.

Personality/Motivation: Normal animal motivations, plus whatever motivations are programmed into the computer chips implanted in their brains. The chips always include a compulsion to obey the dog's owner. Thanks to neurological grafts, chromedogs are far more intelligent than an ordinary hound.

Powers/Tactics: Chromedogs typically attack with jaws and claws, but their normal natural weapons have been replaced with titanium steel versions. Some have other weapons, such as mounted guns, or even bombs implanted in their bodies (which the owner activates by remote radio signal when the 'dog gets close enough to its target).

Campaign Use: You can also use this character sheet for a cyber-wolf or -hyena, and with a few modifications for many other cybernetically-enhanced animals. In a Fantasy campaign, the chromedog might become a magically-animated statue of a dog.

Appearance: A chromedog is a large, strong dog, such as a Doberman or Rottweiler, enhanced with cybernetic and biological modifications. Its teeth and claws are made of titanium steel, and dermal armoring has been implanted underneath its skin (giving it an odd, sort of "lumpy" appearance in some cases).

GIANT APE

Val	Char	Cost	Roll	Notes
85	**STR**	75	26-	Lift 3.2 ktons; 17d6 HTH damage [8]
15	**DEX**	10	12-	
30	**CON**	20	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
35	**PRE**	25	16-	PRE Attack: 7d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
20	**PD**	18		*Total:* 22 PD (5 rPD)
20	**ED**	18		*Total:* 21 ED (5 rED)
20	**REC**	16		
60	**END**	8		
35	**BODY**	25		
80	**STUN**	30		**Total Characteristics Cost: 267**

Movement: Running: 60m
Leaping: 30m

Cost	Powers	END
21	**Gigantic Hands:** Area Of Effect (1m Radius; +¼) for STR 85	4
26	**Reach:** Reach +26m	0
30	**Bite:** HKA 2d6 (7½d6 with STR)	3
9	**Roar:** +20 PRE	0
	Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
15	**Thick Skin:** Resistant Protection (5 PD/5 ED)	0
60	**Durable Body:** Physical and Energy Damage Reduction, Resistant, 50%	0
24	**Heavy:** Knockback Resistance -24m	0
48	**Gigantic Legs:** Running +48m (60m total)	5
13	**Strong Leaper:** Leaping +26m (30m forward, 15m upward)	1
3	**Ape Senses:** +1 PER with all Sense Groups	0

Skills

8 +4 OCV with Punch/Palm Smash

3 Climbing 12-

Total Powers & Skills Cost: 260

Total Cost: 527

175 Matching Complications (50)

20	**Enraged:** when subjected to bright lights or Sight Group Flashes (Uncommon), go 14-, recover 11-
5	**Hunted:** monster hunters (Infrequently, Less Pow, Capture)
20	**Physical Complication:** Gigantic (32m tall; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
15	**Psychological Complication:** Must Exert Dominance Over Other Monsters And Beasts (Common, Strong)
20	**Vulnerability:** 2 x Stun from Chemical Attacks (Common)

Total Complications Points: 50

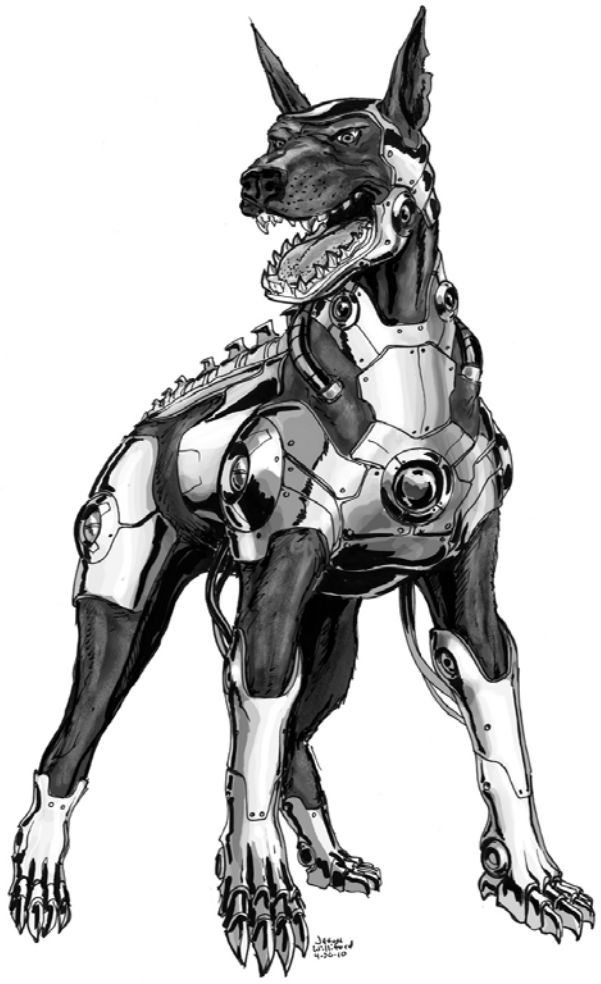
Experience Points: 352



CHROMEDOG

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
18	**DEX**	16	13-	
15	**CON**	5	12-	
10	**INT**	0	11-	PER Roll 11-
8	**EGO**	-2	11-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
5	**DCV**	10		
3	**OMCV**	0		
3	**DMCV**	0		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 14 PD (6 rPD)
8	**ED**	6		*Total:* 14 ED (6 rED)
5	**REC**	1		
30	**END**	2		
12	**BODY**	2		
30	**STUN**	5		**Total Characteristics Cost: 86**

Movement: Running: 18m



Cost	Powers	END
19	**Titanium Steel Jaws:** HKA 1d6 (1½d6 with STR) Armor Piercing (+¼)	2
5	**Titanium Steel Jaws:** +10 STR Only To Grab With Jaws (-1)	1
15	**Titanium Steel Claws:** HKA 1d6 (1½d6 with STR)	1
18	**Dermal Armoring:** Resistant Protection (6 PD/6 ED)	0
6	**Cybernetically-Augmented Legs:** Running +6m (18m total)	1
15	**Cybernetically-Augmented Canine Senses:** +5 PER with all Sense Groups	0
5	**Canine Nose:** Tracking for Normal Smell	0
3	**Canine Ears:** Ultrasonic Perception (Hearing Group)	0
15	**Radar Implant:** Radar	0

Talents

3 Lightsleep

Skills

1 Language: English (basic conversation)
2 PS: Attack 11-
2 PS: Guard 11-
2 PS: Retrieve/Fetch 11-
2 PS: Stop Attacking 11-
3 Stealth 13-

Total Powers & Skills Cost: 116

Total Cost: 202

175 Matching Complications (50)

15 **Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
10 **Physical Complication:** Small (no larger than about 1m; +6m KB) (Infrequently, Slightly Impairing)
20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
25 **Psychological Complication:** Must Obey Master (Very Common, Total)

Total Complications Points: 50

Experience Points: 27

OPTIONS

Cost	Power
21	**Mounted Gun:** RKA 2d6, Armor Piercing (+¼); Beam (-¼), 8 Charges (-½)
24	**Implanted Bomb:** RKA 5d6, Area Of Effect (15m Radius Explosion; +¼), Trigger (radio signal from owner, activating Trigger takes no time; +½); No Range (-½), 1 Charge which Never Recovers (-4)

GIANT DINOSAUR

Val	Char	Cost	Roll	Notes
75	**STR**	65	24-	Lift 800 tons; 15d6 HTH damage [7]
18	**DEX**	16	13-	
50	**CON**	40	19-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
40	**PRE**	30	17-	PRE Attack: 8d6
5	**OCV**	10		
4	**DCV**	5		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
25	**PD**	23		*Total:* 25 PD (8 rPD)
25	**ED**	23		*Total:* 25 ED (8 rED)
25	**REC**	21		
100	**END**	16		
50	**BODY**	40		
100	**STUN**	40		**Total Characteristics Cost: 349**

Movement: Running: 72m
Leaping: 0m
Swmming: 20m



Cost	Powers	END
62	**Jaws:** HKA 3d6+1 (7d6 with STR) Area Of Effect (1m Radius; +¼)	6
17	**Forelimb Claws:** HKA 1½d6 No STR Bonus (-½)	2
37	**Tail Sweep:** Area Of Effect (24m Cone; +¾) for 75 STR Only With Extra Limb (-½)	6
19	**Gargantuan Feet:** Area Of Effect (1m Radius; +¼) for STR Reduced Endurance (0 END; +½); Only With Feet (-½)	0
36	**Spikes:** RKA 2d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 14- (-¼), No Range (-½)	0
8	**Tough Skin:** Resistant (+½) for 8 PD/8 ED	0
60	**Resilient:** Physical and Energy Damage Reduction, Resistant, 50%	0
60	**Heavy:** Knockback Resistance -60m	0
60	**Gargantuan Legs:** Running +60m (72m total)	6
8	**Gargantuan Form:** Swimming +16m (20m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
6	**Dinosaur Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
18	**Tail:** Reach +23m Only With Extra Limb (-¼)	

Total Powers & Skills Cost: 394

Total Cost: 751

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
25	**Physical Complication:** Gargantuan (up to 64m tall and weighing over six million kg; +10 OCV for others to hit, +10 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 576

OPTIONS

Cost	Power
60	**Fiery Breath:** RKA 3d6, Area Of Effect (75m Line; +1); No Range (-½)
67	**Radioactive Eyebeams:** RKA 3d6, Area Of Effect (80m Cone; +1¼); No Range (-½)
9	**Terrible Roar:** +20 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)

Giant Dinosaur

Ecology: Unknown. Through mysterious means, this gargantuan dinosaur, of a previously undiscovered species dwarfing even the mightiest tyrannosaur, becomes trapped in suspended animation beneath the sea, underground, on a deserted island, or in space until freed. Once freed, it goes on a rampage fueled by rage and hunger.

Personality/Motivation: Normal animal motivations. However, at times some giant dinosaurs seem motivated by anger and a desire to destroy, while others benevolently try to protect humanity from their brethren, giant apes, and other such monsters.

Powers/Tactics: A typical giant dinosaur has several means of attack. First and foremost are its gargantuan jaws, which can bite through a car without even slowing down. Second are its forelimbs, with long, sharp claws tipping their finger-like appendages. Third is its long, heavy tail, which it can sweep from side to side in a swath of destruction. (In game terms, the tail is an Area Of Effect: Cone, equal to its own length, with No Range. As the giant dinosaur smashes with it to either side, it damages everything in that half of the cone. The target point of the Cone is where the creature's tail joins its body.)

Of course, given the giant dinosaur's size, it can simply step on people, vehicles, and small buildings. Each step does its STR damage to objects beneath it automatically; this requires no Attack Roll unless the giant dinosaur is trying to hit a specific target. Its feet count as Area Of Effect (1m Radius) attacks, making stomping easy and fun!

Legends speak of giant dinosaurs with other fearsome powers, such as the ability to breathe tremendous gouts of fire, project blasts of lethal radioactivity from the eyes, or roar terrifyingly. Perhaps giant dinosaurs with other abilities will be discovered over time.

Campaign Use: Giant dinosaurs such as this one could menace cities protected by superheroes, be discovered by intrepid pulp explorers in long-lost valleys in Darkest Africa or South America, menace time travelers visiting prehistoric times, or even play the part of weird alien predators on a newfound planet.

Appearance: Towering over 200 feet tall, the giant dinosaur resembles a tyrannosaurus rex, but on a much greater scale. Also unlike the tyrannosaur, the giant dino tends to stand upright, and it has large spikes covering much of its body.

Engine Of Destruction

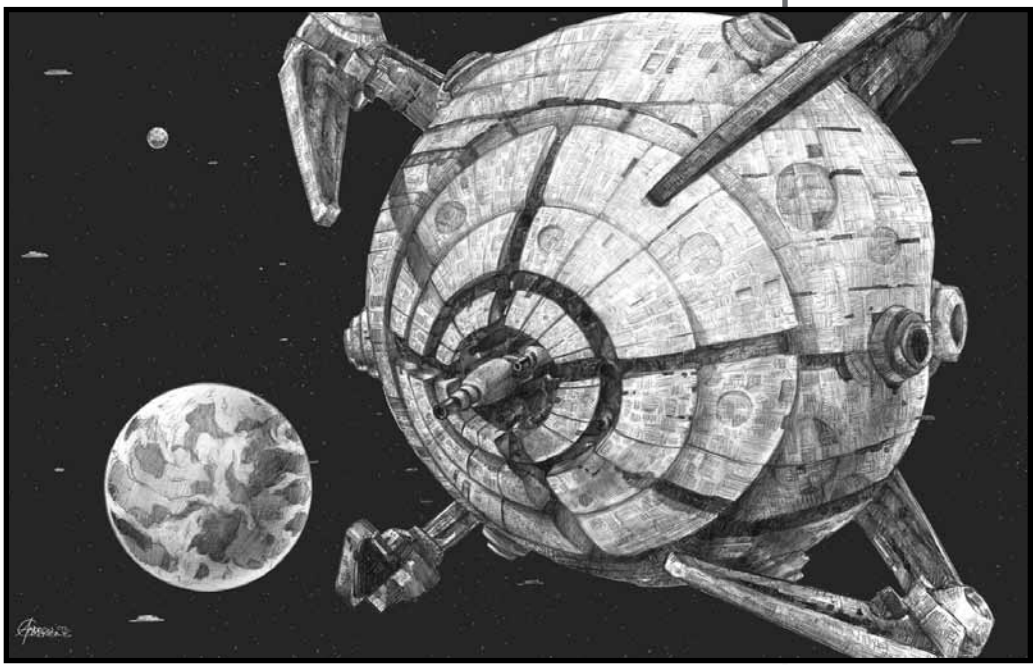
Ecology: The Engine of Destruction is a self-perpetuating, quasi-artificially intelligent, mobile weapon that refuels its hyperdrive and power plants by "ingesting" and breaking down asteroids, chunks of planets it destroys, starships, and other such objects. It fills no ecological niche, existing only to reduce enemy planets and ships to rubble.

Personality/Motivation: Engines of Destruction are programmed by their creator to destroy one or more target(s). Typically their creators unleash them against enemy territory, instructing them to destroy every planet and ship they encounter.

Powers/Tactics: An Engine of Destruction has little understanding of tactics or strategy. It simply attacks by blasting targets with its Planet-Destroying Cannon until they present no further threat. The Cannon has a range of 12,000 km. The Engine also has a system of point-defense blasters with which to defend itself.

Campaign Use: Engines of Destruction represent perhaps the ultimate threat any group of Star Hero PCs can encounter. With a few adaptations, in Fantasy campaigns the Engine might become a gigantic wheeled golem capable of crushing cities.

Appearance: Engines of Destruction vary in appearance; most are either cylinders about a kilometer long, or spheroids about a kilometer in diameter. The Planet-Destroying Cannon, consisting of a central firing element and four focusing arms, occupies the front part of the Engine; Point-Defense Blasters dot its length at equal intervals.



ENGINE OF DESTRUCTION

Val	Char	Cost	Roll	Notes
80	**STR**	70	25-	Lift 1.6 ktons; 16d6 HTH damage [8]
15	**DEX**	10	12-	
60	**CON**	50	21-	
10	**INT**	0	11-	PER Roll 11-
10	**EGO**	0	11-	
30	**PRE**	20	15-	PRE Attack: 6d6
5	**OCV**	10		
3	**DCV**	0		
3	**OMCV**	0		
3	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
30	**PD**	28		*Total:* 30 PD (30 rPD)
30	**ED**	28		*Total:* 30 ED (30 rED)
30	**REC**	26		
120	**END**	20		
100	**BODY**	90		
170	**STUN**	75		**Total Characteristics Cost: 447**

Movement: Running: 0m
Leaping: 0m
Flight: 100m
FTL Travel: 1 LY/month

Cost	Powers	END
750	**Planet-Destroying Cannon:** Multipower, 750-point reserve	
75f	**1) Long-Range Blast:** RKA 10d6 Armor Piercing (+¼), MegaScale (1m = 1,000 km; +1¾), Increased Maximum Range (x16, or 2.4 million km; +1), No Range Modifier (+½), Reduced Endurance (0 END; +½) 0	0
71f	**2) Short-Range Blast:** RKA 10d6 Armor Piercing (x4, +1), MegaScale (1m = 1 km; +1), Increased Maximum Range (x8, or 12,000 km; +¾), No Range Modifier (+½), Reduced Endurance (0 END; +½)	0
180	**Point-Defense Blaster:** RKA 4d6 Armor Piercing (+¼), Increased Maximum Range (x8, or 12,000m; +¾), No Range Modifier (+½), Reduced Endurance (0 END; +½)	0
20	15 more Point-Defense Blasters (spaced equidistantly around hull)	0
60	**Neutronium Construction:** Physical and Energy Damage Reduction, Resistant, 50%	0
15	**Neutronium Hull:** Hardened (+¼) for 30 PD, 30 ED	0
15	**Neutronium Hull:** Impenetrable (+¼) for 30 PD, 30 ED	0
45	**Neutronium Hull:** Resistant (+½) for 30 PD/30 ED Hardened (+¼), Impenetrable (+¼)	0
50	**Heavy:** Knockback Resistance -50m	0
40	**Psionic Shielding:** Mental Defense (40 points)	0
40	**Built For Space:** Life Support: Total (including Longevity: Immortality)	0
201	**Hyperdrive:** Flight 100m, x16 Noncombat Usable As FTL Travel (1 LY/month; +¼), Reduced Endurance (0 END; +½)	0
-12	**Only Flies:** Running -12m (0m total)	
-2	**Only Flies:** Swimming -4m (0m total)	
-2	**Only Flies:** Leaping -4m (0m total)	
48	**Sensors:** HRRP (Radio Group) MegaScale (1m = 100 million km; +3) 0	0
20	**Sensors:** Infrared Perception (Sight Group) MegaScale (1m = 100 million km; +3)	0
20	**Sensors:** Ultraviolet Perception (Sight Group) MegaScale (1m = 100 million km; +3)	0
140	**Sensors:** Detect Planets 14-, Discriminatory, Analyze, Range, Sense, Targeting MegaScale (1m = 100 million km; +3)	0

Skills

10	+5 OCV with Planet-Destroying Cannon
9	AK: Milky Way Galaxy 18-
16	Navigation (Space) 18-

Total Powers & Skills Cost: 1,811

Total Cost: 2,258

175 Matching Complications (50)

15	**Physical Complication:** Really Colossal (1,000m long or in diameter; +18 OCV for others to hit, +18 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Machine Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

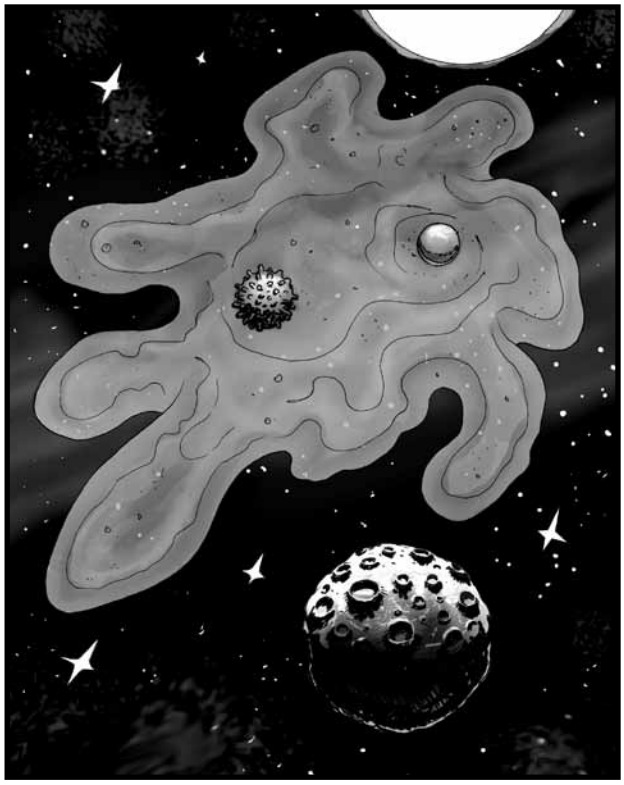
Experience Points: 2,083

5

GIANT SPACE AMOEBA

Val	Char	Cost	Roll	Notes
50	**STR**	40	19-	Lift 25 tons; 10d6 HTH damage [5]
5	**DEX**	-10	10-	
150	**CON**	140	39-	
5	**INT**	-5	10-	PER Roll 10-
5	**EGO**	-5	10-	
50	**PRE**	40	19-	PRE Attack: 10d6
2	**OCV**	-5		
2	**DCV**	-5		
2	**OMCV**	-3		
2	**DMCV**	-3		
1	**SPD**	-10		*Phases:* 12
20	**PD**	18		*Total:* 30 PD (10 rPD)
30	**ED**	28		*Total:* 40 ED (10 rED)
40	**REC**	36		
300	**END**	56		
1,000	**BODY**	990		
1,100	**STUN**	540		**Total Characteristics Cost: 1,842**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m
Flight: See text



Cost	Powers	END
75	**Striking Pseudopods:** Area Of Effect (125m Radius; +1½) for 50 STR	11
20	**Acidic Innards:** RKA 1d6 Area Of Effect (personal interior Surface — Damage Shield; +¼), Constant (+½), Penetrating (x3; +1½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), No Range (-½), Only Affects Objects/ Beings Inside Amoeba (-1)	0
120	**Too Big To Hurt:** Physical and Energy Damage Reduction, Resistant, 75%	0
30	**Tough Outer Membrane:** Resistant Protection (10 PD/10 ED)	0
100	**Too Big To Move:** Knockback Resistance -100m	0
40	**Adapted To Space:** Life Support: Total (including Longevity: Immortality)	0
120	**Oozing Through Space:** Flight 40m MegaScale (1m = 10,000 km; +2)	12
-12	**Only Flies:** Running -12m (0m total)	
-2	**Only Flies:** Swimming -4m	
-2	**Only Flies:** Leaping -4m (0m total)	
140	**Sense Food:** Detect Planets 14-, Discriminatory, Analyze, Range, Sense, Targeting MegaScale (1m = 100 million km; +3)	0
5	**Pseudopods:** Extra Limbs (however many it wants)	0

Total Powers & Skills Cost: 634

Total Cost: 2,476

175 Matching Complications (50)

30	**Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)
15	**Physical Complication:** Planetary Size (larger than an Earth-size world; +48 OCV for others to hit, +48 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
10	**Vulnerability:** 2 x STUN from attacks to its nucleus (Uncommon)
10	**Vulnerability:** 2 x BODY from attacks to its nucleus (Uncommon)

Total Complications Points: 50

Experience Points: 2,301

Giant Space Amoeba

Ecology: The giant space amoeba — actually not an amoeba, because it's a multi-celled organism, but so called because it resembles one in many respects — lives in outer space. It drifts/oozes through the cosmic void, looking for asteroids, starships, and planets to eat. When it finds one, it engulfs it, digests it, and then starts looking for food again. Every few millennia it reproduces via a fission-like process.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: If attacked, the giant space amoeba generally ignores its attacker; few attacks are powerful enough to attract its attention or cause it significant harm. If it does feel an attack (or series of attacks), it extrudes a pseudopod to bash or Grab the attacker. Grabbed attackers get ingested, where they find themselves exposed to the deadly acidic inner juices of the creature.

The giant amoeba has a weak spot — its brain, or "nucleus," at its very center. If the PCs can reach it, all attacks against it do x2 BODY and STUN. It's smaller than the amoeba itself, of course; it suffers only a -10 DCV penalty.

Campaign Use: The giant amoeba is as great a threat, if not greater, as the Engine of Destruction. But clever GMs can find a way to make it an intriguing part of an adventure story, and not just a danger to avoid or destroy. For example, suppose the creature is actually a swarm of much tinier, sentient organisms — the PCs would have to discover this, negotiate a truce, and find a place where the swarm could survive without eating any sentient beings.

Appearance: The giant space amoeba resembles a unicellular organism larger than a planet. Its outlines constantly change, but it's usually at least 12,000-15,000 km long and about half that wide and deep. Larger (or smaller) specimens may exist.

Living Brain

Ecology: The surviving brain (and sometimes spinal column) of an insane scientist whose body was somehow destroyed, a living brain is confined to a tank of organic nutrients which supply it with "food." If taken outside the tank for too long, it dies.

Personality/Motivation: Thanks to the disaster which destroyed its body and the stresses of being confined to a nutrient tank, a living brain is quite mad. It may seem focused and disciplined, particularly when involved in one of its frequent schemes to build or obtain a new body, but beneath the veneer of civilization lies a madman waiting to wreak havoc on the world.

Powers/Tactics: Living brains have no limbs and can barely fend for themselves in many situations. They must rely on their mental energies, and the machines, robots, and followers whom they control. In desperate circumstances a living brain can mentally blast its foes, but if it comes to that, it's usually too late.

Campaign Use: Some living brains are those of politicians (typically, dictators or generalissimos) instead of scientists. To create such a creature, simply make the appropriate Skill changes.

Appearance: A living brain is the enlarged, sometimes throbbing or eerily-colored brain (and perhaps spine) of a renowned scientist resting upright in a tank of organic nutrient fluid. Visual sensors, linguistic synthesizers, computers, and many other machines are hooked up to the tank, awaiting the brain's mental commands.

LIVING BRAIN

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
0	**DEX**	-30	9-	
15	**CON**	5	12-	
20	**INT**	10	13-	PER Roll 13-
20	**EGO**	10	13-	
20	**PRE**	10	13-	PRE Attack: 4d6
1	**OCV**	-10		
8	**DCV**	25		
7	**OMCV**	12		
7	**DMCV**	12		
3	**SPD**	10		*Phases:* 4, 8, 12
2	**PD**	0		*Total:* 2 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
4	**REC**	0		
30	**END**	2		
10	**BODY**	0		
18	**STUN**	-1		**Total Characteristics Cost: 47**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m



Cost	Powers	END
60	**Mental Powers:** Multipower, 60-point reserve	
6f	**1) Machine Control:** Mind Control 8d6 (Machine class of minds) Reduced Endurance (0 END; +½)	0
6f	**2) Mental Blast:** Mental Blast 4d6 (Human class of minds) Reduced Endurance (0 END; +½)	0
60	**Psychokinesis:** Telekinesis (10 STR), Fine Manipulation ACV (uses OMCV against DCV; +0), Line Of Sight (+½)	6
20	**Mental Shield:** Mental Defense (20 points)	0
-12	**No Limbs:** Running -12m (0m total)	
-2	**No Limbs:** Leaping -4m (0m total)	
-2	**No Limbs:** Swimming -4m (0m total)	
5	**Visual Sensors:** Increased Arc Of Perception (360 Degrees) for Normal Sight	0

Skills

3	Computer Programming 13-
3	Deduction 13-
3	Electronics 13-
3	Inventor 13-
3	Mechanics 13-
3	Persuasion 13-
3	Systems Operation 13-
3	Scientist
2	1) SS: Biology 13-
2	2) SS: Chemistry 13-
2	3) SS: Physics 13-
2	4) GM's Choice 13-
2	5) GM's Choice 13-
2	6) GM's Choice 13-

Total Powers & Skills Cost: 177

Total Cost: 224

175 Matching Complications (50)

5	**Physical Complication:** Depends On Machines For Speech And Senses (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
10	**Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)
20	**Psychological Complication:** Utterly Mad; Bent On Obtaining A New Body, Revenge, And/Or Conquest (Common, Total)
20	**Susceptibility:** to being outside nutrient tank, take 2d6 per Phase (Uncommon)

Total Complications Points: 50

Experience Points: 49

MON'DA HUNTING LIZARD

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	**DEX**	10	12-	
18	**CON**	8	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
7	**ED**	5		*Total:* 7 ED (2 rED)
7	**REC**	3		
35	**END**	3		
15	**BODY**	5		
32	**STUN**	6		**Total Characteristics Cost: 68**

Movement: Running: 20m
Swimming: 6m

Cost	Powers	END
15	**Bite:** HKA 1d6 (2d6 with STR)	1
8	**Claws:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
11	**Tail Bash:** HA +4d6 Hand-To-Hand Attack (-¼), Only With Tail (-½) 2	0
2	**Scaly Skin:** Resistant (+½) for 2 PD/2 ED	0
8	**Fast:** Running +8m (20m total)	1
1	**Strong Swimmer:** Swimming +2m (6m total)	1
6	**Reptilian Senses:** +2 PER with all Sense Groups	0
5	**Lizard's Eyes:** Nightvision	0
5	**Keen Nose:** Tracking for Normal Smell	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

8	+1 HTH
6	**Trip Prey:** +3 OCV with Trip
3	Stealth 12-

Total Powers & Skills Cost: 83

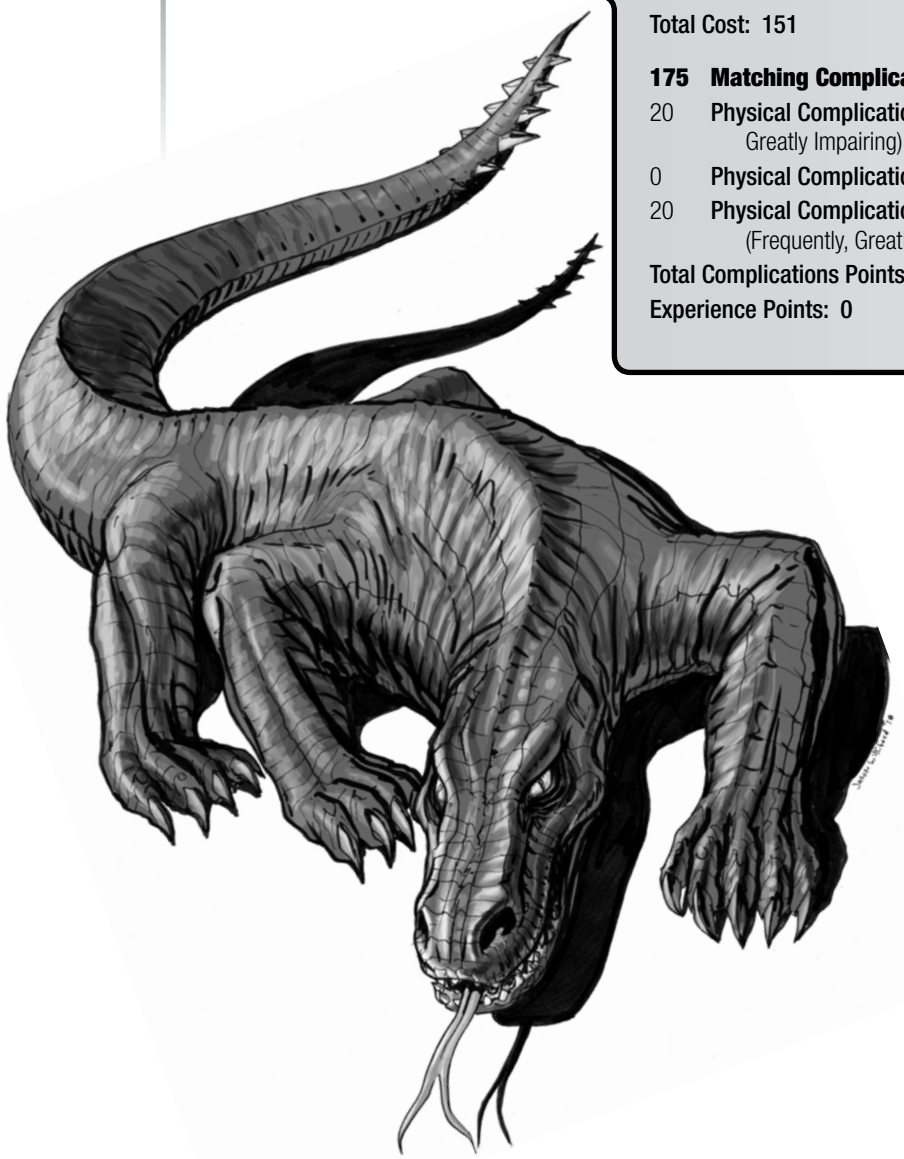
Total Cost: 151

175 Matching Complications (50)

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

Total Complications Points: 40

Experience Points: 0



Mon'da Hunting Lizard

Ecology: Native to the planet Mon'da, a world where warmblooded reptilian species evolved without competition from mammals, the hunting lizard fills the same ecological niches there as hunting cats like the tiger and leopard do on Earth. Most subspecies prefer jungles and forests, though some are more at home pursuing prey in grasslands, savannahs, and even deserts.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Generally lazy and unwilling to chase prey any more than they have to, hunting lizards prefer to kill from ambush. They creep stealthfully up on their prey and then pounce, or simply hide in a convenient position until a hapless herbivore gets close enough for the lizard to leap on it. But if pressed, they can run swiftly.

Hunting lizards use their long, sharp fangs and equally deadly claws to bring down prey, usually going for the target's throat while trying to trip it with their tails.

Campaign Use: The Mon'da hunting lizard is an example of the sort of weird predator PCs might encounter on other planets (or in other dimensions). By changing the description a bit, and perhaps altering its abilities slightly or adding a template, you can create all sorts of unusual beasts.

Appearance: The Mon'da hunting lizard is a large reptilian carnivore, with a body nearly as long as a man is tall, and a long, thick tail with tiny barbs on the tip. Its large, amber-colored eyes give it excellent nightvision, and its wide nostrils allow it to follow a scent for miles. Most subspecies are dark colors — dark grey or grey-green — but tan and bluish subspecies also exist.

Neuroparasite

Ecology: Neuroparasites have been found in a variety of environments on several different worlds. But regardless of the location, their basic method of survival — latching onto and taking control of sentient beings, thereby deriving nutriment — remains the same. Due to the dangers posed in studying them, almost nothing is known about their reproductive habits or activities when not attached to a host.

Personality/Motivation: Normal animal motivations. But to many sentient beings, the actions of the neuroparasite seem tinged with malice, and they may be so; it's possible neuroparasites are themselves a sentient species.

Powers/Tactics: A neuroparasite attacks by surprise, typically dropping onto the back of the victim's neck from above (it must have access to the spinal cord or brain, so it never attacks other parts of the body). Once it makes skin contact, it digs the barbs on its feet (and in some species, a proboscis) into the victim's flesh and latches onto his spine. This allows it to take control of the victim (*i.e.,* attack with its Mind Control) and make him do its bidding. In doing so it establishes a one-way neurochemical link. This means that once it's firmly attached to a victim, any damage a neuroparasite suffers its victim suffers as well, but the parasite itself doesn't suffer if its host is harmed. The neuroparasite remains attached to its host (and usually hides itself under the host's collar, hat, shirt, tunic, or the like) until the host dies and it seeks another, or it's somehow removed. Typically a host loses 1 BODY per day a parasite is attached due to the strain of being controlled and the diminished nutrition his body receives.

Campaign Use: Neuroparasites (and like creatures, for which this character sheet can serve as a template) represent the ultimate horror in many games. Hard to detect and hard to remove without harm to the victim, they're far more difficult to confront than a typical monster or enemy.

Appearance: Most neuroparasites are insect- or crustacean-like beings no more than five inches long. They have six or more legs or barbs with which they attach themselves to a victim's flesh, and some have a proboscis as well.

NEUROPARASITE

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
10	**DEX**	0	11-	
8	**CON**	-2	11-	
10	**INT**	0	11-	PER Roll 11-
15	**EGO**	5	12-	
10	**PRE**	0	11-	PRE Attack: 2d6
3	**OCV**	0		
11	**DCV**	40		
5	**OMCV**	6		
5	**DMCV**	6		
2	**SPD**	0		*Phases:* 6, 12
2	**PD**	0		*Total:* 2 PD (1 rPD)
2	**ED**	0		*Total:* 2 ED (1 rED)
4	**REC**	0		
15	**END**	-1		
4	**BODY**	-6		
10	**STUN**	-5		**Total Characteristics Cost: 32**

Movement: Running: 2m
Leaping: 2m



Cost	Powers	END
5	**Barbs:** HKA 1 point (1 point with STR)	1
65	**Neural Control:** Mind Control 15d6 Telepathic (+¼), Reduced Endurance (0 END; +½); Skin Contact Required (-1)	0
34	**Harm To The Parasite Harms The Host:** Major Transform 8d6 (standard effect: 24 BODY) (humans to humans with Physical Complication Victim Takes All Damage Neuroparasite Takes; heals back automatically when parasite leaves or is removed) Reduced Endurance (0 END; +½); All Or Nothing (-½), Limited Target (humans; -½), Skin Contact Required (-1), Only On Victims Under Its Control (EGO+20 or better required; -½)	0
12	**Nutrition Loss:** Drain BODY 1d6 (standard effect: 1 BODY) Delayed Return Rate (points return at the rate of 5 per Month, or begin healing normally once neuroparasite is removed; +2¾), Penetrating (+½), Reduced Endurance (0 END; +½); Skin Contact Required (-1), 1 Charge (-2)	[1]
1	**Tough Shell:** Resistant (+½) for 1 PD/1 ED	0
-10	**Short Legs:** Running -10m (2m total)	
-1	**Springy Legs:** Leaping -2m (2m total)	1
6	**Heightened Senses:** +2 PER with all Sense Groups	0
5	**Lots Of Legs:** Extra Limbs Inherent (+¼); Limited Manipulation (-¼)	0

Skills

19 Stealth 19-

Total Powers & Skills Cost: 136

Total Cost: 168

175 Matching Complications (50)

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

20 **Physical Complication:** Minuscule (about 3-5 inches long; +24m KB) (Frequently, Greatly Impairing)

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

Total Complications Points: 50

Experience Points: 0

PSYCHOVORE

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
10	DEX	0	11-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
3	OCV	0		
3	DCV	0		
6	OMCV	9		
6	DMCV	9		
4	SPD	20		*Phases:* 3, 6, 9, 12
1	PD	-1		*Total:* 1 PD (0 rPD)
4	ED	2		*Total:* 4 ED (0 rED)
4	REC	0		
40	END	4		
10	BODY	0		
20	STUN	0		**Total Characteristics Cost: 67**

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

Cost	Powers	END
112	**Empathic Manipulation:** Mind Control 12d6 Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Only To Control/Inflict A Specific Emotion (-1)	0
53	**Energy Form:** Desolidification (affected by lasers and light-based attacks) Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½)	0
30	**Energy Form:** Flight 20m Reduced Endurance (0 END; +½)	0
-12	**Only Flies:** Running -12m (0m total)	
-2	**Only Flies:** Leaping -4m (0m total)	
-2	**Only Flies:** Swimming -4m (0m total)	
	Skills	
3	Stealth 11-	

Total Powers & Skills Cost: 182
Total Cost: 249

175 Matching Complications (50)

15	**Physical Complication:** Diminutive (.5m; +12m KB) (Frequently, Slightly Impairing)	
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)	

Total Complications Points: 30
Experience Points: 94

Psychovore

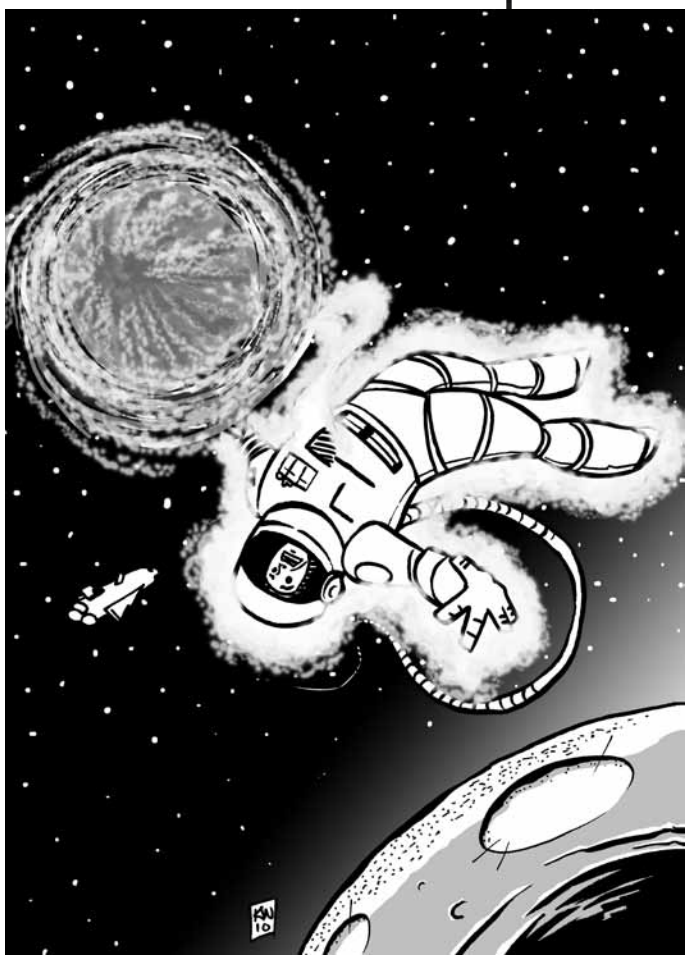
Ecology: Various species of psychovore ("emotion-eater") live on various planets, or in certain regions of space (the latter have Life Support). Unlike corporeal creatures, they don't eat vegetation or flesh, but rather feed off of an emotional state of sentient beings. They have the innate ability to stimulate and control this emotional state, the better to feed off it. A few relatively benign species can inflict feelings of love and passion on their victims, but most seem to feed on the stronger, darker emotions of fear, anger, hatred, and prejudice. Beyond this, nothing is known about psychovores.

Personality/Motivation: Normal animal motivations, though indications are that psychovores are at least as intelligent as their prey.

Powers/Tactics: A psychovore approaches its victims by Stealth until it can establish Line Of Sight, then begins using its Empathic Manipulation. It keeps this up until discovered, forced to flee, or it becomes sated (the latter may require hours or days, and can easily exhaust or kill the victim).

Campaign Use: Psychovores are another unusual threat for PCs to contend with. A life form utterly alien from most sentient species, they can both play the central part in stories, and act as a complication when the PCs have other things they'd rather worry about.

Appearance: A psychovore resembles a small ball of glowing, pulsating energy, often with different colors corruscating across its "surface." When it feeds, the intensity of its glow and colors often increases.



COMBAT ROBOT, MARK I

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 HTH damage [5]
20	DEX	20	13-	
30	CON	20	15-	
20	INT	10	13-	PER Roll 13-
10	EGO	0	11-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		*Phases:* 3, 5, 8, 10, 12
20	PD	18		*Total:* 20 PD (20 rPD)
20	ED	18		*Total:* 20 ED (20 rED)
15	REC	11		
60	END	8		
15	BODY	5		
60	STUN	20		**Total Characteristics Cost: 260**

Movement: Running: 24m
Flight: 40m

Cost	Powers	END
90	**Weapons Array:** Multipower, 90-point reserve	
9f	**1) Phasic Energy Bolt (Offensive Mode):** Blast 18d6	9
9f	**2) Phasic Energy Bolt (Defensive Mode):** Blast 12d6 Reduced Endurance (0 END; +½)	0
9f	**3) Phasic Energy Bolt (Autofire Mode):** Blast 9d6 Autofire (5 shots; +½), Reduced Endurance (½ END; +½)	3
9f	**4) Meson Bolt:** Blast 14d6 Armor Piercing (+¼)	9
9f	**5) Neural Agonizer:** Blast 9d6 NND (defense is Mental Defense or not being a living organic being; +½), Reduced Endurance (0 END; +½)	0
9f	**6) Neutron Pulse:** Blast 6d6 NND (defense is Power Defense or not being a living organic being; +1), Area Of Effect (8m Radius; +½), Reduced Endurance (0 END; +½); No Range (-½)	0
3f	**7) Tangle-Cable:** Entangle 6d6, 6 PD/6 ED 4 Charges (-1)	[4]
3f	**8) Flare:** Sight Group Flash 6d6 Area Of Effect (12m Cone; +½); No Range (-½)	5
8f	**9) Bio-Dissipator Ray:** Drain Characteristics 4d6 Expanded Effect + Variable Effect (any two Characteristics at a time; +1)	8
7f	**10) Micro-Rockets:** Blast 9d6 Area Of Effect (12m Radius; +¾); 12 Charges (-¼)	[12]
15	**Arm Blades:** HKA 1d6 (4d6+1 with STR)	1
14	**Body Blades:** RKA 1d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 11- (-1), No Range (-½)	
12	**Robotic Form:** Hardened (+¼) for PD and ED	0
31	**Robotic Form:** Resistant (+½) for 25 PD/25 ED, Hardened (+¼)	0
5	**Hardened Visual Sensors:** Sight Group Flash Defense (5 points)	0
5	**Electronic Countermeasures:** Radio Group Flash Defense (5 points)	0
12	**Heavy:** Knockback Resistance -12m	0
10	**Emotional Control:** +20 Presence Only To Protect Against Presence Attacks (-1)	0
35	**Robotic Form:** Life Support: Total	0
82	**Foot-Jets:** Flight 50m, x4 noncombat Reduced Endurance (0 END; +½)	0
12	**Robotic Legs:** Running +12m (24m total)	1
5	**Visual Sensors:** Infrared Perception (Sight Group)	0
5	**Visual Sensors:** Ultraviolet Perception (Sight Group)	0
10	**Visual Sensors:** Increased Arc Of Perception (360 Degrees) (Sight Group)	0
10	**Visual Sensors:** x100 Microscopic for Sight Group	0
9	**Visual Sensors:** Telescopic (+6 versus Range for Sight Group)	0
15	**Auditory Sensors:** Active Sonar (Hearing Group)	0
3	**Auditory Systems:** Ultrasonic Perception (Hearing Group)	0
12	**Radio Sensors:** HRRP (Radio Group)	0
15	**Radar:** Radar (Radio Group)	0
6	**Sensor Enhancements:** +2 to PER Rolls with all Sense Groups	0

Talents

3 Absolute Range Sense
3 Absolute Time Sense
3 Bump Of Direction
5 Eidetic Memory
3 Lightning Calculator
6 Speed Reading: x100 times normal speed

Skills

40 +4 with All Combat

3 Computer Programming 13-
3 Cryptography 13-
3 Deduction 13-
3 Electronics 13-
3 AK: Earth 13-
15 KS: Everything 25-
3 Tactics 13-
3 Teamwork 13-

Total Powers & Skill Cost: 587
Total Cost: 847

175 Matching Complications (50)
10 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)
25 **Psychological Complication:** Must Obey Programmer's/Owner's Commands (Very Common, Total)
Total Complications Points: 30
Experience Points: 692

ROBOTS AND ANDROIDS

Robots and androids are mechanical creations, usually of roughly humanoid shape, designed to perform specific tasks on behalf of their creators or owners. Androids have a far more "human" appearance than robots, but even they're recognizably not human in most cases.

