GURPS®

BESTIARY

Animals, Monsters and Were-Creatures

-SECOND EDITION-

BY STEFFAN O'SULLIVAN

STEVE JACKSON GAMES

GURPS

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– SECOND EDITION –

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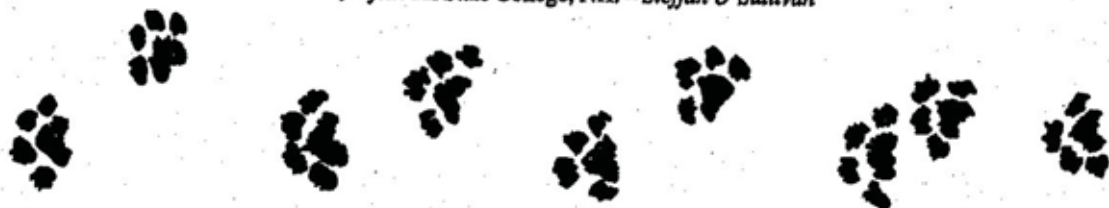Page Layout and Typography by Monica Stephens and Jeff Koke
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STEVE JACKSON GAMES

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*If this chapter does not appear in your book, do not be alarmed. You aren't cleared for it.

INTRODUCTION

"But, gentle reader, you must consider that, since Adam went out of Paradise, there was never any that was able perfectly to describe the universal conditions of all sorts of beasts."

–Edward Topsell, A History of the Four-Footed Beasts, 1607

A bestiary is an encyclopedia of beasts. The earliest ones included not only real animals, but mythical ones as well. They also included a lot of nonsense about the behavior of real animals – such as antelopes cutting down trees with their saw-shaped horns, snakes only biting tourists (we tell that one in New Hampshire, too) and remora bringing ships to a dead stop. *GURPS Bestiary* is no exception; it contains not only real animals, but also mythical creatures and a lot of nonsense.

I have translated an incredible amount of ancient lore, biological fact and speculation into gaming terms. I have tried to remain as true to the original source material as possible, though this was not always easy. Often the original sources conflicted with each other.

GURPS tries hard to be a unified system, even in areas not subject to reality checking – such as magic. So I had to bend some legends – like the gumberoo, which hurls arrows back at its attackers – to fit the game. The gumberoo still repels missiles, but the mechanism has been defined in *GURPS* terms – which do not totally agree with all legends.

The GM may disagree with my treatment of certain animals. If so, he may change them freely, using what I've written as rumor – rumors abound in all ages. The GM can decide for himself exactly what the creatures do.

During my extensive research for this book, I came to know and love my subjects a little better (except for certain members of the order *Diptera*). Eventually, it occurred to me that I was writing a book about animals which, among other things, attack people. The truth is that few animals are any threat at all to humans. In fact, the opposite is far more true – we are pushing over 100 species a day into extinction, a figure that experts feel can rise as high as 100 species a day by the year 2000.

For this reason, I dedicate this book to all animals in all universes . . . long may we thrive! I also commit 10% of any money I make from this book to the World Wildlife Fund (1250 24th St., Washington, DC 20037), which is devoted to saving as many species as possible. It will be a sad day when there are no more tigers or leopards, yet that day is rapidly approaching unless we act now to prevent it.

–Steffan O'Sullivan

Preface to the Second Edition

Since the original publication of this book, many things have changed. The entire *GURPS* system went into a third edition and many of the creatures that originally appeared here showed up in a new book, the *Fantasy Bestiary*. Despite this, *Bestiary* remains at its core pretty much the same book. As Steffan says above, it is a collection of beasts, both real and imaginary, with a lot of good factual information, and some nonsense.

This edition is updated and improved in other ways, too. New art and organization add a fresh look, and a new 40-page section on werewolves and other were-creatures is a long-awaited supplement. We hope that old readers will find it a refreshing renewal, and that new readers will explore this book with the same zeal that met the first edition.

–Jeff Koke

ANIMAL STATISTICS

About This Book

The bulk of this book is made up of creature descriptions, organized alphabetically. Certain creatures are listed separately. *Dinosaurs, Domestic Animals* and *Loathsome Crawlers* can all be found in their own separate chapters.

This book also contains rules and guidelines for the interactions of the PCs with animals: *Game Mastering Animals; Hunting and Trapping; Animal Companions;* and *Creating Animals.*

Starting on p. 81 is a section on designing and playing *Were-Creatures* of all types. GMs and players alike can use this section to create weres from classic werewolves to exotic were-wasps. At the end of the weres section is a collection of sample weres that can be used as they are.

Finally, at the back of the book are an *Alphabetical Chart, Habitat Table* and *Index.* The Alphabetical Chart lists all the creatures in the book (except the sample weres) in alphabetical order, with their statistics. The Habitat Chart lists each animal by habitat, with page numbers so they can be easily located.

About the Author

Steffan O'Sullivan lives in central New Hampshire, where he works in a library and occasionally performs as a clown, storyteller and *Commedia dell'Arte* performer. Since the first edition of *GURPS Bestiary,* he has written three other *GURPS* books: *Swashbucklers, Fantasy Bestiary,* and *GURPS Bunnies & Burrows,* a licensed translation of an earlier, classic roleplaying game with rabbits as PCs. *B&B* was his introduction to roleplaying, but he has been adventure gaming since 1961 when he discovered a certain Baltimore-based company he is still fond of.

His hobbies are games, of course, as well as hiking, snow-shoeing, baseball history, reading fantasy, SF, and historical fiction and he's addicted to long, hot baths. He donates a portion of his royalties to Organizations devoted to saving the environment, including, but not limited to, Rainforest Action Network (300 Broadway, #28, San Francisco, CA 94133) and The Environmental Amendment Project (4353 East 119th Way, Thornton, CO 80233).

ST, DX, IQ, HT. HT will often have two numbers separated by a slash (e.g., 15/35). The first number is the "health" you roll against, the second number is "hit points." ST and "hit points" are usually given as a range. DX, IQ, and "health" are given as single numbers; they may vary by a point or so in either direction for any species. If the listing indicates an attribute as <1, this means that that attribute is negligible and does not affect game mechanics.

Move/Dodge. Some creatures will have more than one Move – flying and on the ground, for example. The listed Move in this case is for the most common situation, e.g., flying for birds. Move for other situations is given in the text. Dodge (an animal's only active defense) is ½ DX or ½ Move, whichever is better, up to a maximum of 10.

PD/DR. PD and DR, if any, from the creature's hide or armor. Usually won't vary much within a particular species.

Damage. Listed damage is that for the creature's most common form of attack; damage for other forms of attack is given in the text description. Listed damage is for an average member of the species; stronger animals may do more. Abbreviations: imp = impaling, cut = cutting, cr = crushing.

Reach. Most creatures attack by "close combat" – a grapple or slam, followed by an attempt to crush the foe or rip it to pieces. C = close combat; 1, 2, etc. = reach in hexes; R = ranged attack, see description for details.

Size. The animal's size in hexes. Small creatures take up less than a hex; several can fit in one hex. Large animals occupy 2 or more hexes; see p. B141.

Weight (or Wt.). The creature's weight, usually a range, in pounds or tons.

Origin. The origin of the creature:

> Ice = Ice Age, known to early man.
>
> ML = Mythical and Legendary – from classical mythology, primitive beliefs, lumberjack tall-tales, medieval bestiaries.
>
> Pre = Prehistoric
>
> R = Real, extant.
>
> SF = Speculative Fiction – fantasy, science fiction and horror.
>
> ? = There is some evidence for the existence of these creatures, but no conclusive proof has been established.