Robots and androids most commonly appear in Science Fiction stories; they're one of the defining elements of the genre in many instances. However, you can also use them in superhero games, and in primitive form perhaps even in pulp- and Victorian-era campaigns. In a Fantasy games, you can adapt robot and android character sheets for golems and other magical/alchemical constructs.

Robotic automatons typically take the *Affected By Cyberkinesis* Physical Complication. It represents the fact that even though they're Automatons, they're susceptible to cyberkinetic (machine-manipulating) powers affecting EGO or PRE. This would include any Mental Power bought to affect the Machine class of minds.

Combat Robot, Mark I

Description: The Mark I Combat Robot is a standard military model in many galactic empires. Its humanoid, but largely featureless, frame has numerous weapons attached to or built into it, plus an extensive suite of communications systems, sensors, and targeting devices.

Combat Robot, Mark II

Description: Unlike the Mark I Combat Robot, this mechanical killer has a non-humanoid form. Basically it consists of a sort of wedge-shaped body perched atop two thick, double-jointed legs that terminate in four-taloned "feet." Mounted along the side, top, and bottom of the body are various blasters, missile launchers, and other weapons.

Duplicator Android

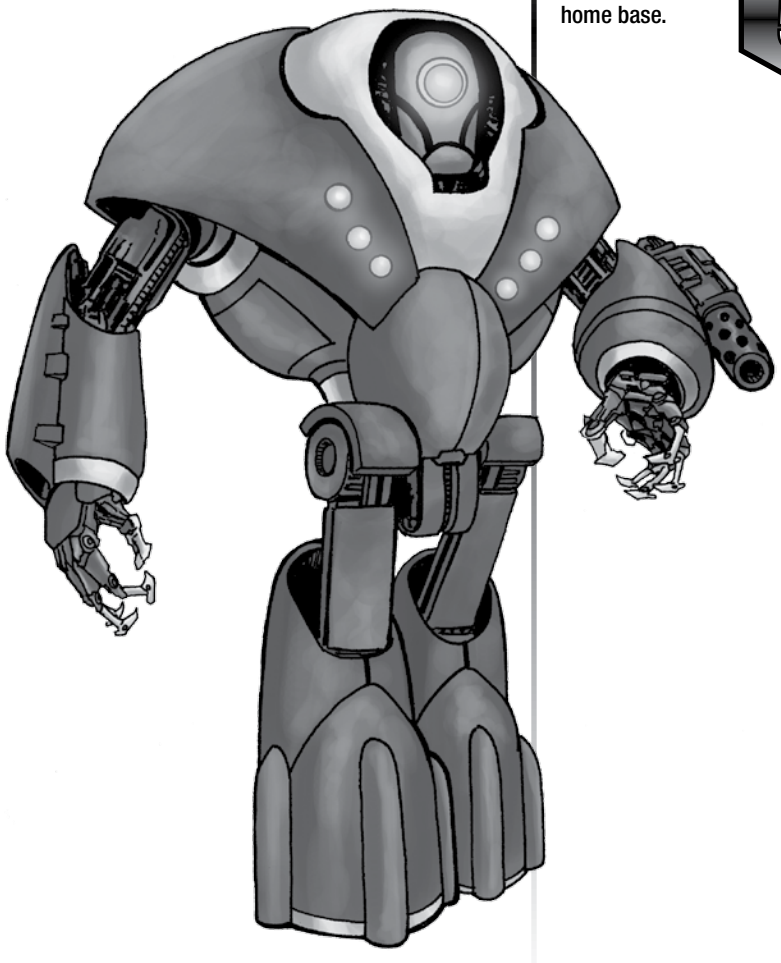
Description: This highly advanced android is built with mimicking circuitry that allows it to both alter its shape to match that of another person, and duplicate that person's abilities (be they skills, technology, superpowers, or the like). As such, it makes an ideal spy and assassin.

General Purpose Robot

Description: Homeowners of the future don't need to worry about household chores at all. For a few hundred credits they can acquire a General Purpose Robot that cleans house, cooks meals, and even provides basic medical care and child-rearing services.

Campaign Use: This character sheet represents an advanced form of general purpose robot. Less sophisticated models would be built as normal characters, not Automatons, with their END representing built-in power supplies and the like (and thus cost far fewer Character Points).

Although this robot seems peaceful and harmless, plenty of Science Fiction stories involve ordinary creations such as these that malfunction or are reprogrammed, causing them to become a threat to humanity. Just because the General Purpose Robot has no onboard weaponry doesn't mean it's not dangerous....



RECONNAISSANCE ROBOTS

Many species, including 21st century humans, use robotic sensors in the shape of small animals to spy on their enemies and scout terrain. To create one of these robots, take the appropriate animal character sheet (such as Diminutive Mammal or Songbird), add the *Robot Body, Tireless,* and sensory abilities of the Hunter-Seeker Robot, and make any other appropriate changes. You may also want to include a Mind Link between the robot and its controller or home base.

COMBAT ROBOT, MARK II

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
20	DEX	20	13-	
30	CON	30	15-	
20	INT	10	13-	PER Roll 13-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
7	DCV	20		
3	OMCV	0		
3	DMCV	0		
5	SPD	30		*Phases:* 3, 5, 8, 10, 12
25	PD	23		*Total:* 25 PD (25 rPD)
25	ED	23		*Total:* 25 ED (25 rED)
10	REC	6		
60	END	8		
30	BODY	20		
60	STUN	20		**Total Characteristics Cost: 250**

Movement: Running: 24m
Flight: 30m

Cost	Powers	END
120	**Weapons Array Alpha:** Multipower, 120-point reserve	
12f	**1) Phasic Energy Beam Cannon:** Blast 12d6 Autofire (5 shots; +½), 64 Charges (+½)	[64]
10f	**2) Neural Agonizer Cannon:** Blast 6d6 NND (defense is Mental Defense or not being a living organic being; +½), Autofire (5 shots; +1½), 64 Charges (+½)	[64]
11f	**3) Explosive Ammo Cannon:** RKA 3d6 Autofire (5 shots; +½), Armor Piercing (+¼), 125 Charges (+¾)	[125]
10f	**4) MiniMissile Pod:** RKA 2d6 Area Of Effect (16m Radius; +¾), Autofire (5 shots; +1½), 32 Charges (+¼)	[32]
7f	**5) Knockout Gas Projector:** Blast 8d6 AVAD (defense is Power Defense or appropriate Life Support [Immunity]; +1), Area Of Effect (18m Radius Explosion; +½); 8 Charges (-½)	[8]
173	**Weapons Array Beta:** Identical to Weapons Array Alpha	
25	**Robotic Form:** Resistant (+½) for 25 PD/25 ED	0
30	**Robotic Form:** Physical and Energy Damage Reduction, Resistant, 25%	0
10	**Hardened Visual Sensors:** Sight Group Flash Defense (10 points)	0
20	**Heavy:** Knockback Resistance -20m	0
10	**Emotional Control:** +20 Presence Only To Protect Against Presence Attacks (-1)	0
35	**Robotic Form:** Life Support: Total	0
30	**Foot-Jets:** Flight 30m	3
12	**Robotic Legs:** Running +12m (24m total)	1
5	**Visual Sensors:** Infrared Perception (Sight Group)	0
5	**Visual Sensors:** Ultraviolet Perception (Sight Group)	0
9	**Visual Sensors:** Telescopic (+6 versus Range for Sight Group)	0
3	**Auditory Systems:** Ultrasonic Perception (Hearing Group)	0
12	**Radio Sensors:** HRRP (Radio Group)	0
20	**Radar:** Radar (Radio Group), Increased Arc Of Perception (360 Degrees)	0
6	**Robotic Senses:** +2 to PER Rolls with all Sense Groups	0

Talents

3 Absolute Range Sense
3 Absolute Time Sense
3 Bump Of Direction
5 Eidetic Memory
3 Lightning Calculator
6 Speed Reading: x100 times normal speed

Skills

48 +6 with Ranged Combat

3 Teamwork 13-

Total Powers & Skills Cost: 649

Total Cost: 899

175 Matching Complications (50)

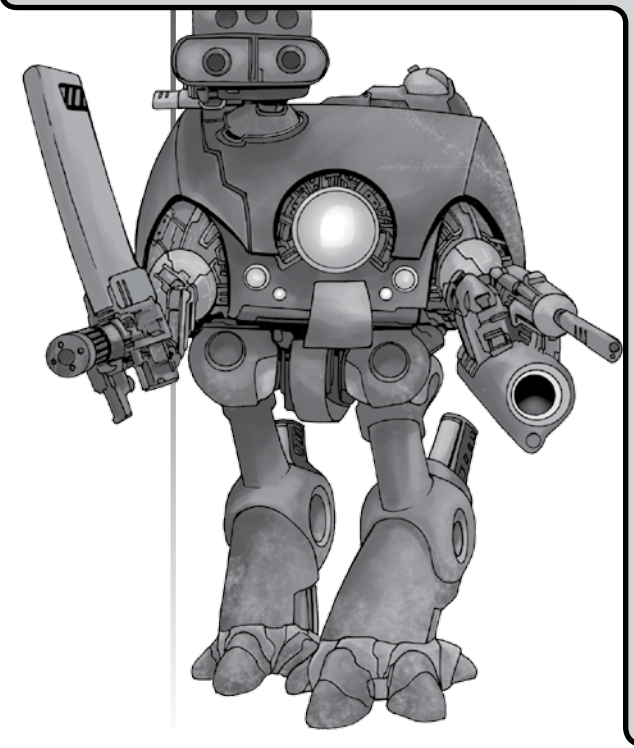
15 **Physical Limitation:** Very Limited Manipulation (Frequently, Greatly Impairing)

10 **Physical Limitation:** can be affected by Mental Powers that affect either the Human or Machine class of minds (Infrequently, Slightly Impairing)

25 **Psychological Complication:** Must Obey Programmer's/Owner's Commands (Very Common, Total)

Total Complications Points: 50

Experience Points: 724



DUPLICATOR ANDROID

Val		Char	Cost	Roll	Notes
10	**STR**	0	11-		Lift 100 kg; 2d6 HTH damage [1]
18	**DEX**	16	13-		
10	**CON**	0	11-		
15	**INT**	5	12-		PER Roll 12-
0	**EGO**	0	—		
10	**PRE**	0	11-		PRE Attack: 2d6
6	**OCV**	15			
6	**DCV**	15			
0	**OMCV**	0			
0	**DMCV**	0			
4	**SPD**	20			*Phases:* 3, 6, 9, 12
6	**PD**	12			*Total:* 6 PD (6 rPD)
6	**ED**	12			*Total:* 6 ED (6 rED)
4	**REC**	0			
0	**END**	-4			
10	**BODY**	0			
—	**STUN**	—			**Total Characteristics Cost: 91**

Movement: Running: 12m

Cost	Powers	END
49	**Alter Form:** Shape Shift (Sight, Hearing, and Touch Groups; any humanoid form), Imitation Reduced Endurance (0 END; +½)	0
255	**Mimicking Circuitry:** Variable Power Pool (Mimic Pool), 150 Pool + 150 Control Cost Powers Can Be Changed As A Zero Phase Action (+1), No Skill Roll Required (+1), Reduced Endurance (0 END; +½); Requires Successful HTH Attack Roll (-½), VPP Mimics Target's Powers (-½), Powers May Only Be As Powerful As Target's Powers (-½)	0
15	**Android Body:** Does Not Bleed	0
45	**Android Body:** Takes No STUN	0
15	**Tireless:** Reduced Endurance (0 END; +½) on up to 30 STR	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
18	**Android Body:** Resistant (+½) for 6 PD/6 ED	0
35	**Android Body:** Life Support: Total	0
5	**Visual Sensors:** Infrared Perception (Sight Group)	0
5	**Visual Sensors:** Ultraviolet Perception (Sight Group)	0
15	**Visual Sensors:** x1000 Microscopic (Sight Group)	0
9	**Visual Sensors:** Telescopic (+6 versus Range) for Sight Group	0
3	**Auditory Sensors:** Ultrasonic Perception (Hearing Group)	0
12	**Radio Sensors:** HRRP	0
3	**Sensor Enhancements:** +1 PER with all Sense Groups	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 12-

Skills

24	+2 Overall
1	Climbing 8-
2	Language (GM's choice)

Total Powers & Skills Cost: 562

Total Cost: 653

175	**Matching Complications (50)**
10	**Physical Complication:** Affected By Cyberkinesis (has EGO 20 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
0	**Physical Complication:** Human Size
25	**Psychological Complication:** Must Obey Programmer's/Owner's Commands (Very Common, Total)

Total Complications Points: 35

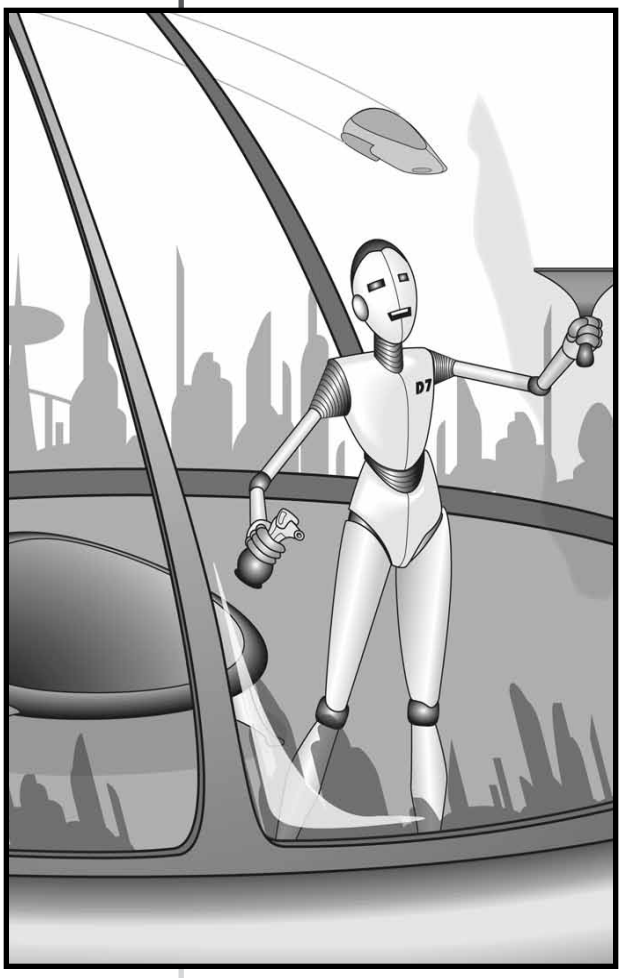
Experience Points: 493



GENERAL PURPOSE ROBOT

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
10	DEX	0	11-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
0	EGO	0	—	
5	PRE	-5	10-	PRE Attack: 1d6
3	OCV	0		
3	DCV	0		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		*Phases:* 6, 12
2	PD	3		*Total:* 2 PD (2 rPD)
2	ED	3		*Total:* 2 ED (2 rED)
4	REC	0		
0	END	-4		
10	BODY	0		
—	STUN	—		**Total Characteristics Cost: -3**

Movement: Running: 12m



Cost	Powers	END
15	**Android Body:** Does Not Bleed	0
45	**Android Body:** Takes No STUN	0
5	**Tireless:** Reduced Endurance (0 END; +½) on 10 STR	0
6	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
6	**Android Body:** Resistant (+½) for 2 PD/2 ED	0
35	**Android Body:** Life Support: Total	0
5	**Visual Sensors:** Infrared Perception (Sight Group)	0
5	**Visual Sensors:** Ultraviolet Perception (Sight Group)	0
10	**Visual Sensors:** x100 Microscopic (Sight Group)	0
3	**Auditory Sensors:** Ultrasonic Perception (Hearing Group)	0
12	**Radio Sensors:** HRRP	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 11-

Skills

1	Climbing 8-
2	Language (GM's choice)
3	Paramedics 11-
3	Jack Of All Trades
1	1) PS: Bartending 11-
1	2) PS: Butler 11-
1	3) PS: Childcare 11-
1	4) PS: Cooking 11-
1	5) PS: Housecleaning 11-
1	6) PS: Household Financial Management 11-
1	7) PS: Tailor 11-
1	8) PS: Valet 11-

Total Powers & Skills Cost: 209

Total Cost: 206

175 Matching Complications (50)

10	**Physical Complication:** Affected By Cyberkinesis (has EGO 5 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing)
0	**Physical Complication:** Human Size
25	**Psychological Complication:** Must Obey Programmer's/ Owner's Commands (Very Common, Total)
25	**Psychological Complication:** Must Not Cause Or Allow Harm To Humans (Very Common, Total)

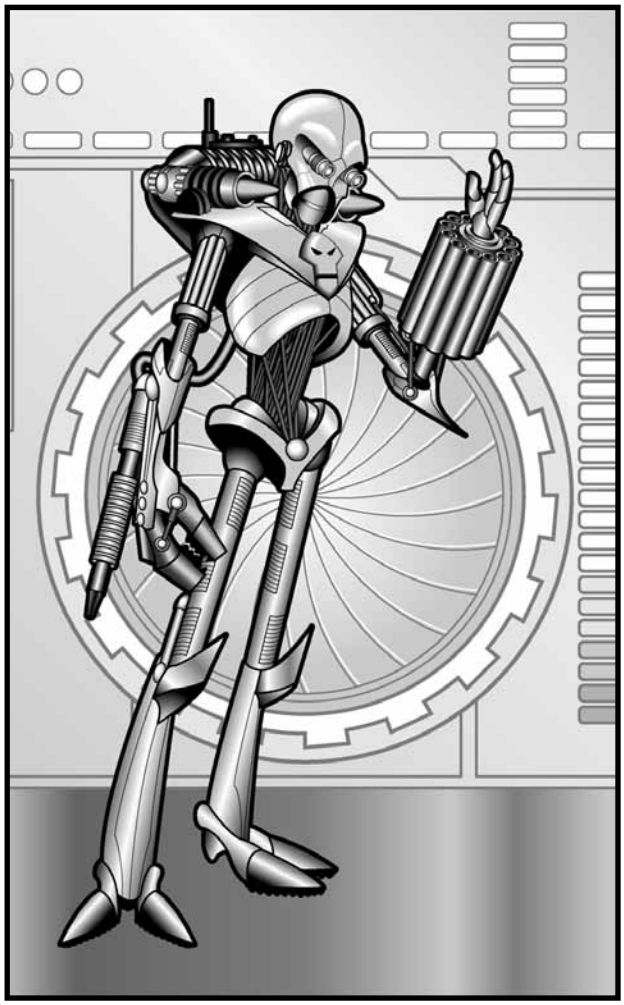
Total Complications Points: 50

Experience Points: 34

HUNTER-SEEKER ROBOT

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
23	**DEX**	26	14-	
10	**CON**	0	11-	
15	**INT**	5	12-	PER Roll 12-
0	**EGO**	0	—	
20	**PRE**	10	13-	PRE Attack: 4d6
8	**OCV**	25		
8	**DCV**	25		
0	**OMCV**	0		
0	**DMCV**	0		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	24		*Total:* 10 PD (10 rPD)
10	**ED**	24		*Total:* 10 ED (10 rED)
7	**REC**	3		
0	**END**	-4		
15	**BODY**	5		
—	**STUN**	—		**Total Characteristics Cost: 178**

Movement: Running: 18m
Leaping: 10m



Cost	Powers	END
112	**Onboard Weaponry:** RKA 2d6 Variable Advantage (+1 Advantages; +2), Variable Special Effects (any weapon; +¼), Reduced Endurance (0 END; +½)	0
15	**Robot Body:** Does Not Bleed	0
45	**Robot Body:** Takes No STUN	0
12	**Tireless:** Reduced Endurance (0 END; +½) on 25 STR	0
9	**Tireless:** Reduced Endurance (0 END; +½) on Running	0
2	**Tireless:** Reduced Endurance (0 END; +½) on Leaping	0
1	**Tireless:** Reduced Endurance (0 END; +½) on Swimming	0
30	**Robot Body:** Resistant (+½) for 10 PD/10 ED	0
35	**Robot Body:** Life Support: Total	0
6	**Robot Legs:** Running +6m (18m total)	0
5	**Visual Sensors:** Infrared Perception (Sight Group)	0
5	**Visual Sensors:** Ultraviolet Perception (Sight Group)	0
15	**Visual Sensors:** x1000 Microscopic (Sight Group)	0
15	**Auditory Sensors:** Active Sonar (Hearing Group)	0
3	**Auditory Sensors:** Ultrasonic Perception (Hearing Group)	0
12	**Radio Sensors:** HRRP (Radio Group)	0
15	**Radio Sensors:** Radar (Radio Group)	0
3	**Sensor Enhancements:** +1 PER with all Sense Groups	0

Talents

3	Absolute Range Sense
3	Absolute Time Sense
3	Bump Of Direction
5	Eidetic Memory
3	Lightning Calculator
6	Speed Reading: x100 times normal speed
20	Universal Translator 12-

Skills

24	+2 Overall
24	Suite of Skills specifically programmed into drone
1	Climbing 8-
2	Language (GM's choice)
3	Stealth 14-
3	Tactics 12-

Total Powers & Skills Cost: 440

Total Cost: 618

175 Matching Complications (50)

10	**Physical Complication:** Affected By Cyberkinesis (has EGO 25 for purposes of cyberkinetic powers, and can be affected by cyberkinesis-based Presence Attacks) (Infrequently, Slightly Impairing))
0	**Physical Complication:** Human Size
25	**Psychological Complication:** Must Obey Programmer's/Owner's Commands (Very Common, Total)

Total Complications Points: 35

Experience Points: 463

SLASHER

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 11 PD (3 rPD)
8	ED	6		*Total:* 11 ED (3 rED)
10	REC	6		
40	END	4		
20	BODY	10		
40	STUN	10		**Total Characteristics Cost: 123**

Movement: Running: 12m

Cost	Powers	END
7	**Butcher Knife:** HKA 1d6 (2d6 with STR) OAF (-1), Real Weapon (-¼)	1
7	**Can't Keep Him Down For Long:** +10 REC Requires A CON Roll (-½)	0
28	**Unstoppable Killer:** Regeneration (2 BODY per Minute)	0
	Talents	
6	Combat Luck (3 PD/3 ED)	
	Skills	
24	+3 HTH	
3	Climbing 12-	
3	Contortionist 12-	
5	Stealth 13-	

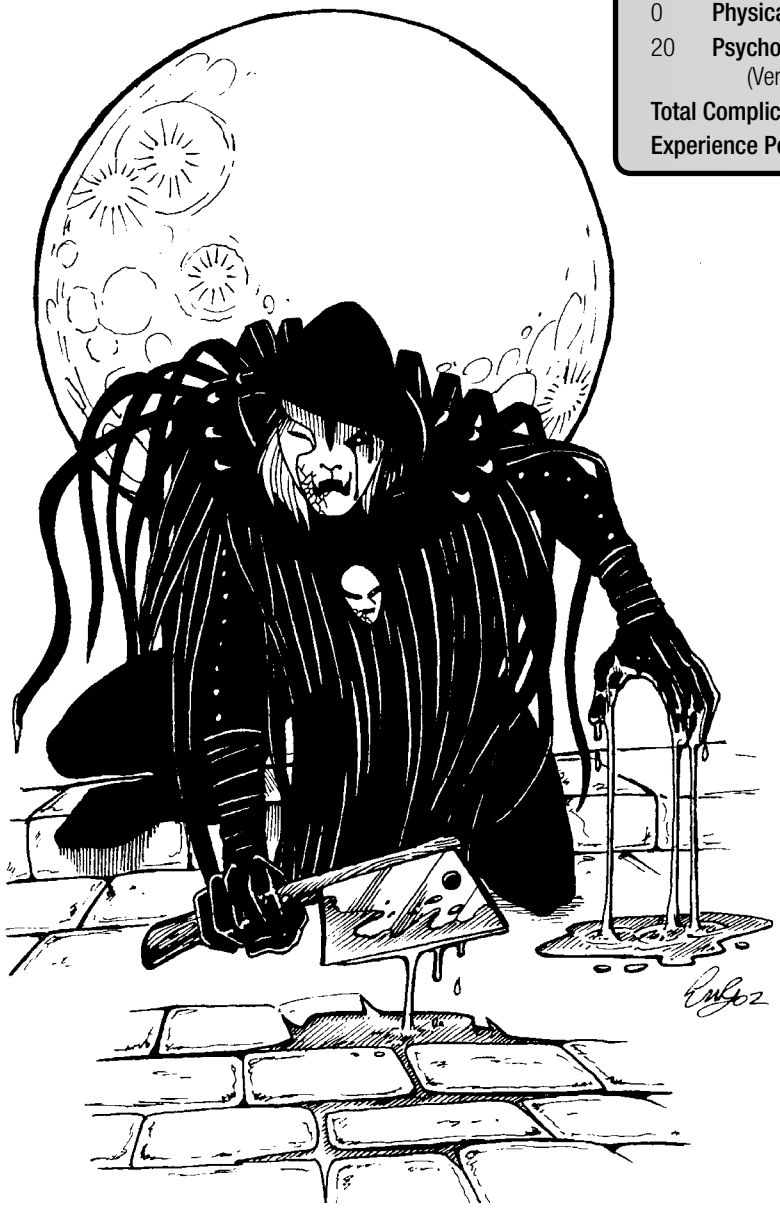
Total Powers & Skills Cost: 83

Total Cost: 206

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
20	**Psychological Complication:** Unquenchable Urge To Kill (Very Common, Strong)

Total Complications Points: 20

Experience Points: 51



Hunter-Seeker Robot

Description: Designed for warfare, combat, pursuit, and assassination, the hunter-seeker robot is a humanoid robot that comes equipped with a wide variety of the most sophisticated and deadly weapons available — everything from missiles and slugthrowers to lasers, blasters, and exotic particle weapons. Pursuant to its programming, it determines the location of its target, hunts the target down, and then destroys the target in the most efficient manner possible. (If necessary, give the hunter-seeker robot whatever other built-in weapons and equipment it needs to have a reasonable chance of completing its mission.)

Since each hunter-seeker robot is programmed with a selection of Skills specific to it, this character sheet simply specifies the amount of points allotted for Skills, allowing the GM to assign the appropriate ones. Common hunter-seeker robot Skills include Bugging, Combat Driving, Combat Piloting, Combat Skill Levels, Computer Programming, Deduction, Demolitions, Electronics, Fast Draw, Interrogation, Lockpicking, Mechanics, Navigation, Penalty Skill Levels, Security Systems, Shadowing, Tracking, Transport Familiarity, Weapon Familiarity, and Weaponsmith.

Campaign Use: By removing this robot's limbs and giving it Physical Complication: Very Limited Manipulation, you can convert it into a *Security Drone* — a half-human-sized cylindrical robot that floats around a master villain's or galactic empire's headquarters on the lookout for intruders and other threats. It might also have a Mind Link to a controlling computer, some Entangles and other non-lethal weapons to capture prisoners with, and the like.

Slasher

Ecology: An unstoppable homicidal maniac, the Slasher lurks in parks, basements, campgrounds, lover's lanes, and any other dark and scary area where he can find his preferred prey — teenagers.

Personality/Motivation: The Slasher kills not for food or self-defense, but out of a simple urge to kill. His favorite targets seem to be teenagers who have broken the rules of polite society — they drink, smoke, have underage sex, or the like — but sometimes he'll target anyone he can find. Many experts have speculated on what turned him into a five-fingered monster, but no definitive theory has yet emerged, in part because of the difficulty of studying the subject.

Powers/Tactics: The Slasher uses a common butcher's knife or similar object, wielded with vicious efficiency, to dispatch his victims. What makes him remarkable is not his form of attack, but how difficult it is for his victims to stop him. Although he looks like a normal human, the Slasher possesses uncanny recuperative abilities. Beat him, stab him, slash him, crush him, or burn him, you can't keep him down for very long. Somehow, even when he looks dead, he shrugs off the effects of his injuries and continues to implacably pursue his prey.

Campaign Use: The Slasher is a classic Horror movie villain. To make him more effective against actual heroes, as opposed to teenagers too stupid not to search an unlit basement after several of their friends have already been murdered, you may need to increase his combat abilities or Characteristics, give him additional abilities (such as Invisibility with appropriate Limitations), or arrange the situation so the PCs are weaker than normal.

Appearance: The Slasher is a man wearing dark clothes and wielding a butcher knife. He typically covers his face with a rubber mask, hockey mask, ski mask, hood, or the like.

Swamp Creature

Ecology: A Swamp Creature inhabits a large swamp or marsh, typically one far from civilization (but not so far rumors of it haven't reached the ears of intrepid explorers and fearful tribesmen). It survives mostly on fish and aquatic vegetation.

Personality/Motivation: For the most part, the Swamp Creature simply wants to live in peace, feeding off the fish and creatures native to its home and defending itself from the likes of crocodiles. But it's afflicted with a strange, instinctual drive for human female companionship, since it needs a human woman to mate. If it encounters a human woman, it typically tries to Grab her and drag her away to an underwater grotto to keep her prisoner and, in its own monstrous way, cherish her.

Powers/Tactics: A Swamp Creature usually prefers to attack from ambush and surprise, using its stealthfulness and knowledge of its native terrain to obtain the upper hand (especially against humans armed with guns or fire). If forced into open battle, it uses its claws.

Campaign Use: A Swamp Creature (which can also serve as a Sewer Creature, Seashore Creature, or the like) works best for your stories when it presents a threat to the PCs. Although it might not stand up to a given PC in a one-on-one battle, it usually avoids such battles anyway, evening the odds with cunning and guile. If necessary, give it other abilities — fish-related powers like an electric eel's shock, Mimicry, effective camouflage, or the like — to even the odds.

Appearance: The Swamp Creature is a humanoid being resembling a cross between a man, a fish, and a lizard. It has both gills and lungs, allowing it to exist comfortably on the surface or underwater.

SWAMP CREATURE

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
18	DEX	16	13-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		*Phases:* 3, 6, 9, 12
8	PD	6		*Total:* 8 PD (6 rPD)
6	ED	4		*Total:* 6 ED (6 rED)
9	REC	5		
40	END	4		
15	BODY	5		
40	STUN	10		**Total Characteristics Cost: 115**

Movement: Running: 12m
Swimming: 10m

Cost	Powers	END
10	**Claws:** HKA ½d6 (1½d6 with STR)	1
6	**Scaly Skin:** Resistant (+½) for 6 PD/6 ED	0
5	**Gills:** Life Support (Expanded Breathing: Breathe Underwater)	0
3	**Aquatic Adaptation:** Swimming +6m (10m total)	1
5	**Big Black Eyes:** Infrared Perception (Sight Group)	0
5	**Big Black Eyes:** Ultraviolet Perception (Sight Group)	0

Skills

8 +1 HTH

6 AK: Home Swamp 15-

3 Shadowing 11-

3 Stealth 13-

Total Powers & Skills Cost: 54

Total Cost: 169

175 Matching Complications (50)

0 **Physical Complication:** Human Size

20 **Psychological Complication:** Desire For Companionship (Very Common, Strong)

Total Complications Points: 20

Experience Points: 24



5

Tomb Scarabs

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

This character sheet represents a swarm of tomb scarabs (see page 489 for a Hit Location table for swarms). An individual scarab, by itself, is at best a trivial nuisance.

Personality/Motivation: Normal animal motivations.

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

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

XENOVORE CREATURES

First encountered by humanity in the 2300s, the Xenovores are a hostile alien species that attempted to exterminate mankind in a series of long wars that occupied Earth's attention for almost the entire twenty-fourth century. The Xenovores include as part of their arsenal battle-trained animals from their homeworld. Human soldiers fought many such animals during the Xenovore Wars, but they encountered two — the warhound and the battlebird — more often than others.

Xenovore Battlebird

Ecology: Unknown. Presumably battlebirds fill a similar ecological niche on their homeworld as eagles and hawks do on Earth, but this hasn't been confirmed.

Personality/Motivation: Normal animal motivations, though battlebirds encountered by Humans have received combat training and are vicious fighters and killers.

Powers/Tactics: A trained battlebird typically begins combat by swooping down on its target, performing a Move By with its talons. If that works well, it performs other Move Bys, or hovers around the target striking with beak and talons. It often aims for the eyes and hands.

Campaign Use: You can use this character sheet for eagles altered by magic, other strange alien raptors and bats, and the like.

Appearance: A Xenovore battlebird looks like a strange cross between a lizard and an eagle. It has scales on its upper body and the top edges of its wings that gradually, almost imperceptibly, meld into feathers lower down. Its ears and tail are leathery, more like those of a bat than a bird. Most subspecies are grey-green or black in color.

Xenovore Warhound

Ecology: Unknown. Presumably warhounds fill a similar ecological niche on their homeworld as lions, wild dogs, or wolves do on Earth, but this hasn't been confirmed.

Personality/Motivation: Normal animal motivations, though warhounds encountered by Humans have received combat training and are vicious combatants and killers.

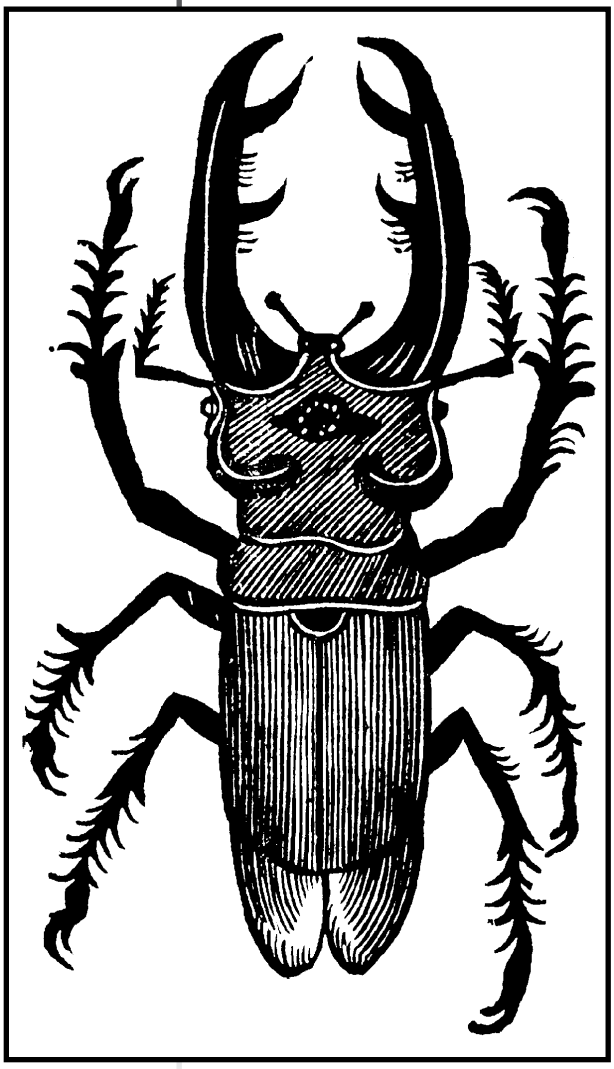
Powers/Tactics: Trained warhounds know how to work in a pack to bring down dangerous prey, such as Humans. But if necessary, a warhound will take on opponents up to twice its size on its own, counting on its strong jaws and sharp claws to slaughter its prey before it can escape or strike back.

Appearance: Canine-like animals about the size of lions, Xenovore warhounds have the same strange quasi-reptilian physiognomy as many other creatures from the Xenovore homeworld. Their squarish heads, with bat-like ears and large red-amber eyes, are most noted for the heavy, slightly underslung jaw filled with fangs from one to three inches long. Strong legs support a body with scaly skin and a series of short, sharp spines running along the forward part of the creature's back. Its long, thick tail provides balance when it leaps and allows it to trip prey.

TOMB SCARABS

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

Movement: Running: 6m
Leaping: 2m



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

Total Powers & Skills Cost: 95

Total Cost: 111

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
30	**Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

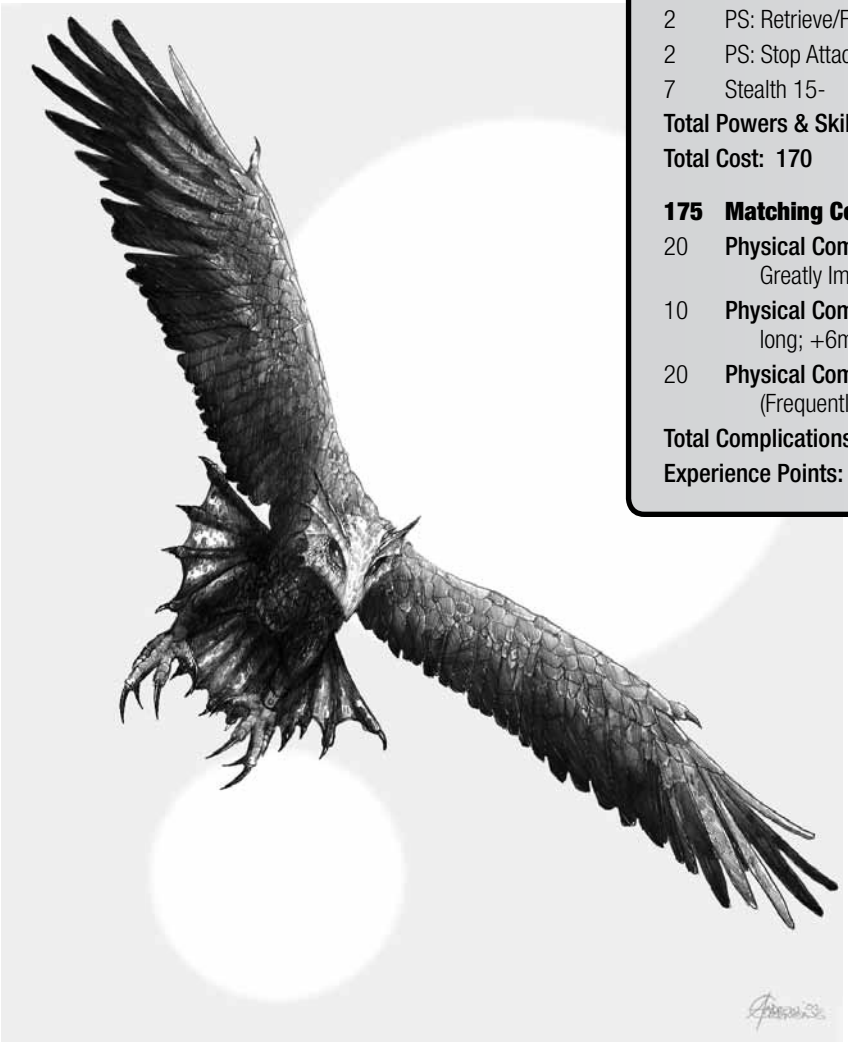
Experience Points: 0

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XENOVORE BATTLEBIRD

Val	Char	Cost	Roll	Notes
1	**STR**	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
18	**DEX**	16	13-	
10	**CON**	0	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
16	**PRE**	6	12-	PRE Attack: 3d6
6	**OCV**	15		
7	**DCV**	20		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
4	**REC**	0		
20	**END**	0		
7	**BODY**	-3		
20	**STUN**	0		**Total Characteristics Cost: 48**

Movement: Running: 2m
Leaping: 2m
Swimming: 0m
Flight: 40m



Cost	Powers	END
15	**Talons:** HKA 1d6 (1d6 with STR)	1
5	**Beak:** HKA 1 point (1 point with STR)	1
1	**Scaly Skin:** Resistant (+½) for 1 PD/1 ED	0
1	**Combat-Acclimated:** +3 PRE Only To Protect Against Presence Attacks (-1)	0
33	**Wings:** Flight 40m Reduced Endurance (½ END; +¼); Restrainable (-½)	2
29	**Stooping:** Flight +48m Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
-10	**Short Legs:** Running -10m	
-1	**Poor Leaper:** Leaping -2m (2m total)	1
-2	**Can't Swim:** Swimming -4m	
10	**Raptor Eyes:** +5 PER with Sight Group	0
8	**Raptor Eyes:** +16 versus Range for Normal Sight	0

Skills

8	+1 HTH
8	+4 Targeting Skill Levels with Talons and Beak
2	PS: Attack 11-
2	PS: General Obedience 11-
2	PS: Guard 11-
2	PS: Retrieve/Fetch 11-
2	PS: Stop Attacking 11-
7	Stealth 15-

Total Powers & Skills Cost: 122

Total Cost: 170

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Small (from about .6m to 1.3m long; +6m KB) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

XENOVORE WARHOUND

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	**DEX**	16	13-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
6	**DCV**	15		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (4 rPD)
8	**ED**	6		*Total:* 5 ED (4 rED)
9	**REC**	5		
40	**END**	4		
16	**BODY**	6		
40	**STUN**	10		**Total Characteristics Cost: 132**

Movement: Running: 18m



5

Cost	Powers	END
25	**Bite:** HKA 1½d6 (3d6+1 with STR)	2
16	**Claws:** HKA 1d6+1 (3d6 with STR) Reduced Penetration (-¼)	2
12	**Spikes:** RKA ½d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 14- (-¼), No Range (-½)	0
4	**Growl:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must growl; -¼)	0
4	**Scaly Skin:** Resistant (+½) for 4 PD/4 ED	0
1	**Combat-Acclimated:** +3 PRE Only To Protect Against Presence Attacks (-1)	0
6	**Swift-limbed:** Running +6m (18m total)	1
9	**Warhound's Senses:** +3 PER with all Sense Groups	0
5	**Warhound's Eyes:** Nightvision	0
5	**Warhound's Nose:** Tracking with Normal Smell	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

2	PS: Attack 11-
2	PS: General Obedience 11-
2	PS: Guard 11-
2	PS: Retrieve/Fetch 11-
2	PS: Stop Attacking 11-
5	Stealth 14-
3	Tactics 11-
3	Teamwork 13-

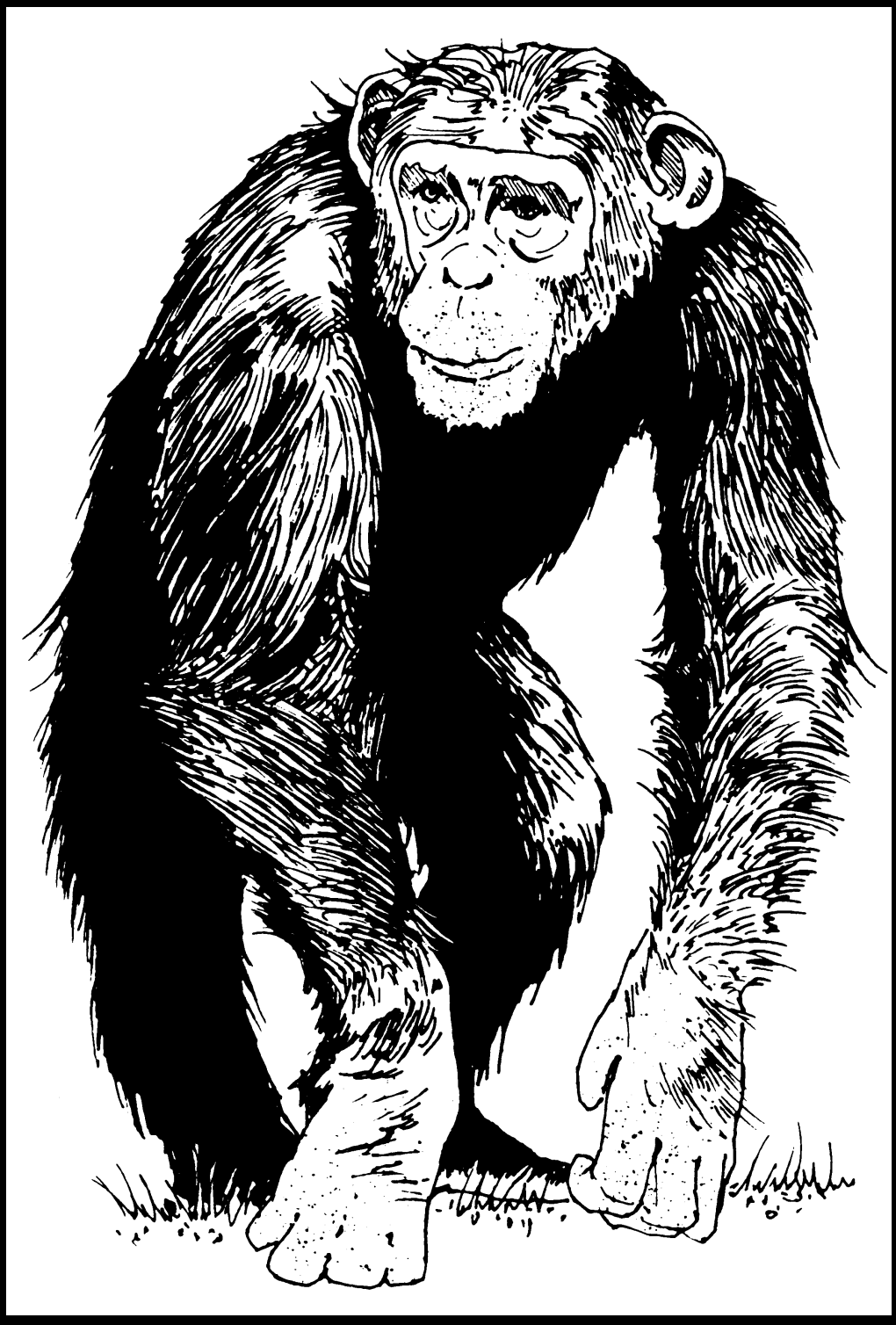
Total Powers & Skills Cost: 113

Total Cost: 245

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 80



CHAPTER SIX

MUNDANE BEASTS

BARRACUDA

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

Movement: Running: 0m
Leaping: 1m
Swimming: 28m

Cost	Powers	END
10	**Bite:** HKA ½d6 (1d6 with STR)	0
12	**Fast Swimmer:** Swimming +24m (28m total)	1
-12	**Only Swims:** Running -12m (0m total)	
-1	**Only Swims:** Leaping -3m (1m total)	
6	**Sharp Senses:** +2 PER with all Sense Groups	0
5	**Keen Nose:** Tracking for Normal Smell	0
	Skills	
2	+1 OCV with Bite	
3	Tactics 11-	
3	Teamwork 12-	
3	Stealth 12-	

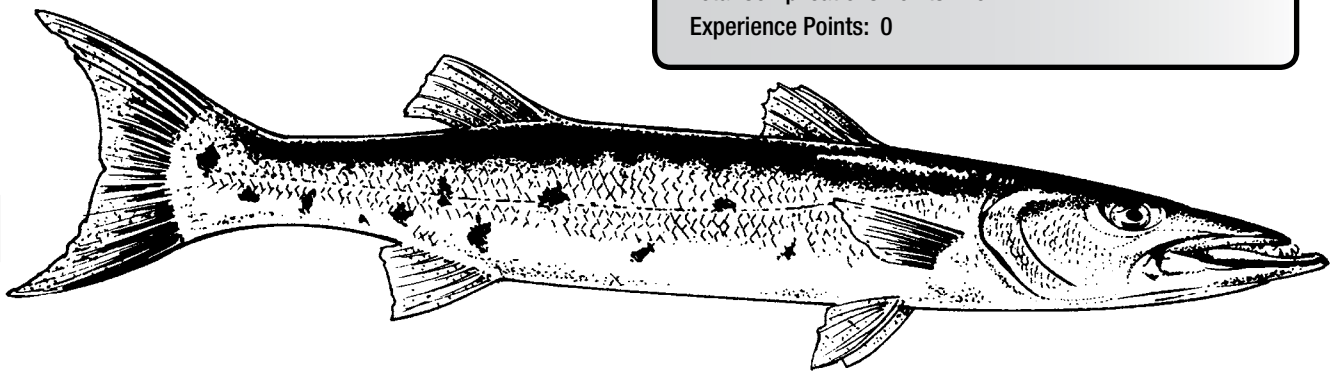
Total Powers & Skills Cost: 31

Total Cost: 37

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size (up to six feet long)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 0



6

Barracuda

Ecology: The barracuda lives in warm seas around most of the world. It eats fish and other sealife smaller than itself, but also hunts in packs to pursue larger prey. If disturbed or provoked, it will attack humans; it's also been known to attack swimming humans who carry or wear something shiny that the barracuda mistakes for a fish.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Barracuda swim up to their prey and attempt to bite/swallow it. On larger prey, they may try Move By bites.

Appearance: A slender, silvery fish reaching lengths of up to six feet, the barracuda has a long jaw filled with needle-sharp teeth.

BAT

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
20	DEX	20	13-	
5	CON	-5	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
15	DCV	60		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
1	PD	-1		*Total:* 1 PD (0 rPD)
1	ED	-1		*Total:* 1 ED (0 rED)
2	REC	-2		
10	END	-2		
2	BODY	-8		
4	STUN	-8		**Total Characteristics Cost: 51**

Movement: Running: 0m
Leaping: 0m
Flight: 10m

Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
7	**Bat's Wings:** Flight 10m Restrainable (-½)	1
5	**Agile Flyer:** +2 DCV Only While Using Flight (-½), Costs END (-½)	1
-12	**Tiny, Awkward Legs:** Running -12m (0m total)	
-2	**Tiny, Awkward Legs:** Leaping -4m (0m total)	
15	**Sonar:** Active Sonar	0
6	**Bat's Ears:** +3 PER with Hearing Group	0

Skills

19 Stealth 21-

Total Powers & Skills Cost: 43

Total Cost: 94

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

25 **Physical Complication:** Minute (.064m; +30m KB) (Very Frequently, Greatly Impairing)

20 **Physical Complication:** Poor Eyesight, suffers -3 to all Sight PER Rolls (Frequently, Greatly Impairing)

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

20 **Psychological Complication:** Aversion To Sunlight (Common, Total)

20 **Vulnerability:** 2 x Effect from light-based Sight Group Flash Attacks (Common)

Total Complications Points: 50

Experience Points: 0

Bat

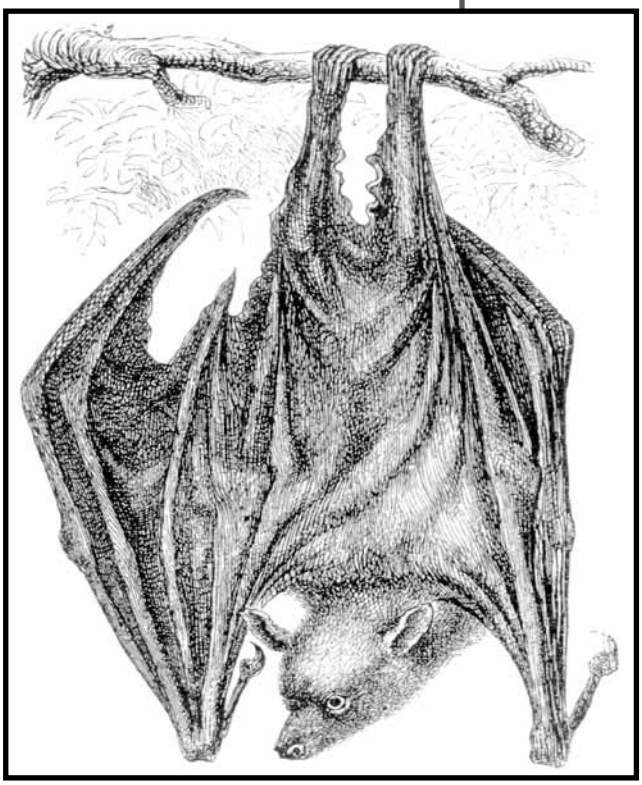
Ecology: Bats live all over the world (even in places cold enough that they have to hibernate in the winter). Most species eat insects; some eat fruit or small animals; some, like the vampire bat, make tiny cuts in large animals and lap up their blood.

Bats are nocturnal. They spend the day in large roosts where they hang upside-down from the ceiling. When darkness falls, they leave the roost and go in search of food. Although their eyes are poor, they use a form of echolocation ("sonar") to locate and catch prey.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Bats swoop down on their prey and snatch it on the wing. Extremely dexterous and nimble flyers, they're difficult to hit or catch while they're in the air. They're the only type of mammal that can fly.

Appearance: A bat resembles a small rodent, such as a mouse, with large, leathery wings in place of forelimbs, large ears, and often a prominent nose. Their fur is dark, usually brown or black.



AMERICAN BLACK BEAR

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 HTH damage [2]
15	DEX	10	12-	
18	CON	8	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
4	DCV	5		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 8 PD (2 rPD)
6	ED	4		*Total:* 6 ED (2 rED)
10	REC	6		
35	END	3		
12	BODY	2		
34	STUN	7		**Total Characteristics Cost: 81**

Movement: Running: 12m
Leaping: 2m

Cost	Powers	END
15	**Bite:** HKA 1d6 (2d6+1 with STR)	1
16	**Claws:** HKA 1d6+1 (2½d6 with STR) Reduced Penetration (-¼)	2
4	**Growl:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
2	**Tough Skin/Fat:** Resistant (+½) for 2 PD/2 ED	0
1	**Burst Of Speed:** Running +6m (18m total) Increased Endurance Cost (x8 END; -3½)	8
-1	**Poor Leaper:** Leaping -2m (2m total)	
4	**Bear's Nose:** +2 PER with Smell/Taste Group	0
	Talents	
3	Lightsleep	
	Skills	
8	+1 HTH	
3	Climbing 12-	

Total Powers & Skills Cost: 55

Total Cost: 136

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Hibernates In Winter (Infrequently, Fully Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

BEARS

Ecology: Bears are omnivores; they eat meat, insects, fruit, honey, roots, and just about anything else that seems appetizing. They're usually solitary, but are sometimes found in small family groups (such as a mother and her cubs). Many species hibernate in the winter, sleeping for months while they live off body fat accumulated during the warmer seasons, but they can awaken quickly if disturbed.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Bears use their size and strength in combat, delivering powerful blows with their clawed paws and biting with their large jaws. Although normally slow-moving, they can put on short bursts of speed when chasing prey, then knock the prey down and crush it as they attack.

Appearance: Bears are large, furry creatures with thick limbs, broad heads, and wide bodies. They can stand on their hind legs for limited periods of time. They can be as much as ten feet long/tall and weigh up to about 650 kilograms.

American Black Bear

Description: The smallest of the North American bears (about six feet long), the black bear also has the widest range (it's found throughout most of the continent, even northern Mexico). It's named for its black fur, which can actually be brown, reddish-brown, or some other colors. It can become dangerous if taunted or it feels the need to protect its young.

GRIZZLY (BROWN) BEAR

Val	Char	Cost	Roll	Notes
26	**STR**	16	14-	Lift 933 kg; 5d6 HTH damage [2]
15	**DEX**	10	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
9	**PD**	7		*Total:* 9 PD (2 rPD)
6	**ED**	4		*Total:* 6 ED (2 rED)
10	**REC**	6		
40	**END**	4		
16	**BODY**	6		
40	**STUN**	10		**Total Characteristics Cost: 95**

Movement: Running: 12m
Leaping: 2m

Cost	Powers	END
15	**Bite:** HKA 1d6 (2½d6 with STR)	1
16	**Claws:** HKA 1d6+1 (3d6 with STR) Reduced Penetration (-¼)	2
4	**Growl:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
2	**Tough Skin/Fat:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
1	**Burst Of Speed:** Running +6m (18m total) Increased Endurance Cost (x8 END; -3½)	8
-1	**Poor Leaper:** Leaping -2m (2m total)	
4	**Bear's Nose:** +2 PER with Smell/Taste Group	0
	Talents	
3	Lightsleep	
	Skills	
8	+1 HTH	

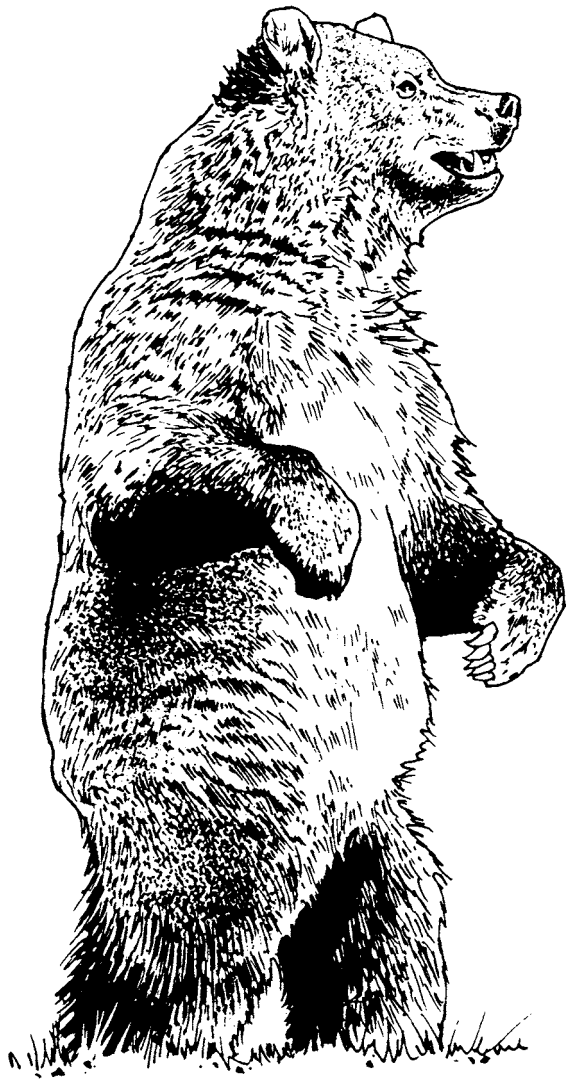
Total Powers & Skills Cost: 58

Total Cost: 153

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Hibernates In Winter (Infrequently, Fully Impairing)
10	**Physical Complication:** Large (up to 3m and 450 kg; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0



Grizzly (Brown) Bear

Description: The grizzly bear, also known as the brown, Kodiak, or Kamchatkan bear, gets its name from the grey-white "grizzled" tips of its fur. It can grow up to nine feet long, and has a reputation for ferocity and unpredictability. It doesn't climb as well as smaller bears.

POLAR BEAR

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	**DEX**	10	12-	
22	**CON**	12	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 10 PD (2 rPD)
8	**ED**	6		*Total:* 8 ED (2 rED)
10	**REC**	6		
45	**END**	5		
20	**BODY**	10		
46	**STUN**	13		**Total Characteristics Cost: 112**

Movement: Running: 12m
Leaping: 2m
Swimming: 8m

Cost	Powers	END
20	**Bite:** HKA 1d6+1 (3d6+1 with STR)	1
20	**Claws:** HKA 1½d6 (3½d6 with STR) Reduced Penetration (-¼)	2
4	**Growl:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must growl or roar; -¼)	0
2	**Tough Skin/Fat:** Resistant (+½) for 2 PD/2 ED	0
6	**Heavy:** Knockback Resistance -6m	0
1	**Used To The Cold:** Life Support (Safe Environment: Intense Cold) Requires A Survival Roll (-½)	0
1	**Burst Of Speed:** Running +6m (18m total) Increased Endurance Cost (x8 END; -3½)	8
2	**Large Paws:** Swimming +4m	1
-1	**Poor Leaper:** Leaping -2m (2m total)	
4	**Bear's Nose:** +2 PER with Smell/Taste Group	0
	Skills	
8	+1 HTH	
2	**Winter Coat:** +2 to Stealth; Only In Snow/Ice (-1)	

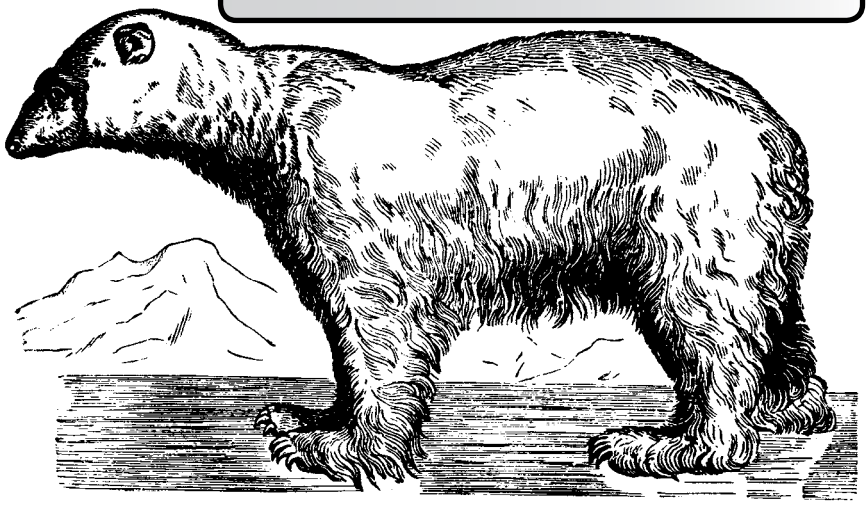
Total Powers & Skills Cost: 69
Total Cost: 181

	175 Matching Complications (50)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Hibernates In Winter (Infrequently, Fully Impairing)
10	**Physical Complication:** Large (up to 3m and 650 kg; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50
Experience Points: 6

Polar Bear

Description: The polar bear, the largest land carnivore on Earth, lives in Arctic regions. In the summer it eats rodents, berries, and fish; in the winter it replaces much of that diet with seals it catches at airholes in the ice. Its thick fur, broad feet, and claws make it well-suited to life in a wintry environment where it frequently walks on ice. It's also a superb swimmer; polar bears have been sighted hundreds of miles from land.



CAVE BEAR

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [7]
15	**DEX**	10	12-	
25	**CON**	15	14-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
25	**PRE**	15	14-	PRE Attack: 5d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 10 PD (4 rPD)
8	**ED**	6		*Total:* 8 ED (4 rED)
12	**REC**	8		
50	**END**	6		
22	**BODY**	12		
50	**STUN**	15		**Total Characteristics Cost: 132**

Movement: Running: 12m
Leaping: 1m

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

Total Powers & Skills Cost: 86

Total Cost: 218

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Hibernates In Winter (Infrequently, Fully Impairing)
10	**Physical Complication:** Large (up to 3m and 650 kg; +2 OCV to be hit, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
15	**Physical Complication:** Poor Hearing, suffers -2 to all Hearing PER Rolls (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

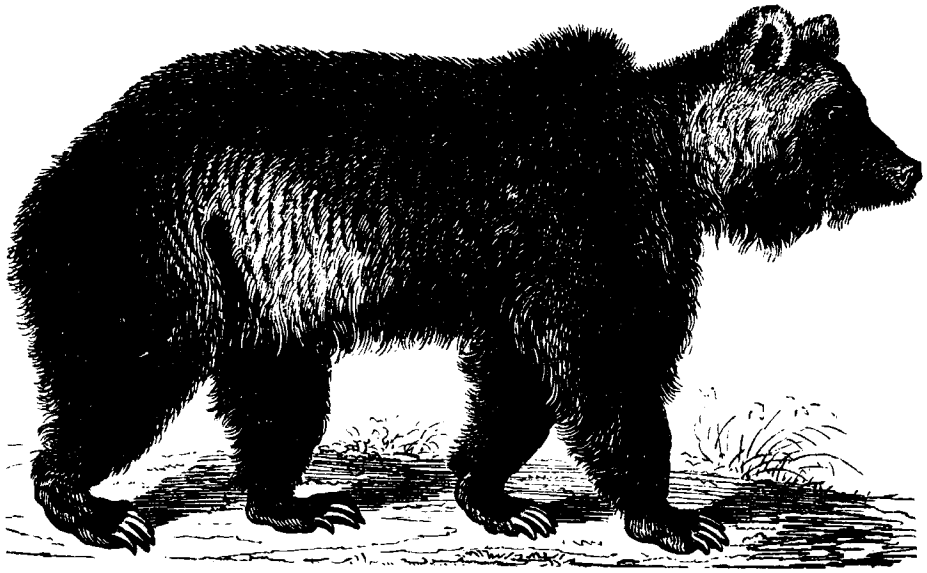
Total Complications Points: 50

Experience Points: 43

Cave Bear

Description: Cave bears are massive ursines who lived in European caves tens of thousands of years ago and perhaps competed with prehistoric man for living space and food. They're larger and more powerful than even the biggest known polar bear, weighing upwards of 1,000 kg (over 2,000 pounds).

A cave bear's fangs and claws are particularly sharp, allowing it to deal deadly blows to any hunter who lets it get too close. As its name indicates, it lairs in caves (rather than just hibernating in them), which can make hunting it a dangerous task.



EAGLE/HAWK

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
16	DEX	12	12-	
8	CON	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
7	DCV	20		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
3	PD	1		*Total:* 3 PD (0 rPD)
3	ED	1		*Total:* 3 ED (0 rED)
4	REC	0		
15	END	-1		
5	BODY	-5		
16	STUN	-2		**Total Characteristics Cost: 25**

Movement: Running: 2m
Leaping: 0m
Swimming: 0m
Flight: 40m

Cost	Powers	END
12	**Talons:** HKA 1d6 (1d6 with STR) Reduced Penetration (-¼)	1
5	**Beak:** HKA 1 point (1 point with STR)	1
40	**Wings:** Flight 40m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	4
29	**Stooping:** Flight +48m Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
-10	**Short Legs:** Running -10m (2m total)	
-2	**No Leaping:** Leaping -4m (0m total)	
-2	**No Swimming:** Swimming -4m (0m total)	
10	**Eagle Eyes:** +5 PER with Sight Group	0
8	**Eagle Eyes:** +16 versus Range for Normal Sight	0

Skills

4 +2 OCV with Talons

4 **Hard To Perceive:** +2 to Stealth

Total Powers & Skills Cost: 98

Total Cost: 123

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

10 **Physical Complication:** Small (from about .4m to 1m long; +6m KB) (Infrequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0



BIRDS OF PREY

Ecology: Birds of prey, or raptors, are carnivorous birds with hooked beaks and sharp talons. They include eagles, hawks, falcons, owls, harriers, vultures, condors, kites, and others. They live throughout the world.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Except for owls, raptors hunt by day, using their sharp eyesight to spot prey and then swooping or diving down to catch it. Fish, small rodents, and small birds are the most common prey. Humans can train many species for use in falconry.

Eagle/Hawk

Description: This character sheet represents a typical eagle or hawk (such as a bald eagle, golden eagle, harpy eagle, red-tailed hawk, or northern goshawk). They're well-known for their superb eyesight; some eagles can distinguish a rabbit from its surroundings at 1.5 kilometers (whereas

FALCON

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
18	DEX	16	13-	
8	CON	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
12	PRE	2	11-	PRE Attack: 2d6
6	OCV	15		
8	DCV	25		
2	OMCV	-3		
2	DMCV	-3		
4	SPD	20		*Phases:* 3, 6, 9, 12
3	PD	1		*Total:* 3 PD (0 rPD)
3	ED	1		*Total:* 3 ED (0 rED)
4	REC	0		
15	END	-1		
4	BODY	-6		
16	STUN	-2		**Total Characteristics Cost: 47**

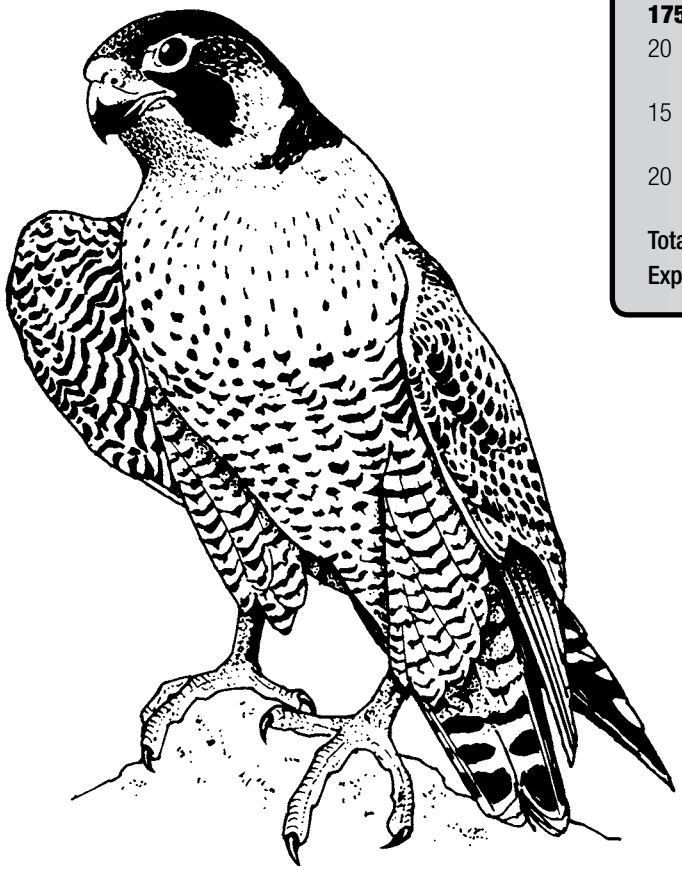
Movement: Running: 2m
Leaping: 0m
Swimming: 0m
Flight: 48m

Cost	Powers	END
8	**Talons:** HKA ½d6 (½d6 with STR) Reduced Penetration (-¼)	1
5	**Beak:** HKA 1 point (1 point with STR)	1
48	**Wings:** Flight 48m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	5
58	**Stooping:** Flight +96m Reduced Endurance (0 END; +½); Restrainable (-½), Only To Dive At Prey For Move Bys (-1)	0
-10	**Short Legs:** Running -10m	
-2	**No Leaping:** Leaping -4m (0m total)	
-2	**No Swimming:** Swimming -4m (0m total)	
8	**Falcon Eyes:** +4 PER with Sight Group	0
6	**Falcon Eyes:** +12 versus Range for Normal Sight	0
	Skills	
6	+2 with Talons, Move By, and Grab By	
4	+2 with Flight	
8	**Hard To Perceive:** +4 to Stealth	

Total Powers & Skills Cost: 137
Total Cost: 184

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Diminutive (up to about .5m; +12m KB) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50
Experience Points: 9



a human must approach to within 500 meters to do the same).

Campaign Use: You can also use this character sheet for vultures and condors. Eliminate the Stooping and reduce the Talons to HKA 1 point.

Falcon

Description: This character sheet represents a typical falcon (such as a peregrine falcon, gyrfalcon, or kestrel/sparrowhawk). They're fast flyers, especially when stooping (diving at prey). The peregrine falcon can reach speeds of 112 miles per hour (180 kilometers per hour), making it the fastest of terrestrial birds. Falcons typically prey on rodents and birds, using their speed and power to hit the latter in flight with a Move By with Talons.

OWL

Val	Char	Cost	Roll	Notes
1	**STR**	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
16	**DEX**	12	12-	
8	**CON**	-2	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
7	**DCV**	20		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
3	**PD**	1		*Total:* 3 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
3	**REC**	-1		
15	**END**	-1		
5	**BODY**	-5		
16	**STUN**	-2		**Total Characteristics Cost: 24**

Movement: Running: 2m
Leaping: 0m
Swimming: 0m
Flight: 36m

Cost	Powers	END
12	**Talons:** HKA 1d6 (1d6 with STR) Reduced Penetration (-¼)	1
5	**Beak:** HKA 1 point (1 point with STR)	1
30	**Wings:** Flight 36m Reduced Endurance (½ END; +¼); Restrainable (-½)	2
-10	**Short Legs:** Running -10m	
-2	**No Leaping:** Leaping -4m (0m total)	
-2	**No Swimming:** Swimming -4m (0m total)	
5	**Owl Eyes:** Nightvision	0
6	**Owl Eyes:** +3 PER with Sight Group	0
4	**Owl Eyes:** +8 versus Range for Normal Sight	0
4	**Owl Ears:** +2 PER with Hearing Group	0

Skills

4 +2 OCV with Talons

11 Stealth 16-

Total Powers & Skills Cost: 67

Total Cost: 91

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

15 **Physical Complication:** Diminutive (up to about .6m; +12m KB) (Frequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0



Owl

Description: This character sheet represents a typical owl. Although considered "birds of prey," owls actually belong to a different order of birds. Most owls are nocturnal, using their heightened vision and hearing to detect prey and swoop down on it in near-silence using Stealth.

HOMING PIGEON

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
12	DEX	4	11-	
4	CON	-6	10-	
6	INT	-4	10-	PER Roll 10-
5	EGO	-5	10-	
3	PRE	-7	10-	PRE Attack: ½d6
3	OCV	0		
7	DCV	20		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
1	PD	-1		*Total:* 1 PD (0 rPD)
1	ED	-1		*Total:* 1 ED (0 rED)
1	REC	-3		
10	END	-2		
2	BODY	-8		
6	STUN	-7		**Total Characteristics Cost: -35**

Movement: Running: 2m
Leaping: 0m
Flight: 28m
Swimming: 0m

Cost	Powers	END
28	**Wings:** Flight 28m Reduced Endurance (0 END; +½); Restrainable (-½)	0
-10	**Short Legs:** Running -10m	
-2	**No Leaping:** Leaping -4m (0m total)	
-2	**No Swimming:** Swimming -4m (0m total)	
5	**Bird's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
24	**Homing Sense:** Detect Home 14-, Range, Sense, Telescopic (+10 versus Range Modifier)	0
	Talents	
3	Bump Of Direction	
	Skills	
15	Stealth 17-	

Total Powers & Skills Cost: 61
Total Cost: 26

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Tiny (about .33m; +18m KB) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50
Experience Points: 0

BIRDS, OTHER

Besides birds of prey, there are thousands of species of birds on Earth, ranging from enormous albatrosses to tiny hummingbirds. They fill virtually every ecological niche and live in just about all types of climate and environment.

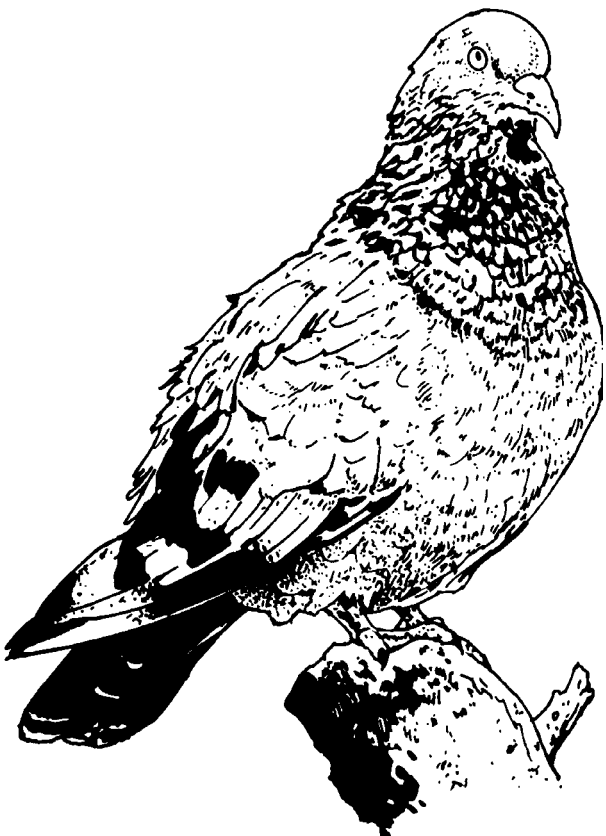
Homing Pigeon

Ecology: Homing pigeons are domesticated pigeons. When not used for carrying messages, they live in large cages and eat seed.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Homing pigeons possess the ability to locate their "home" and return to it, no matter how far away a person takes them. This makes them ideally suited for carrying messages — particularly when more high-tech methods won't work.

Appearance: A medium-sized bird, no more than about 13 inches long, usually dove-grey or light brown in color.



RAVEN/CROW

Val	Char	Cost	Roll	Notes
1	**STR**	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
6	**CON**	-4	10-	
10	**INT**	0	11-	PER Roll 11-
5	**EGO**	-5	10-	
8	**PRE**	-2	11-	PRE Attack: 1½d6
4	**OCV**	5		
6	**DCV**	15		
2	**OMCV**	-3		
2	**DMCV**	-3		
2	**SPD**	0		*Phases:* 6, 12
2	**PD**	0		*Total:* 2 PD (0 rPD)
2	**ED**	0		*Total:* 2 ED (0 rED)
2	**REC**	-2		
15	**END**	-1		
3	**BODY**	-7		
2	**STUN**	-9		**Total Characteristics Cost: -17**

Movement: Running: 2m
Leaping: 0m
Swimming: 0m
Flight: 18m

Cost	Powers	END
5	**Beak:** HKA 1 point (1 point with STR)	1
12	**Wings:** Flight 18m Restrainable (-½)	
-10	**Short Legs:** Running -10m	
-2	**No Leaping:** Leaping -4m (0m total)	
-2	**No Swimming:** Swimming -4m (0m total)	
5	**Bird's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0

Skills

3 Mimicry 11-

Total Powers & Skills Cost: 11

Total Cost: -6

175 Matching Complications (50)

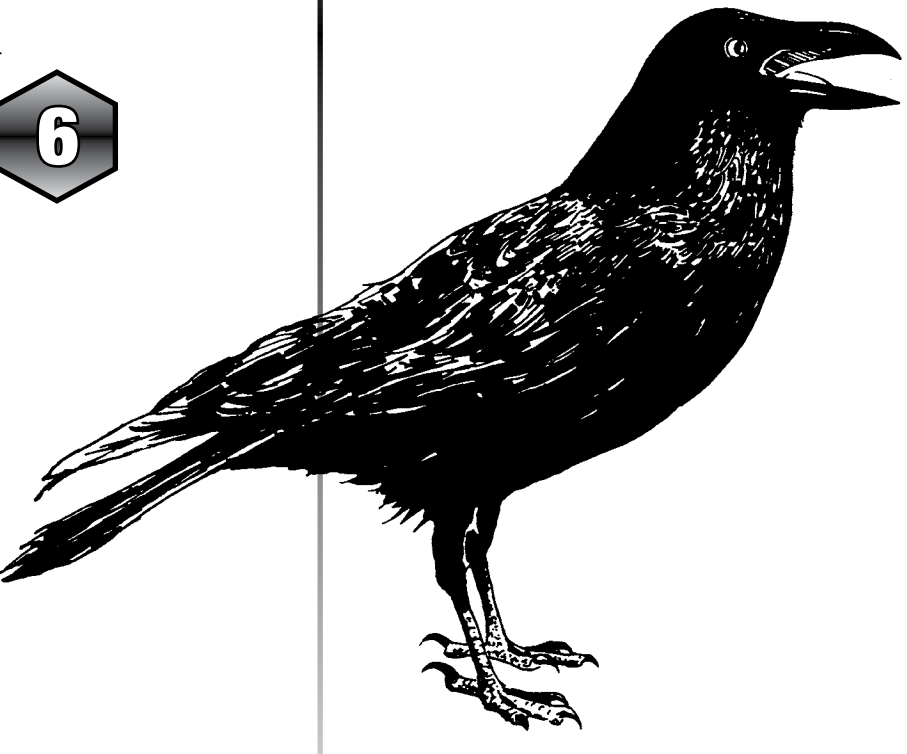
20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

15 **Physical Complication:** Diminutive (from about .3m up to about .6m; +12m KB) (Frequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0



Raven/Crow

Ecology: Ravens, and their smaller cousins crows, are omnivores who survive not only on seeds and berries, but on carrion (the raven sometimes hunt small prey as well). They often come together in flocks for protection and socialization purposes.

Personality/Motivation: Normal animal motivations. Corvids are noted for their cleverness and guile.

Powers/Tactics: A raven dispatches prey with blows from its beak, which is strong enough to break a man's finger. Ravens normally communicate with croaking calls, and crows with a distinctive cawing, but both are good at imitating sounds — up to and including human speech, if they're properly trained.

Campaign Use: Ravens and crows frequently appear in Fantasy stories as wizards' familiars or pets, the servants of gods such as Odin or the Morrigan, or as harbingers of doom and despair. With a few adaptations, you can also use this character sheet for parrots and like birds.

Appearance: Both ravens and crows are solid black, though many other corvids (including jays and magpies) are brightly colored. Ravens are about 25 inches (65 cm) long, and can have wingspans of up to five feet. Crows are somewhat shorter and smaller.

SONGBIRD

Val	Char	Cost	Roll	Notes
1	**STR**	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
4	**CON**	-6	10-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
2	**PRE**	-8	10-	PRE Attack: 0d6
3	**OCV**	0		
7	**DCV**	20		
2	**OMCV**	-3		
2	**DMCV**	-3		
2	**SPD**	0		*Phases:* 6, 12
1	**PD**	-1		*Total:* 1 PD (0 rPD)
1	**ED**	-1		*Total:* 1 ED (0 rED)
1	**REC**	-3		
10	**END**	-2		
1	**BODY**	-9		
6	**STUN**	-7		**Total Characteristics Cost: -31**

Movement: Running: 2m
Leaping: 0m
Swimming: 0m
Flight: 16m

Cost	Powers	END
16	**Wings:** Flight 16m Reduced Endurance (0 END; +½), Restrainable (-½)	0
-10	**Short Legs:** Running -10m	
-2	**No Leaping:** Leaping -4m (0m total)	
-2	**No Swimming:** Swimming -4m (0m total)	
5	**Bird's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
	Skills	
7	Stealth 14-	

Total Powers & Skills Cost: 14

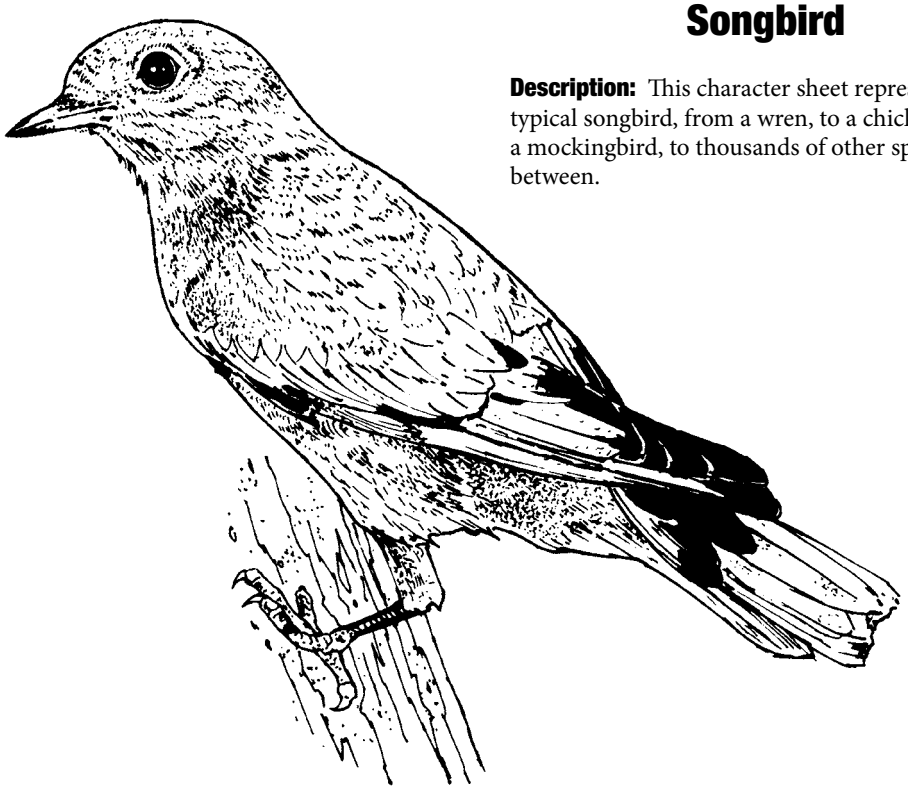
Total Cost: -17

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Minuscule (.125m; +24m KB) (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)

Total Complications Points: 50

Experience Points: 0

Songbird



Description: This character sheet represents a typical songbird, from a wren, to a chickadee, to a mockingbird, to thousands of other species in between.

BOAR

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
14	DEX	8	12-	
15	CON	5	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	4		*Total:* 6 PD (3 rPD)
4	ED	2		*Total:* 4 ED (3 rED)
6	REC	2		
30	END	2		
12	BODY	2		
30	STUN	5		**Total Characteristics Cost: 53**

Movement: Running: 12m

Cost	Powers	END
15	**Tusks:** HKA 1d6 (1½d6 with STR)	1
8	**Bite:** HKA ½d6 (1d6+1 with STR) Reduced Penetration (-¼)	1
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
1	**Charge:** Running +6m (18m total) Increased Endurance Cost (x8 END; -3½)	8
5	**Boar's Eyes:** Nightvision	0
6	**Boar's Nose:** +3 PER with Smell/Taste Group	0
	Skills	
4	+2 OCV with Move By	
3	Stealth 12-	

Total Powers & Skills Cost: 45

Total Cost: 98

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0



Boar

Ecology: Boars eat primarily roots, tubers, acorns, and the like, using their sensitive noses to locate food at night. They live in small groups of up to 20 in temperate regions and breed throughout the year.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: When threatened, disturbed, or cornered, boars can become dangerous. They charge their opponent, performing a Move By to slash with their tusks in an attack capable of disemboweling a man.

Appearance: Boars are large (5 foot long) wild porcines with short, grey-brown fur and distinctive tusks.

Buffalo/Cattle

Ecology: Buffaloes and cattle — collectively, bovids — live in grasslands and light forest, where they graze on low-lying vegetation. They live in herds, sometimes enormous ones that can take days to pass a given spot.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Buffalo and cattle would rather flee than fight, but sometimes become aggressive if startled or cornered. The cape buffalo is particularly noted for its temper and dangerousness. It can quickly become aggressive and charge with little or no provocation, reaching speeds of up to 36 miles per hour and doing enough damage with its horns to kill an adult male lion. It has even been known to wait for pursuing hunters and attack them by surprise.

Campaign Use: This character sheet represents a wide variety of bovids, from bulls fought in the bullring by daring Pulp adventurers, to bison hunted by cowboys in Western Hero, to the Cape Buffalo, to the wildebeest, and many others. It can serve as a template for winged bulls and similar fantastic beasts.

Appearance: As much as nine to ten feet tall at the shoulder, and eleven feet long from nose to rump, and weighing a ton or more, large bovids such as the American bison, cape buffalo, or domestic bull are large and powerful. Coloration ranges from white to dark brown and black, and the males of all species have horns projecting from the sides of their heads.

Camel

Ecology: Camels were first domesticated about 5,000 years ago, and the wild species have since died out in most places. There are two types: the dromedary, or African camel, which has only one hump; and the Bactrian, or Asian camel, which has two.

Camels are adapted for life in desert regions. They can survive months without water, relying on the fat (not water) stored in their humps. A camel can lose 27% of its body weight without ill effect. When the opportunity arises, it can drink up to 13 gallons of water, quickly regaining much of the weight lost in the interim. It eats dry, salty, or thorny plants no other desert animal can. Its two-toed feet keep it from sinking into the sand, and its eyelashes and slit nostrils keep sand from getting in its eyes and nose.

Personality/Motivation: Normal animal motivations. However, camels are known for their stubborness and foul tempers. If unhappy, they may spit on their keepers or find even less pleasant ways to express their disapproval.

Powers/Tactics: Camels have large, combat-adapted teeth with which they can deliver painful bites.

Campaign Use: With a few changes (such as getting rid of the Desert Adaptation), you can use this writeup for other members of the camel family, such as the llama or the vicuña.

Appearance: Camels are large, tan-colored, one- or two-humped quadrupeds with long, upward-curving necks and small heads.

Cat, Domestic

Ecology: Cats were domesticated thousands of years ago. Meat-eaters, they live on food served them by their supposed human masters, and/or on small rodents, insects, and birds they catch on their own. Skilled hunters, they can even snatch flying birds out of the air with a well-timed leap.

Personality/Motivation: Normal animal motivations. Cats have a well-deserved reputation for cleverness and sly behavior, though they're often quite loving and friendly as well. Moving objects sometimes fascinate them.

Powers/Tactics: Most cats flee rather than fight (at least from larger opponents). If forced to fight, they arch their backs and puff up their fur (to make themselves look larger), and use their teeth and claws.

Cats have acute senses. Their eyes are sensitive enough to allow them to move and act at night without difficulty, and their other senses are similarly developed.

Campaign Use: Cats appear frequently in adventure stories as wizards' familiars, talking creatures, and the like. Old superstitions attribute many powers to them, or claim they work for the Devil.

Appearance: Domesticated cats are small, usually about a foot long and weighing about ten pounds (some more, some less). They have pointed ears that they can move slightly to help focus on sounds, four agile, clawed feet, and long tails to help them keep their balance.

CATS, GREAT

The accompanying writeups describe the major great cats of the world, such as tigers and lions. These animals appear frequently in adventure stories, whether as man-eaters the PCs must hunt down and kill, the pets and soldiers of jungle-themed villains, or the faithful companions of heroes.