Habitat. Where the creature is commonly found; the primary habitat is listed first. Habitats are abbreviated as follows:

> A = Arctic
>
> D = Desert – any dry area, including scrub woodlands
>
> F = Forest – any temperate forest
>
> FW = Fresh-Water Aquatic
>
> J = Jungle – any tropical forest
>
> M = Mountain
>
> P = Plains – any grasslands, including prairie (largely flat land), steppes (rolling hills) and savannas (dotted with trees)
>
> S = Swamp
>
> Sub = Subterranean
>
> SW = Salt-Water Aquatic

An asterisk (*) means that the ability or attack is special in some way – see the text for details.

A "–" means that the heading does not apply.

A "#" sign means that there are exceptions to the number given – see the text for details.

CREATURES OF THE WILD

1

The following pages list, in alphabetical order, creatures of the wild from fact and fantasy. For the GM's convenience, dinosaurs, domestic animals and loathsome crawlers are given chapters of their own.

Agropelter

Agropelter

ST: 6-8   Move/Dodge: 10/7   Size: 1
DX: 14   PD/DR: 0/0   Weight: 50-70 lbs.
IQ: 5   Damage: 1d-4 cr#   Origin: ML (USA)
HT: 14/7-9   Reach: R, C   Habitat: F

The agropelter resembles a baboon with very long arms. It is a solitary creature, living in the upper end of a hollow tree. Small birds make up the bulk of its diet. It stays well-hidden and is rarely seen by humans (-4 to Vision rolls).

Agropelters resent human intrusion into their woods and have an unpleasant way of showing it — they pelt any intruders with dead branches. Each one stores a supply of branches inside its lair for just this purpose. If any humans pass near its tree, the agropelter will emerge and hurl a branch at the nearest one. It will then duck back into its tree, and will not come out again unless attacked or given another opportunity at an unobserved shot!

If the branch hits (treat as a thrown weapon: SS 11, Acc 1, ½D ST, Max ST×1.5), it does 1d-4 crushing damage. Roll at -4 on the *Parts of the Body* table (p. B203) to determine hit location. If cornered at close range, the agropelter can bite for 1d-3 cutting damage.

Alligator

ST: 18-24   Move/Dodge: 7/6#   Size: 4-6
DX: 12   PD/DR: 3/4#   Weight: 700-1,500 lbs.
IQ: 3   Damage: 1d+1 cut   Origin: R
HT: 12/20-26   Reach: C#   Habitats: FW, S

Alligators are large reptiles native to the southeastern U.S. and to the Yangtze River basin of China. They average 12-14 feet in length, sometimes reaching as long as 18 feet, and are quite sluggish, spending most of their time basking on river banks. Unlike crocodiles, alligators are shy of humans — they will flee on sight. If cornered, though, they are vicious fighters.

Adults feed mainly on fish, but also catch small animals that come down to the water to drink. Large alligators may sometimes pull deer or cows into the water.

The alligator attacks by grabbing and holding with its teeth. It then attempts to drown its victim by pulling it under the water.

To pry an alligator's jaws open, the victim must win a regular Contest of ST.

To hold them shut, on the other hand, one must win a Contest of ST versus only one-fourth the alligator's ST — the muscles that open the jaws are much weaker than the ones that close them!

If forced to fight on land, alligators attack by biting and by whipping with their tails. They can use both attacks each turn. The tail-whip has reach 1, for 1d damage; otherwise, it is identical to that of the brontosaurus (see p. 41). It is specifically intended to knock opponents to the ground, where the jaws can more easily reach them.

On land, the alligator normally has Move 2, but can sprint short distances at Move 4. In the water, its Move is 7. It has PD 3, DR 4 everywhere except its stomach, which has PD 1, DR 2.

Ant, Giant

ST: 6-12   Move/Dodge: 6/6   Size: 2
DX: 12   PD/DR: 2/2   Weight: 25-50 lbs.
IQ: 2   Damage: 1d-2 cr#   Origin: SF
HT: 10-15   Reach: C   Habitats: P, F, J

Giant ants live in large underground nests containing hundreds or thousands of individuals. They are the ultimate communists — everything is done for the nest; the individual means nothing.