BUFFALO/CATTLE

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
13	DEX	6	12-	
23	CON	13	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
3	OCV	0		
3	DCV	0		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
7	PD	5		*Total:* 7 PD (2 rPD)
5	ED	3		*Total:* 5 ED (2 rED)
12	REC	8		
45	END	5		
22	BODY	12		
50	STUN	15		**Total Characteristics Cost: 94**

Movement: Running: 20m
Leaping: 1m

Cost	Powers	END
15	**Horns:** HKA 1d6 (3d6+1 with STR)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
10	**Heavy:** Knockback Resistance -10m	0
8	**Long Legs:** Running +8m (20m total)	1
1	**Charge:** Running +6m (26m total) Increased Endurance Cost (x8 END; -3½)	8
-1	**Poor Leaper:** Leaping -3m (1m total)	
3	**Heightened Senses:** +1 PER with all Sense Groups	0
	Skills	
6	**Charge:** +3 OCV with Move Through	

Total Powers & Skills Cost: 44

Total Cost: 138

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)

Total Complications Points: 50

Experience Points: 0

OPTIONS

In addition to eliminating the *Timid* Psychological Complication for especially temperamental or aggressive bovids (or perhaps substituting *Temperamental* or an Enraged), you can apply the following packages to simulate the abilities of particular species:

CAPE BUFFALO

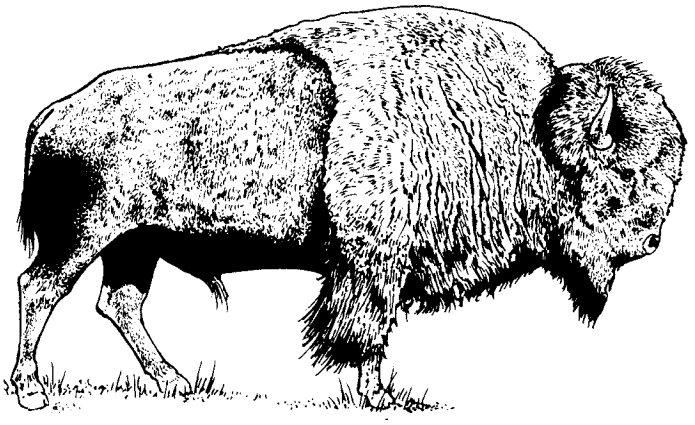
Cost	Power
+10	Increase horns to 1½d6 (4d6 with STR)
3	**Horns:** Resistant Protection (4 PD/4 ED); Only Protects Location 3 (-3)
19	**Charge:** Running +38m (34m total); Increased Endurance Cost (x3 END; -1)
10	**Fast:** +5 DEX
3	**Impressive:** +3 PRE

Total cost: +45 points

AMERICAN BISON

Cost	Power
-5	Reduce horns to HKA 1d6-1 (3d6 with STR)

Total cost: -5 points



CAMEL

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
11	DEX	2	11-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
3	OCV	0		
3	DCV	0		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
5	PD	3		*Total:* 5 PD (1 rPD)
4	ED	2		*Total:* 4 ED (1 rED)
9	REC	5		
40	END	4		
13	BODY	3		
36	STUN	8		**Total Characteristics Cost: 44**

Movement: Running: 24m
Leaping: 1m

Cost	Powers	END
3	**Bite:** HKA 1 point No STR Bonus (-½)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Heavy:** Knockback Resistance -6m	0
3	**Long Eyelashes:** Sight Group Flash Defense (3 points)	0
2	**Desert Adaptation:** Life Support (Diminished Eating: once per month)	0
12	**Long Legs:** Running +12m (24m total)	1
-1	**Poor Leaper:** Leaping -3m (1m total)	
3	**Camel's Senses:** +1 PER with all Sense Groups	0

Total Powers & Skills Cost: 29

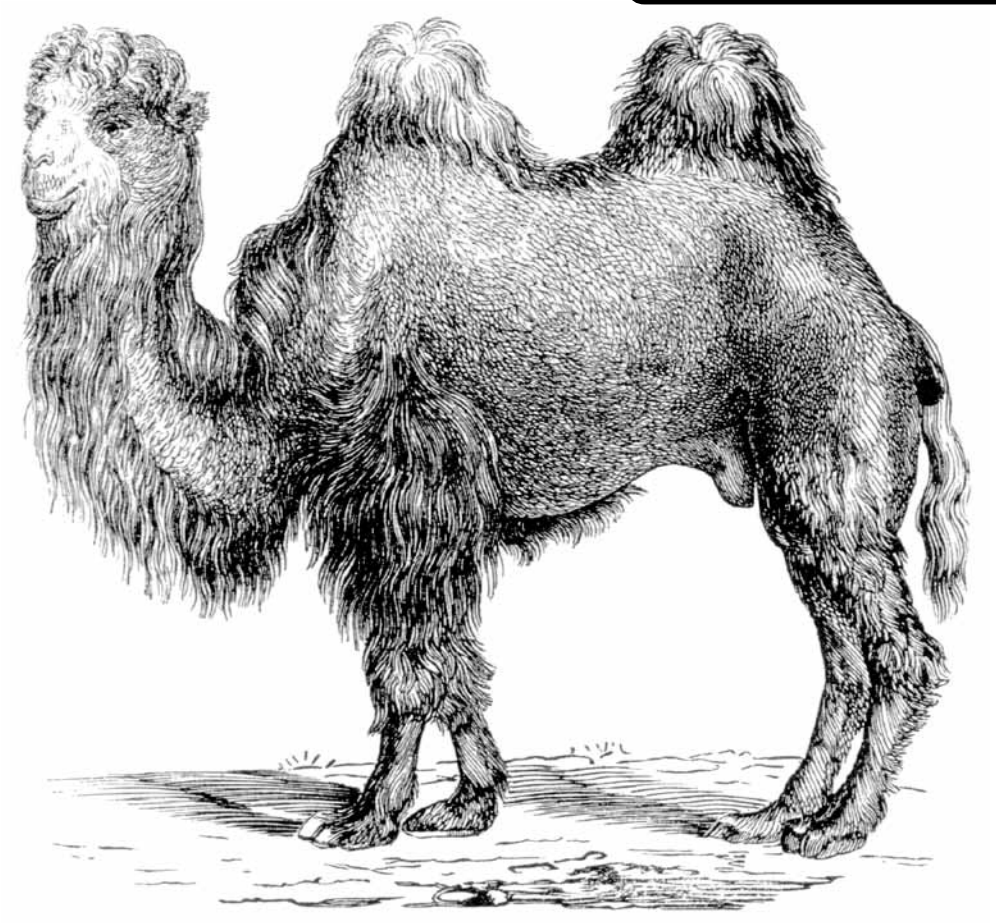
Total Cost: 73

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to 3.5m long, and 2.5m feet tall at the shoulder; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50

Experience Points: 0



DOMESTIC CAT

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
18	DEX	16	13-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
5	EGO	-5	10-	
8	PRE	-2	11-	PRE Attack: 1½d6
5	OCV	10		
8	DCV	25		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
2	PD	0		*Total:* 2 PD (0 rPD)
2	ED	0		*Total:* 2 ED (0 rED)
4	REC	0		
20	END	0		
5	BODY	-5		
12	STUN	-4		**Total Characteristics Cost: 30**

Movement: Running: 12m
Leaping: 2m

Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
5	**Claws:** HKA 1 point (1 point with STR)	1
9	**Cat's Senses:** +3 PER with all Sense Groups	0
-1	**Small Leaper:** Leaping -2m (2m total)	
5	**Cat's Eyes:** Nightvision	0
5	**Cat's Nose:** Tracking for Normal Smell	0

Skills

3 Breakfall 13-
3 Climbing 13-
15 Stealth 19-

Total Powers & Skills Cost: 49

Total Cost: 79

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
15 **Physical Complication:** Tiny (.25m; +18m KB) (Frequently, Slightly Impairing)
20 **Psychological Complication:** Lets Humans Think They Own It, When It Really Owns Them (Common, Total)

Total Complications Points: 50

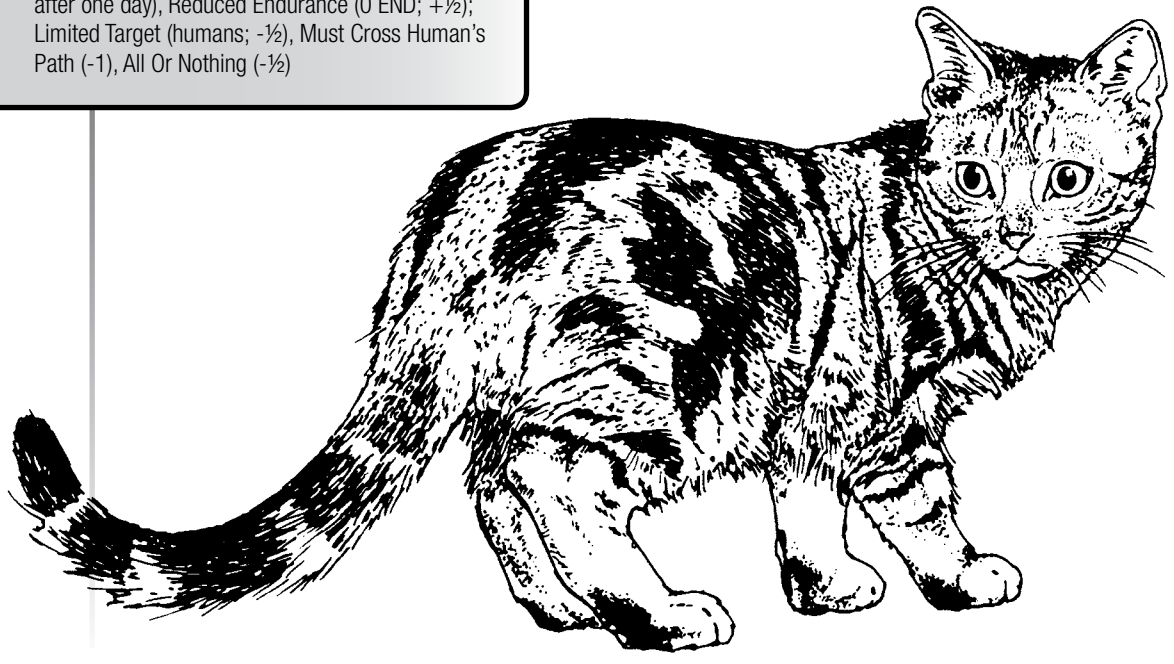
Experience Points: 0

OPTIONS

Cost	Power
7	**Conquer With Cuteness:** Charm 13-
1	**Flee!:** Running +6m (18m total); Increased Endurance Cost (x8 END; -3½)
2	**Flurry Of Claws:** Autofire (5 shots; +½) for Claws

BLACK CAT

Cost	Power
40	**Don't Let A Black Cat Cross Your Path:** Major Transform 8d6 (standard effect: 24 BODY) (humans to humans with Unluck 3d6; heals back automatically after one day), Reduced Endurance (0 END; +½); Limited Target (humans; -½), Must Cross Human's Path (-1), All Or Nothing (-½)



CHEETAH

Val	Char	Cost	Roll	Notes
18	**STR**	8	13-	Lift 300 kg; 3½d6 HTH damage [2]
18	**DEX**	16	13-	
18	**CON**	8	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
6	**PD**	4		*Total:* 6 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
8	**REC**	4		
35	**END**	3		
12	**BODY**	2		
30	**STUN**	5		**Total Characteristics Cost: 89**

Movement: Running: 18m

Cost	Powers	END
10	**Bite:** HKA ½d6 (1½d6 with STR)	1
8	**Claws:** HKA ½d6 (1½d6 with STR) Reduced Penetration (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Swift Runner:** Running +6m (18m total)	1
76	**Burst Of Speed:** Running +76m (94m total)	8
9	**Cat's Senses:** +3 PER with all Sense Groups	0
5	**Cat's Nose:** Tracking with Normal Smell	0

Skills

8	+1 HTH
2	+1 OCV with Trip
5	Stealth 14-
1	**Camouflage Coloration:** +1 to Stealth; Only In Home Environment (-1)

Total Powers & Skills Cost: 131

Total Cost: 220

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 55

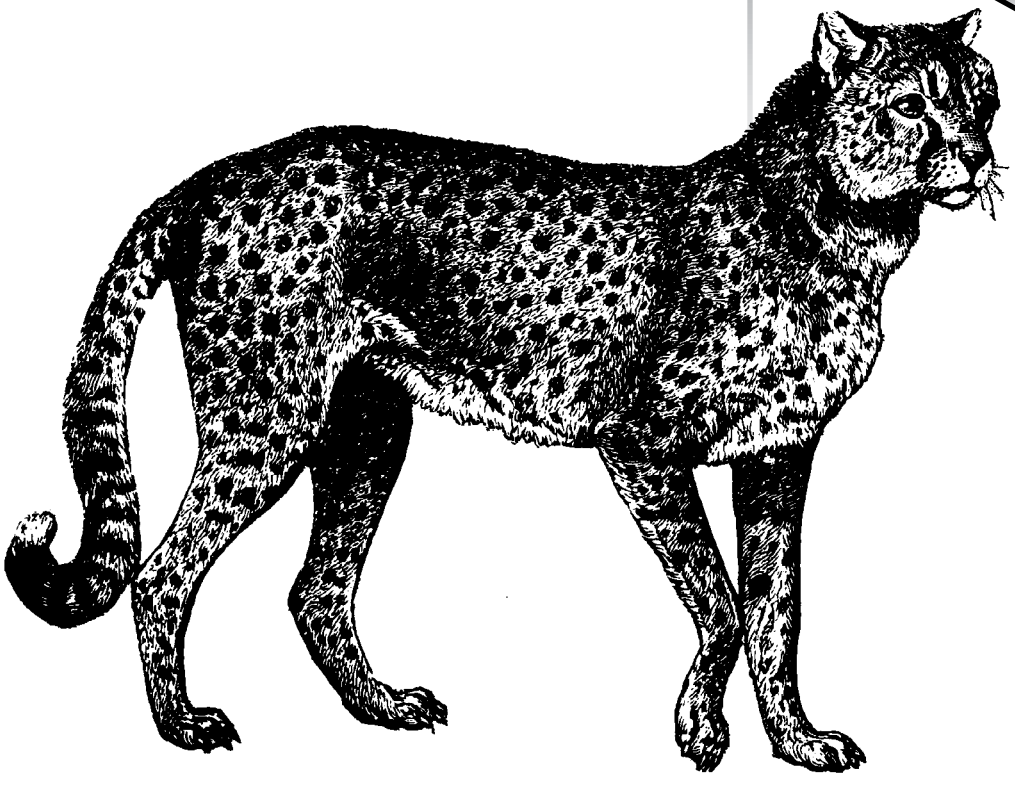
Cheetah

Ecology: The cheetah lives in the grasslands, savannahs, and plains of Africa and Asia, where it hunts small mammals, antelopes, and similar prey. It hunts by day, allowing it to co-exist with the more nocturnal lion and leopard. Females stay by themselves, or with their young, whereas males gather in small groups to hunt together.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Cheetahs are the fastest land animal on Earth, but only over short distances. They can reach speeds of about 70 miles per hour, but can only maintain that pace for about 20 seconds before becoming overheated. The cheetah chases down prey, leaps on it or knocks it down, then kills by biting the prey's throat with its fangs. Unlike other cats, it cannot retract its claws.

Appearance: The cheetah is a thin-bodied hunting cat that reaches lengths of up to six feet. Its long legs and flexible spine show how well it's built to run swiftly. Its fur is gold-yellow with black spots (smaller than those of the leopard), and it has two black lines down the side of its nose that make it appear to be weeping.



LEOPARD

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
18	**DEX**	16	13-	
18	**CON**	8	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
18	**PRE**	8	13-	PRE Attack: 3½d6
6	**OCV**	15		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
8	**REC**	4		
35	**END**	3		
12	**BODY**	2		
32	**STUN**	6		**Total Characteristics Cost: 98**

Movement: Running: 16m

Cost	Powers	END
15	**Bite:** HKA 1d6 (2d6+1 with STR)	1
12	**Claws:** HKA 1d6 (2d6+1 with STR) Reduced Penetration (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
4	**Swift Runner:** Running +4m (16m total)	1
9	**Cat's Senses:** +3 PER with all Sense Groups	0
5	**Cat's Eyes:** Nightvision	0
2	**Leopard's Ears:** +1 PER with Hearing Group	0
5	**Cat's Nose:** Tracking with Normal Smell	0
	Skills	
8	+1 HTH	
5	Climbing 14-	
5	Stealth 14-	
1	**Camouflage Coloration:** +1 to Stealth; Only In Home Environment (-1)	

Total Powers & Skills Cost: 72

Total Cost: 170

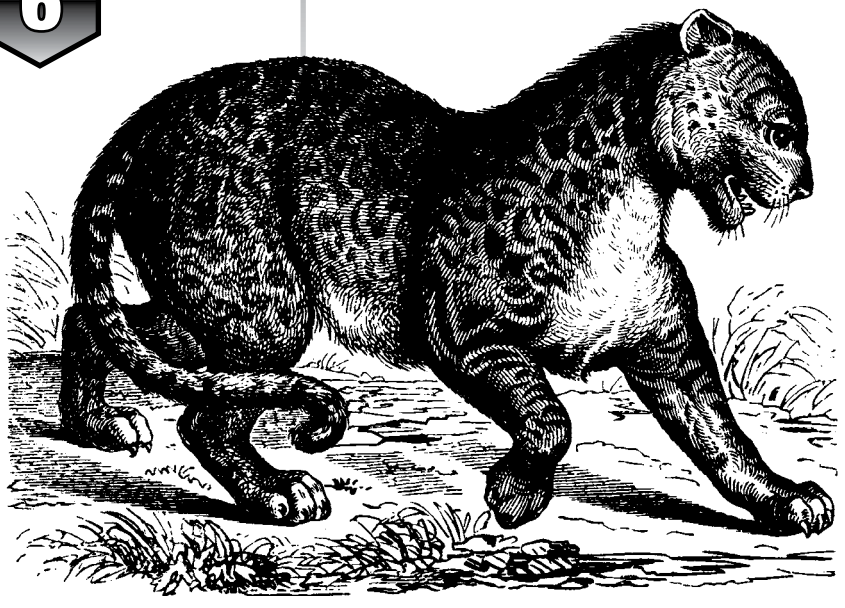
175 Matching Complications (50)

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

Total Complications Points: 40

Experience Points: 5

6



Leopard

Ecology: Solitary and nocturnal, leopards live in forests and grasslands (some species, like the snow leopard, live in the mountains). They hunt mostly other mammals (ranging from small monkeys to large antelope), killing with a bite to the throat or by breaking the victim's neck. Skilled climbers, they often rest on tree branches, and sometimes drag dead prey up into a tree and wedge it into a notch or fork so other predators can't get at it.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Leopards hunt by sneaking close to their prey (or lying in wait) and then attacking. Their powerful jaws and sharp claws allow them to Grab and kill even large animals quickly.

Campaign Use: You can also use this write-up for panthers and jaguars.

Appearance: Leopards are large cats with yellow-gold or grey coats marked with distinctive black spots. Some, called black panthers, are born with completely black fur instead.

LION

Val	Char	Cost	Roll	Notes
23	**STR**	13	14-	Lift 600 kg; 4½d6 HTH damage [2]
18	**DEX**	16	13-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
10	**PD**	8		*Total:* 10 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
10	**REC**	6		
40	**END**	4		
14	**BODY**	4		
36	**STUN**	8		**Total Characteristics Cost: 114**

Movement: Running: 14m

Cost	Powers	END
25	**Bite:** HKA 1½d6 (3d6 with STR)	2
16	**Claws:** HKA 1d6+1 (2½d6 with STR) Reduced Penetration (-¼)	2
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**Swift Runner:** Running +2m (14m total)	1
9	**Cat's Senses:** +3 PER with all Sense Groups	0
5	**Cat's Eyes:** Nightvision	0
5	**Cat's Nose:** Tracking with Normal Smell	0
	Skills	
8	+1 HTH	
3	Climbing 13-	
5	Stealth 14-	
1	**Camouflage Coloration:** +1 to Stealth; Only In Home Environment (-1)	
3	Tactics 11-	
3	Teamwork 13-	

Total Powers & Skills Cost: 90

Total Cost: 204

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 39

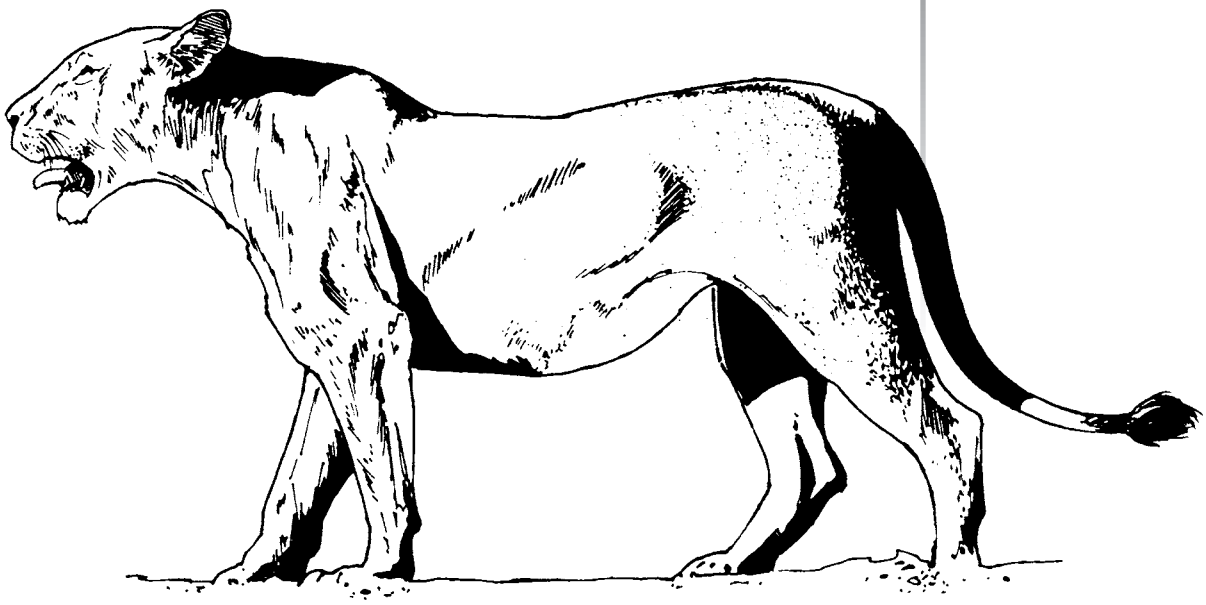
Lion

Ecology: The second largest of the great cats, lions live in the grasslands and savannahs of Africa (though they also inhabited Asia and southern Europe thousands of years ago). Unlike other cats, they live together in prides of up to about 15 animals, and hunt together to bring down large prey and defend their kills from scavengers.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Female lions do most of the hunting, leaving the lazier males to sleep about 20 hours out of every day. They work in groups using pack tactics.

Appearance: Lions are large cats with tawny skin that blends in well with their home environment. Males have large manes of hair to make themselves look fiercer and more dangerous.



SABRETOOTH TIGER (SMILODON)

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	**DEX**	16	13-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
6	**OCV**	15		
6	**DCV**	15		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
8	**PD**	6		*Total:* 8 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
9	**REC**	5		
40	**END**	4		
12	**BODY**	2		
36	**STUN**	8		**Total Characteristics Cost: 116**

Movement: Running: 14m

Cost	Powers	END
30	**Sabretooth Bite:** HKA 2d6 (3½d6 with STR)	2
16	**Claws:** HKA 1d6+1 (3d6 with STR) Reduced Penetration (-¼)	2
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**Swift Runner:** Running +2m (14m total)	1
9	**Cat's Senses:** +3 PER with all Sense Groups	0
5	**Cat's Eyes:** Nightvision	0
5	**Cat's Nose:** Tracking with Normal Smell	0
	Skills	
8	+1 HTH	
4	+2 OCV with Sabretooth Bite	
3	Climbing 13-	
5	Stealth 14-	
1	**Camouflage Coloration:** +1 to Stealth; Only In Home Environment (-1)	

Total Powers & Skills Cost: 93

Total Cost: 209

175	**Matching Complications (50)**	
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)	
0	**Physical Complication:** Human Size	
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)	

Total Complications Points: 40

Experience Points: 44

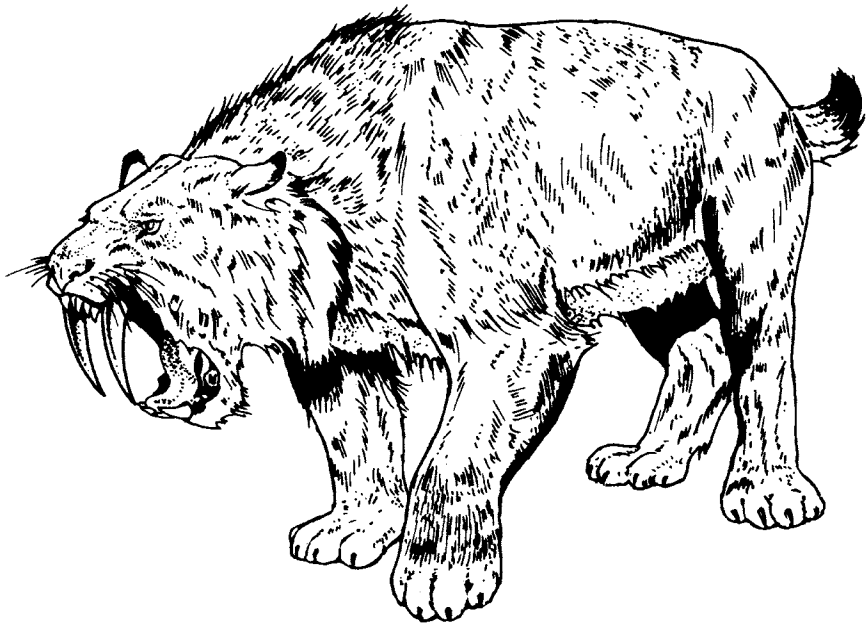
Sabretooth Tiger (Smilodon)

Ecology: This small (four feet long) but tough hunting cat lived in North and South America during the late Pleistocene.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The sabretooth tiger probably hunted much the same way a modern tiger does. Its jaw opened to a 120-degree angle, allowing it to use its powerful neck muscles to plunge its sabre-like main fangs into the victim's body. If it could not kill the prey right away, it simply waited for it to bleed to death.

Appearance: The sabretooth tiger, or *Smilodon,* was a short, powerfully-built hunting cat. Its most prominent feature were its twin "sabre" fangs, with a slight backward curve and serrated back edges.



TIGER

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	**DEX**	20	13-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
7	**OCV**	20		
6	**DCV**	15		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
9	**PD**	7		*Total:* 9 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
10	**REC**	6		
40	**END**	4		
16	**BODY**	6		
40	**STUN**	10		**Total Characteristics Cost: 133**

Movement: Running: 18m

Cost	Powers	END
25	**Bite:** HKA 1½d6 (3d6+1 with STR)	2
16	**Claws:** HKA 1d6+1 (3d6 with STR) Reduced Penetration (-¼)	2
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
4	**Heavy:** Knockback Resistance -4m	0
6	**Swift Runner:** Running +6m (18m total)	1
9	**Cat's Senses:** +3 PER with all Sense Groups	0
5	**Cat's Eyes:** Nightvision	0
5	**Cat's Nose:** Tracking with Normal Smell	0
	Skills	
8	+1 HTH	
3	Climbing 13-	
7	Stealth 15-	
1	**Camouflage Coloration:** +1 to Stealth; Only In Home Environment (-1)	

Total Powers & Skills Cost: 94

Total Cost: 227

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to 11 feet long and 660 pounds; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 52

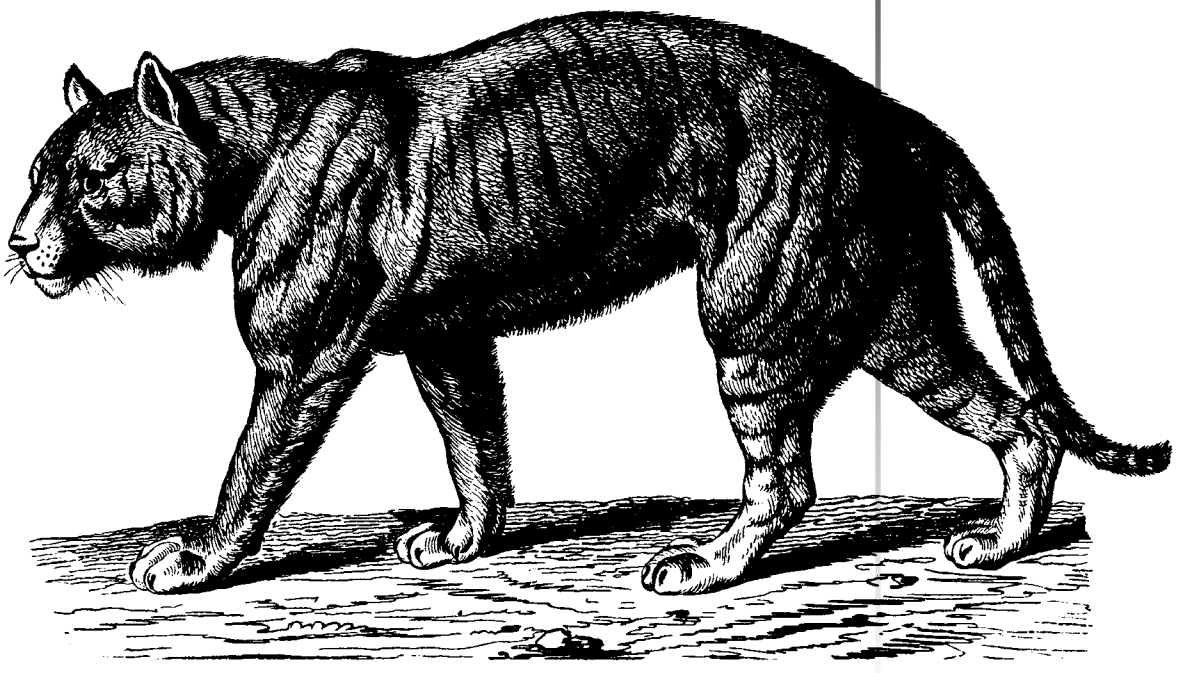
Tiger

Ecology: The largest of the great cats (they can grow up to 11 feet long and 660 pounds), tigers live in the jungles, forests, and grasslands of Asia (primarily India). Some subspecies (*e.g.,* the Siberian tiger) also live in mountainous or cold regions. It is solitary and nocturnal.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Tigers kill their prey by using their massive jaws to sheer through the spine, or by Grabbing the throat and choking or injuring the animal. They hunt by stealth, pouncing on their prey without warning. They use their immense strength to drag dead prey into thick cover before they feed.

Appearance: Tigers are large cats with distinctive orange coats with black stripes (which provide them with excellent camouflage).



CHIMPANZEE

Val	Char	Cost	Roll	Notes
18	**STR**	8	13-	Lift 300 kg; 3½d6 HTH damage [2]
15	**DEX**	10	12-	
15	**CON**	5	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
4	**OCV**	5		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
4	**PD**	2		*Total:* 4 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
7	**REC**	3		
30	**END**	2		
8	**BODY**	-2		
26	**STUN**	3		**Total Characteristics Cost: 39**

Movement: Running: 8m
Swimming: 0m

Cost	Powers	END
5	**Bite:** HKA 1 point (½d6 with STR)	1
-4	**Slow:** Running -4m (8m total)	
-2	**Poor Swimmer:** Swimming -4m (0m total)	
6	**Agile Feet:** Extra Limbs (legs and feet can function almost as well as arms and hands) Inherent (+¼)	0

Skills

3	Acrobatics 12-
3	Breakfall 12-
7	Climbing 14-

Total Powers & Skills Cost: 18

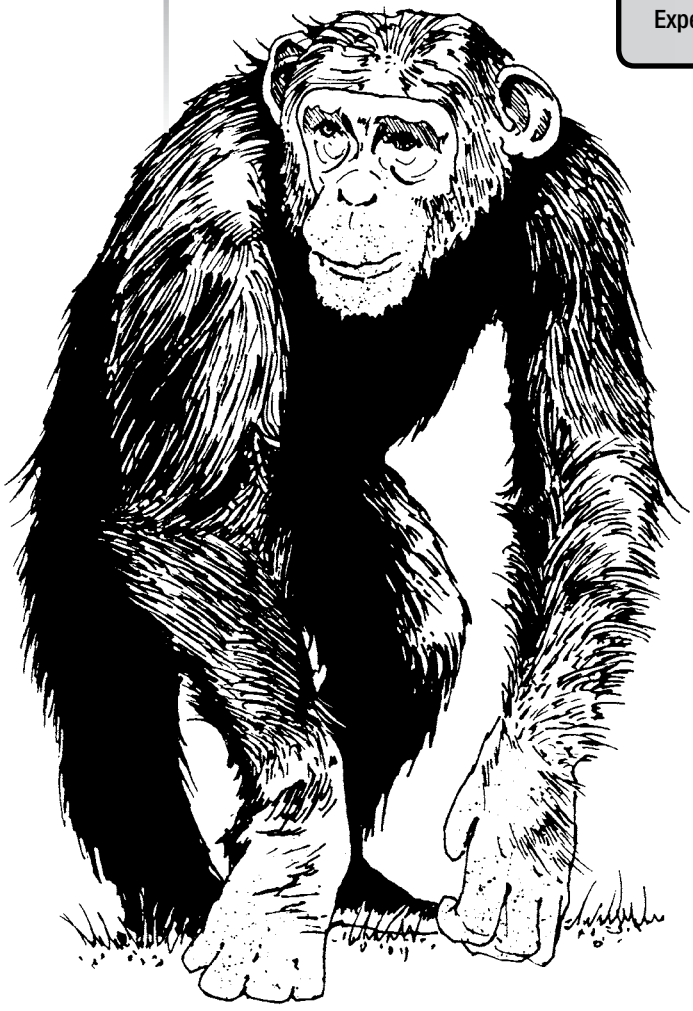
Total Cost: 57

175 Matching Complications (50)

0	**Physical Complication:** Human Size (up to five feet tall)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

Total Complications Points: 30

Experience Points: 0



Chimpanzee

Ecology: Chimpanzees are omnivores. They mostly eat leaves, shoots, and nuts, but also consume insects, eggs, and even the flesh of monkeys and other creatures on some occasions. They live in African jungle and woodland savannah environments in troops of up to 70, led by a strong male. From day to day, the troop splits up into small bands of about six chimps to forage for food.

Personality/Motivation: Normal animal motivations, though they're highly intelligent for animals, and can even make crude tools (such as using a clean twig to get termites or ants out of a nest to eat).

Powers/Tactics: Chimpanzees fight by biting. They sometimes have to defend their territory from rival groups of chimps.

Appearance: Chimpanzees are small (two to five feet tall) apes with black fur and light-colored skin. Their faces display a wide range of expressions, and they can make more than thirty different sounds. They lack claws, having nails instead on both feet and hands. They can walk on two legs for short periods, but usually stay on all fours.

GIANT CLAM

Val	Char	Cost	Roll	Notes
1	STR	-9	9-	Lift 8 kg; 0d6 HTH damage [1]
3	DEX	-14	10-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
3	PRE	-7	10-	PRE Attack: ½d6
1	OCV	-10		
1	DCV	-10		
2	OMCV	-3		
2	DMCV	-3		
1	SPD	-10		*Phases:* 12
2	PD	0		*Total:* 10 PD (8 rPD)
2	ED	0		*Total:* 10 ED (8 rED)
2	REC	-2		
20	END	0		
8	BODY	-2		
14	STUN	-3		**Total Characteristics Cost: -80**

Movement: Running: 0m
Leaping: 0m
Swimming: 0m

Cost	Powers	END
18	**Grab:** +25 STR, Reduced Endurance (0 END; +½); Only For Grabs And Staying In Its Crevice (-1)	0
20	**Unimpressed:** +40 PRE Only To Protect Against Presence Attacks (-1)	0
24	**Shell:** Resistant Protection (8 PD/8 ED)	0
12	**Wedged In:** Knockback Resistance -12m	0
-12	**Can't Move:** Running -12m (0m total)	
-2	**Can't Leap:** Leaping -4m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	

Skills

6 +3 OCV with Grab

Total Powers & Skills Cost: 64

Total Cost: -16

175 Matching Complications (50)

35 **Physical Complication:** Blind And Deaf (All The Time, Fully Impairing)

30 **Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)

10 **Physical Complication:** Small (1m; +6m KB) (Infrequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0

Clam, Giant

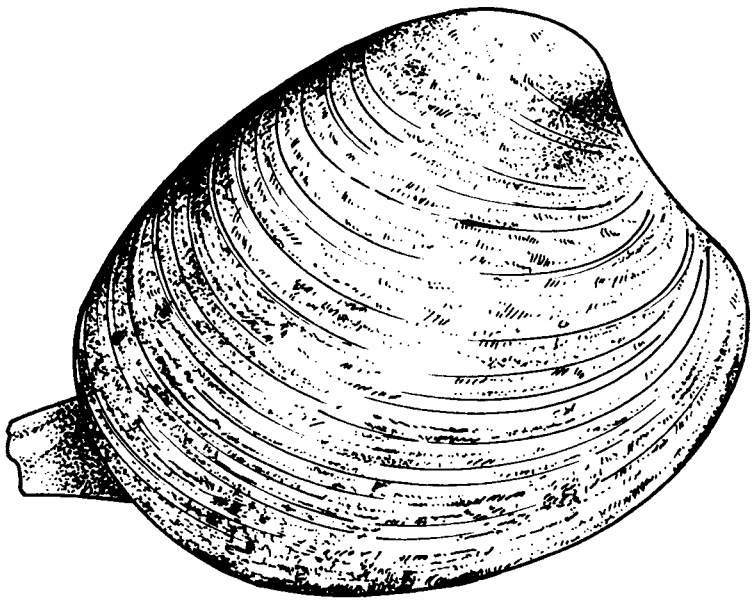
Ecology: Giant clams live in shallow waters on coral reefs. They wedge themselves into a crevice and grow into it, making it difficult to move them. They filter food from the water.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Giant clams don't fight. However, if they feel something enter their shells (perhaps to try to steal a pearl!), they clamp down with 25 STR, possibly holding a hapless character underwater until he drowns.

Campaign Use: No Pulp-era campaign would be complete without at least one character getting his foot trapped in a giant clam, now would it?

Appearance: The giant clam is a clam up to one meter across; it can weigh as much as 650 pounds. The microscopic algae in its lips give them a blue color.



Crocodile/Alligator

Ecology: Crocodiles, and their slightly smaller cousins alligators, live in rivers, lakes, and swamps. Alligator species include the American and Chinese; crocodile species include the Nile, estuarine, and dwarf. Crocodiles are powerful swimmers, and have been sighted dozens of miles out to sea. They eat waterfowl, fish, reptiles, and mammals (even some large ones).

Crocodilians in temperate climates may take the *Hibernates In Winter* Physical Complication (see "Bears," above), since they dig dens and wait out the colder months in them.

CROCODILE/ ALLIGATOR

Val	Char	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4½d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
4	DCV	5		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
10	PD	8		*Total:* 14 PD (4 rPD)
7	ED	5		*Total:* 9 ED (2 rED)
9	REC	5		
40	END	4		
16	BODY	6		
38	STUN	9		**Total Characteristics Cost: 92**

Movement: Running: 6m
Leaping: 2m
Swimming: 12m

Cost	Powers	END
10	**Bite:** HKA 1d6 (2d6+1 with STR) Restrainable (-½)	1
6	**Tail Bash:** HA +2d6 Hand-To-Hand Attack (-¼), Only With Extra Limb (-½)	1
9	**Scaly Skin:** Resistant Protection (4 PD/2 ED)	0
12	**Heavy:** Knockback Resistance -12m	0
4	**Strong Swimmer:** Swimming +8m (12m total)	1
-6	**Short Legs:** Running -6m (6m total)	
-1	**Poor Leaper:** Leaping -2m (2m total)	
1	**Lunge:** Leaping +2m (4m forward, 2m upward) Only To Lunge At Things Near The Water (-1)	1
1	**Burst Of Speed:** Running +6m (12m total) Increased Endurance Cost (x8 END; -3½)	8
6	**Crocodilian Senses:** +2 PER with all Sense Groups	0
5	**Crocodilian Eyes:** Nightvision	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

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

Total Powers & Skills Cost: 69

Total Cost: 161

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20 **Physical Complication:** Cold-Blooded (Frequently, Greatly Impairing)
15 **Physical Complication:** Enormous (8m; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

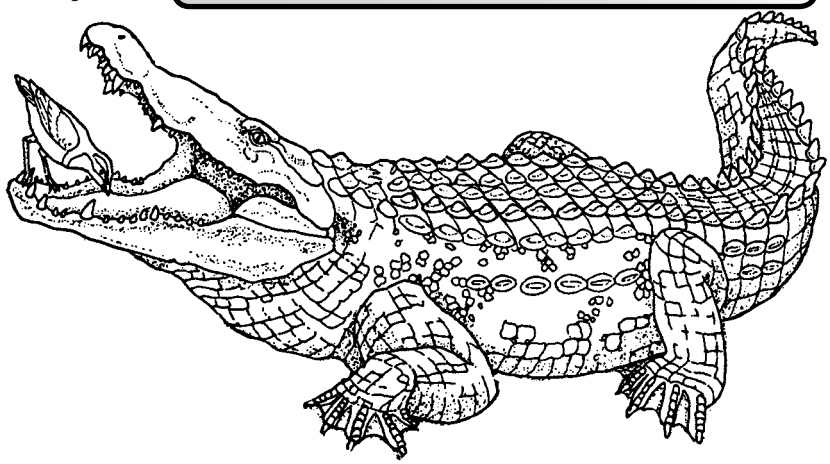
Total Complications Points: 50

Experience Points: 0

Personality/Motivation: Normal animal motivations.

Powers/Tactics: A crocodilian fights with its powerful bite, with jaws strong enough to sever limbs and crush major bones. (However, the muscles that *open* the jaws are considerably weaker [-15 STR], making it possible for a human to hold them shut.) Crocodiles like to Grab their victims and pull them down to drown as well. They typically hunt prey in the water or along the banks, and can use their Lunge ability to suddenly lash out of the water to snatch an unsuspecting victim. They have little fear of humans; the estuarine crocodile of Australia is thought to be responsible for up to 1,000 human fatalities a year.

Appearance: Crocodilians are large lizard-like creatures. Crocodile species can grow up to about 23 feet (7 meters), and alligators up to 20 feet. (A few longer specimens have been recorded; the record for a croc is 28 feet.) They have long, triangular-shaped heads; the tip of the alligator's snout is more rounded, and has a slight upward curve the crocodile's head lacks. The arrangement of the head allows a crocodilian to float



DEER/ANTELOPE

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
14	**DEX**	8	12-	
13	**CON**	3	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
8	**PRE**	-2	11-	PRE Attack: 1½d6
4	**OCV**	5		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
2	**PD**	0		*Total:* 2 PD (0 rPD)
2	**ED**	0		*Total:* 2 ED (0 rED)
5	**REC**	1		
25	**END**	1		
10	**BODY**	0		
22	**STUN**	1		**Total Characteristics Cost: 14**

Movement: Running: 22m
Leaping: 10m

Cost	Powers	END
4	**Antlers:** HKA ½d6	1
	No STR Bonus (-½), Only During Appropriate Times Of Year (-1)	
10	**Swift:** Running +10m (22m total)	1
3	**Leaper:** Leaping +6m (10m forward, 6m upward)	1
5	**Quick To Flee:** +1 SPD	0
	Only To Run Away From Danger (-1)	
6	**Deer's Senses:** +2 PER with all Sense Groups	
	Skills	
3	Stealth 12-	

Total Powers & Skills Cost: 31

Total Cost: 45

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)

Total Complications Points: 50

Experience Points: 0

OPTIONS

ANTELOPE (ANY)

Cost	Power
-4	Remove Antlers
7	**Horns:** HKA ½d6; No STR Bonus (-½)

Total cost: +3 points

BIGHORN SHEEP

Cost	Power
-4	Remove Antlers
5	+5 STR
8	**Horns:** HA +3d6; Hand-To-Hand Attack (-¼), Only With Move Through (-½)
4	+2 OCV with Move Through

Total cost: +13 points

MOOSE

Cost	Power
10	+10 STR
5	+5 CON
7	+7 PRE
6	**Heavy:** Knockback Resistance -6m

Total cost: +28 points

MOUNTAIN GOAT

Cost	Power
-4	Remove Antlers
7	**Horns:** HKA ½d6; No STR Bonus (-½)
1	**Used To The Cold:** Life Support (Safe Environment: Intense Cold); Requires A Survival Roll (-½)
5	Climbing 14-; Mountainsides Only (-½)
2	**Winter Coat:** +2 to Stealth; Only In Snow/Ice (-1)
2	Survival (Mountains) 11-

Total cost: +13 points

PRONGHORN ANTELOPE

Cost	Power
32	**World's Fastest Hoofed Mammal:** Running +32m (54m total)

Total cost: +32 points

through the water with just its eyes and nostrils above the surface. Their thick, grey or green hides protect them, but also make them targets for human hunters who want the valuable leather.

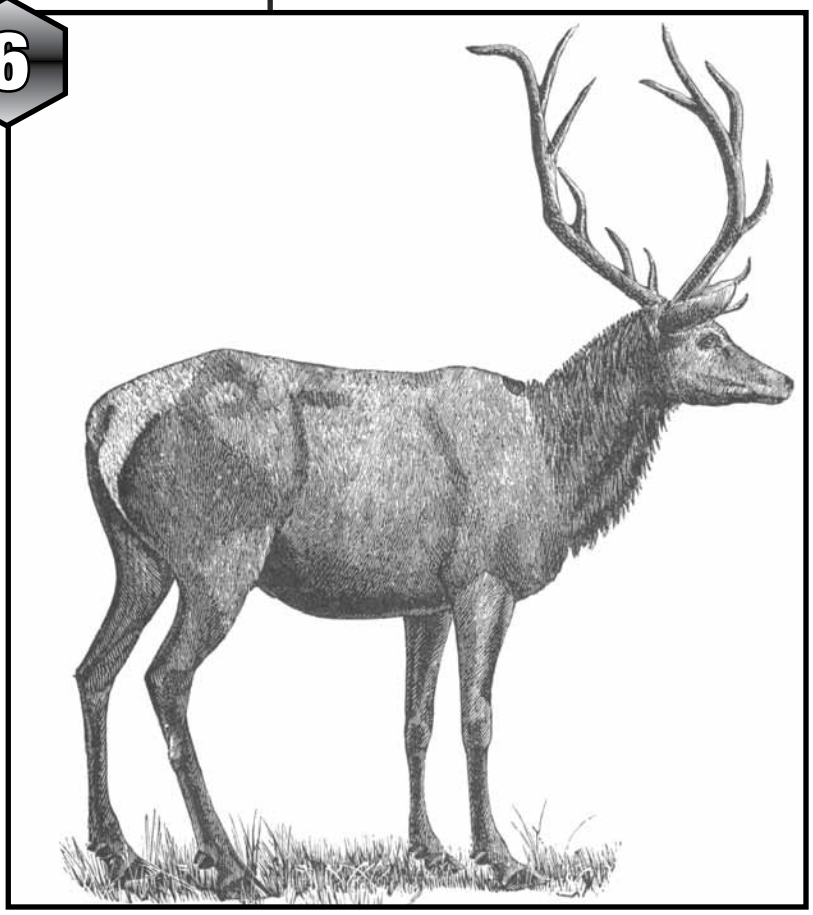
Deer/Antelope

Ecology: Deer, and their cousins antelope, are herbivores (as are related creatures like wild species of sheep and goats). They eat grass and leaves, and rely on their speed to keep themselves safe from predators.

Deer (including elk and moose) grow *antlers* every year. Made of bone, they sprout in spring, and through the summer remain covered in a soft, velvety substance. By late summer or autumn the velvet falls off and they harden, just in time for use in mating season fights. In the winter they fall off. Antelopes have *horns,* made of keratin, which may curve but do not branch as antlers do. Horns are permanent, and sometimes continue to grow throughout the animal's lifetime. Although they may look large and heavy, they're hollow, and so don't weigh much.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Deer and antelope generally avoid combat (except between males of the species during mating season) — they'd rather run than fight a predator. If they must, they can use their antlers or horns to defend themselves.



Appearance: Deer are large quadrupeds with thin, strong legs, short tails, and for males multi-pronged antlers on their heads. Antelopes are similar, but have horns in various configurations.

DINOSAURS

Dinosaurs are reptiles who lived hundreds of millions of years ago, long before humans evolved. Some were tiny, but many of the best-known ones, including most of the ones described here, were enormous, dwarfing any land-based creatures alive today. They filled all ecological niches, from herbivores, to scavengers, to fierce and deadly predators.

Campaign Use: Dinosaurs crop up frequently in adventure fiction. Supervillains (or greedy corporations) with a talent for genetic manipulation re-create them by obtaining DNA from insects trapped in amber. Lost continents, islands, and plateaus still house populations of them, safe from the catastrophes that destroyed all their kin. Time travelers journey back to the Jurassic Period and study the mating habits of Apatosaurus. With a little creative effort, the possibilities are nearly as vast as the gigantic lizards themselves.

For other prehistoric creatures, see the Cave Bear and Sabertooth Tiger earlier in this chapter.

Ankylosaurus

Ecology: This enormous herbivore lived during the late Cretaceous Period. It probably grazed in small groups.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Unlike many herbivores, ankylosaurus fights aggressively and stands its ground when attacked. It possesses strong natural armor consisting of hundreds of oval bony plates set in a thick, leathery skin. Additionally, spikes grew out of its body, making it difficult for predators to leap on or grapple it without getting hurt. It fought back with its large tail, which ended in a thick, bony knob.

Appearance: Ankylosaurus has a body over 30 feet long (including tail) and 16 feet wide at its broadest point. Its head, with a toothless beak-like mouth, is about two and a half feet wide, and all of its body is both armored and covered with rows of spikes, as described above.

Apatosaurus (Brontosaurus)

Ecology: Apatosaurus, also known as Brontosaurus ("thunder lizard"), was a gigantic herbivore that spent most of its time eating leaves and plants during the Late Jurassic Period. It wandered across what's now the western United States in herds of ten to forty animals.

ANKYLOSAURUS

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
10	**DEX**	0	11-	
28	**CON**	18	15-	
5	**INT**	-5	10-	PER Roll 10-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
4	**OCV**	5		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
2	**SPD**	0		*Phases:* 6, 12
14	**PD**	12		*Total:* 18 PD (4 rPD)
7	**ED**	5		*Total:* 11 ED (4 rED)
14	**REC**	10		
55	**END**	7		
25	**BODY**	15		
60	**STUN**	20		**Total Characteristics Cost: 111**

Movement: Running: 24m
Leaping: 0m
Swimming: 0m

Cost	Powers	END
11	**Tail Bash:** HA +4d6 Hand-To-Hand Attack (-¼), Only With Extra Limb (-½)	2
18	**Spiky Body:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼) (41 Active Points); Always On (-½), Activation Roll 14- (-¼), No Range (-½)	0
12	**Armored Body:** Resistant Protection (4 PD/4 ED)	0
12	**Armored Body:** Resistant Protection (+8 PD/+8 ED) Activation Roll 9- (or doesn't cover Hit Locations 6, 10-16; -1)	0
24	**Heavy:** Knockback Resistance -24m	0
12	**Big Body And Long Legs:** Running +12m (24m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
3	**Dinosaur Senses:** +1 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 93

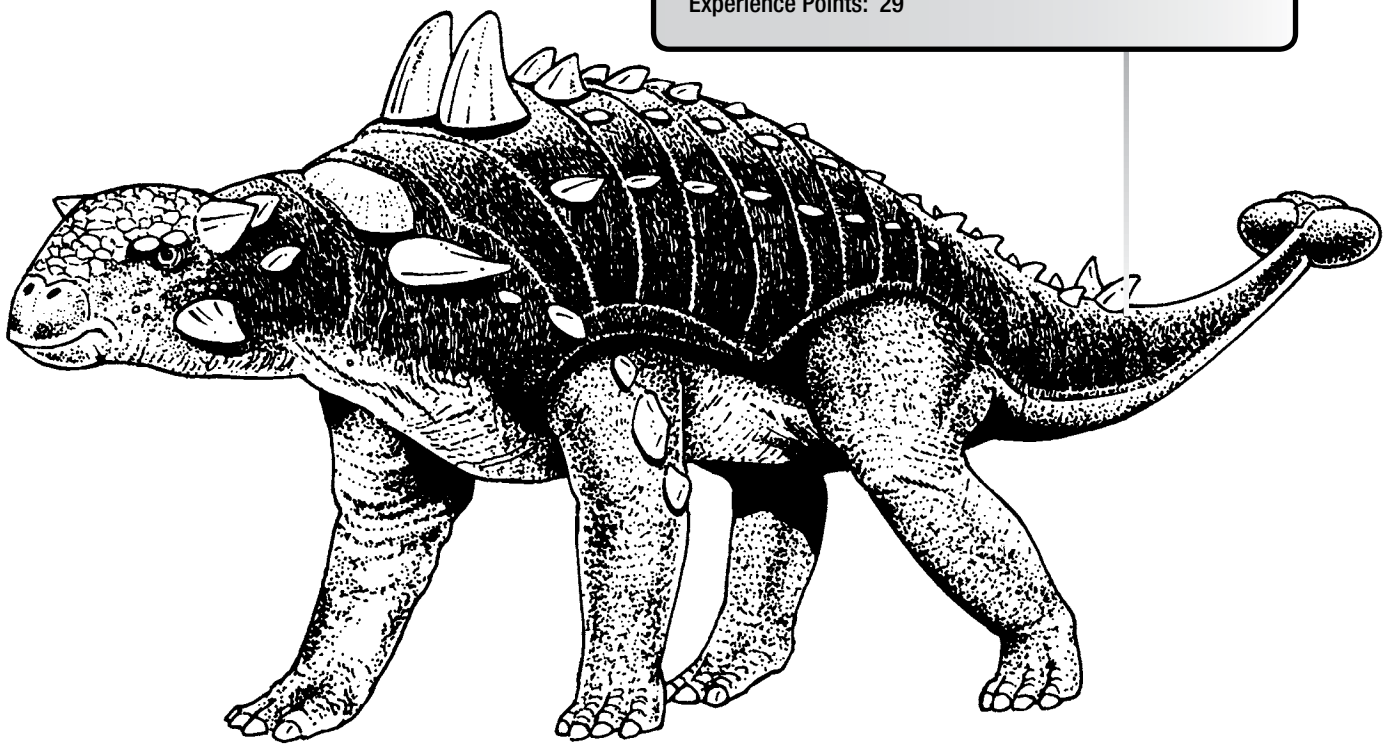
Total Cost: 205

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Enormous (about 10m long and 5m wide at its widest point, and weighing approximately four tons; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 29



APATOSAURUS (BRONTOSAURUS)

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [6]
8	**DEX**	-4	11-	
40	**CON**	30	17-	
5	**INT**	-5	10-	PER Roll 10-
5	**EGO**	-5	10-	
25	**PRE**	15	14-	PRE Attack: 5d6
3	**OCV**	0		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
2	**SPD**	0		*Phases:* 6, 12
20	**PD**	18		*Total:* 26 PD (6 rPD)
18	**ED**	16		*Total:* 22 ED (4 rED)
20	**REC**	16		
80	**END**	12		
40	**BODY**	30		
90	**STUN**	35		**Total Characteristics Cost: 202**

Movement: Running: 24m
Leaping: 0m

Cost	Powers	END
16	**Rear:** HA +4d6 Hand-To-Hand Attack (-¼)	2
8	**Tail Bash:** HA +3d6 Hand-To-Hand Attack (-¼), Only With Extra Limb (-½)	1
15	**Thick Skin:** Resistant Protection (6 PD/4 ED)	0
24	**Heavy:** Knockback Resistance -24m	0
12	**Big Body And Long Legs:** Running +12m (24m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
3	**Dinosaur Senses:** +1 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 79

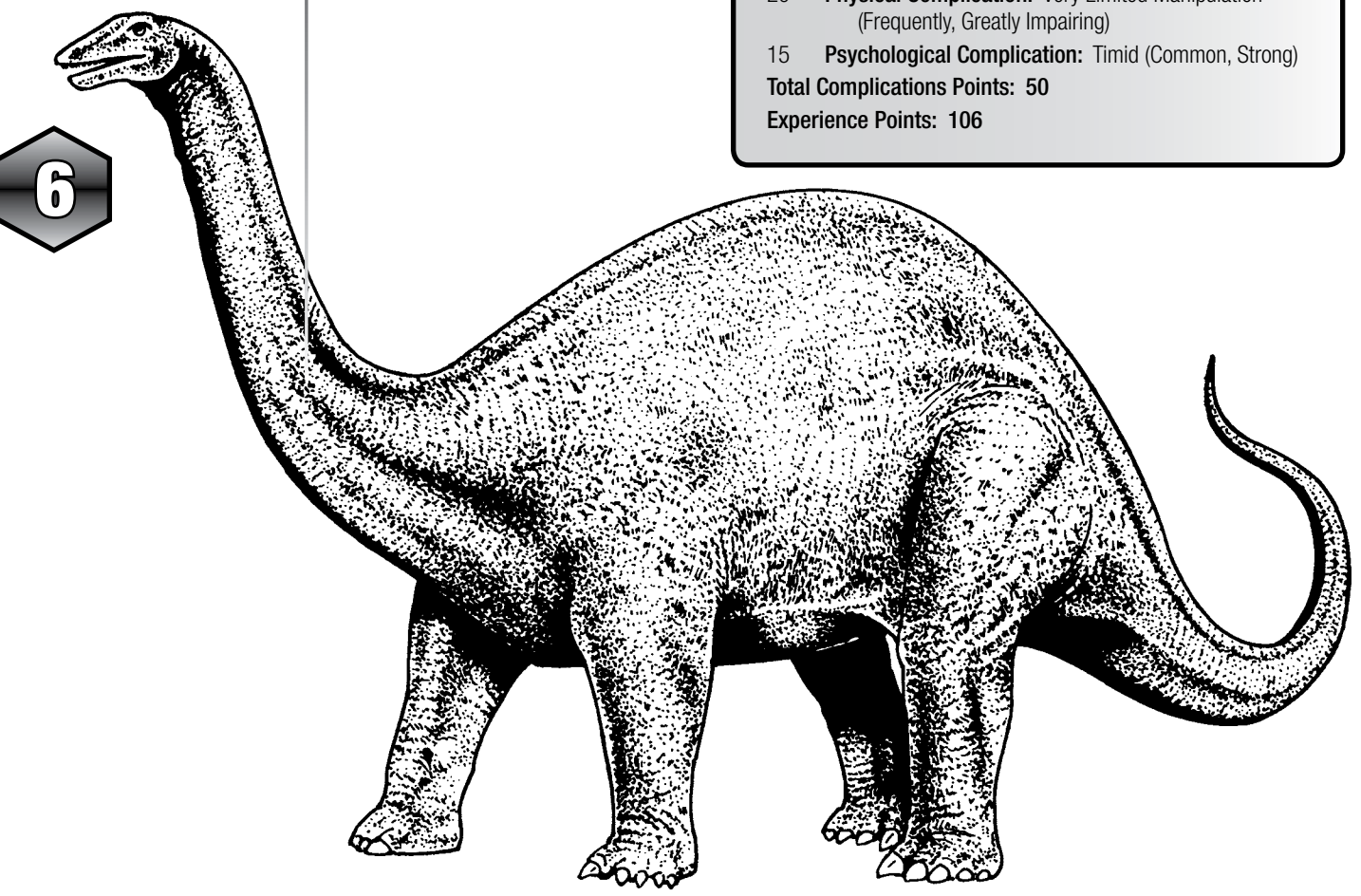
Total Cost: 281

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Gigantic (up to 21m long, and weighing about 30 tons; +8 OCV for others to hit, +8 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)

Total Complications Points: 50

Experience Points: 106



CERATOSAURUS

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
15	DEX	10	12-	
28	CON	18	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
4	DCV	5		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
12	PD	10		*Total:* 12 PD (3 rPD)
10	ED	8		*Total:* 10 ED (3 rED)
13	REC	9		
55	END	7		
25	BODY	15		
56	STUN	18		**Total Characteristics Cost: 147**

Movement: Running: 20m
Leaping: 0m
Swmming: 0m

Cost	Powers	END
30	**Jaws:** HKA 2d6 (4d6+1 with STR)	3
10	**Forelimb Claws:** HKA 1d6 No STR Bonus (-½)	1
4	**Snout Horn:** HA +1d6 Hand-To-Hand Attack (-¼)	1
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
12	**Heavy:** Knockback Resistance -12m	0
8	**Big Body And Long Legs:** Running +8m (20m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
6	**Dinosaur Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
	Skills	
4	+2 OCV with Jaws	

Total Powers & Skills Cost: 78

Total Cost: 225

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to 3m long/tall; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 50

Personality/Motivation: Normal animal motivations.

Powers/Tactics: When unable to flee a predator (such as *Allosaurus*), Apatosaurus probably fought in one or both of two ways. First, it could rear up and bring its heavy forelegs and bulk crashing down onto the foe. Second, it could use its long, heavy tail to bash.

Appearance: Apatosaurus was an enormous — up to 70 feet long, 20 feet high, and weighing about 30 tons — dinosaur with four legs, a long neck, a tiny head, and a long tail.

Ceratosaurus

Ecology: A predator of the late Jurassic Period, Ceratosaurus may have worked in packs or other large groups to hunt and kill large prey.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: While small compared to Tyrannosaurus, Ceratosaurus is nothing for heroes to laugh at. Its jaws are more than large enough to kill a human, and it attacks aggressively (sometimes, as noted above, in groups!).

Appearance: Ceratosaurus is about 6m (20 feet) tall/long. Its large jaws contain sharp, curved teeth, and its feet have three clawed toes. It has two short "arms" with four clawed fingers on each paw. There's a short horn on its snout; running from its neck, down its back, and all the way down its tail is a row of small bony plates that may have helped it control its temperature.

Corythosaurus

Ecology: One of the most common of the duck-billed dinosaurs, Corythosaurus ("helmet lizard") occupied the lands that would one day be western North America. It was first discovered by Barnum Brown in 1912 in Alberta, Canada. It lived in herds that browsed through the forests and grasslands. It may also have lived in swamps. When predators such as Tyrannosaurus Rex attacked, Corythosaurus could run away on its two large hind legs, and may have been prone to retreating to the water.

Like other lambeosaurine duckbills, Corythosaurus has a large, hollow crest on the top of its head made of expanded nasal bones. The exact purpose of this crest remains uncertain. Initially (including during the Pulp era) it was thought that Corythosaurus was semi-aquatic and that the crest acted as a sort of "snorkel" or air reservoir so it could remain underwater for long periods of time. Later discoveries showed that Corythosaurus was well-adapted to life on land. Other possible explanations for the crest are that it acted as a cooling system for the body, enhanced the dinosaur's olfactory senses, or was a sort of "vocal resonator"

CORYTHOSAURUS

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
13	DEX	6	12-	
25	CON	15	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
18	PRE	8	13-	PRE Attack: 3½d6
3	OCV	0		
3	DCV	0		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 8 PD (2 rPD)
6	ED	4		*Total:* 6 ED (2 rED)
10	REC	6		
50	END	6		
25	BODY	15		
50	STUN	15		**Total Characteristics Cost: 93**

Movement: Running: 28m
Swimming: 8m

Cost	Powers	END
15	**Bite:** HKA 1d6 (2½d6 with STR)	1
2	**Leathery Skin:** Resistant (+½) for 2 PD/2 ED	0
12	**Heavy:** Knockback Resistance -12m	0
16	**Long Legs:** Running +16m (28m total)	2
2	**Webbed Feet And Hands:** Swimming +4m (8m total)	1
-1	**Poor Leaper:** Leaping -2m (2m total)	
2	**Acute Sense Of Smell:** +1 to PER Rolls with Smell/ Taste Group	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 53

Total Cost: 146

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Enormous (approximately 9m long and up to 4 tons in weight; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

allowing Corythosaurus to make a wide variety of loud, distinctive cries and calls. (The latter two theories seem to be favored in the modern day, and are both reflected in this character sheet.)

Personality/Motivation: Normal animal motivations.

Powers/Tactics: If forced to fight, Corythosaurus uses its jaw, which contains hundreds of small, sharp teeth, to bite. But it prefers to flee from danger if possible.

Appearance: Corythosaurus was approximately nine meters long and weighed about four tons. It stood on its two large hind legs, using its smaller "arms" and long, heavy tail to balance itself. Its snout had a duck-billed shape. On top of its head was a prominent crest; the size, shape, and perhaps even the color of the crest varied with age and gender.

Deinonychus (Velociraptor)

Ecology: Deinonychus, better known to modern humans as "velociraptor," was a fast, agile hunter. In addition to hunting small game on its own, it probably worked with others of its kind in packs to bring down much larger prey. In fact, its anatomy (including a large brain) suggests a life-style so active that many scientists argue it, and by extension other dinosaurs, was warmblooded.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Deinonychus is a living killing machine. Swift and nimble, it comes equipped with three weapons for catching and slaughtering its prey. The first is its mouth, filled with sharp, backward-curving fangs. The second are its forelimb "hands," with three fingers, each tipped with a sharp claw. But most terrifying of all is the six inch-long "terrible claw" from which its name comes. It has one of these sickle-shaped, razor-sharp claws on the second toe of each foot. When it runs, the toe angles up to keep the claw sharp. When the velociraptor reaches its prey, it stands on one foot (using its long, straight tail for balance), and raises the other to slash with its terrible claw.

Appearance: Deinonychus stands about six feet tall, and is up to 13 feet long including its tail. It has two short, three-fingered "arms," or forelimbs, and two larger, stronger hindlimbs. It stands with its head and forelimbs thrust forward, and the weight of its body taken on its hindlimbs, with the tail for balance. Possibly some parts of its body, such as the forelimbs, were feathered.

DEINONYCHUS (VELOCIRAPTOR)

Val	Char	Cost	Roll	Notes
15	**STR**	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	**DEX**	10	12-	
15	**CON**	5	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (2 rPD)
5	**ED**	3		*Total:* 5 ED (2 rED)
6	**REC**	2		
30	**END**	2		
12	**BODY**	2		
30	**STUN**	5		**Total Characteristics Cost: 67**

Movement: Running: 24m
Leaping: 6m

OPTIONS

Cost	Power
+10	**The XKCD Terror:** +7 INT; Lockpicking 12-
5	+5 CON
7	+7 PRE
6	**Heavy:** Knockback Resistance -6m

Total cost: +28 points

Cost	Powers	END
15	**Bite:** HKA 1d6 (2d6 with STR)	1
12	**Hand Claws:** HKA 1d6 (2d6 with STR) Reduced Penetration (-¼)	1
25	**The Terrible Claw:** HKA 1d6+1 (2d6 with STR) Armor Piercing (+¼)	2
2	**Scaly Skin:** Resistant (+½) for 2 PD/2 ED	0
12	**Swift:** Running +12m	1
1	**Leaper:** Leaping +2m (6m forward, 3m upward)	1
6	**Dinosaur Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

16	+2 HTH
4	+2 OCV with Terrible Claw
5	Stealth 13-
3	Tactics 11-
5	Teamwork 13-

Total Powers & Skills Cost: 111
Total Cost: 178

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to 4m long and 2m tall, and weighing about 68 kg; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50
Experience Points: 0



DEINOSUCHUS

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
14	**DEX**	8	12-	
30	**CON**	20	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
30	**PRE**	20	15-	PRE Attack: 6d6
5	**OCV**	10		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 18 PD (6 rPD)
10	**ED**	8		*Total:* 16 ED (6 rED)
12	**REC**	8		
60	**END**	8		
25	**BODY**	15		
54	**STUN**	17		**Total Characteristics Cost: 141**

Movement: Running: 6m
Leaping: 1m
Swimming: 16m

Cost	Powers	END
20	**Bite:** HKA 2d6 (4d6 with STR) Restrainable (-½)	3
11	**Tail Bash:** HA +4d6 Hand-To-Hand Attack (-¼), Only With Extra Limb (-½)	2
18	**Scaly Skin:** Resistant Protection (6 PD/6 ED)	0
18	**Heavy:** Knockback Resistance -18m	0
6	**Strong Swimmer:** Swimming +12m (16m total)	1
-6	**Short Legs:** Running -6m (6m total)	
1	**Burst Of Speed:** Running +6m (12m total) Increased Endurance Cost (x8 END; -3½)	8
-1	**Poor Leaper:** Leaping -3m (1m total)	
1	**Lunge:** Leaping +2m (3m forward, 1.5m upward) Only To Lunge At Things Near The Water (-1)	1
6	**Crocodilian Senses:** +2 PER with all Sense Groups	0
5	**Crocodilian Eyes:** Nightvision	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Skills

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

Total Powers & Skills Cost: 103

Total Cost: 244

175 Matching Complications (50)

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

Total Complications Points: 50

Experience Points: 69

Deinosuchus

Description: Deinosuchus ("terrible crocodile") is a gigantic prehistoric crocodile that may have been up to 15 meters (50 feet) long — its skull was as long as a man is tall! (By comparison, the record for a modern-day crocodile is about 8 meters, or 28 feet.) It's also known as *Phobosuchus,* or "horror crocodile." It lived in what would become Texas at the end of the Cretaceous Period.

This character sheet assumes that Deinosuchus functioned in much the same way as modern crocodiles (see earlier in this chapter). However, some paleontologists believe it may have been a short-bodied, long-legged land predator. Resolution of the dispute awaits the discovery of more fossil evidence.

GIGANTOPITHECUS

Val	Char	Cost	Roll	Notes
35	**STR**	25	14-	Lift 3,200 kg; 7d6 HTH damage [3]
15	**DEX**	10	12-	
25	**CON**	15	14-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
25	**PRE**	15	14-	PRE Attack: 5d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (1 rPD)
6	**ED**	4		*Total:* 6 ED (1 rED)
12	**REC**	8		
50	**END**	6		
24	**BODY**	14		
56	**STUN**	18		**Total Characteristics Cost: 133**

Movement: Running: 10m
Swimming: 0m

Cost	Powers	END
8	**Arm Swing:** HA +2d6 Hand-To-Hand Attack (-¼)	1
11	**Bite:** HKA 1d6+1 No STR Bonus (-½), Reduced Penetration (-¼)	2
4	**Roar:** +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	**Thick Skin:** Resistant Protection (1 PD/1 ED)	0
6	**Heavy:** Knockback Resistance -6m	0
3	**Ape Senses:** +1 PER with all Sense Groups	0
-2	**Slow:** Running -2m (10m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
2	**Reach:** Reach +2m	0
	Skills	
4	+2 OCV with Arm Swing	

Total Powers & Skills Cost: 35

Total Cost: 168

175 Matching Complications (50)

10	**Physical Complication:** Large (up to 3m long/tall; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

Total Complications Points: 40

Experience Points: 3

OPTIONS

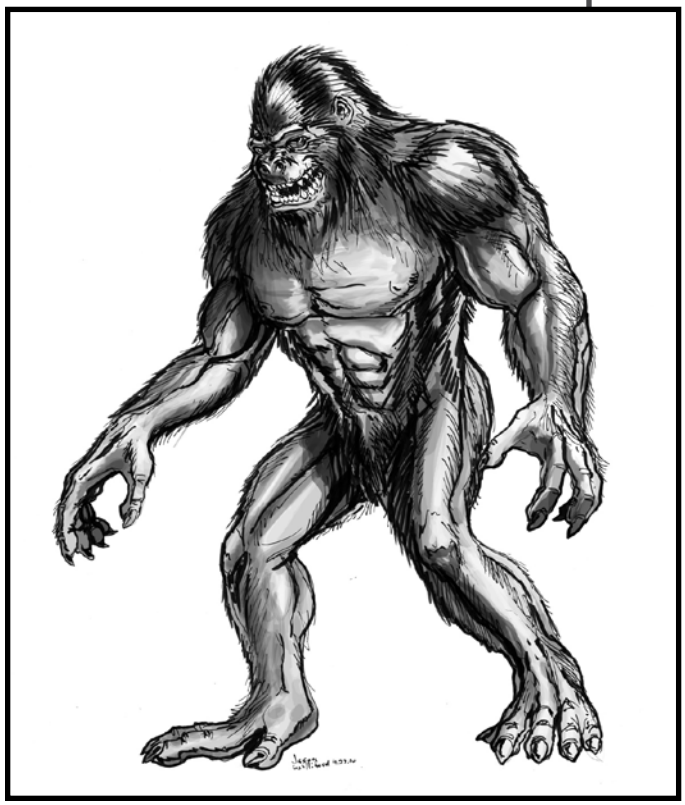
Cost	Power
+5	**Carnivorous Gigantopithecus:** Remove No STR Bonus (-½) from HKA

Gigantopithecus

Description: Gigantopithecus is an enormous gorilla-like ape; it stands 3 meters (10 feet) tall (as compared to 1.5-1.75 meters, or 5-6 feet, for modern gorillas). It probably lived mostly on the ground and ate vegetation, roots, and small animals; it has a relatively short jaw and small teeth. The *Carnivorous* option assumes the beast has large fangs and a taste for flesh — but even without that, the sight of a ten foot-tall gorilla defending its territory from them should be enough to frighten most heroes!

Gigantopithecus was first discovered in the Thirties when a paleontologist saw four of its enormous fossilized teeth on sale in a Hong Kong pharmacy. Complete lower jaws weren't found until the Fifties. Some people have speculated that it survived to the modern day in some isolated places — including the Himalayas (where it's known as the yeti) and the Pacific Northwest (where it's called "Bigfoot" and "sasquatch").

This character sheet assumes that Gigantopithecus functioned in much the same way as modern gorilla (see later in this chapter for more information).



MEGALODON

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
14	**DEX**	8	12-	
30	**CON**	20	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
35	**PRE**	25	16-	PRE Attack: 7d6
5	**OCV**	10		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 12 PD (3 rPD)
8	**ED**	6		*Total:* 8 ED (3 rED)
14	**REC**	10		
60	**END**	8		
30	**BODY**	20		
66	**STUN**	23		**Total Characteristics Cost: 177**

Movement: Running: 0m
Leaping: 0m
Swimming: 40m

Cost	Powers	END
35	**Jaws:** HKA 2d6+1 (4½d6 with STR)	3
6	**Dermal Denticles:** RKA 1 point Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 14- (-¼), No Range (-½)	0
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
18	**Heavy:** Knockback Resistance -18m	0
18	**Shark's Body:** Swimming +36m (40m total)	2
-12	**Only Swims:** Running -12m (0m total)	
-2	**Can't Leap:** Leaping -4m (0m total)	
6	**Shark's Senses:** +2 PER with all Sense Groups	0
5	**Shark's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
6	**Shark's Nose:** +3 PER with Smell/Taste Group	0
15	**Shark's Nose:** Targeting and Tracking for Normal Smell	0
17	**Electrosense:** Detect Bioelectrical Fields 11-, Sense, Targeting	0
35	**Lateral Line Sense:** Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
	Skills	
6	+3 OCV with Jaws	
3	Stealth 12-	

Total Powers & Skills Cost: 159
Total Cost: 336

	Matching Complications (50)
35	**Enraged:** berserk when smells blood (Common), go 11-, recover 8-
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Huge (up to 16m long; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Voracious Appetite (Common, Strong)
10	**Susceptibility:** to not moving in water, takes 1d6 per Turn (Uncommon)

Total Complications Points: 50
Experience Points: 161

Megalodon

Description: This huge prehistoric shark could reach lengths of up to 15 meters (50 feet), nearly twice the size of the largest great white shark. Some estimates claim it could have been up to double that size! Its massive jaws are filled with seven inch-long teeth, and a single bite can easily cut a human being in two.

This character sheet assumes that Megalodon functioned in much the same way as modern great white sharks (see page 481).

ORNITHOMIMUS

Val	Char	Cost	Roll	Notes
20	**STR**	10	13-	Lift 400 kg; 4d6 HTH damage [2]
16	**DEX**	12	12-	
18	**CON**	8	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
3	**OCV**	0		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
6	**PD**	4		*Total:* 6 PD (1 rPD)
5	**ED**	3		*Total:* 5 ED (1 rED)
8	**REC**	4		
35	**END**	3		
15	**BODY**	5		
34	**STUN**	7		**Total Characteristics Cost: 53**

Movement: Running: 26m
Leaping: 1m

Cost	Powers	END
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Heavy:** Knockback Resistance -6m	0
14	**Swift Runner:** Running +14m (26m total)	1
-1	**Poor Leaper:** Leaping -3m (1m total)	

Total Powers & Skills Cost: 20

Total Cost: 73

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to about 3.5m long; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

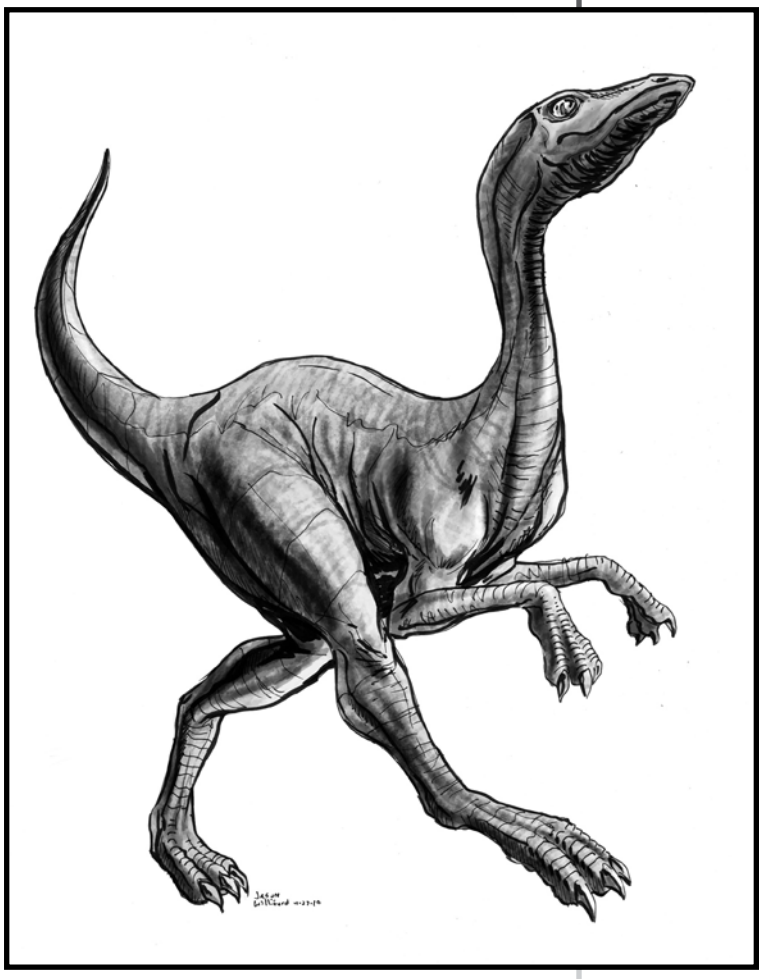
Ornithomimus

Ecology: Ornithomimus ("bird mimic") lived in what would become North America during the Late Cretaceous Period. It was probably an omnivore, eating leaves, plants, small lizards and other animals, roots, and perhaps even other dinosaurs' eggs.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Ornithomimus has no natural weaponry to speak of — if threatened, it runs away at a top speed of about 30 miles per hour. In adventures where the PCs visit prehistoric times or people somehow live side-by-side with dinosaurs, it's probably hunted as a food animal by humans.

Appearance: Ornithomimus is about 3.5 meters (1.710m, or 11.5 feet) long from tail to snout. It has two large hind legs, two much smaller forelimbs used to grasp food, a long neck that curves upward in a sort of S-shape so its head and large eyes are held high for a good view, and a tail that sticks out behind for balance as it walks and runs. It had no teeth and a beak-like jaw.



PLESIOSAURUS

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-5	10-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 8 PD (2 rPD)
6	ED	4		*Total:* 6 ED (2 rED)
8	REC	4		
40	END	4		
13	BODY	3		
34	STUN	7		**Total Characteristics Cost: 75**

Movement: Running: 0m
Leaping: 0m
Swimming: 20m

Cost	Powers	END
10	**Bite:** HKA ½d6 (2d6 with STR)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
1	**Aquatic:** Life Support (Extended Breathing: 1 END per Turn)	0
8	**Aquatic:** Swimming +16m (20m total)	1
-12	**Only Swims:** Running -12m (0m total)	
-2	**Can't Leap:** Leaping -4m (0m total)	
3	**Dinosaur Senses:** +1 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0
	Skills	
4	+2 with Swimming	

Total Powers & Skills Cost: 19

Total Cost: 94

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 0

Plesiosaurus

Ecology: Plesiosaurus was a marine hunter who ate fish and smaller aquatic reptiles. Although unable to move on land, it was fast and maneuverable in the water, thanks to its four flippers.

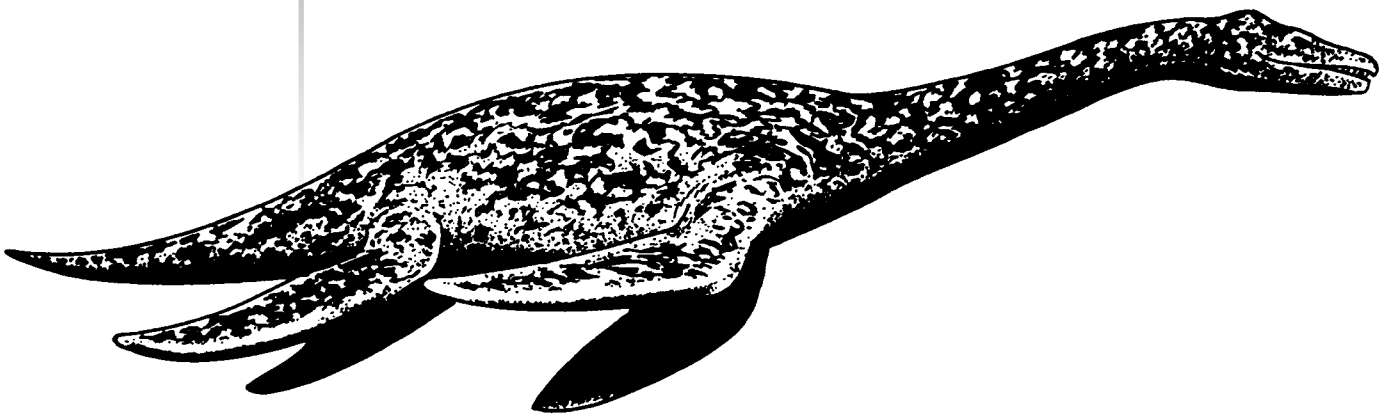
Personality/Motivation: Normal animal motivations.

Powers/Tactics: Plesiosaurus uses its long neck to snatch fish and other prey out of the water with its toothy mouth. If confronted by a larger, dangerous opponent, it flees.

Campaign Use: Plesiosaurus is but one member, and one of the smallest, of a large family of dinosaurs with the same general body structure and ecological niche. By applying the appropriate *Size* template, you can easily create character sheets for its larger relatives, such as Elasmosaurus.

You can also use this character sheet to represent the Loch Ness Monster, since some experts speculate that if "Nessie" exists, "she" is a surviving population of plesiosaurs.

Appearance: Plesiosaurus is a six foot-long aquatic dinosaur with a tapered body and tail, and four flippers instead of legs. It has a long neck with a small head at the end, and a mouth filled with short, sharp teeth for grasping and eating fish.



PTERANODON

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
11	CON	1	11-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-5	10-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
4	PD	2		*Total:* 4 PD (0 rPD)
3	ED	1		*Total:* 3 ED (0 rED)
4	REC	0		
20	END	0		
8	BODY	-2		
20	STUN	0		**Total Characteristics Cost: 16**

Movement: Running: 2m
Leaping: 0m
Flight: 10m

Cost	Powers	END
3	**Bite:** HKA 1 point No STR Bonus (-½) 1	1
10	**Wings:** Flying: Flight 10m Usable As Gliding (+¼), Reduced Endurance (½ END; +¼); Restrainable (-½)	1
-10	**Short Legs:** Running -10m	
-2	**Can't Leap:** Leaping -4m (0m total)	
6	**Good Eyes:** +3 PER with Sight Group	0

Total Powers & Skills Cost: 7

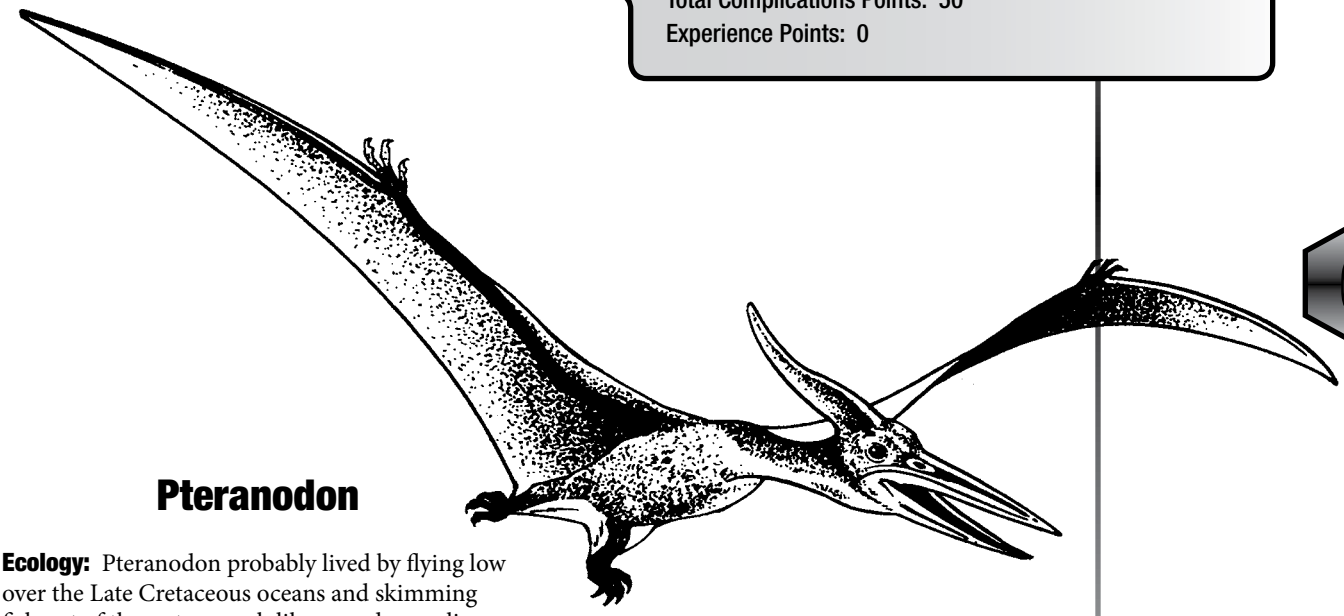
Total Cost: 23

175 Matching Complications (50)

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

Total Complications Points: 50

Experience Points: 0



Pteranodon

Ecology: Pteranodon probably lived by flying low over the Late Cretaceous oceans and skimming fish out of the water, much like a modern pelican. Unlike its relatives, pterosaurs such as Pterodactyl and the enormous Quetzalcoatlus, it didn't have teeth in its beak. Pteranodon is a weak flyer, preferring to glide.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: If forced to fight, a pteranodon does so with its beak.

Appearance: Pteranodon has a small body with short legs, and a head dominated by a large, pointed beak, and a counterbalancing bony crest that may also have acted as a stabilizer when it flew. Stretching beneath its "arms" are two large, leathery wings it uses to fly and glide.

STEGOSAURUS

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
11	DEX	2	11-	
30	CON	20	15-	
3	INT	-7	10-	PER Roll 10-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
4	OCV	5		
3	DCV	0		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
12	PD	10		*Total:* 14 PD (4 rPD)
10	ED	8		*Total:* 12 ED (4 rED)
13	REC	9		
60	END	8		
30	BODY	20		
62	STUN	21		**Total Characteristics Cost: 120**

Movement: Running: 24m
Leaping: 0m
Swimming: 0m

Cost	Powers	END
25	**Tail Spikes:** HKA 1½d6 (4d6 with STR)	2
14	**Dorsal Plates:** RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 11- (-1), No Range (-½)	0
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
3	**Armored Skin:** Resistant Protection (2 PD/2 ED) Doesn't Protect The Head, Vitals, Or Legs (Hit Locations 3-8, 13, 14-17 on the Quadruped Hit Location Table; -1)	0
16	**Heavy:** Knockback Resistance -16m	0
12	**Big Body And Long Legs:** Running +12m (24m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
3	**Dinosaur Senses:** +1 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 76

Total Cost: 196

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Enormous (up to 9m long and up to two tons; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

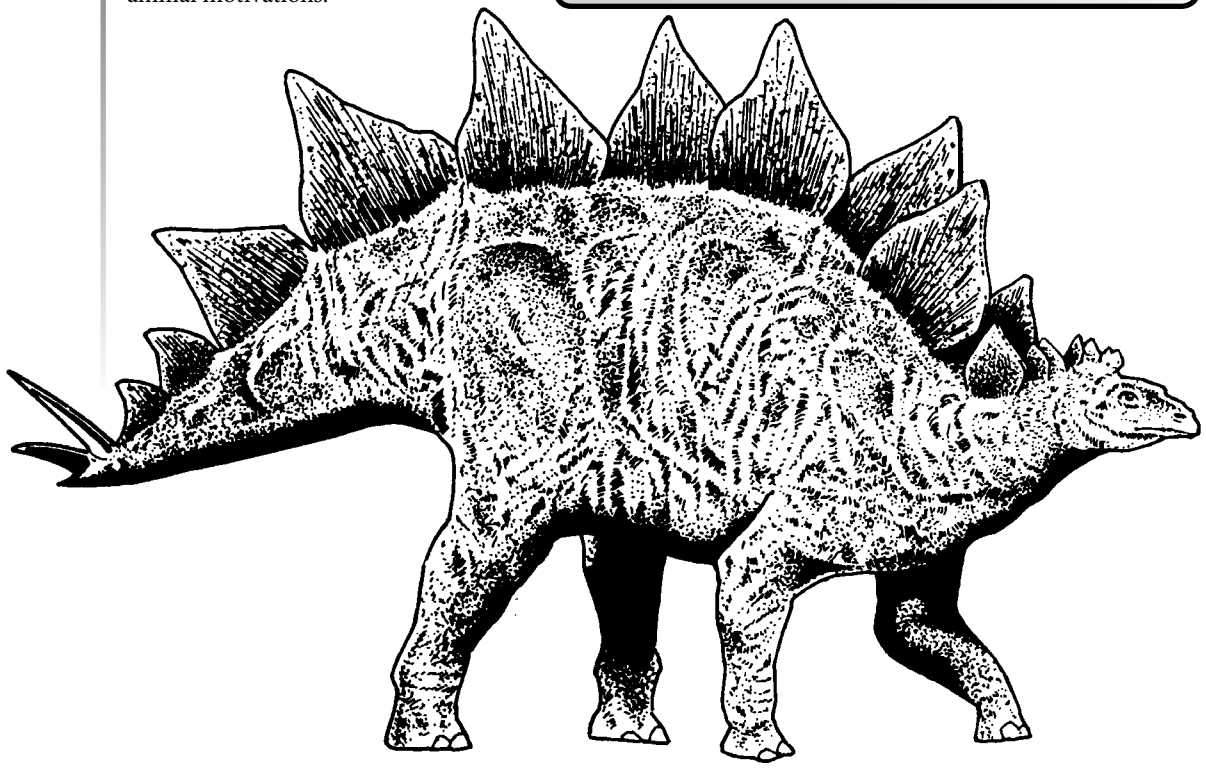
Total Complications Points: 50

Experience Points: 21

Stegosaurus

Ecology: An inhabitant of what is now the western United States during the Late Jurassic Age, Stegosaurus was a plant-eater who probably swallowed stones to help grind up and digest its food. Lumbering and slow-moving at most times, it had a brain the size of a walnut.

Personality/Motivation: Normal animal motivations.