Most ants are divided into soldier and worker castes. For every soldier in the colony, there will be 20-50 workers. Soldiers will be at the high end of the given stats, workers at the low end. With most species, the workers don't attack at all — they just mill around and get in the way. In some species, the workers will defend the nest. In any species, workers will "attack" someone if they see him as food. Soldiers will ignore people, even though they look tasty, unless the nest is invaded.

As few people would be foolish enough to venture into a giant ant nest, the ants are much more likely to be encountered while foraging. Foraging parties will be made up of approximately 2d ants.

While foraging, the ants leave chemical trails behind them. If an ant finds food (humans qualify) and returns to the nest, many ants will follow the trail back to the food source. Ants can carry many times their own weight. A single worker ant at 25 lbs. could drag a human body back to the nest.

Giant Ant

Since ants have no use for valuables, the armor and possessions of their victims will be scattered around the hill, or (in some species) stacked in "burial chambers" along with dead ants and other trash.

Giant ants attack with their mandibles, doing 1d-2 crushing damage. Many species also secrete formic acid, doing an extra two points of damage after DR is subtracted. A few species can *squirt* formic acid, doing 1d of damage; SS 10, Acc 0, ½D ST, Max ST×1.5.

Giant fire ants have a venomous bite; treat this as a Type C venom doing 1d of damage in addition to the damage from the bite itself (see *Venom*, pp. 50-51). In this species, even the workers are aggressive and have venom. Giant army ants are *really* bad news — they are all food-gatherers with a soldier's bite, and they all attack.

Antelope

Antelope

ST: 15-20	Move/Dodge: 18/9	Size: 2
DX: 15	PD/DR: 0/0	Weight: 250-350 lbs.
IQ: 4	Damage: 1d+1 imp#	Origin: R
HT: 14-17	Reach: C	Habitats: P, J, D, M, F, S

Antelopes are ungulates (hoofed animals) vaguely resembling deer, cattle and mountain goats. The category is a loose one, including widely differing species such as bongos, bushbucks, dik-diks, duikers, gazelles, gnus, impalas, kudus, sables, springboks, etc. Most species are African, although some are native to Asia.

In most species of antelope, both males and females have horns. These horns vary from species to species — some are long, some short, some straight, some curved, some twisted.

Antelopes also vary greatly in size. The statistics given are for a middle-sized antelope. For a very large antelope, see Eland (p. 14); the smallest antelopes are rabbit-sized!

Antelopes are diurnal grazing animals. Most species live in large herds of 100 or more animals; others are found in groups of 6 to 20. They are quite edible, though the meat is drier and coarser than that of deer.

They are timid; a herd will flee if approached, with the males lagging behind, staying between the predator and the rest of the herd. If cornered, an antelope will turn and face its attacker, striking with horns and hooves.

Antelopes do either impaling or crushing damage, depending on the type of horns. Hooves do 1d-1 crushing damage, either kicking or trampling.

Aurochs

ST: 48-60	Move/Dodge: 8/4	Size: 3
DX: 9	PD/DR: 1/1	Wt: 1,000-2,500 lbs.
IQ: 4	Damage: 1d+2 imp#	Origin: Ice
HT: 13-16	Reach: C	Habitats: P, F

The aurochs was the ancestor of modern domestic cattle. Well-known by primitive humans, it was hunted and domesticated extensively. By medieval times, it had become rare, and has been extinct since the 17th century.

Treat aurochs like any other herd herbivore — they will flee if threatened. Males protect the herd, and will attack like bull cattle (p. 45) — by charging and trampling. Their horns do 1d+2 impaling damage; their trample does 1d+1 crushing damage.

Baboon

ST: 9-11	Move/Dodge: 12/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 50-90 lbs.
IQ: 6	Damage: 1d-2 cut	Origin: R
HT: 16/8-10	Reach: C	Habitats: P, J, F

Baboons are the largest and smartest of the monkeys, though neither as smart nor as large as apes. They are diurnal and range throughout Africa. On all fours, they measure about a yard long; standing, they can reach 4 feet in height.