TRICERATOPS

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
13	**DEX**	6	12-	
38	**CON**	28	17-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
4	**OCV**	5		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
15	**PD**	13		*Total:* 21 PD (6 rPD)
12	**ED**	10		*Total:* 16 ED (4 rED)
16	**REC**	12		
75	**END**	11		
35	**BODY**	25		
70	**STUN**	25		**Total Characteristics Cost: 172**

Movement: Running: 24m
Leaping: 0m
Swimming: 0m

Cost	Powers	END
30	**Three Horns:** HKA 2d6 (4½d6 with STR)	3
13	**Bite:** HKA 1d6+1 No STR Bonus (-½)	2
15	**Thick Skin:** Resistant Protection (6 PD/4 ED)	0
7	**Head Plate:** Resistant Protection (+5 PD/+5 ED) Only Protects The Head/Neck (Hit Locations 3-5 on the Quadruped Hit Location Table) And Against Move Through Damage (-1)	0
30	**Heavy:** Knockback Resistance -30m	0
12	**Big Body And Long Legs:** Running +12m (24m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
3	**Dinosaur Senses:** +1 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Skills

4 **Charge:** +2 OCV with Move Through

Total Powers & Skills Cost: 115

Total Cost: 287

175 Matching Complications (50)

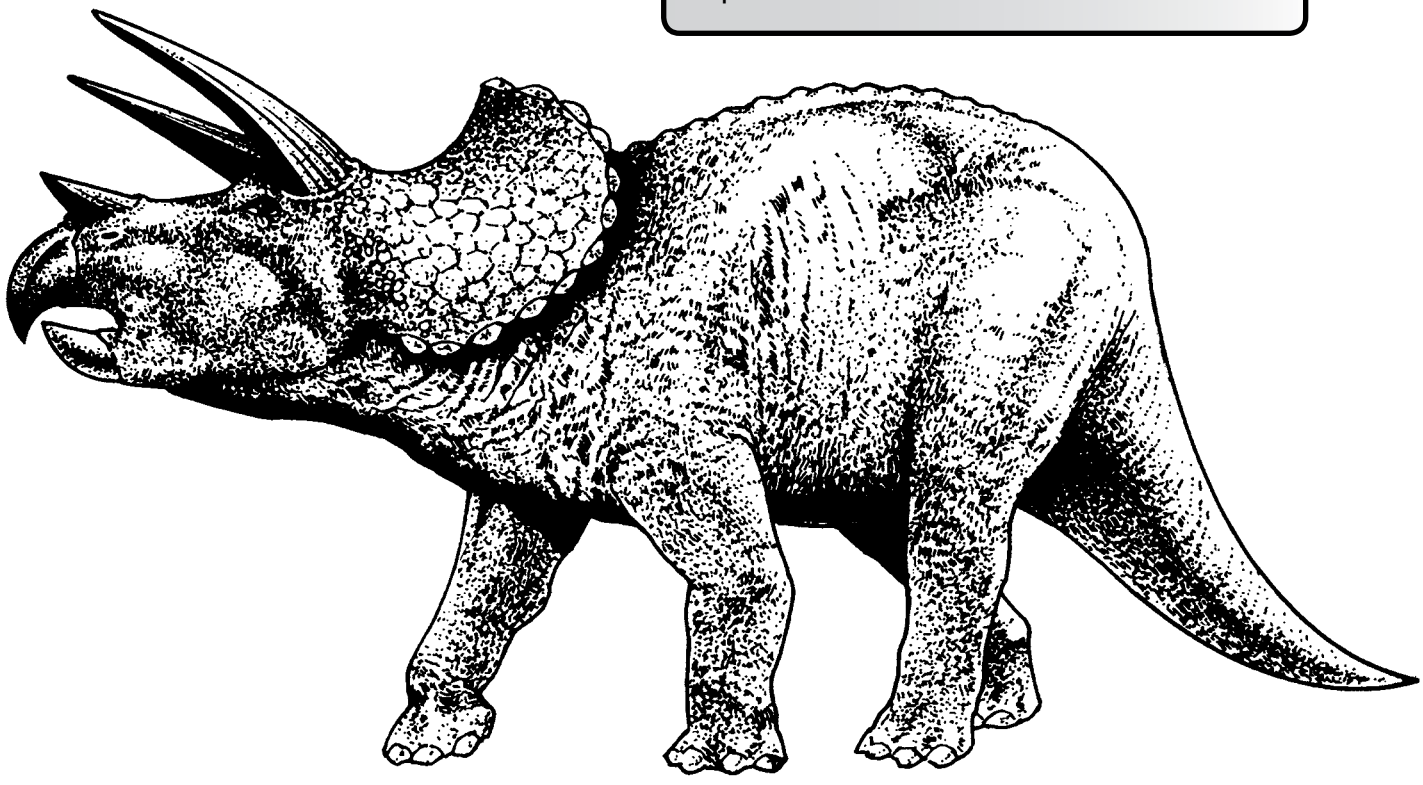
20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

15 **Physical Complication:** Enormous (up to 9m long and weighing up to 11 tons; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 112



TYRANNOSAURUS REX

Val	Char	Cost	Roll	Notes
50	**STR**	40	19-	Lift 25 tons; 10d6 HTH damage [5]
13	**DEX**	6	12-	
40	**CON**	30	17-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
30	**PRE**	20	15-	PRE Attack: 6d6
5	**OCV**	10		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
4	**SPD**	20		*Phases:* 3, 6, 9, 12
15	**PD**	13		*Total:* 15 PD (5 rPD)
12	**ED**	10		*Total:* 12 ED (5 rED)
18	**REC**	14		
80	**END**	12		
35	**BODY**	25		
80	**STUN**	30		**Total Characteristics Cost: 217**

Movement: Running: 24m
Leaping: 0m
Swmming: 0m

Cost	Powers	END
40	**Jaws:** HKA 2½d6 (6d6 with STR)	4
13	**Forelimb Claws:** HKA 1d6+1 No STR Bonus (-½)	2
5	**Tough Skin:** Resistant (+½) for 5 PD/5 ED	0
22	**Heavy:** Knockback Resistance -22m	0
12	**Big Body And Long Legs:** Running +12m (24m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
-2	**Can't Swim:** Swimming -4m (0m total)	
6	**Dinosaur Senses:** +2 PER with all Sense Groups	0
5	**Tail:** Extra Limb Inherent (+¼); Limited Manipulation (-¼)	0

Total Powers & Skills Cost: 99

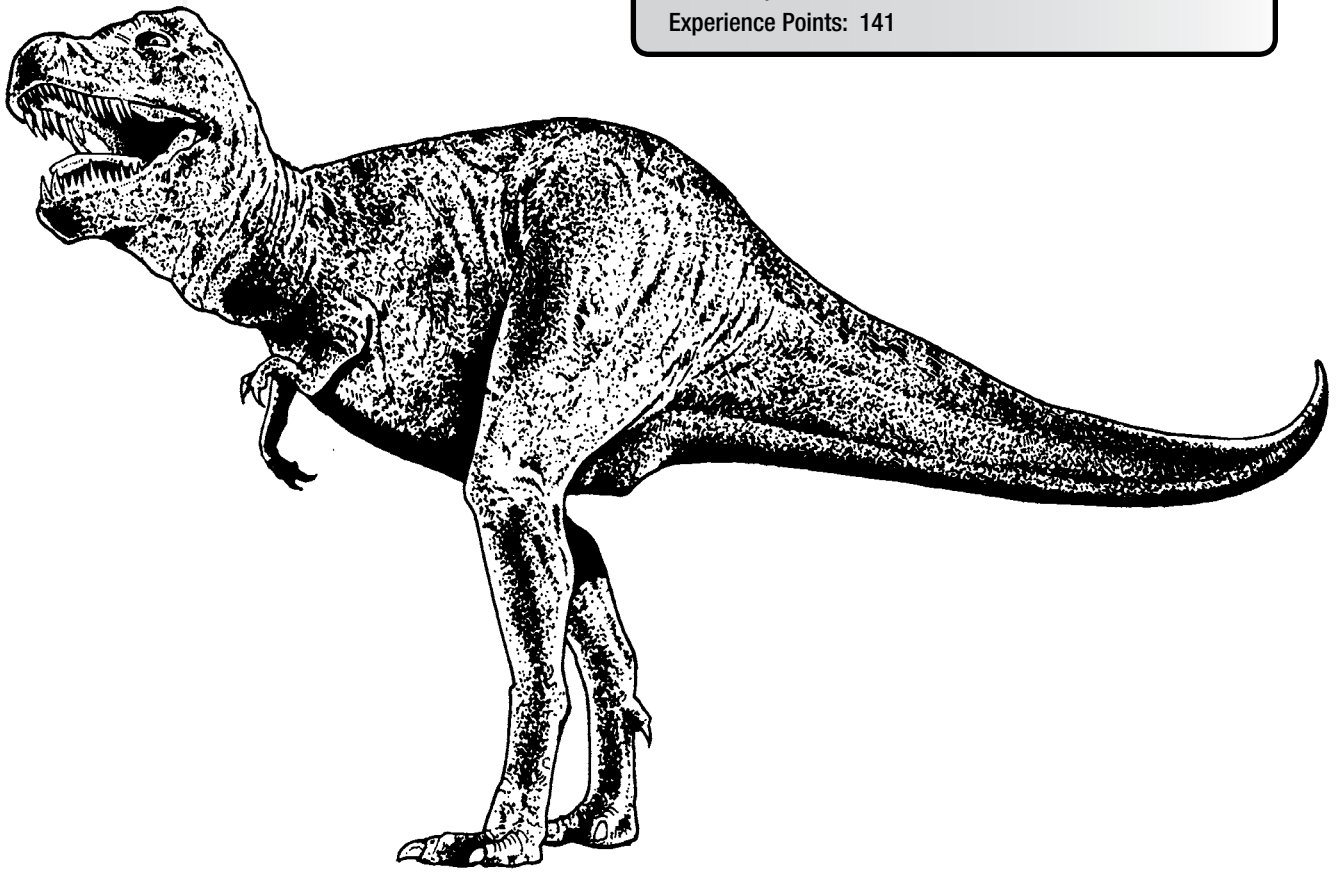
Total Cost: 316

175 Matching Complications (50)

20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Huge (up to 16m long; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 141



Powers/Tactics: If threatened, Stegosaurus fights back by swinging its tail, which is tipped with two or four meter-long spikes. Backed by the creature's enormous strength, these spikes can inflict serious wounds on a predator.

Stegosaurus may also have had a row of bony plates, some as much as two feet tall, running down its backbone to prevent predators like Allosaurus from pouncing on it. However, because paleontologists have never found these plates attached to the backbone, they're not certain if they served a protective function. They may have lain flat against the skin, to act as armor and/or a heat exchange mechanism. This character sheet assumes they stood upright and were defensive in nature.

Appearance: Stegosaurus was a large dinosaur, up to 30 feet long and weighing as much as two tons. Its body narrows down to a small neck and equally small head in front, and a long, spiked tail in back, and has four stumpy legs to support it. Running down its backbone is a row of defensive plates, as described above.

Triceratops

Ecology: Triceratops ("three-horned face") lived in what is now western North America during the Late Cretaceous Period. It roamed the lands in herds of up to fifty, eating vegetation. To establish dominance within the herd, the males probably sparred with each other using their horns, but inflicted no serious damage.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Besides being well-armored against attack, especially around the head and neck, Triceratops comes equipped with fearsome weaponry. It has three horns — a small one over the nose, and two large ones projecting forward from above its eyes. In some species, the horns extended beyond the snout. When threatened, Triceratops could use the horns to defend itself, counting on its bony frill to protect its neck. It may have dispatched predators like Tyrannosaurus by charging them and thrusting all three horns into them with full force. It could also bite with its beak-like mouth.

Appearance: An enormous, lumbering tank of a dinosaur, Triceratops could grow to as much as 30 feet long and weigh up to 11 tons. Its heavy head, with the three horns described above, has a bony frill projecting backward to protect the neck.

Tyrannosaurus Rex

Ecology: A terror of the Late Cretaceous Period, Tyrannosaurus is the largest land-based carnivore known to have ever existed. Scientists disagree as to its primary ecological niche or role. Based on the structure of its leg and hip bones, some argue it was a slow-moving scavenger, not a hunting predator. In support, they cite calculations which may show that if Tyrannosaurus fell while running, it would shatter its own skull. Other scientists, based on Tyrannosaurus's powerful jaw muscles, heightened senses, and possible binocular vision, argue that a predatory role was more likely. They assert Tyrannosaurus probably lurked in forests, chasing down its main prey (duck-billed dinosaurs) with short bursts of speed or surprise attacks.

The character sheet above assumes the "predator" explanation is true, since it's a lot more enjoyable for gaming purposes. If you prefer the "scavenger" approach, reduce Tyrannosaurus's Running to 18m total, its SPD to 3, and its PER Roll bonus to +1.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Tyrannosaurus is a fearsome predator. Its enormous jaw contains six inch-long fangs. Its tiny forelimbs, though weak, possess sharp claws. It attacks aggressively, relying on its powerful natural weaponry to overcome its prey's defenses.

Campaign Use: You can also use this character sheet for *Allosaurus,* a similar but slightly smaller predator of the Late Jurassic/Early Cretaceous.

Appearance: Tyrannosaurus is a huge dinosaur (nearly 50 feet long/tall, and weighing eight tons) with a head over four feet long and jaws full of vicious fangs. It walks on its two large hindlimbs, balancing itself with a thick tail; its two two-fingered forelimbs are small and weak.

TYRANNOSAUR HIT LOCATION TABLE

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

SMALL/ MEDIUM DOG

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

Movement: Running: 12m
Leaping: 2m

Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
-1	**Poor Leaper:** Leaping -2m (2m forward, 1m upward)	
9	**Canine Senses:** +3 PER with all Sense Groups	0
5	**Canine Nose:** Tracking for Normal Smell	0
3	**Canine Ears:** Ultrasonic Perception (Hearing Group)	0
	Talents	
3	Lightsleep	
	Skills	
2	PS: Retrieve/Fetch 11-	
7	Stealth 13-	

Total Powers & Skills Cost: 33

Total Cost: 15

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Small (no larger than about 1m; +6m KB) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

DOGS

Ecology: Known as "man's best friend" for their loyalty, companionship, and helpfulness, dogs have been domesticated for thousands of years. Descended from wild canines such as wolves, foxes, and jackals, they range from huge, fierce guard and hunting dogs to small, yapping lapdogs, with thousands of breeds in between. Although they can survive in the wild if necessary, they usually depend on their human masters for food.

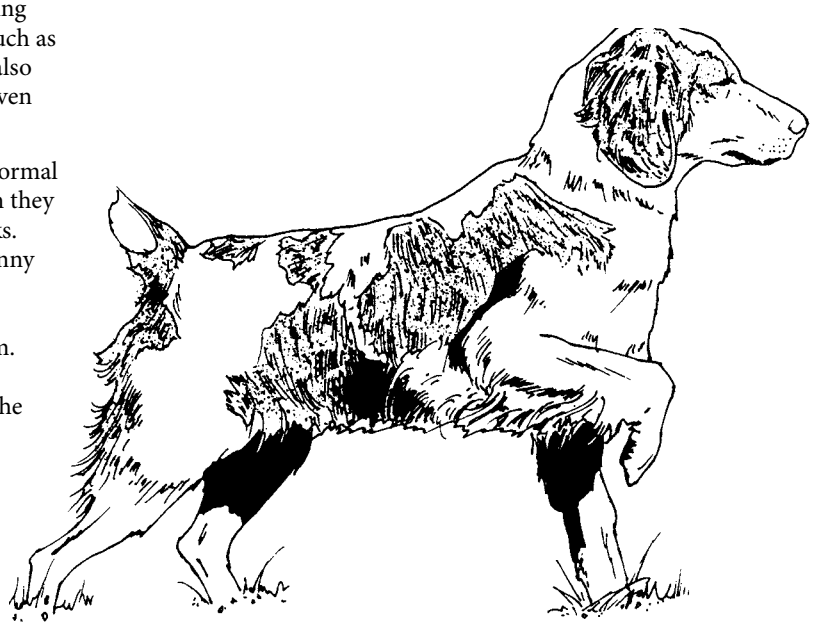
Most dogs fall into one of three category: pet (or "toy") dogs (such as most poodles or Pekingese); working dogs (such as collies, sheepdogs, and police drug-sniffing dogs); and hunting dogs (such as retrievers). Some dogs are also trained for guard duty, or even combat.

Personality/Motivation: Normal animal motivations, though they often learn to perform tricks. Some dogs display an uncanny sense of what their masters want and how to prevent disaster from befalling them. (In game terms, you may want to give dogs like this the *Smart* template.)

Powers/Tactics: Dogs can be aggressive, especially if trained to attack, but most start a fight by growling (a Presence Attack) and trying to establish dominance. If forced to fight, they use their powerful jaws.

Small/Medium Dog

Description: This character sheet represents a typical small or medium dog, such as a poodle, a terrier, or a cocker spaniel. Particularly small dogs may have less Running than indicated.



LARGE/ HUNTING DOG

Val	Char	Cost	Roll	Notes
8	**STR**	-2	11-	Lift 75 kg; 1d6 HTH damage [1]
14	**DEX**	8	12-	
10	**CON**	0	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
10	**PRE**	0	11-	PRE Attack: 2d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
3	**PD**	1		*Total:* 3 PD (0 rPD)
2	**ED**	0		*Total:* 1 ED (0 rED)
4	**REC**	0		
20	**END**	0		
7	**BODY**	-3		
16	**STUN**	-2		**Total Characteristics Cost: 14**

Movement: Running: 12m
Leaping: 2m

Cost	Powers	END
10	**Bite:** HKA ½d6 (1d6 with STR)	1
-1	**Poor Leaper:** Leaping -2m (2m forward, 1m upward)	
9	**Canine Senses:** +3 PER with all Sense Groups	0
5	**Canine Nose:** Tracking for Normal Smell	0
3	**Canine Ears:** Ultrasonic Perception (Hearing Group)	0
	Talents	
3	Lightsleep	
	Skills	
2	PS: Retrieve/Fetch 11-	
2	One other PS, representing an additional trick	
5	Stealth 13-	

Total Powers & Skills Cost: 38

Total Cost: 52

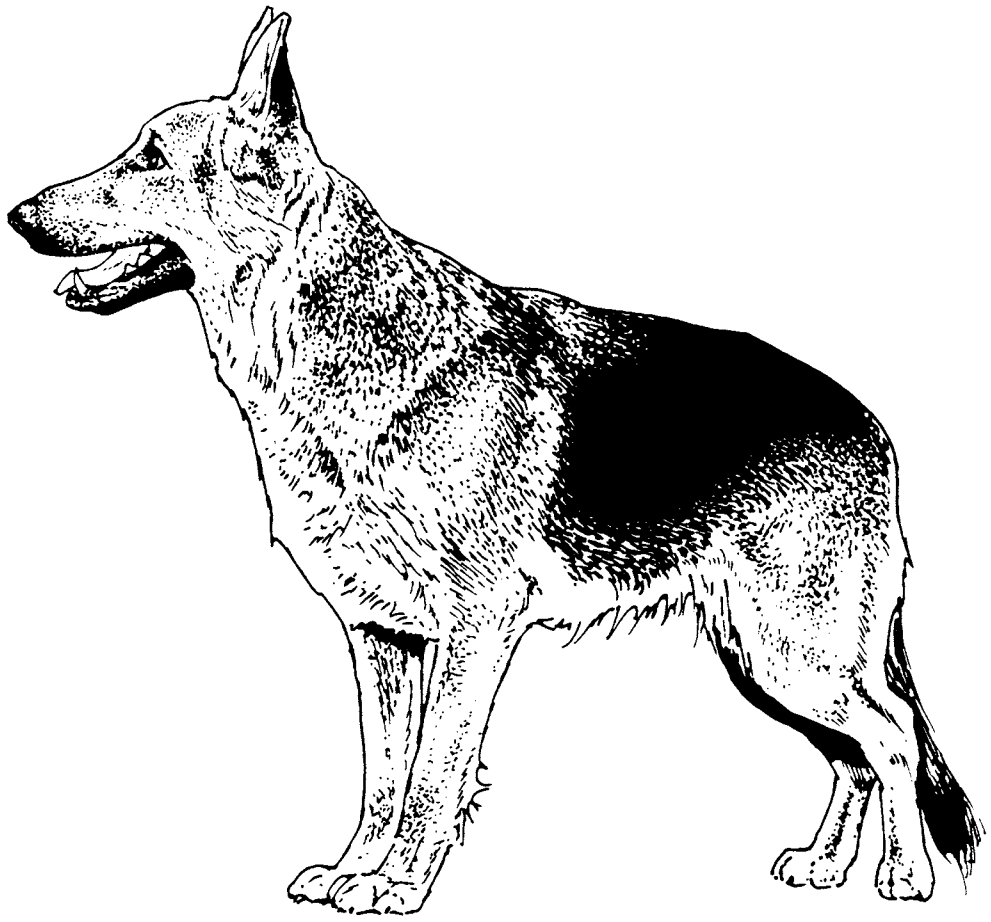
175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Small (no larger than about 1m; +6m KB) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Large/Hunting Dog

Description: This character sheet represents a typical large dog, working dog, or hunting dog, such as a collie, German shepherd, or Irish setter.



GUARD/ COMBAT DOG

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	**DEX**	10	12-	
12	**CON**	2	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
5	**OCV**	10		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (0 rPD)
3	**ED**	1		*Total:* 3 ED (0 rED)
5	**REC**	1		
25	**END**	1		
9	**BODY**	-1		
20	**STUN**	0		**Total Characteristics Cost: 39**

Movement: Running: 14m
Leaping: 2m

Cost	Powers	END
15	**Bite:** HKA 1d6 (1½d6 with STR)	1
2	**Fast:** Running +2m (14m total)	1
-1	**Poor Leaper:** Leaping -2m (2m forward, 1m upward)	
1	**Combat-Acclimated:** +3 PRE Only To Protect Against Presence Attacks (-1)	0
9	**Canine Senses:** +3 PER with all Sense Groups	0
5	**Canine Nose:** Tracking for Normal Smell	0
3	**Canine Ears:** Ultrasonic Perception (Hearing Group)	0

Talents

3 Lightsleep

Skills

2 PS: Attack 11-
2 PS: Guard 11-
2 PS: Retrieve/Fetch 11-
2 PS: Stop Attacking 11-
5 Stealth 13-

Total Powers & Skills Cost: 50

Total Cost: 89

175 Matching Complications (50)

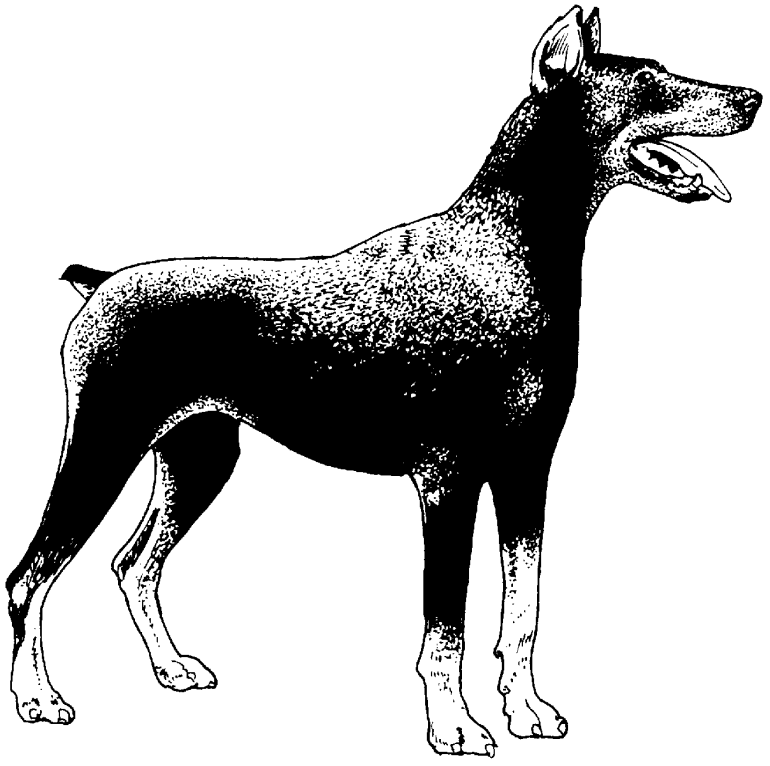
20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10 **Physical Complication:** Small (no larger than about 1m; +6m KB) (Infrequently, Slightly Impairing)
20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Guard/Combat Dog

Description: This character sheet represents a typical large dog trained for guard, combat, or similar duties, such as a Doberman or Rottweiler. In some times and places, dogs used in battle were equipped with barding-like armor, or had spiked collars that might act as a small Damage Shield.



DOLPHIN

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
15	DEX	10	12-	
15	CON	5	12-	
10	INT	0	11-	PER Roll 11-
5	EGO	-5	10-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
4	DCV	5		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	4		*Total:* 6 PD (1 rPD)
4	ED	2		*Total:* 4 ED (1 rED)
6	REC	2		
30	END	2		
12	BODY	2		
28	STUN	4		**Total Characteristics Cost: 45**

Movement: Running: 0m
Swimming: 44m

Cost	Powers	END
7	**Bite:** HKA ½d6 No STR Bonus (-½)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
5	**Tough Nose:** +10 PD Only To Protect Against Damage Taken When Performing Move Bys/Throughs (-1)	0
2	**Aquatic:** Life Support (Extended Breathing: 1 END per Turn, Safe Environment: High Pressure)	0
20	**Fast Swimmer:** Swimming +40m (44m total)	2
-12	**Only Swims:** Running -12m (0m total)	
15	**Echolocation:** Active Sonar	
6	**Dolphin's Senses:** +2 PER with all Sense Groups	0

Total Powers & Skills Cost: 44

Total Cost: 89

175	**Matching Complications (50)**
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
10	**Physical Complication:** Large (up to 4m long; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 45

Experience Points: 0

Dolphin

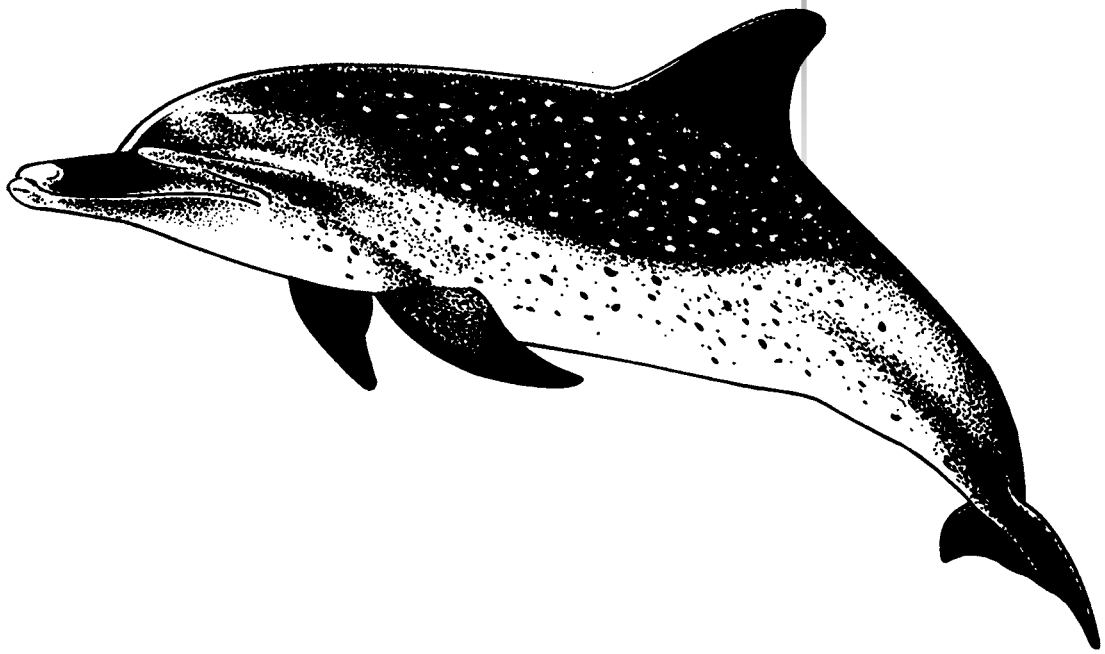
Ecology: Although they look like fish, dolphins are actually mammals — small members of the whale family — and thus must regularly return to the surface to breathe air through their blowholes. However, they're superbly adapted to aquatic life. They typically live in coastal waters throughout the temperate and tropical oceans of the world (and some rivers as well), but can dive as deep as 100 meters in search of the fish and other marine creatures they eat. They use a sonar-like echolocation to "see" while deep underwater.

Dolphins typically live together in groups of 15, or sometimes more, and are sociable and friendly (even to humans, whom they sometimes approach). They're highly intelligent, and can communicate with others through a series of complex clicks and squeaks. Some species can swim as fast as 25 miles per hour.

Personality/Motivation: Normal animal motivations, though they're unusually intelligent.

Powers/Tactics: Dolphins typically prefer to avoid fights, but if they must fight, they rely on their small, sharp teeth. They're also good at performing Move Bys or Move Throughs to ram their hard noses into the sensitive sides of creatures like sharks.

Appearance: The bottlenose dolphin, to choose a typical example of the creature, is a mammal with a fish-like body, distinctive dorsal and side fins and flukes (horizontal tailfins), and a blowhole on the top of its head. The curved line of its mouth makes it look like it's always smiling.



EEL

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

Movement: Running: 0m
Leaping: 0m
Swimming: 8m

Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
2	**Eel's Body:** Swimming +4m (8m total)	1
-12	**Only Swims:** Running -12m (0m total)	
-2	**Only Swims:** Leaping -2m (0m total)	
6	**Eel's Senses:** +2 PER with all Sense Groups	0

Total Powers & Skills Cost: -1

Total Cost: -17

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

0 **Physical Complication:** Human Size (up to 3m long, but elongated and slender)

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

Total Complications Points: 40

Experience Points: 0

Eel

Ecology: Eels live in many places throughout the world, and include many species, such as the moray eel. The moray lives mostly in tropical and warm temperate waters, and is brightly colored. It lurks in underwater crevices, darting out to catch fish and other prey. It can deliver a nasty bite if provoked (such as when a diver accidentally puts a hand into its crevice), and is sometimes aggressive.

Perhaps the best known eel, the electric eel, isn't really an eel at all, but a South American river fish. The electric eel can emit electric shocks of up to 550 volts; a large one's zap can stun an adult human. They also use tiny electric shocks to light the waters around them and help them see where they're going.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The moray and similar eels fight by biting, and flee if possible. The electric eel uses its electric shocks for defense, usually using a small one (1-3d6) as a warning before unleashing its full power.

Appearance: Eels are long, slender creatures that seem to blend the features of fish and snake. They come in a variety of colors.

OPTIONS

ELECTRIC EEL

Cost	Power
50	**Electric Shock:** Blast 6d6, NND (defense is rED; +1), Reduced Endurance (0 END; +½); No Range (-½)
2	+2 ED

Total cost: +52 points

MORAY EEL

Cost	Power
+5	**Replace Bite with Moray's Bite:** HKA ½d6 (½d6 with STR)

Total cost: +5 points



ELEPHANT

Val	Char	Cost	Roll	Notes
45	**STR**	35	18-	Lift 12.5 tons; 9d6 HTH damage [4]
13	**DEX**	6	12-	
30	**CON**	20	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
25	**PRE**	15	14-	PRE Attack: 5d6
4	**OCV**	5		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 12 PD (2 rPD)
9	**ED**	7		*Total:* 9 ED (2 rED)
15	**REC**	11		
60	**END**	8		
30	**BODY**	20		
68	**STUN**	24		**Total Characteristics Cost: 158**

Movement: Running: 24m
Leaping: 0m

Cost	Powers	END
12	**Tusks:** HKA 1d6 (4d6 with STR) Reduced Penetration (-¼)	1
2	**Tough Skin:** Resistant (+½) for 2 PD/2 ED	0
16	**Heavy:** Knockback Resistance -16m	0
12	**Long Legs:** Running +12m	1
-2	**Can't Leap:** Leaping -4m (0m total)	
3	**Elephant's Senses:** +1 PER with all Sense Groups except Sight Group	0
2	**Elephant's Nose:** +1 PER with Smell/Taste Group	0
6	**Trunk:** Extra Limb Inherent (+¼)	0

Total Powers & Skills Cost: 51

Total Cost: 209

175	**Matching Complications (50)**
15	**Hunted:** poachers (Infrequently, Mo Pow, Capture/Kill)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Enormous (up to 8m long, 4m tall at the shoulder, and 6,000 kg weight; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
15	**Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls except in dim light (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 34

Elephant

Ecology: Sociable and intelligent, elephants live in groups of eight to twelve females plus young, with the males living by themselves or in male-only herds. They migrate across their grassland and forest homes in search of the vast amounts of provender they eat — an adult elephant can consume up to 650 pounds of vegetation and drink 25 gallons of water per day. Elephants can live for 70 years or more.

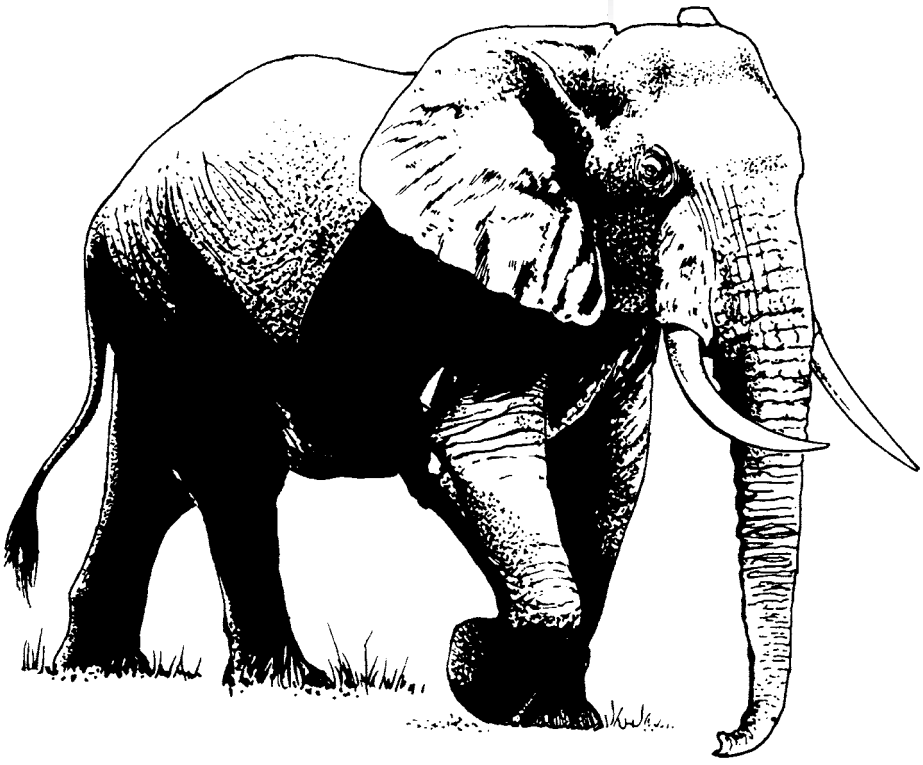
Perhaps the most interesting feature of the elephant is its trunk, a long, flexible extension of its nose and upper lip. The trunk is flexible enough to pick up branches and other objects, even ones as small as a coin, and can suck up and spray large amounts of water.

Elephants can communicate with each other using infrasonic sounds, below the range of the human ear. Other elephants as far as a mile and a half away can hear, understand, and respond to another elephant's "speech."

There are two types of elephants, the African and the Asian. The African is larger, and has larger ears. The Asian elephant lives mainly in India and Southeast Asia. Both subspecies are endangered. Asian elephants have been domesticated and used for various tasks for 4,000 years.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: When driven to fight, elephants use their tusks, which can reach a length of 10 feet or more in the African elephant. They may also charge, attempting



GORILLA

Val	Char	Cost	Roll	Notes
25	**STR**	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	**DEX**	10	12-	
20	**CON**	10	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
4	**OCV**	5		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
9	**REC**	5		
40	**END**	4		
14	**BODY**	4		
36	**STUN**	8		**Total Characteristics Cost: 73**

Movement: Running: 10m
Swimming: 0m

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

Skills

4 +2 OCV with Arm Swing

Total Powers & Skills Cost: 24

Total Cost: 97

175 Matching Complications (50)

15 **Hunted:** poachers (Infrequently, Mo Pow, Capture/Kill)

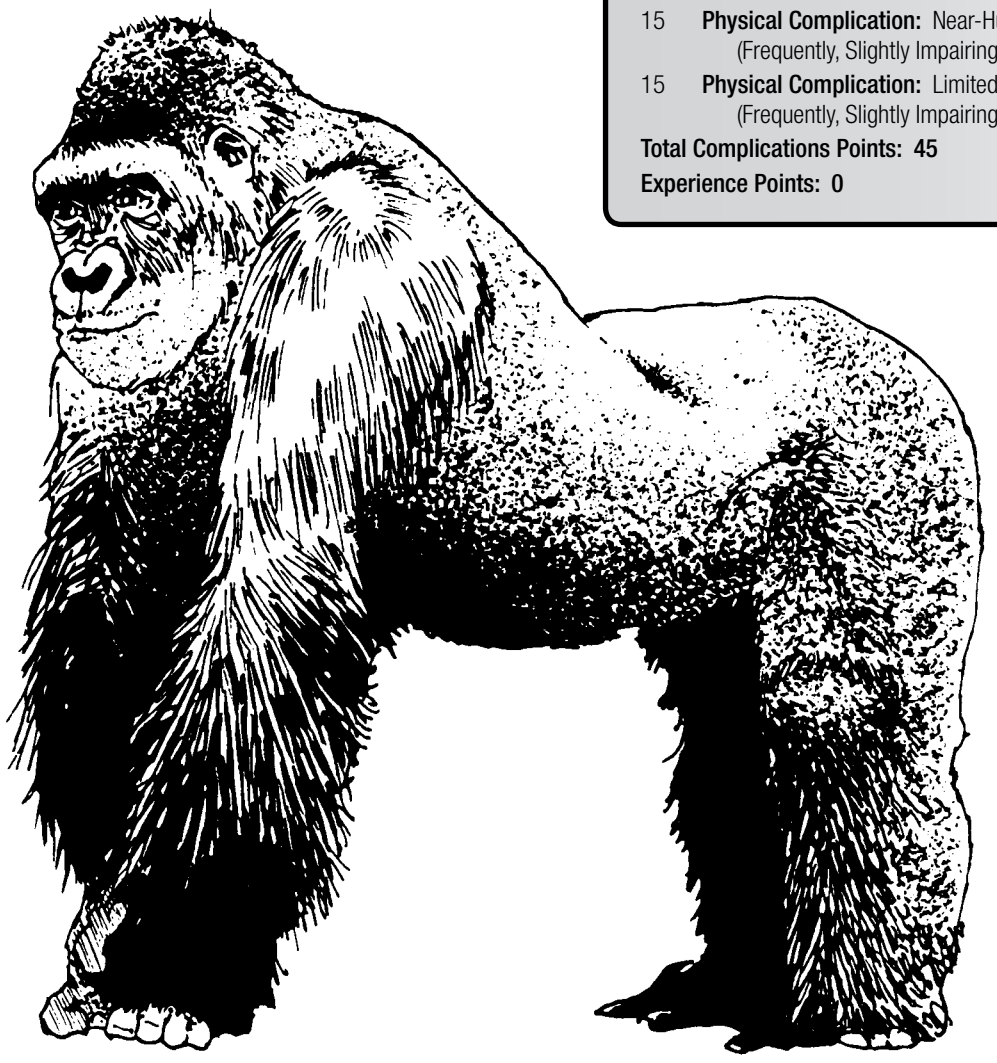
0 **Physical Complication:** Human size (up to about 2m tall and 300 kg)

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

15 **Physical Complication:** Limited Manipulation (Frequently, Slightly Impairing)

Total Complications Points: 45

Experience Points: 0



to trample the target (a Move Through). Elephants become most aggressive and likely to attack instead of flee during rut, or during *musth,* a period in which the male elephant secretes a substance of the same name from a gland between its eyes and ears.

Despite their great size, elephants can move quietly when they want, and their broad feet often leave few tracks.

Campaign Use: Some cultures train elephants for use in war. With their tusks gilded, and warriors mounted on their backs, elephants can strike terror into the heart of the bravest warrior.

Appearance: Elephants are enormous animals — up to eight meters long, four meters tall, and 13,000 pounds — with grey skin. Their trunks, tusks, and large ears are distinctive. They have four pillar-like legs directly beneath their body, and a small tail.

Gorilla

Ecology: Gorillas inhabit the dense, secluded tropical forests of western and central Africa. They live in multiple-family troops led by a single, dominant male. Each troop has a territory of about 10-40 square kilometers, which they wander over during the day. They eat fruits and vegetation (obtaining most of their water from their food), and do not pose a threat to humans.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Typically calm and peaceful, gorillas can become aggressive if threatened or approached too closely. Their strength makes them powerful fighters, but they prefer to begin a battle by standing and roaring (*i.e.,* by making a Presence Attack). If they must fight, they swing their arms to strike powerful punches, or Grab and then bite.

Campaign Use: Gorillas appear in adventure literature in a variety of guises, including giant and flesh-eating varieties (see pages 52, 394). Intelligent, talking gorillas exist in a number of settings. The gorilla character sheet could serve as a template for brutal proto-humanoids on strange alien worlds. Apply the *Winter* template and you've got a yeti.

Appearance: The largest of the apes of Earth, the gorilla stands as tall as a human, but is much broader-chested and muscular. Short fur, usually black but sometimes shading to silver-grey in some places on older males ("silverbacks"), covers most of their body; visible skin is a shiny black. Gorillas usually move in a semi-upright posture, using their long arms to support themselves via knuckle-walking, but can stand upright on two legs to reach objects, carry things for short distances, or assume an aggressive posture. Males are noticeably larger than females.

Hippopotamus

Ecology: Hippos are vegetarians. They spend most of their time in the water to keep cool, but at night venture as far as three miles from the water in search of the 90 pounds of vegetation each of them eats every day. They congregate in herds of ten to twenty, and if danger threatens, the herd gathers together in the water for mutual defense.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Despite their size, hippos are surprisingly fast, especially in the water (where they prefer to fight, and will retreat to if confronted on land). Their tusks are large — up to 20 inches long — and powered by their massive jaws can easily smash through the side of a boat or kill an adult human in one bite. Well-adapted to a mostly aquatic life, a hippo can hold its breath underwater for as much as 15 minutes.

Appearance: Hippos are large animals — up to about 15 feet long and weighing over 5,000 pounds — with grey, blubbery skin, short, squat legs, and long heads with enormous, tusk-filled mouths. The eyes and nostrils are set high on the head so that the hippo can keep most of its body submerged while remaining on the lookout for danger.

HORSES

Ecology: Horses inhabit grassy plains, plateaus, moors, and wastelands in temperate and subtropical regions. They live together in herds of dozens of animals. The dominant male and his females stay in the center of the herd, with the lesser males on the outside. Herbivores, horses often travel great distances to new grazing grounds.

Horses were domesticated by about 2000 BC and have served mankind in dozens of roles ever since: riding animal, workhorse, racehorse, warhorse, and more. Ranchers often castrate male horses to gentle them up or make them easier to train. A castrated male horse of any age is a *gelding.* An uncastrated male horse up to age 4 is a *colt;* at age 4 and up, he's called a *stallion.* Female horses up to age 4 are *fillies;* at age 4 and over, they're *mares.* In the Wild West, cowboys rarely rode either fillies or mares; a mare used as a saddle horse is sometimes called a *dilsey.*

Personality/Motivations: Normal animal motivations, plus any imposed by training and affection for an owner or trainer.

Powers/Tactics: Horses typically prefer to flee rather than fight, trusting to their speed to keep them safe. (Exception: zebras stand and fight predators rather than running away.) If they must fight, or if trained for battle, they bite with their teeth, kick with their legs, and rear up to crash their front hooves down on an opponent.

HIPPOPOTAMUS

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 1,600 kg; 7d6 HTH damage [3]
15	**DEX**	10	12-	
24	**CON**	14	14-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
4	**OCV**	5		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 10 PD (4 rPD)
6	**ED**	4		*Total:* 6 ED (4 rED)
12	**REC**	8		
50	**END**	6		
25	**BODY**	15		
56	**STUN**	18		**Total Characteristics Cost: 120**

Movement: Running: 12m
Leaping: 0m
Swimming: 8m

Cost	Powers	END
30	**Tusks:** HKA 2d6 (4d6+1 with STR)	3
4	**Tough Skin:** Resistant (+½) for 4 PD/4 ED	0
12	**Heavy:** Knockback Resistance -12m	0
1	**Used To The Water:** Life Support (Extended Breathing: 1 END per Turn)	1 0
2	**Good Swimmer:** Swimming +4m (8m total)	1
-2	**Can't Leap:** Leaping -4m (0m total)	
3	**Hippo Senses:** +1 PER with all Sense Groups	0

Talents

4 Environmental Movement: Aquatic Movement (no penalties in water)

Total Powers & Skills Cost: 54

Total Cost: 174

175 Matching Complications (50)

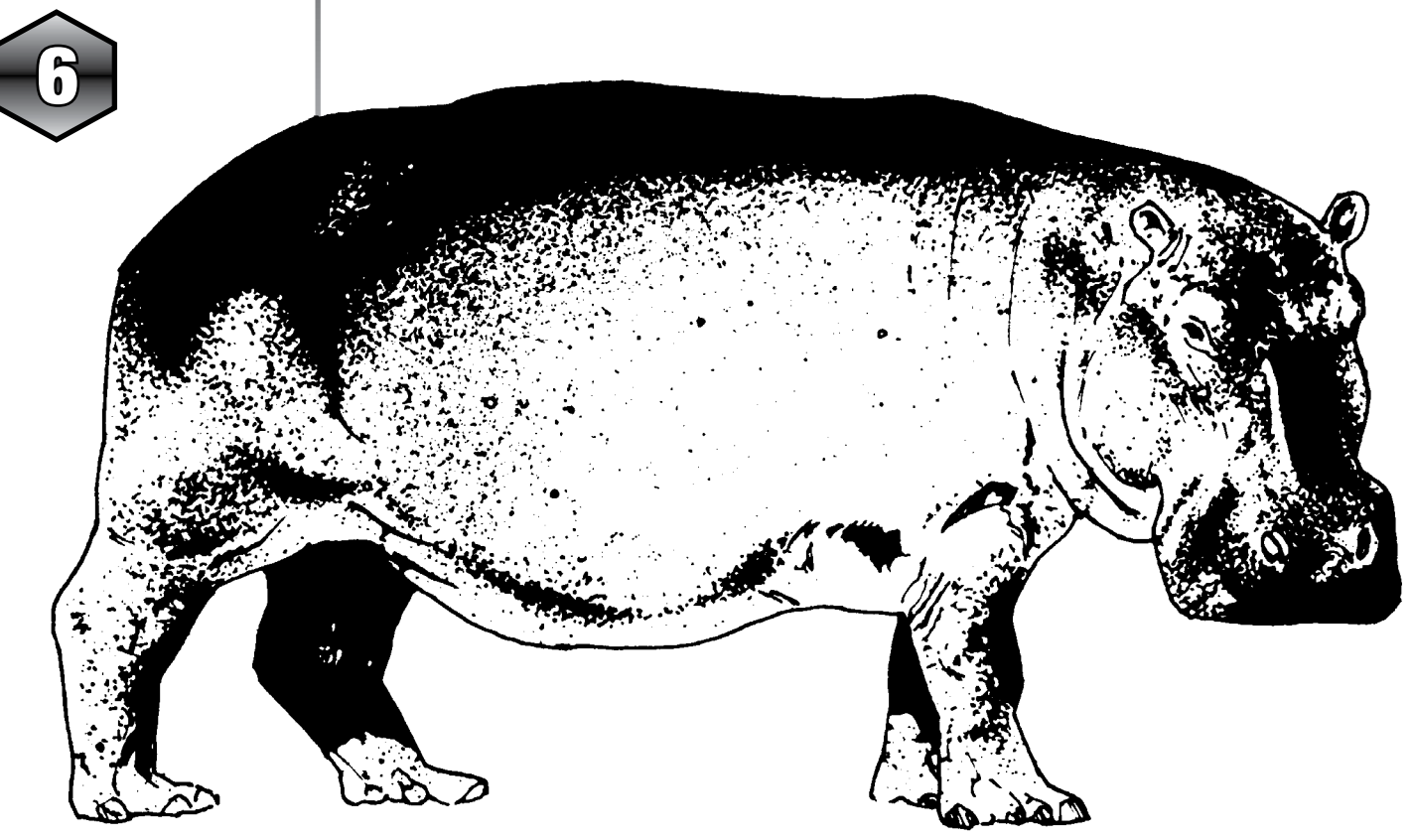
20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)

10 **Physical Complication:** Large (up to about 5m long and 2,400 kg; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)

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

Total Complications Points: 50

Experience Points: 0



PONY

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
15	DEX	10	12-	
18	CON	8	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
10	PRE	0	11-	PRE Attack: 2d6
5	OCV	10		
4	DCV	5		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
5	PD	3		*Total:* 5 PD (1 rPD)
4	ED	2		*Total:* 4 ED (1 rED)
8	REC	4		
35	END	3		
13	BODY	3		
32	STUN	6		**Total Characteristics Cost: 61**

Movement: Running: 26m

Cost	Powers	END
5	**Bite:** HKA 1 point (1½d6 with STR)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Heavy:** Knockback Resistance -6m	0
14	**Horse's Legs:** Running +14m (26m total)	0
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups but Sight Group	0

Total Powers & Skills Cost: 44

Total Cost: 105

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50

Experience Points: 0

Campaign Use: You can use the pony character sheet for wild African asses, donkeys, and mules, though you may want to reduce their meters of Running to no more than 20m. You can use the riding horse character sheet for zebras. Of course, for wild creatures, you should remove the *Domesticated* Psychological Complication.

You can also use the various horse character sheets as templates for similar riding animals.

Appearance: Horses are large ungulate mammals with a single toe (a hoof) on each foot. They have long, tapering heads; long, broad necks, backs well-suited for a person to sit on, and tails.

Horses come in many colors: Appaloosa/spotted (a spotted breed with a distinctive dark color-on-white spotted pattern to its coat); bay (reddish with black mane, tails, and points); black; brown; chestnut (also called *sorrel;* it signifies shades of gold, from pale gold to rich, red gold); dapple grey (dark grey with light grey hairs forming "stars" on the coat); dun (yellow, blue, or a "mouse" shade of grey, depending on who you ask); fleabitten (grey coat with specks of brown); grey; *grullo* (a "smoky-colored horse," with a dark body with bluish tendencies and a black mane and tail); piebald (white and black patches); pinto (patchwork); roan (either strawberry-roan [chestnut with white hairs interspersed] or blue roan [a black or brown body with a percentage of white hair]); skewbald (white and patches of a color other than black); and white.

Riders have many terms for typical horse markings. A *star* is a spot of white between the eyes on a dark coat; a *blaze* is a larger patch of white covering the forehead and muzzle. *Socks* are small patches of white at the bottom of the legs; *stockings* are larger patches in the same place.

Horses are measured in *hands* from the bottom of the forelegs to the top of the withers; each hand is four inches long (fractions like .1 or .2 hands represent a number of additional inches).

Pony

Description: A pony is any horse no taller than 14.2 hands. Most are a little stockier than their larger brethren. In the wild, they prefer harsher, bleaker territories, such as moors, since they can survive without as much food as a horse. Noted for their surefootedness on rough terrain, they make good mounts for smaller characters (children, halflings, dwarves), and good pack animals.

RIDING HORSE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
15	DEX	10	12-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
4	DCV	5		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	4		*Total:* 6 PD (1 rPD)
4	ED	2		*Total:* 4 ED (1 rED)
9	REC	5		
40	END	4		
15	BODY	5		
38	STUN	9		**Total Characteristics Cost: 79**

Movement: Running: 26m

Cost	Powers	END
5	**Bite:** HKA 1 point (2d6 with STR)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Heavy:** Knockback Resistance -6m	0
14	**Horse's Legs:** Running +14m (26m total)	1
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups but Sight Group	0

Total Powers & Skills Cost: 44

Total Cost: 123

175 Matching Complications (50)

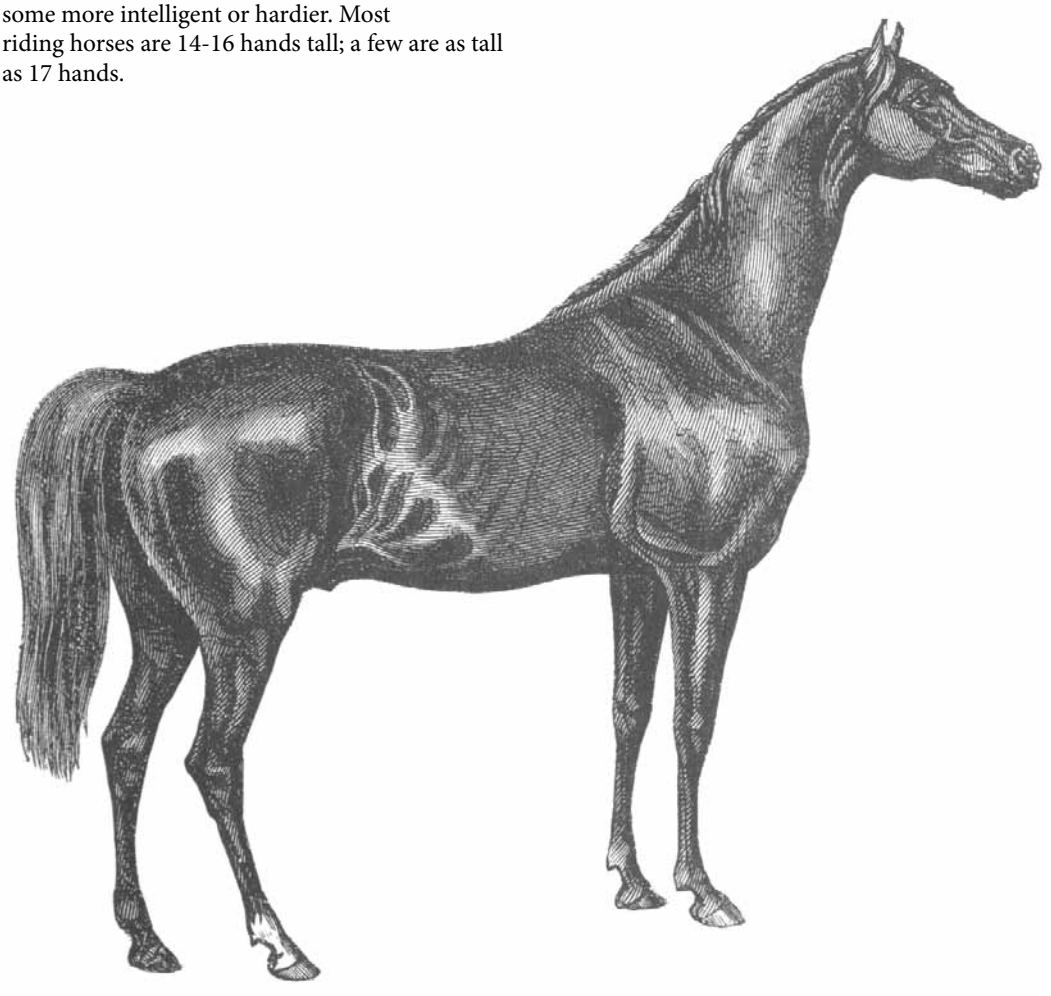
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50

Experience Points: 0

Riding Horse

Description: The riding horse represents a typical domestic horse ridden for work or pleasure. Some breeds are a little stronger, some a little faster, some more intelligent or hardier. Most riding horses are 14-16 hands tall; a few are as tall as 17 hands.



DRAFT HORSE

Val	Char	Cost	Roll	Notes
28	**STR**	18	15-	Lift 1,200 kg; 5½d6 HTH damage [3]
14	**DEX**	8	12-	
22	**CON**	12	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
13	**PRE**	3	12-	PRE Attack: 2½d6
4	**OCV**	5		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
10	**REC**	6		
45	**END**	5		
18	**BODY**	8		
42	**STUN**	11		**Total Characteristics Cost: 86**

Movement: Running: 20m

Cost	Powers	END
5	**Bite:** HKA 1 point (2d6 with STR)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
10	**Heavy:** Knockback Resistance -10m	0
8	**Horse's Legs:** Running +8m (20m total)	1
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups but Sight Group	0

Total Powers & Skills Cost: 42

Total Cost: 128

175 Matching Complications (50)

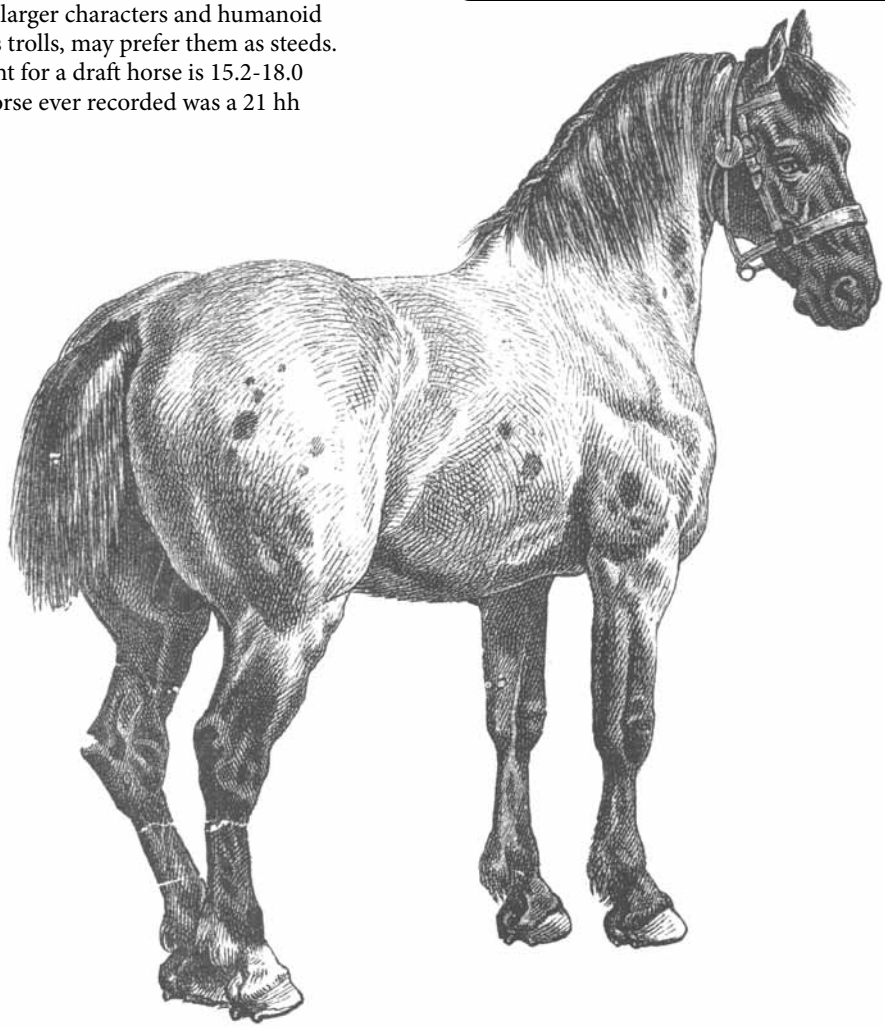
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Timid (Common, Strong)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50

Experience Points: 0

Draft Horse

Description: The draft horse character sheet is for Clydesdales, Percherons, and other large horses suited more for heavy lifting and pulling than for riding. However, larger characters and humanoid creatures, such as trolls, may prefer them as steeds. The average height for a draft horse is 15.2-18.0 hh (the largest horse ever recorded was a 21 hh Percheron).



LIGHT WARHORSE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	DEX	16	13-	
20	CON	10	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
16	PRE	6	12-	PRE Attack: 3d6
6	OCV	15		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
7	PD	2		*Total:* 7 PD (1 rPD)
4	ED	2		*Total:* 4 ED (1 rED)
9	REC	5		
40	END	4		
16	BODY	6		
40	STUN	10		**Total Characteristics Cost: 98**

Movement: Running: 24m

Cost	Powers	END
5	**Bite:** HKA 1 point (2d6 with STR)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
1	**Combat-Acclimated:** +3 PRE Only To Protect Against Presence Attacks (-1)	0
6	**Heavy:** Knockback Resistance -6m	0
12	**Horse's Legs:** Running +12m (24m total)	1
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups but Sight Group	0

Skills

3	+1 with Bite, Kick/Rear
2	PS: Attack 11-
2	PS: Stop Attacking 11-
1	Riding 13- Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 51

Total Cost: 149

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50

Experience Points: 0

Light Warhorse

Description: This character sheet represents the smallest and swiftest warhorse, the type favored by light cavalry, some tribes of nomadic horsemen, and the like. Like all warhorses, it's trained for battle, not only to fight but to help its rider keep his seat, and it remains calm even amid the noise and terror of battle.

Medium Warhorse

Description: This warhorse represents a middle ground between the light and heavy versions — it's stronger and tougher than the light warhorse, but not as swift; it's faster than the heavy warhorse, but not as sturdy. Many warriors prefer it because they feel it mixes the best features of the two.

Heavy Warhorse

Description: The heavy warhorse is the largest, strongest equine trained for fighting. Able to carry a heavily armored knight and all his weapons and equipment without faltering, it's used by heavy cavalry units, humanoid species larger than humans, and the like.

WARHORSE OPTIONS

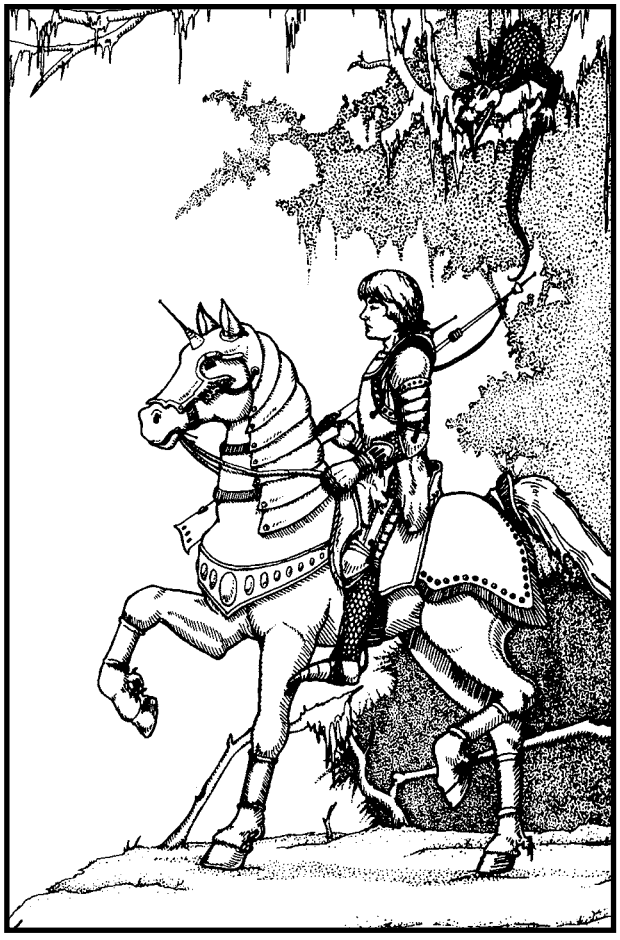
You may add this option to any of the warhorses, though in Heroic campaigns, PCs typically do not pay Character Points for equipment like this.

Cost	Power
3	**Leather Barding:** Resistant Protection (2 PD/2 ED); OIF (-½), Activation Roll 14- (-¼)
10	**Chainmail Barding:** Resistant Protection (6 PD/6 ED); OIF (-½), Activation Roll 14- (-¼)
12	**Plate Barding:** Resistant Protection (8 PD/8 ED); OIF (-½), Activation Roll 14- (-¼)

MEDIUM WARHORSE

Val	Char	Cost	Roll	Notes
28	**STR**	18	15-	Lift 1,200 kg; 5½d6 HTH damage [3]
17	**DEX**	14	12-	
21	**CON**	11	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
17	**PRE**	7	12-	PRE Attack: 3d6
6	**OCV**	15		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (1 rPD)
4	**ED**	2		*Total:* 4 ED (1 rED)
10	**REC**	6		
40	**END**	4		
17	**BODY**	7		
42	**STUN**	11		**Total Characteristics Cost: 108**

Movement: Running: 22m



Cost	Powers	END
5	**Bite:** HKA 1 point (2d6 with STR)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
1	**Combat-Acclimated:** +3 PRE Only To Protect Against Presence Attacks (-1)	0
8	**Heavy:** Knockback Resistance -8m	0
10	**Horse's Legs:** Running +10m (22m total)	1
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups but Sight Group	0

Skills

3	+1 with Bite, Kick/Rear
3	PS: Attack 12-
2	PS: Stop Attacking 11-
1	Riding 12- Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 52

Total Cost: 160

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

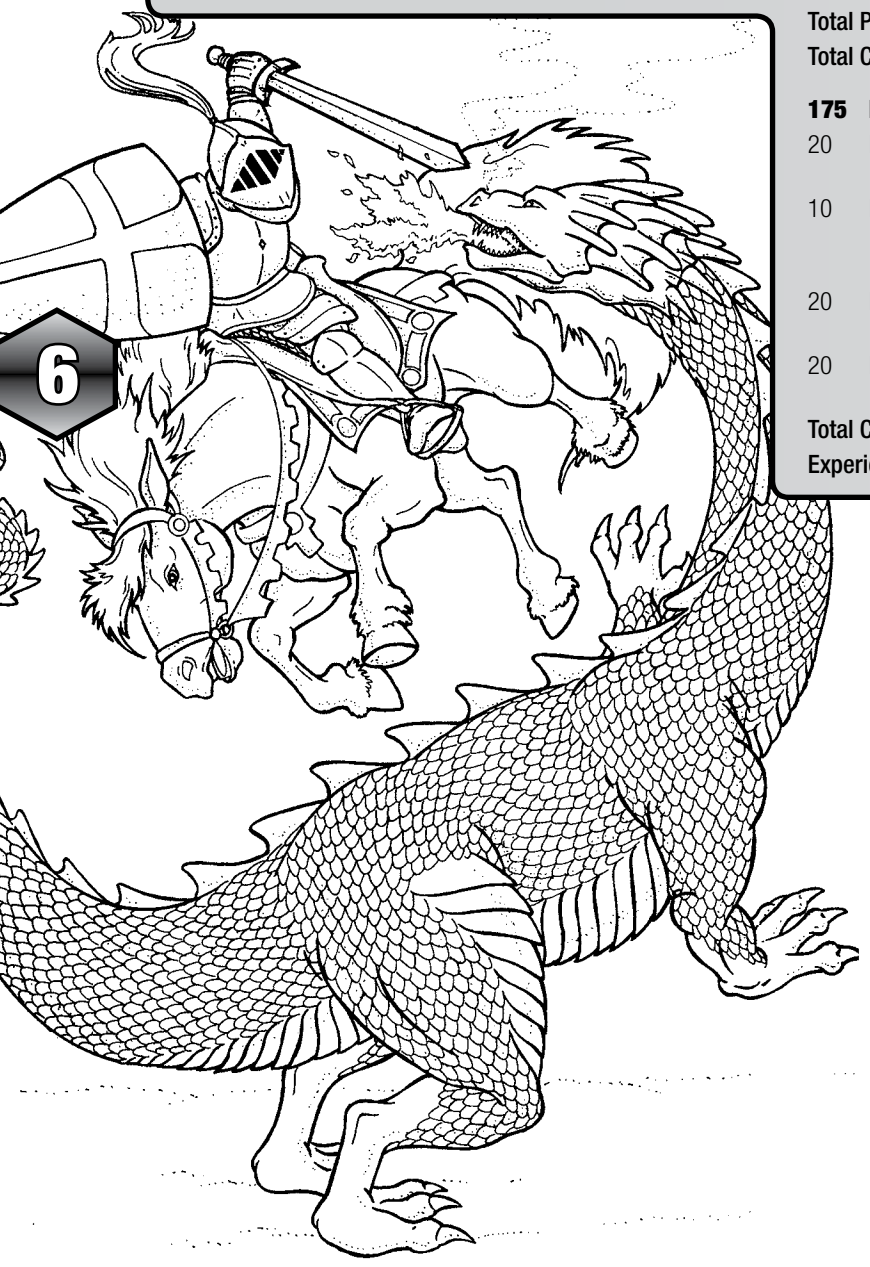
Total Complications Points: 50

Experience Points: 0

HEAVY WARHORSE

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
16	**DEX**	12	12-	
22	**CON**	12	13-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
18	**PRE**	8	13-	PRE Attack: 3½d6
6	**OCV**	15		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
8	**PD**	6		*Total:* 8 PD (1 rPD)
6	**ED**	4		*Total:* 6 ED (1 rED)
10	**REC**	6		
45	**END**	5		
18	**BODY**	8		
44	**STUN**	12		**Total Characteristics Cost: 115**

Movement: Running: 20m



Cost	Powers	END
5	**Bite:** HKA 1 point (2d6+1 with STR)	1
12	**Kick/Rear:** HA +3d6 Hand-To-Hand Attack (-¼)	1
1	**Tough Skin:** Resistant (+½) for 1 PD/1 ED	0
1	**Combat-Acclimated:** +3 PRE Only To Protect Against Presence Attacks (-1)	0
10	**Heavy:** Knockback Resistance -10m	0
8	**Horse's Legs:** Running +8m (20m total)	1
6	**Sharp-Eared And Keen-Nosed:** +2 PER with all Sense Groups but Sight Group	0

Skills

3	+1 with Bite, Kick/Rear
4	PS: Attack 13-
2	PS: Stop Attacking 11-
1	Riding 12- Complementary To Rider's Skill Only (-1)

Total Powers & Skills Cost: 53

Total Cost: 168

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
20	**Psychological Complication:** Domesticated (Very Common, Strong)

Total Complications Points: 50

Experience Points: 0

DIMINUTIVE MAMMAL

Val	Char	Cost	Roll	Notes
1	**STR**	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
12	**CON**	2	11-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
3	**PRE**	-7	10-	PRE Attack: ½d6
4	**OCV**	5		
8	**DCV**	25		
2	**OMCV**	-3		
2	**DMCV**	-3		
2	**SPD**	0		*Phases:* 6, 12
3	**PD**	1		*Total:* 3 PD (0 rPD)
2	**ED**	0		*Total:* 2 ED (0 rED)
4	**REC**	0		
25	**END**	1		
5	**BODY**	-5		
14	**STUN**	-3		**Total Characteristics Cost: 5**

Movement: Running: 4m
Leaping: 2m
Swimming: 2m

Cost	Powers	END
8	**Bite:** HKA ½d6 (½d6 with STR) Reduced Penetration (-¼)	1
5	**Claws:** HKA 1 point (1 point with STR)	1
-8	**Short Legs:** Running -8m	
-1	**Short Legs:** Leaping -2m (2m total)	
-1	**Short Legs:** Swimming -2m	
6	**Animal Senses:** +2 PER with all Sense Groups	0
5	**Animal Eyes:** Nightvision	0

Skills

3 Climbing 12-
11 Stealth 16-

Total Powers & Skills Cost: 28

Total Cost: 33

175 Matching Complications (50)

20 **Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15 **Physical Complication:** Diminutive (typically no larger than about .5m; +12m KB) (Frequently, Slightly Impairing)
20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

DIMINUTIVE MAMMAL OPTIONS

AQUATIC MAMMALS (BEAVER, OTTER, AND SO FORTH)

-3 No Climbing
1 **Aquatic Adaptation:** Life Support (Extended Breathing: 1 END per Turn) 0
2 **Aquatic Paws/Tail:** Swimming +4m (6m total) 1

Total cost: +0 points

FOX

-5 No Claws
-3 No Climbing
+4 **Bite:** HKA 1d6 (1d6 with STR)
Reduced Penetration (-¼)
4 **Swift:** Running +4m (8m total) 1
2 **Fox's Ears:** +1 PER with Hearing Group 0

Total cost: +2 points

MONKEY

4 +2 DEX
10 +1 SPD
5 **Tail:** Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
4 +2 Climbing (14-)

Total cost: +23 points

PORCUPINE

12 **Quills:** RKA ½d6, Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 15- (-¼), No Range (-½)
(-20) **Add Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)

Total cost: +12 points

RABBIT/HARE

-5 No Claws
-3 No Climbing
10 **Swift:** Running +10m (14m total) 1
3 **Rabbit's Legs:** Leaping +6m (8m forward, 4m up) 1
4 **Rabbit's Ears:** +2 PER with Hearing Group 0
120 **Optional:** Teeth Of Caer Bannog: HKA 4d6 (4d6 with STR), Armor Piercing (x2; +½), Reduced Endurance (0 END; +½)

Total cost: +9 points

RACCOON

(+5) **Change to Physical Complication:** Limited Manipulation
6 +2 DEX

Total cost: +6 points

SKUNK

-3 No Climbing
49 **Spray:** Change Environment (make target smell), -5 to target's Smell/Taste Group PER Rolls, 6 Charges lasting 1 Week each (removed by washing in tomato juice; +1½); Limited Range (5m; -¼), Linked (-½), Unified Power (-¼) plus Smell/Taste Group Images, +5 to PER Rolls, Usable As Attack (+1¼), Ranged (+½), 6 Charges lasting 1 Week each (removed by washing in tomato juice; +1½); Limited Range (5m; -¼), Set Effect (make victim stink; -1), Linked (-¼), Unified Power (-¼)

Total cost: +46 points.

TINY MAMMAL

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
15	DEX	10	12-	
8	CON	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
1	PRE	-9	9-	PRE Attack: 0d6
4	OCV	5		
10	DCV	35		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
2	PD	2		*Total:* 2 PD (0 rPD)
2	ED	0		*Total:* 2 ED (0 rED)
2	REC	0		
15	END	-1		
3	BODY	-7		
10	STUN	-5		**Total Characteristics Cost: 4**

Movement: Running: 2m
Leaping: 2m
Swimming: 2m

Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
-10	**Short Legs:** Running -10m (2m total)	
-1	**Short Legs:** Leaping -2m (2m forward, 1m upward)	1
-1	**Short Legs:** Swimming -2m (2m total)	
6	**Animal Senses:** +2 PER with all Sense Groups	0
5	**Animal Eyes:** Nightvision	0

Skills

3	Climbing 12-
15	Stealth 18-

Total Powers & Skills Cost: 22

Total Cost: 26

175 Matching Complications (50)

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

Total Complications Points: 50

Experience Points: 0

MAMMALS, SMALL

These two character sheets represent a wide variety of diminutive mammals (foxes, rabbits, raccoons, skunks, and the like) and tiny mammals (mice, squirrels, rats, most other small rodents, and so forth). Also included are some options for customizing the write-ups to represent specific species.

Ecology: Varied. Most of these creatures live in temperate regions, but some species can be found anywhere from the tropics to arctic lands.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Small predators stalk and kill insects and animals tinier than themselves, using their small claws and teeth. Small herbivores rely on stealth and speed to escape this fate.

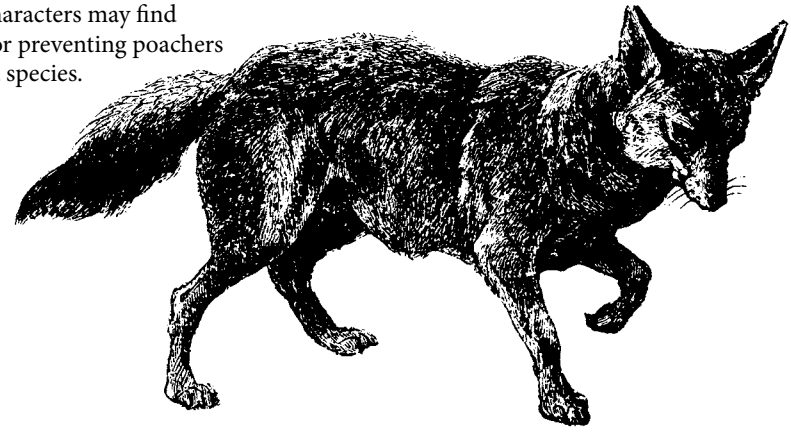
Campaign Use: Many of these animals have value as food, or for their pelts. Characters may find themselves hunting them... or preventing poachers from wiping out endangered species.

TINY MAMMAL OPTIONS

SQUIRREL

Cost	Power
3	Breakfall 12-
+4	+2 Climbing (14-)
1	Leaping +2m (4m forward, 2m upward)

Total cost: +8 points



RHINOCEROS

Val	Char	Cost	Roll	Notes
35	**STR**	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
14	**DEX**	8	12-	
28	**CON**	18	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
15	**PD**	13		*Total:* 21 PD (6 rPD)
10	**ED**	8		*Total:* 14 ED (4 rED)
13	**REC**	9		
55	**END**	7		
28	**BODY**	18		
60	**STUN**	20		**Total Characteristics Cost: 148**

Movement: Running: 24m
Leaping: 0m

Cost	Powers	END
15	**Horn:** HKA 1d6 (3d6+1 with STR)	1
15	**Thick Skin:** Resistant Protection (6 PD/4 ED)	0
16	**Heavy:** Knockback Resistance -16m	0
5	**Braced For Impact:** +10 PD Only To Protect Against Damage Taken When Performing Move Throughs (-1)	0
12	**Long Legs:** Running +12m (24m total)	1
12	**Burst Of Speed:** Running +30m (54m total) Increased Endurance Cost (x4 END; -1½)	12
-2	**Can't Leap:** Leaping -4m (0m total)	

Skills

8 +4 OCV with Move Through

Total Powers & Skills Cost: 81

Total Cost: 229

175 Matching Complications (50)

15	**Hunted:** poachers (Infrequently, Mo Pow, Capture/Kill)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to about 5m long and 3.5 tons; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Susceptibility:** to sharp, powerful blows to the horn, 3d6 damage instantly (Uncommon)
10	**Vulnerability:** 2 x STUN from sharp, powerful blows to the horn (Uncommon)

Total Complications Points: 50

Experience Points: 54

Rhinoceros

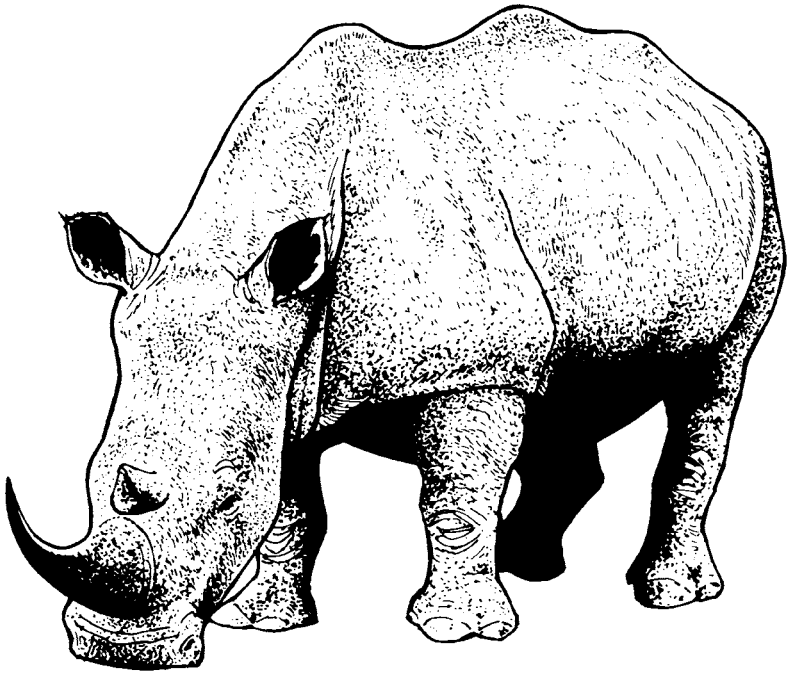
Ecology: Rhinos are vegetarians who graze on the grasslands and in the forests of Africa and Asia. Major species include the white, or square-lipped, rhino and the black, or hook-lipped, rhino (both native to Africa and displaying two horns) and the Indian rhino (native to India and with only one horn).

All species of rhinos are endangered due to poaching and habitat loss. Rhino horns have great value on the black market, prompting hunters to kill rhinos, saw off the horns, and leave the bodies to rot.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Some species of rhino are aggressive, and some prefer to flee. But when angered or surprised, or when another creature blocks their way to something they want (such as a watering hole), most rhinos charge, smashing into the target with their horn(s) (which are actually very tightly compressed hollow hair-like filaments, not horn). Rhino impacts have been known to derail trains! Ironically, a sharp, powerful blow directly to the horn — such as being hit in the horn with a bullet — often stuns or knocks out a rhino, since the force of the impact transmits directly into its brain.

Appearance: Rhinos are large creatures, reaching as much as 16 feet in length and a weight of over three tons — other than the elephant, rhinos are the largest land animals alive today. They have thick, warty skin that often has the appearance of armor due to its folds and which does, in fact, protect them. Their heads are long and sort of rectangular, with one or two horns projecting upward from the nose. African rhinos have two long horns; Asian rhinos one short one.



SCORPION

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

Movement: Running: 2m

Cost	Powers	END
5	**Sting:** HKA 1 point (1 point with STR)	1
7	**Sting Venom:** RKA 1d6	[4]
	NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1) (45 Active Points); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is stung; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-½), 4 Charges (-1)	
15	**Pincers:** Multipower, 15-point reserve	
1f	**1) Rending:** HKA 1 point (1 point with STR)	
1f	**2) Grasping:** +10 STR	0
	Reduced Endurance (0 END; +½); Only To Grab (-1)	
4	**Scorpion Body:** Life Support (Diminished Eating: once per year, Safe Environment: High Radiation)	0
-10	**Shorter Legs:** Running -10m (2m total)	
-1	**Shorter Legs:** Leaping -3m (1m forward, ½m upward total)	
8	**Scorpion Senses:** +4 Touch Group PER Rolls	0
38	**Sense Vibrations:** Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
5	**Eight Legs And A Stinger:** Extra Limbs	0
	Inherent (+¼); Limited Manipulation (-¼)	
	Skills	
19	Stealth 19-	

Total Powers & Skills Cost: 92

Total Cost: 52

175	**Matching Complications (50)**
30	**Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)
20	**Physical Complication:** Minuscule (about 5-19 cm; +24m KB) (Frequently, Greatly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

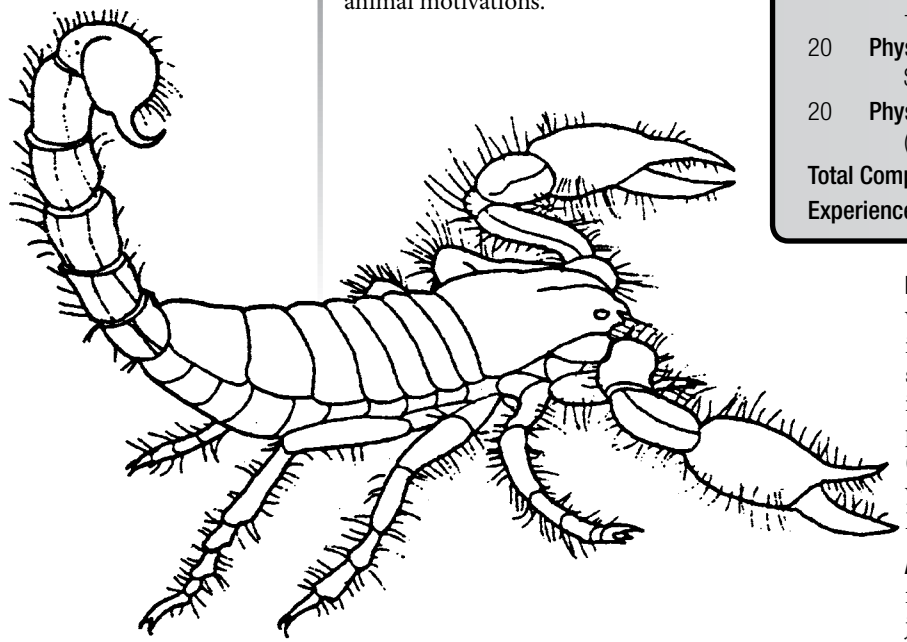
Experience Points: 0

Scorpion

Ecology: The scorpion is an arthropod; there are more than 1,200 species of them, living in all regions of the world except for arctic ones. It is a predator; it eats insects, small lizards and mice, and like prey.

Scorpions have lived on Earth for about 200 million years. Some species can survive for 500 days without food, and some never drink water in their lives (they get the moisture they need from their food). They're also resistant to high radiation.

Personality/Motivation: Normal animal motivations.



Powers/Tactics: A scorpion hunts by sensing vibrations. It catches prey by Grabbing it with its pincers and then stinging it. Most scorpion stings are painful to humans, but cause no other ill effects; only a few, such as the Sahara scorpion, possess venom powerful enough to kill a person. (The character sheet is for just such a scorpion; you can change this by reducing the poison to Mild.)

Appearance: Scorpions have eight legs, with the front two terminating in large pincers. Its multi-jointed tail curves up over its back and ends in a sharp sting.

GREAT WHITE SHARK

Val	Char	Cost	Roll	Notes
30	**STR**	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
15	**DEX**	10	12-	
25	**CON**	15	14-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
25	**PRE**	15	14-	PRE Attack: 5d6
5	**OCV**	10		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
10	**PD**	8		*Total:* 10 PD (3 rPD)
8	**ED**	6		*Total:* 8 ED (3 rED)
11	**REC**	7		
50	**END**	6		
23	**BODY**	13		
50	**STUN**	15		**Total Characteristics Cost: 132**

Movement: Running: 0m
Swimming: 36m

Cost	Powers	END
25	**Jaws:** HKA 1½d6 (3½d6 with STR)	2
6	**Dermal Denticles:** RKA 1 point Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 14- (-¼), No Range (-½)	0
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
12	**Heavy:** Knockback Resistance -12m	0
16	**Shark's Body:** Swimming +32m (36m total)	2
-12	**Only Swims:** Running -12m (0m total)	
6	**Shark's Senses:** +2 PER with all Sense Groups	0
5	**Shark's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
6	**Shark's Nose:** +3 PER with Smell/Taste Group	0
15	**Shark's Nose:** Targeting and Tracking for Normal Smell	0
17	**Electrosense:** Detect Bioelectrical Fields 11-, Sense, Targeting	0
35	**Lateral Line Sense:** Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0

Skills

6	+3 OCV with Jaws
3	Stealth 12-

Total Powers & Skills Cost: 143
Total Cost: 275

175	**Matching Complications (50)**
35	**Enraged:** berserk when smells blood (Common), go 11-, recover 8-
20	**Negative Reputation:** Man-eater (Very Frequently; Extreme)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
15	**Physical Complication:** Enormous (up to 8m long; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Voracious Appetite (Common, Strong)
10	**Susceptibility:** to not moving in water, takes 1d6 per Turn (Uncommon)

Total Complications Points: 50
Experience Points: 100

SHARKS

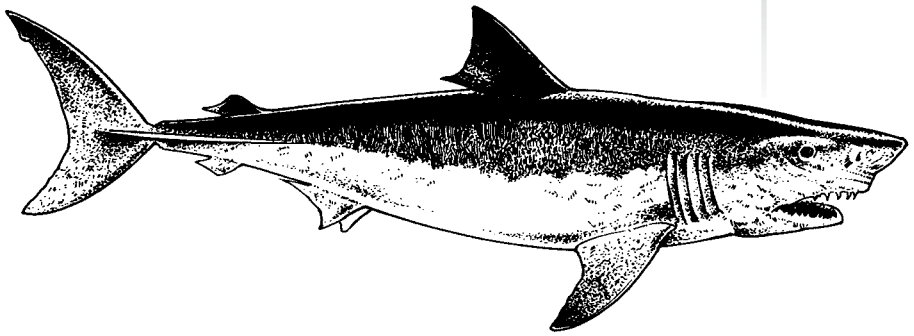
Ecology: Sharks are cartilaginous fishes, meaning their skeletons are made of cartilage rather than bone. They've existed on Earth for 500 million years, and today there are over 400 different species. Most are small and harmless to humans, but a few, such as the great white shark, attack and kill people under certain circumstances.

Sharks live at most levels of the ocean, as far down as 13,000 feet, and in all the oceans of the world (and even some rivers). They eat fish, marine mammals, and just about anything else they can get their jaws around.

Many species of sharks require a flow of water over their gills to breathe properly. If this flow stops, they drown. Thus, they move constantly, even when they sleep.

Personality/Motivation: Normal animal motivations. Sharks are voracious and spend much of their time hunting and eating.

Powers/Tactics: Sharks have evolved many abilities to help them track down and kill prey. Their senses are acute, particularly smell; they can smell blood in the water from a third of a mile away. They have two senses that other animals lack. The first is their *electrosense,* with which they can detect the bioelectric fields prey give off. Though this sense only works at very short range, it allows a shark to, for example, detect a fish hiding in the sand. Second, their *lateral line senses* are a series



MAKO SHARK

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
16	DEX	12	12-	
22	CON	12	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
8	PD	6		*Total:* 8 PD (3 rPD)
6	ED	4		*Total:* 6 ED (3 rED)
8	REC	4		
45	END	5		
18	BODY	8		
40	STUN	10		**Total Characteristics Cost: 98**

Movement: Running: 0m
Swimming: 50m

Cost	Powers	END
20	**Jaws:** HKA 1d6+1 (2½d6 with STR)	2
6	**Dermal Denticles:** RKA 1 point Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½), Persistent (+¼), Inherent (+¼); Always On (-½), Activation Roll 14- (-¼), No Range (-½)	0
3	**Tough Skin:** Resistant (+½) for 3 PD/3 ED	0
6	**Heavy:** Knockback Resistance -6m	0
23	**Shark's Body:** Swimming +46m (50m total)	2
12	**Burst Of Speed:** Swimming +48m (98m total); Increased Endurance Cost (x3 END; -1)	6
-12	**Only Swims:** Running -12m (0m total)	
6	**Shark's Senses:** +2 PER with all Sense Groups	0
5	**Shark's Eyes:** Increased Arc Of Perception (240 Degrees) for Sight Group	0
6	**Shark's Nose:** +3 PER with Smell/Taste Group	0
15	**Shark's Nose:** Targeting and Tracking for Normal Smell	0
17	**Electrosense:** Detect Bioelectrical Fields 11-, Sense, Targeting	0
35	**Lateral Line Sense:** Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting	0
	Skills	
4	+2 OCV with Jaws	
3	Stealth 12-	

Total Powers & Skills Cost: 149

Total Cost: 247

175	**Matching Complications (50)**
35	**Enraged:** berserk when smells blood (Common), go 11-, recover 8-
20	**Negative Reputation:** Man-eater (Very Frequently; Extreme)
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to 4m long; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)
15	**Psychological Complication:** Voracious Appetite (Common, Strong)
10	**Susceptibility:** to not moving in water, takes 1d6 per Turn (Uncommon)

Total Complications Points: 50

Experience Points: 72

of sensory organs running down their bodies that allow them to sense vibrations in the water.