Baboons have a well-organized social structure; they live in troops of 20 to 50 members. Each troop has a definite territory over which it ranges. Its members never wander far from the rest of the troop. When traveling, the females and young stay in the center of the troop, where they are protected from all sides. When at rest, the troop will post sentries to warn of approaching danger. If threatened, the troop will flee, with the males hanging back to protect the females and young from any pursuers.

Unlike most monkeys, baboons are omnivores, and have been known to attack lone humans. Leopards and lions are their greatest enemies. The troop will seek safety from them in trees and rocks, from which they will bark their defiance. The males are quite courageous and will sometimes turn on their enemies; several are more than a match for any predator.

They attack by grappling and biting in close combat. Their vicious canine teeth do 1d-2 cutting damage.

If raised from infancy, baboons can make excellent pets. There is a record of a baboon serving in World War I in a South African troop. As well as being the best sentry in the outfit, it once saved its master's life. It was awarded a medal, promoted to corporal, and later lost a leg to artillery fire.

Badger

ST: 5-7	Move/Dodge: 6/6	Size: <1
DX: 13	PD/DR: 1/1	Weight: 20-45 lbs.
IQ: 4	Damage: 1d-3 cut	Origin: R (SF)
HT: 16/8-10	Reach: C	Habitat: F

The badger is a large member of the weasel family, measuring 1½ to 2½ feet long. It is stocky, with a short tail and short but powerful legs. It has distinctive markings — a white head with two broad black stripes running from the tip of the muzzle

across the eyes and ears to the back of the head. It also has a short temper and a nasty bite.

American badgers are solitary animals, active in the afternoon and evening. Old World badgers, on the other hand, live in large multi-generational families, and are active only at night. Badgers are omnivores, feeding on insects, mice, frogs, acorns, blackberries, etc. They prefer to avoid humans, but can fight viciously if provoked. Their strong front claws make them rapid diggers, able to tunnel out of sight in less than a minute.

As a fantasy variation, badgers can be given the ability to cast a modified Strike Blind spell (p. M24) at Skill 15. It stores up to 20 "fatigue" points of mana in its eyes; each casting uses 5 of the stored "fatigue" point, and 1 point is recovered per hour. The subject of the spell is temporarily blinded (see *Blindness*, p. B27). The spell lasts for 10 seconds — its sole function is to allow the badger to escape from large predators, including humans. The badger must be able to see its target and must concentrate for one second before casting the spell. Its skill roll is at -1 for each yard of distance to the target.
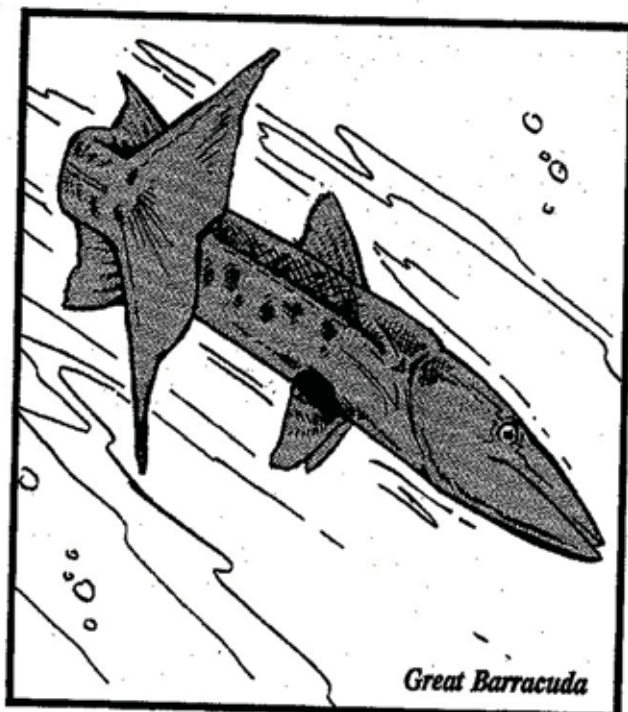
Great Barracuda