Sharks attack using their powerful jaws. Some, such as the great white, have teeth up to two inches long. Sharks' teeth break off and are replaced throughout their lives. Most sharks swim up to or by the intended prey and take a big bite out of it — a simple, but quite effective, tactic.

Just brushing up against a shark can be dangerous. Sharkskin has *dermal denticles,* small plate-like scales that are rough to the touch, giving it a sandpaper-like feel. Bumping into a shark can scrape the skin off a person or fish.

Great White Shark

Description: A large grey-white shark, the great white is one of the most fearsome shark species. It's aggressive and strong, and has been known to ram small boats to sink them (or knock people out of them) so it can eat them. It's the shark of choice for supervillains, Pulp-era masterminds, and other bad guys to use in deathtraps.

For game purposes, you can use this character sheet for most other sharks, such as the hammerhead, tiger, and thresher sharks. You may want to decrease some of its Characteristics or its bite.

Mako Shark

Description: The mako is a dark blue shark with a grey-white belly. It lives in warm seas worldwide. It's known for its speed (it can reach velocities of 55 miles per hour, making it the fastest shark) and ferocity. Both qualities make it a popular quarry for deep-sea sports fishermen.

CONSTRICTOR SNAKES

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
11	DEX	2	11-	
15	CON	5	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
10	PRE	0	11-	PRE Attack: 2d6
3	OCV	0		
3	DCV	0		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
4	PD	2		*Total:* 4 PD (1 rPD)
3	ED	1		*Total:* 3 ED (1 rED)
6	REC	2		
30	END	2		
13	BODY	3		
28	STUN	4		**Total Characteristics Cost: 11**

Movement: Running: 6m
Leaping: 0m
Swimming: 8m

Cost	Powers	END
7	**Bite:** HKA ½d6 No STR Bonus (-½)	1
7	**Coils:** +15 STR Only With Grab And Squeeze (-1)	1
1	**Scaly Skin:** Resistant (+½) for 1 PD/1 ED	0
6	**Heavy:** Knockback Resistance -6m	0
2	**Not Much Appetite:** Life Support (Diminished Eating: only needs to eat once every few months)	0
2	**Good Swimmer:** Swimming +4m (8m total)	1
-6	**Slow:** Running -6m (6m total)	
6	**Serpent's Tongue:** +3 PER with Smell/Taste Group	0
	Skills	
4	+2 OCV with Grab	
5	Climbing 12-	
3	Stealth 11-	

Total Powers & Skills Cost: 37
Total Cost: 48

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Cold-Blooded (Frequently, Greatly Impairing)
15	**Physical Complication:** Enormous (up to 10m long; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50
Experience Points: 0

OPTIONS

ANACONDA

Cost	Power
5	+5 STR
1	**Better Swimmer:** Swimming +2m (10m total)
1	**Aquatic Adaptation:** Life Support (Extended Breathing: 1 END per Turn)

Total cost: +7 points

BOA CONSTRICTOR

Cost	Power
2	+2 STR
2	+1 with Climbing

Total cost: +4 points

RETICULATED PYTHON

Cost	Power
5	+5 STR
5	**Heat-Sensitive Pits:** Infrared Perception (Touch Group)

Total cost: +10 points



VENOMOUS SNAKES

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

Movement: Running: 4m
Leaping: 0m

Cost	Powers	END
5	**Bite:** HKA 1 point (1 point with STR)	1
1	**Scaly Skin:** Resistant (+½) for 1 PD/1 ED	0
2	**Not Much Appetite:** Life Support (Diminished Eating: only needs to eat once every few months)	0
-8	**Slow:** Running -8m (4m total)	
-2	**Can't Leap:** Leaping -4m (0m total)	
6	**Serpent's Tongue:** +3 PER with Smell/Taste Group	0
	Skills	
4	+2 OCV with Bite	
5	Climbing 13-	
5	Concealment 13-; Self Only (-½)	
5	Stealth 13-	

Total Powers & Skills Cost: 23

Total Cost: 10

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
20	**Physical Complication:** Cold-Blooded (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size (size varies, but this makes for a good average; if desired, apply an appropriate Size template based on the information given in the text)
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

SNAKES

Constrictor Snakes

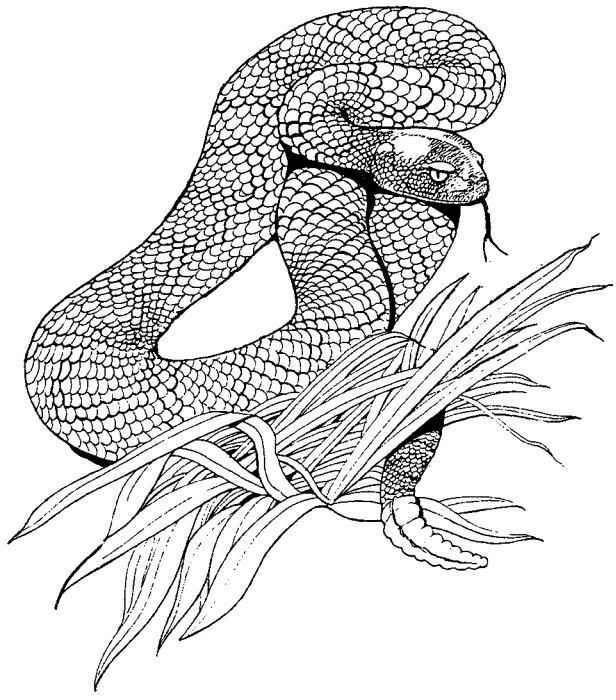
Ecology: Constrictors are large serpents that kill their prey by grabbing it, wrapping their coils around it, and squeezing it until it suffocates. Then they swallow the remains whole. Some, such as the anaconda, spend a lot of time in the water; others, like the reticulated python, are ground-dwellers; and some, for example the boa constrictor, often climb trees to search for prey among the branches. Constrictors can go for months between meals.

Due to their cold-blooded nature, constrictors live in deserts, tropical forests, and other warm regions.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: See above. Constrictors are not venomous, though they may have a nasty bite. They typically use their bite to Grab their prey, then, in their next Phase, wrap their coils around it (another Grab, made against the Grabbed creature's lower DCV), and start squeezing.

Appearance: Constrictors are larger than venomous serpents, or most other serpents for that matter; the reticulated python, which can grow to lengths of 33 feet (10 meters), is the largest serpent on Earth.



OPTIONS

BLACK MAMBA

8 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (3 increments, one every 5 Minutes for 15 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -0), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

8 **Fast:** Running +8m (12m total)

5 **Burst Of Speed:** Running +10m (22m total); Increased Endurance Cost (x3 END; -1)

Total cost: +21 points

BUSHMASTER

+5 **Replace Bite with Huge Fangs:** HKA ½d6 (½d6 with STR)

14 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

5 **Heat-Sensitive Pits:** Infrared Perception (Touch Group)

Total cost: +24 points

COBRA, KING

3 **Hood Display:** +5 PRE; Gestures (throughout; -½)

14 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

4 **Lunge:** Stretching 4m, Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼)

Total cost: +21 points

CORAL SNAKE

8 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (3 increments, one every 5 Minutes for 15 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -0), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

Total cost: +8 points

DEATH ADDER

14 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

2 **Fast:** +1 DEX

Total cost: +16 points

FER-DE-LANCE

8 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (3 increments, one every 5 Minutes for 15 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -0), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

2 **Fast:** +1 DEX

5 **Heat-Sensitive Pits:** Infrared Perception (Touch Group)

Total cost: +15 points

RATTLESNAKE

8 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (3 increments, one every 5 Minutes for 15 minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -0), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

2 **Fast:** +1 DEX

4 **Rattle:** +10 PRE; Only For Fear-Based Presence Attacks (-1), Gestures (throughout; -½)

5 **Heat-Sensitive Pits:** Infrared Perception (Touch Group)

Total cost: +53 points

RINGHALS (SPITTING COBRA)

60 **Venom:** Multipower, 120-point reserve, 4 Charges for entire Multipower (-1)

1f **1) Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

7f **2) Spitting Venom:** Major Transform 8d6 (human into blind human, heals back normally unless full effect achieved, in which case heals back through eye transplant or the like), Partial Transform (for every 2 BODY Transformed, victim suffers -1 PER with the Sight Group until healed; +½); Limited Target (humans; -½), Limited Range (4m; -¼)

Total cost: +68 points

SEA SNAKE

20 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (6 increments, one every 6 Segments for 36 seconds, defense only applies once, cannot be used again on same victim until all increments accrue; +3) (90 Active Points); Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

2 **Flattened Tail/Body:** Swimming +4m (8m total)

1 **Aquatic Adaptation:** Life Support (Extended Breathing: 1 END per Turn)

Total cost: +23 points

TAIPAN

20 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (6 increments, one every 6 Segments for 36 seconds, defense only applies once, cannot be used again on same victim until all increments accrue; +3); Extra Time (onset time begins 1 Turn after victim is bitten; -1¼), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

Total cost: +20 points

Venomous Snakes

Ecology: Venomous serpents use their bite and venom to catch and kill prey. Many of them have venom deadly enough to kill an adult human quickly. They prefer warm regions, such as deserts or the tropics, due to their cold-blooded metabolisms, but live everywhere except in arctic regions. Most subsist on small mammals, birds, eggs, and like food.

Of the 2,700 snake species found on Earth, only about 500 are venomous. Only on the continent of Australia do venomous species outnumber non-venomous species. In a typical year, only about 10-15 people in the United States die of venomous serpent bites (as opposed to about 500 who die from bee and wasp stings).

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Most venomous serpents lie in wait for prey. They strike when a target gets too close, then wait for it to die and stop twitching before they eat it. Others search for prey more actively.

Black Mamba: The largest venomous serpent of Africa, the black mamba grows to a length of up to 14 feet. Besides being extremely poisonous, it's fast — it can move at speeds of up to twelve miles per hour for brief bursts, enough to overtake a fleeing human.

Bushmaster: The bushmaster is a pit viper (a viper with heat-sensitive pits in its face for sensing prey) that grows up to about 11 feet long. It lives in the jungles of Central and South America. Although ounce for ounce its venom is not as strong as that of some other vipers, it has huge fangs, and injects so much venom with a strike that it's one of the most dangerous serpents on Earth.

Cobra, King: Reaching lengths of nearly 19 feet, the king cobra, or hamadryad, is the world's largest venomous serpent. It lives in India and Southeast Asia. Although normally shy, it can become aggressive, and has been known to make unprovoked attacks on humans with its lethal venom. Normally it warns anyone who disturbs it by holding the upper part of its body off the ground and unfolding a flap of skin around its head to form a "hood." It can lunge as far as six feet to strike its prey. Reliable reports tell of elephants dying within a few hours of being bitten by a king cobra.

You can also use this snake's character sheet for most other species of cobra, such as the Indian or the Egyptian.

Coral Snake: This brightly-colored snake, with bands of red, yellow, and black, is highly poisonous, but has small teeth and thus may experience difficulty trying to poison any creature with thick fur, skin, or other protection (including a human's clothing or footwear).

Death Adder: Native to Australia, the death adder actually belongs to the cobra family. Its bite is one of the most lethal on Earth.

You can also use the death adder's character sheet for the land krait, a group of highly venomous serpents native to Asia.

Fer-de-Lance: The fer-de-lance (a term applied by some authorities to a large group of closely-related South American pit vipers) can be up to eight feet long. It's responsible for more human deaths in the American tropics than any other serpent.

Rattlesnake: This name applies to a large group of pit vipers, most native to the United States, that are easily recognized from the rattles — thickened scales retained after molting — at the end of their bodies. When vibrated, the rattle produces a characteristic sound sufficient to scare away most predators. Some of the best-known rattlesnakes include the timber rattler, sidewinder, eastern diamondback, and western diamondback. Rattlesnakes can grow up to about eight feet long.

You can also use the rattlesnake's character sheet for the copperhead and the cottonmouth (or water mocassin). For the former, eliminate the Rattle altogether; for the latter, change it to "Mouth Display" (the showing of the white insides of the mouth) and reduce the bonus to +5 PRE. Give the cottonmouth Swimming +2m, and the copperhead the *Camouflaged* template.

Ringhals: Better known as the "spitting cobra," the ringhals has the ability to project venom up to about nine feet. It aims for the victim's eyes. Besides being intensely painful, spit venom can cause temporary, or sometimes permanent, blindness.

Sea Snake: This large family of marine serpents has vertically flattened tails (and sometimes bodies) to help them swim. All are extremely poisonous. According to some authorities, the deadliest of all sea snakes is the sea krait, which takes its name from its resemblance to the land krait. Others argue for *Enhydrina schistosa* as the most lethal.

Taipan: The inland taipan, or "fierce snake," is generally regarded as the most venomous snake on Earth (though some argue that the venom of the sea snake *Enhydrina schistosa* is more potent). The ordinary taipan is only slightly less deadly.

SPIDER

Val	Char	Cost	Roll	Notes
1	STR	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
10	DEX	0	11-	
2	CON	-8	9-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-5	10-	
3	PRE	-7	10-	PRE Attack: ½d6
3	OCV	0		
10	DCV	35		
2	OMCV	-3		
2	DMCV	-3		
2	SPD	0		*Phases:* 6, 12
1	PD	-1		*Total:* 1 PD (0 rPD)
1	ED	-1		*Total:* 1 ED (0 rED)
1	REC	-3		
5	END	-3		
1	BODY	-9		
4	STUN	-8		**Total Characteristics Cost: -30**

Movement: Running: 2m
Leaping: 1m

Cost	Powers	END
7	**Fangs:** HKA 1 point Reduced Endurance (0 END; +½); No STR Bonus (-0)	0
13	**Webs:** Multipower, 33-point reserve; all slots No Range (-½); 4 Charges for entire Multipower (-1)	[4]
1f	**1) Standard Web:** Barrier 1 PD/1 ED, 2 BODY (up to 1m long, 1m high, ½m thick) Extra Time (takes at least 1 Minute to weave each 1" x 1" section of the web; -1½) plus Entangle 1d6, 1 PD/1 ED, Constant (+½), Area Of Effect (Surface large enough to cover Barrier, Damage Shield; +1), Personal Immunity (+¼); Extra Time (takes at least 1 Minute to weave each 1" x 1" section of the web; -1½), Linked (-¼), No Range (-½)	
1f	**2) Wrapping Up Prey:** Entangle 1d6, 1 PD/1 ED Extra Time (1 Turn; -1¼), No Range (-½)	
-10	**Insectile:** Running -10m (2m total)	
-1	**Spider Legs:** Leaping -3M (1m total)	
5	**Eight Legs:** Extra Limbs Inherent (+¼); Limited Manipulation (-¼)	0
8	**Spider Legs:** Clinging (normal STR) Cannot Resist Knockback (-¼)	0
	Skills	
27	Stealth 23-	

Total Powers & Skills Cost: 63

Total Cost: 33

175	**Matching Complications (50)**
30	**Physical Complication:** Insectile (.032m; +36m KB) or smaller (All The Time, Greatly Impairing)
30	**Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

SPIDERS

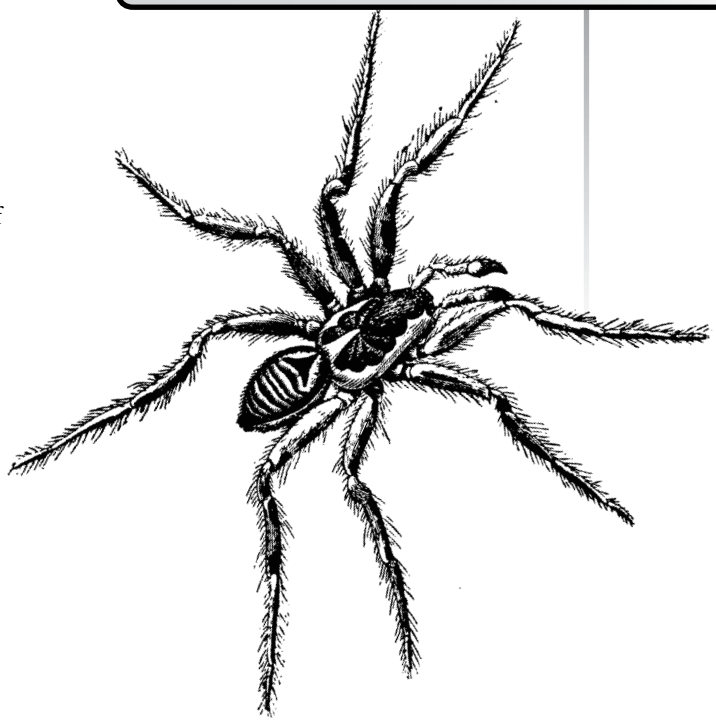
Ecology: Spiders live in all but the coldest climes and occupy ecological niches from the high treetops to deep underground. All species hunt prey, and all are venomous (though almost all either have fangs too small or poison too weak to affect humans). A few, such as the Australian funnel-web spider, have venom potent enough to kill an adult human quickly.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Some spiders hunt by building webs, and then sucking the juices from insects and other small creatures who blunder into them and become trapped; others, such as most tarantulas, chase, pursue, or ambush prey, using their fangs and pedipalps to kill, cut, and crush their food.

See page 488 for some options for specific species of spider

Appearance: Spiders have eight legs and two distinct body sections: the *cephalothorax* (a sort of joining of the head and thorax) and the abdomen (a *pedicel,* or narrow waist, connects the two sections). Most species have multiple eyes (eight are common) and large (for insectile beings) fangs and jaws. They range in size from tiny spiders about the size of a pinhead to the tarantula (or bird spider), which can have a legspan of up to 11 inches.



OPTIONS

AUSTRALIAN FUNNEL-WEB SPIDER

14 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1), Damage Over Time (5 increments, one every minute for five minutes, defense only applies once, cannot be used again on same victim until all increments accrue; +2); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

Total cost: +14 points

BLACK WIDOW

7 **Venomous Bite:** RKA 1d6, NND (defense is Life Support [appropriate Immunity]; +1), Does BODY (+1); Damage Over Time (2 increments, one every 5 Minutes for ten minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -½), Extra Time (onset time begins 5 Minutes after victim is bitten; -2), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

Total cost: +7 points

TARANTULA (BIRD SPIDER)

(+15) Change Physical Complication to Tiny (.25m; +18m KB) (Frequently, Slightly Impairing)

(-20) **Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)

2 **Venomous Bite:** Drain CON ½d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1¾), NND (defense is Life Support [appropriate Immunity]; +½); Extra Time (onset time begins 5 Minutes after victim is bitten; -2), Damage Over Time (2 increments, one per 20 Minutes for forty minutes, defense only applies once, cannot be used again on same victim until all increments accrue; -1½), No Range (-½), HKA Must Do BODY (-½), Linked (-¼), 4 Charges (-1)

-15 Remove Webs

Total cost: -13 points

SWARMS

Some animals, although too tiny to cause any significant harm to the average human (or large animal) by themselves, become quite dangerous when they group together with others of their kind in *swarms.* In game terms, a swarm counts as a single being, albeit a being which is hard to hurt or avoid due to its amorphous nature (represented by its Damage Reduction). A character who Stuns or Knocks Out a swarm has simply affected enough of its component creatures to disperse and disorient it. If he does enough BODY damage to kill it, he has destroyed enough of the component creatures that the few survivors leave.

Since swarms are not single creatures, you shouldn't use the Hit Location rules when attacking them; simply apply the damage generally. Alternately, you can use the accompanying Hit Location Table.

SWARM HIT LOCATION TABLE

Roll	Location	STUNx	N STUN	BODYx	To Hit
3-5	High Density	x2	x2	x2	-8 OCV
6-14	Average Density	x1	x1	x1	-3 OCV
15-18	Low Density	x½	x½	x½	-3 OCV





STINGING INSECT SWARM

Val	Char	Cost	Roll	Notes
1	**STR**	-9	4-	Lift 8 kg; 0d6 HTH damage [1]
14	**DEX**	8	12-	
10	**CON**	0	11-	
5	**INT**	-5	10-	PER Roll 10-
5	**EGO**	-5	10-	
8	**PRE**	-2	11-	PRE Attack: 1½d6
5	**OCV**	10		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
1	**PD**	-1		*Total:* 1 PD (0 rPD)
1	**ED**	-1		*Total:* 1 ED (0 rED)
2	**REC**	-2		
20	**END**	0		
10	**BODY**	0		
14	**STUN**	-3		**Total Characteristics Cost: -3**

Movement: Running: 2m
Leaping: 1m
Swimming: 0m
Flight: 10m

Cost	Powers	END
21	**Stinging:** RKA ½d6 Constant (+½), NND (defense is Life Support [appropriate Immunity] or being inside a hermetically-sealed environment; +1), Does BODY (+1), Personal Immunity (+¼), 64 Charges (+½); No Range (-½), Must Target Unprotected Hit Locations (-½)	[64]
40	**Swarm Form:** Physical Damage Reduction, Resistant, 75% Not Versus Area Of Effect Attacks (-½)	0
10	**Swarm Form:** Energy Damage Reduction, Resistant, 25% Not Versus Area Of Effect Attacks (-½)	0
24	**Swarm Form:** Desolidification (affected by any attack) Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1)	0
7	**Wings:** Flight 10m Restrainable (-½)	1
-1	**Insect Legs:** Leaping -3m (1m forward, ½m upward)	1
-10	**Insectile:** Running -10m (2m total)	
-2	**Insectile:** Swimming -4m (0m total)	
6	**Six Legs:** Extra Limbs, Inherent (+¼)	0
5	**Swarm Form:** Increased Arc Of Perception (360 Degrees) for Normal Sight	0
8	**Insect Legs:** Clinging (normal STR) Cannot Resist Knockback (-¼)	0

Total Powers & Skills Cost: 108

Total Cost: 105

175	**Matching Complications (50)**
0	**Physical Complication:** Human Size
30	**Physical Complication:** Instinctive Intelligence (All The Time, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Stinging Insect Swarm

Ecology: This character sheet represents a swarm of stinging insects, such as hornets or bees. Found everywhere but arctic regions, such insects can pose a significant threat to humans when they swarm.

Personality/Motivation: Normal animal motivations.

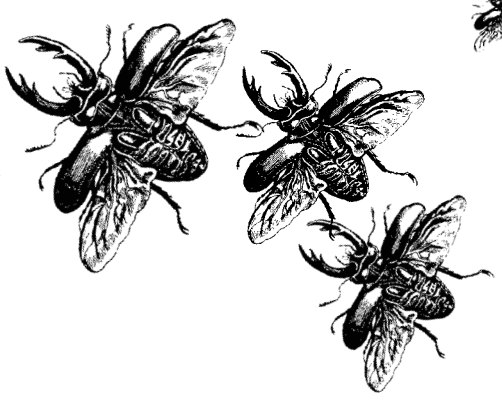
Powers/Tactics: Insect swarms usually attack when their nest is disturbed. They pursue a foe aggressively, creeping through the tiniest openings to get at him. Once a swarm's target eludes it (typically by diving underwater or getting into an airtight location), the swarm disperses or moves on after a minute or two.

Campaign Use: Arctic regions sometimes have clouds of large mosquitoes which you can also simulate with this writeup. By getting rid of the Wings, you can use it to represent hordes of army ants rampaging through a jungle.

Appearance: A man-size (or sometimes larger) cloud of flying, stinging insects.







SCHOOL OF PIRANHA

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

Movement: Running: 0m
Leaping: 2m
Swimming: 8m

Cost	Powers	END
13	**Bite:** RKA ½d6 Constant (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
40	**Swarm Form:** Physical Damage Reduction, Resistant, 75% Not Versus Area Of Effect Attacks (-½)	0
10	**Swarm Form:** Energy Damage Reduction, Resistant, 25% Not Versus Area Of Effect Attacks (-½)	0
24	**Swarm Form:** Desolidification (affected by any attack) Reduced Endurance (0 END; +½); Cannot Pass Through Solid Objects (-½), Does Not Protect Against Damage (-1)	0
2	**Fish Form:** Swimming +4m (8m total)	1
-1	**Fish Form:** Leaping -2m (2m forward, 1m upward)	1
-12	**Only Swims:** Running -12m (0m total)	
5	**Swarm Form:** Increased Arc Of Perception (360 Degrees) for Normal Sight	0

Total Powers & Skills Cost: 81

Total Cost: 94

175 Matching Complications (50)

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

Total Complications Points: 40

Experience Points: 0

School of Piranha

Ecology: Piranha are six- to eighteen inch-long fish that live in South American rivers. Most species eat fruit, but some, such as the red piranha, are carnivores. The red piranha has a mouth full of needle-sharp teeth and an underslung lower jaw perfect for taking coin-sized chunks of flesh out of victims. Schools of piranha normally eat fish, but will surround animals or people trapped in the water and quickly reduce them to little more than skeletal remains.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: As noted above, a hungry school of piranha simply engulfs its prey and, bite by bite, strips the flesh from it. In one famous incident in the early Eighties, piranha killed over 300 people when a boat overturned in a Brazilian river.

Appearance: The red piranha is a silvery-grey fish with a bloody red tinge to its lower jaw and forward lower body (though in some cases it's more yellow-colored). It has the underslung lower jaw characteristic of piranha.

SWORDFISH

Val	Char	Cost	Roll	Notes
22	STR	12	13-	Lift 400 kg; 4d6 HTH damage [2]
16	DEX	12	12-	
18	CON	8	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		*Phases:* 4, 8, 12
6	PD	4		*Total:* 6 PD (0 rPD)
4	ED	2		*Total:* 4 ED (0 rED)
8	REC	4		
35	END	3		
15	BODY	5		
34	STUN	7		**Total Characteristics Cost: 79**

Movement: Running: 0m
Swimming: 40m

Cost	Powers	END
22	**Sword:** Multipower, 22-point reserve	
1f	**1) Slash:** HKA ½d6 No STR Bonus (-½)	1
1f	**2) Ram:** HKA 1d6 (2d6 with STR) Armor Piercing (+¼); Only Works With Move Through (-1)	2
6	**Heavy:** Knockback Resistance -6m	0
18	**Fish Form:** Swimming +36m (40m total)	2
-12	**Only Swims:** Running -12m (0m total)	
	Skills	
6	+2 with *Sword* Multipower	

Total Powers & Skills Cost: 42

Total Cost: 121

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
10	**Physical Complication:** Large (up to 4.9m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Swordfish

Ecology: Swordfish live in deeper waters, where they hunt and eat small fish, squid, and like prey. They migrate seasonally, moving south in the winter and north in summertime. They're solitary, except during mating season.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The exact function of the swordfish's sword is unclear. It may be that it swims into the middle of schools of small fish and slashes back and forth, then eats anything it has killed. Or, it may use the sword to ram and skewer its prey. It has been known to have collisions with, or perhaps attack, ships; a reliable report from the early 1800s describes how one swordfish rammed its sword right through a ship's hull (made of a layer of copper plating and 30 cm of solid oak).

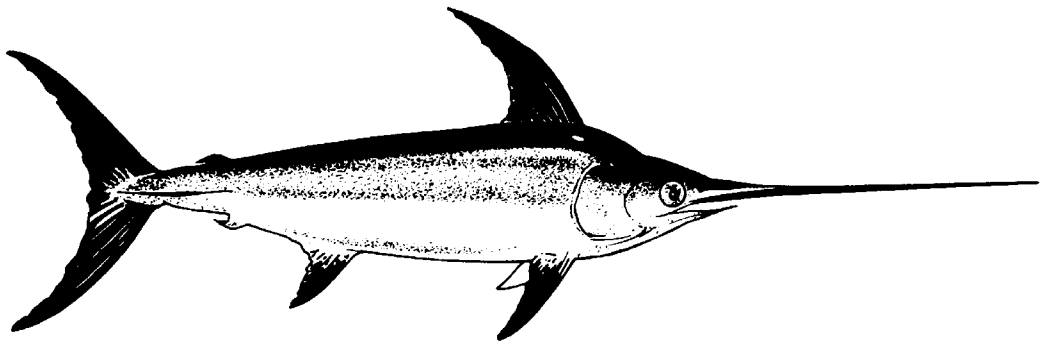
Appearance: The swordfish is a large (up to 16 feet long) blue-grey fish with an up to 4.5 foot-long "sword" extending from its snout.

WHALES

Ecology: Whales are enormous, ocean-going mammals with fish-like bodies. A whale has a blowhole on the top of its head for breathing, and unlike fish its tail, or fluke, is horizontal.

Whales typically live in deep waters, and many can dive to extreme depths. They come in two varieties: toothed whales, which hunt fish and other animals for food; and baleen whales, which strain plankton from the water using a comb-like material in their mouths.

Personality/Motivation: Normal animal motivations, though they're unusually intelligent.



ORCA (KILLER WHALE)

Val	Char	Cost	Roll	Notes
40	**STR**	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
15	**DEX**	10	12-	
30	**CON**	20	15-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
15	**PRE**	5	12-	PRE Attack: 3d6
6	**OCV**	15		
4	**DCV**	5		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
12	**PD**	10		*Total:* 12 PD (4 rPD)
9	**ED**	7		*Total:* 9 ED (4 rED)
14	**REC**	10		
60	**END**	8		
30	**BODY**	20		
64	**STUN**	22		**Total Characteristics Cost: 159**

Movement: Running: 0m
Swimming: 28m

Cost	Powers	END
15	**Bite:** HKA 1d6 (3½d6 with STR)	1
4	**Tough Skin:** Resistant (+½) for 4 PD/4 ED	0
18	**Heavy:** Knockback Resistance -18m	0
3	**Deep Water Swimmer:** Life Support (Extended Breathing: 1 END per Minute, Safe Environment: High Pressure)	0
12	**Fins And Flukes:** Swimming +24m (28m total)	1
3	**Burst Of Speed:** Swimming +28m (56m total) Increased Endurance Cost (x8 END; -3½)	8
-12	**Only Swims:** Running -12m (0m total)	
15	**Echolocation:** Active Sonar	0
3	**Orca Senses:** +1 PER with all Sense Groups	0
4	**Orca Ears:** +2 PER with Hearing Group	0

Skills

3 Tactics 11-
3 Teamwork 12-

Total Powers & Skills Cost: 71

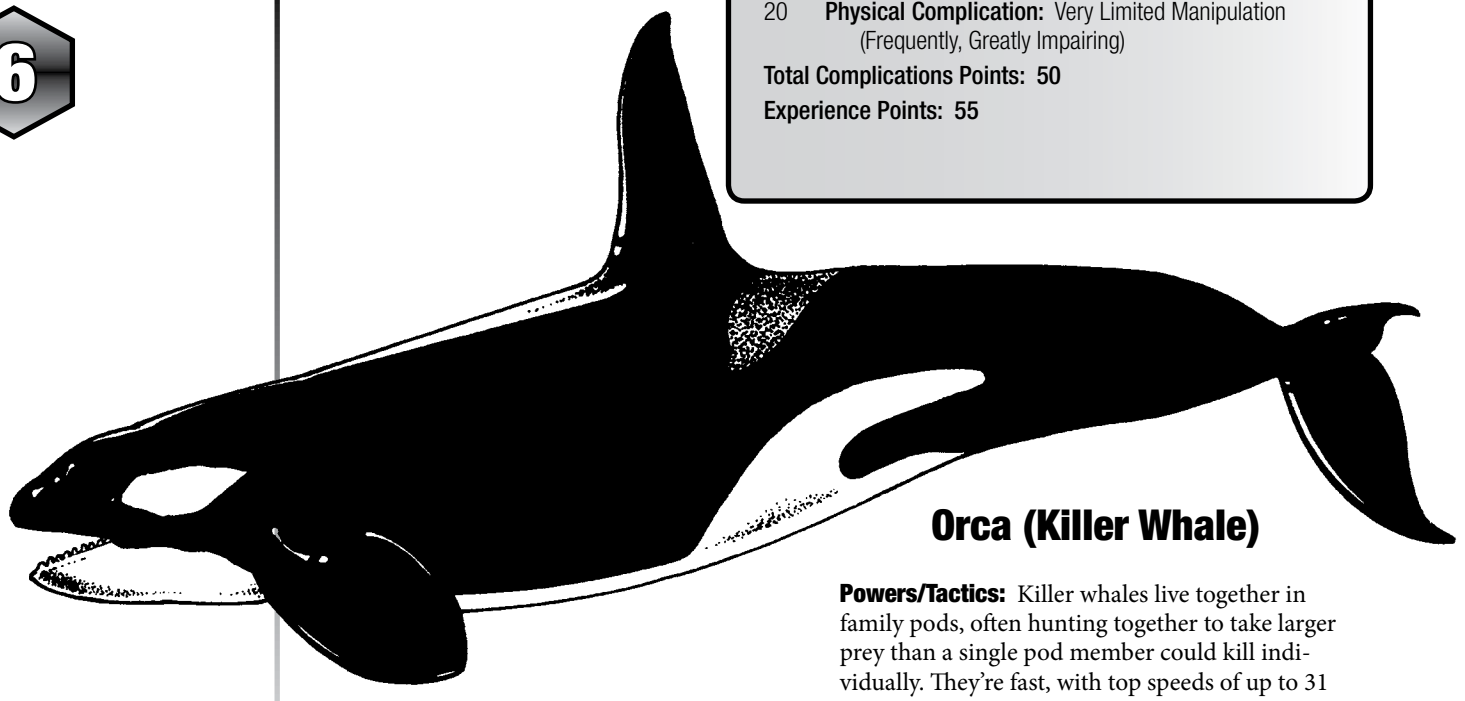
Total Cost: 230

175 Matching Complications (50)

15 **Physical Complication:** Enormous (up to 10m long and weighing as much as 9 tons; +4 OCV for others to hit, +4 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
15 **Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20 **Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 55



Orca (Killer Whale)

Powers/Tactics: Killer whales live together in family pods, often hunting together to take larger prey than a single pod member could kill individually. They're fast, with top speeds of up to 31 miles per hour (faster than most speedboats).

Campaign Use: Although killer whales have never been known to attack humans, an enterprising GM can certainly make them man-killers if it suits the scenario. You can also use this character sheet for gigantic versions of various fish.

SPERM WHALE

Val	Char	Cost	Roll	Notes
60	**STR**	50	21-	Lift 100 tons; 12d6 HTH damage [6]
11	**DEX**	2	11-	
35	**CON**	25	16-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
20	**PRE**	10	13-	PRE Attack: 4d6
5	**OCV**	10		
3	**DCV**	0		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
20	**PD**	18		*Total:* 20 PD (6 rPD)
15	**ED**	13		*Total:* 15 ED (6 rED)
20	**REC**	16		
70	**END**	10		
40	**BODY**	30		
90	**STUN**	35		**Total Characteristics Cost: 216**

Movement: Running: 0m
Leaping: 24m
Swimming: 34m

Cost	Powers	END
25	**Bite:** HKA 1½d6 (5½d6 with STR)	2
6	**Tough Skin:** Resistant (+½) for 6 PD/6 ED	0
50	**Heavy:** Knockback Resistance -50m	0
3	**Deep Water Swimmer:** Life Support (Extended Breathing: 1 END per Minute, Safe Environment: High Pressure)	0
15	**Flukes:** Swimming +30m (34m total)	1
-12	**Only Swims:** Running -12m (0m total)	
15	**Echolocation:** Active Sonar	0
3	**Whale Senses:** +1 PER with all Sense Groups	0
4	**Whale Ears:** +2 PER with Hearing Group	0

Total Powers & Skills Cost: 84

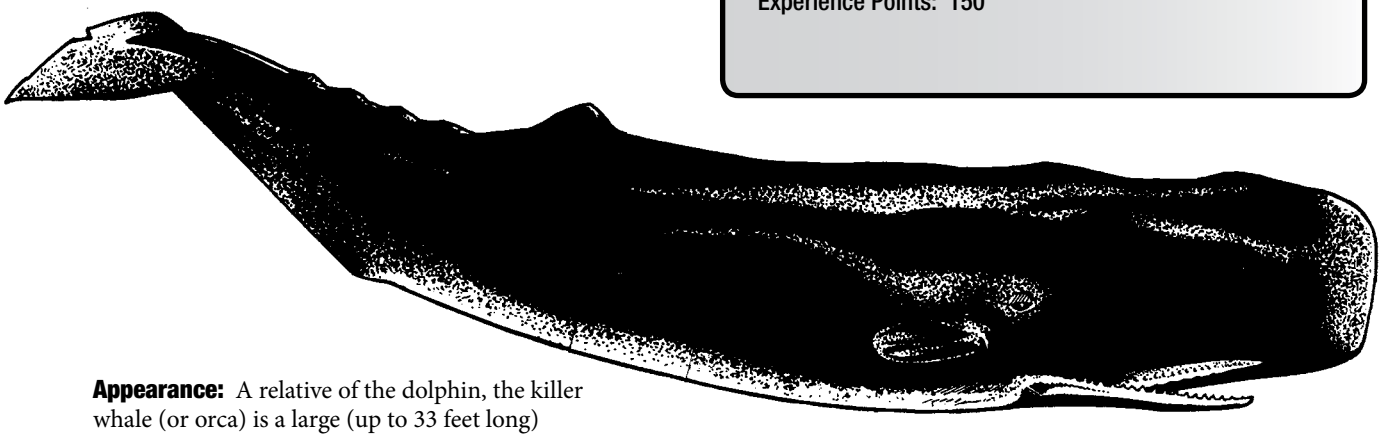
Total Cost: 325

175 Matching Complications (50)

20	**Physical Complication:** Huge (up to 20m long and 50 tons; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Greatly Impairing)
15	**Physical Complication:** Near-Human Intelligence (Frequently, Slightly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 150



Appearance: A relative of the dolphin, the killer whale (or orca) is a large (up to 33 feet long) aquatic mammal with a distinctive black and white coloration pattern (including two large white "eyes" above and behind its actual eyes). Its dorsal fin can grow to over six feet long, and its mouth contains 40-50 sharp teeth. They live worldwide in both coastal and open waters.

Sperm Whale

Ecology: Sperm whales live in the open ocean, where they dive deep (possibly to depths of over a mile) in search of prey (many sperm whales have scars around their snouts and heads from titanic underwater battles with giant squid). They can reach these depths thanks to a waxy substance called *spermaceti* which surrounds their nasal passages — by taking water into the passages, they can alter the density of the spermaceti, and thus their buoyancy. (Spermaceti may also help focus the whale's echolocation.) A sperm whale can hold its breath for nearly two hours.

Powers/Tactics: Sperm whales fight primarily by biting with their huge jaws. They can also bash with their tails (Strike) or ram targets (Move Through).

Campaign Use: By getting rid of the Bite, you can use this character sheet for many different baleen whales, such as humpbacks and blue whales.

Appearance: A sperm whale is a large (over sixty feet long and up to 50 tons in weight) dark grey whale with a distinctive square-shaped snout and a mouth containing sharp teeth only in its lower jaw. Its blowhole is far forward on its head, and to the left.

WOLF

Val	Char	Cost	Roll	Notes
10	**STR**	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	**DEX**	12	12-	
15	**CON**	5	12-	
8	**INT**	-2	11-	PER Roll 11-
5	**EGO**	-5	10-	
13	**PRE**	3	12-	PRE Attack: 2½d6
5	**OCV**	10		
5	**DCV**	10		
2	**OMCV**	-3		
2	**DMCV**	-3		
3	**SPD**	10		*Phases:* 4, 8, 12
5	**PD**	3		*Total:* 5 PD (1 rPD)
3	**ED**	1		*Total:* 3 ED (1 rED)
5	**REC**	1		
30	**END**	2		
10	**BODY**	0		
24	**STUN**	2		**Total Characteristics Cost: 46**

Movement: Running: 16m

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

Skills

8	+1 HTH
3	Stealth 12-
3	Tactics 11-
3	Teamwork 12-

Total Powers & Skills Cost: 58

Total Cost: 104

175	**Matching Complications (50)**
20	**Physical Complication:** Animal Intelligence (Frequently, Greatly Impairing)
0	**Physical Complication:** Human Size
20	**Physical Complication:** Poor Eyesight, suffers -2 to all Sight PER Rolls (Frequently, Greatly Impairing)
20	**Physical Complication:** Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Wolf

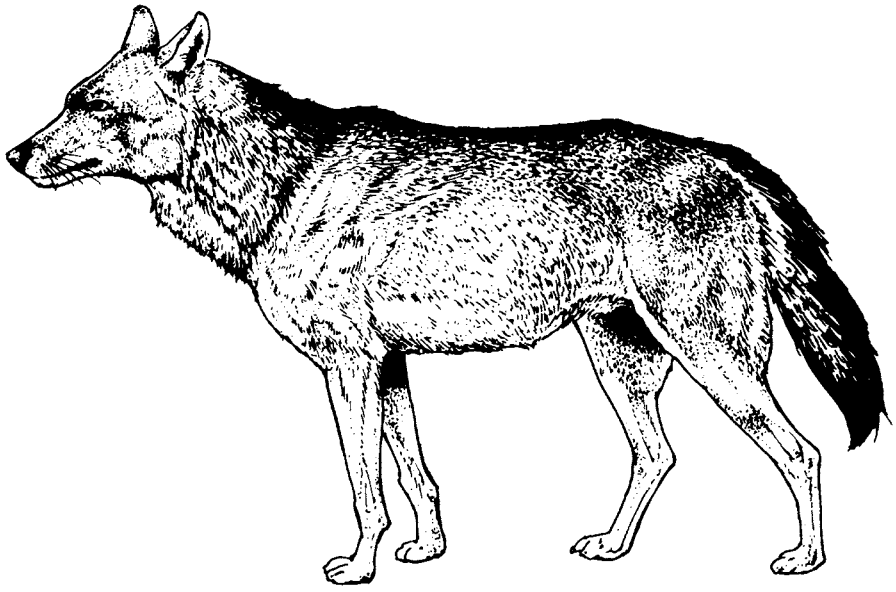
Ecology: Wolves live in temperate to arctic regions, ranging over wide territories in search of food. They often congregate in packs of several adult pairs plus young, allowing them to team up and bring down larger prey than they could otherwise. Within the pack, a clearly defined hierarchy exists, from an "alpha male" down to the lowliest female.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Wolves use their powerful jaws to Grab and kill prey. Packs know how to use their numbers to best advantage.

Campaign Use: You can use this character sheet for many other canines, including hyenas, jackals, dingoes, coyotes, and especially large and fierce hunting or guard dogs.

Appearance: Wolves are large canines, with iron grey fur and long, brushy tails. Fur color may differ in some regions.





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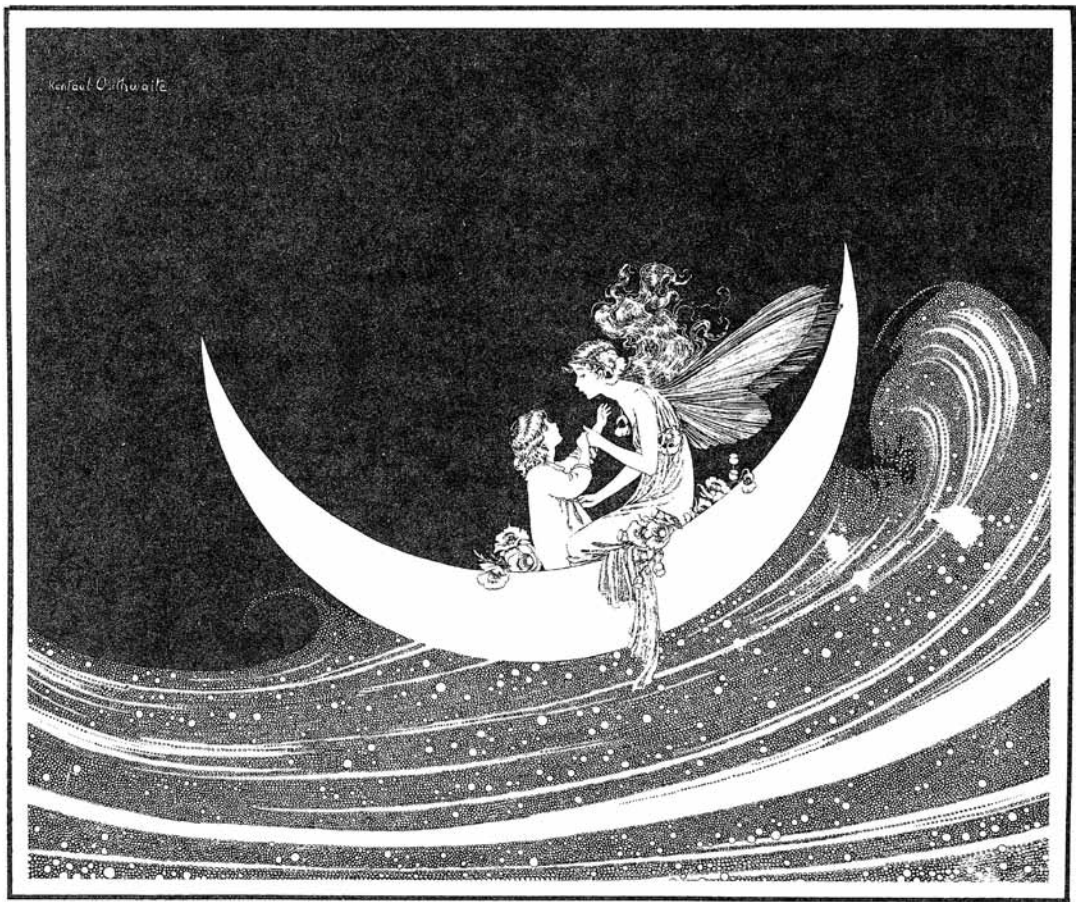
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