Barracuda, Great

ST: 16-20	Move/Dodge: 12/7	Size: 3
DX: 15	PD/DR: 1/1	Weight: 75-100 lbs.
IQ: 3	Damage: 1d cut	Origin: R
HT: 12/16-20	Reach: C	Habitat: SW

Great barracudas, among the most voracious of predatory fish, are responsible for many attacks blamed on sharks. They are 8-10 feet long, fast, and can attack in surprisingly shallow water — as shallow as 18 inches.

Their sharp fangs, jutting lower jaws and long torpedo-shaped bodies make them extremely evil-looking. They are solitary hunters, found in tropical and subtropical waters, and are active day and night.

The barracuda hunts by sight rather than smell. Murky water thus should be avoided, as the keen-sighted barracuda may overestimate someone's size, think him more dangerous and attack. The barracuda attacks swiftly, biting cleanly, striking once and not repeating its attack. Its bite does 1d cutting damage, and can easily cripple a limb.

Bat

ST: 1-2	Move/Dodge: 12/6	Size: <1
DX: 13	PD/DR: 0/0	Weight: <1 lb.
IQ: 4	Damage: 1d-5 cut	Origin: R
HT: 13/2	Reach: C	Habitats: Sub, F, J, S

Bats are the only true flying mammals, and are found the world over, inhabiting caves and deep woods. They are nocturnal and hunt alone, though they often live in large colonies. The body size is usually close to a mouse's, though some fruit-eating bats are the size of squirrels. The wingspan ranges from 1 to 5 feet.

Most bats eat insects, some eat fruit, and one species — the vampire bat — drinks blood. This bat makes a tiny, painless cut in a sleeping mammal or bird and licks up the blood that flows out — a negligible amount for large animals. It will not attack an active animal or person.

It would take at least three vampire bats to do even 1 HT damage in a single night. There is more danger from secondary infection than from blood loss; vampire bats can be carriers of rabies, and they can transmit malaria and other diseases from an infected animal to others. Other bats can also carry rabies. In a fantasy scenario, bats might carry even worse diseases.

Most insect-eating bats have poor vision, relying on echolocation (sonar) for guidance and for locating prey. In fruit-eating and vampire bats, the vision is better than the echolocation. The apparently stumbling flight of the bat is actually well-coordinated, and bats are no threat to humans — unless carrying rabies or some other disease.

Bear

Bear, Black

ST: 14-17	Move/Dodge: 7/6	Size: 2#
DX: 13	PD/DR: 1/2	Weight: 200-500 lbs.
IQ: 5	Damage: 1d cr#	Origin: R
HT: 14/14-18	Reach: C	Habitats: F, M

Bear, Brown

ST: 15-19	Move/Dodge: 7/6	Size: 2#
DX: 13	PD/DR: 1/2	Weight: 200-700 lbs.
IQ: 5	Damage: 1d cr#	Origin: R
HT: 14/16-20	Reach: C	Habitats: F, M, S

Bear

Bear, Grizzly

ST: 22-28	Move/Dodge: 8/6	Size: 2#
DX: 13	PD/DR: 1/2	Weight: 400-1,000 lbs.
IQ: 5	Damage: 1d+2 cr#	Origin: R
HT: 14/18-22	Reach: C, 1	Habitats: F, M

Bear, Kodiak

ST: 27-33	Move/Dodge: 7/6	Size: 3#
DX: 13	PD/DR: 1/2	Weight: 800-1,500 lbs.
IQ: 5	Damage: 2d-2 cr#	Origin: R
HT: 15/20-24	Reach: C, 1	Habitats: F, M

Bear, Sun

ST: 12-15	Move/Dodge: 7/6	Size: 2#
DX: 13	PD/DR: 1/2	Weight: 150-200 lbs.
IQ: 5	Damage: 1d-1 cr#	Origin: R
HT: 11-14	Reach: C, 1	Habitats: F, J

Bears are omnivores which, with the exception of the polar bear (p. 27), actually eat more plants than animals. They are found the world over. Most bears will get out of the way if they hear someone coming, but if surprised can be quite dangerous. Make a reaction roll (at -3 for grizzly, Kodiak and polar bears) to determine whether the bear is hungry/aggressive or just gets out of the way. Mother bears are extremely protective of their cubs, reacting at -8.

The black bear is found in wooded areas throughout North America. It is slightly smaller than the brown bear, measuring up to five feet in length. It is friendly, and harmless to people unless provoked, cornered or injured. It is solitary except during the mating season (June).

The brown, grizzly and Kodiak bears are related — and may represent a single species. Of the three, the brown is the smallest and the Kodiak the largest. Brown bears are found in the northwestern portion of North America and throughout Europe and Asia. The grizzly and Kodiak bears are limited to the northwestern U.S. and Canada.

The sun bear is the smallest of the bears, measuring about 4 feet in length and standing 2 feet high at the shoulder. It gets its name from the distinctive yellow crescent on its chest. It is also known as the honey bear, due to its fondness for honey. It lives in the tropical and sub-tropical forests of southern Asia, spending most of its time in the trees.

A bear walking on all fours is a 2-hex animal (except the Kodiak bear, which is 3 hexes). When standing on its rear legs to fight, it occupies only one hex.

Bears strike with their claws for crushing damage, or bite for the same amount of cutting damage. In addition, the grizzly, Kodiak and polar bears can "bear-hug," grappling in close combat and then biting.

Bear-Dog, Giant

ST: 45-55	Move/Dodge: 7/5	Size: 4
DX: 11	PD/DR: 2/2	Weight: 1-1 ½ tons
IQ: 3	Damage: 2d+2 imp	Origin: Pre
HT: 13/48-60	Reach: C, 1	Habitats: J, F, P

Andrewsarchus is the scientific name of this animal of 50 million years ago. Although called a giant bear-dog, it was related to neither bears nor dogs. It stood about 6 feet at the shoulder and was 11 feet long — its head alone was more than a yard long.

Judging from its teeth, it was carnivorous. From its size, it couldn't have been very fast; however, the Eocene had many slow-moving herbivores for it to prey upon.

Giant Bear-Dog

Little is known of its habits; assume that it will attack fearlessly, with intent to devour. It bites at up to 1-hex reach for 2d+2 impaling damage.

Beaver

ST: 1-2	Move/Dodge: 6/7	Size: <1
DX: 12	PD/DR: 1/1	Weight: 15-20 lbs.
IQ: 4	Damage: 1d-2 cr	Origin: R
HT: 12/3-4	Reach: C	Habitats: FW, F

Beavers are large, gregarious rodents, living in small streams. To make the water sufficiently deep to prevent its freezing, they construct dams of mud, stones and tree trunks. These dams are quite complex and frequently of surprising strength. In pools made by the dams, beavers build air-filled lodges that open under the water. The lodges are covered with mud so that when winter comes, the mud freezes, becoming hard as stone and serving as an ample deterrent to wolves and other predators. Both the dam and the lodges are built in the early autumn.

Beavers eat roots, berries and bark. When the ice breaks in the spring, they leave their dams and roam about the woods near their streams. If attacked, beavers will flee, hiding in a nearby stream, but if they are cornered, they can bite for 1d-2 damage.

Bison

ST: 48-70	Move/Dodge: 13/6	Size: 3-4
DX: 10	PD/DR: 1/2	Weight: ½-1½ tons
IQ: 4	Damage: 1d imp#	Origin: R
HT: 15/20-25	Reach: C	Habitats: P

Bison, also known as buffalo, are large ox-like relatives of cattle, standing five to six feet at the shoulder and weighing up to 3,000 pounds. Their shaggy fur, short horns and hunched back give them a distinctive appearance.

Bison live in herds, ranging in size from a single family to thousands of individuals, and are most active in the morning and evening. Herbivores, they feed mainly on grass and migrating over thousands of miles each season.

They are easily spooked — any sudden noise may cause the herd to stampede, sometimes running for miles before slowing down. If angered, a bison will charge, trampling for 1d+2 crushing damage or (bulls only) goring with the horns for 1d impaling damage.

Bison once covered the plains of North America, and played a major role in the lives of many Indian tribes. The tribes depended on them for food, clothing, bedding, tents, weapons and tools. They were also important figures in Indian religion — white bison were thought to be sacred to the sun god. With the coming of the Europeans, bison were slaughtered nearly to extinction. With them died many Indian tribes.

Cape Hunting Dog

Cape Hunting Dog

ST: 4-6	Move/Dodge: 10/6	Size: 1
DX: 13	PD/DR: 1/1	Weight: 35-50 lbs.
IQ: 5	Damage: 1d-3 cut	Origin: R
HT: 10-12	Reach: C	Habitats: P, M

Cape hunting dogs are ferocious carnivores only distantly related to domestic dogs. They range from the Sahara to South Africa. They are quite gregarious, traveling and hunting in nomadic packs of 4-60. They are strictly diurnal. While no attacks on humans have been recorded, Cape hunting dogs are quite fearless, and most hunters give them a wide berth.

These animals work systematically in a pack. They are not exceptionally fast, but have great endurance, running down their prey over long distances. They can catch gazelles, even after a half-mile head start. They take turns harrying their prey, keeping it constantly on the run. They further weaken it by biting its flanks, until it finally drops from exhaustion and loss of blood. They will immediately begin consuming the prey, eating it alive, and devouring it within ten minutes of dropping it.

Caribou

ST: 20-25	Move/Dodge: 12/7	Size: 3
DX: 15	PD/DR: 1/2	Weight: 500-700 lbs.
IQ: 4	Damage: 1d+1 imp#	Origin: R
HT: 14/13-16	Reach: C	Habitats: A, P

Caribou and reindeer belong to the same species. However, reindeer are easier to tame — perhaps because they have been around people longer. Caribou are found in North America and Siberia, while reindeer are found in Scandinavia and Greenland. Other than these differences, treat the two as being identical.

Caribou are the only members of the deer family in which both sexes have antlers. The largest caribou are about 8 feet long, standing 5 feet at the shoulder. They live in large migratory herds of up to 3,000, and are active during the daylight hours, though they can be active at night during the long Arctic winters. They are shy of humans, but are quite inquisitive. They can be dangerous during the mating season (fall), when the males will attempt to drive off any intruders.

Cave Bear

ST: 27-33	Move/Dodge: 7/6	Size: 3#
DX: 12	PD/DR: 1/2	Weight: 1,200-1,600 lbs.
IQ: 5	Damage: 2d-2 cr#	Origin: Ice
HT: 14/24-30	Reach: C, 1	Habitats: M, F

Cave bears of the Pleistocene were about the same size as modern polar bears and Kodiaks. They were almost completely vegetarian, and went into caves only during their winter hibernation. It seems early humans hunted them frequently — many cave bear remains show signs of consumption by humans.

Treat them as Kodiaks: -3 reaction; claw for 2d-2 crushing damage at 1-hex reach; bite for 2d-2 cutting damage in close combat; "bear-hug" while biting. When walking on all fours, they are 3-hex creatures; when standing on two legs, 1-hex creatures.

Also see "Bear" on pp. 8-9.

Cave Lion

ST: 34-42	Move/Dodge: 9/6	Size: 2
DX: 12	PD/DR: 2/2	Weight: 500-700 lbs.
IQ: 4	Damage: 2d cut	Origin: Ice
HT: 15/24-30	Reach: C	Habitats: M, P

These large cats lived during the Pleistocene and were frequently hunted by humans. Little is known about their habits. Assume that they behave similarly to modern lions (p. 21), although it is likely that they do not fear humans.

Cave Lion
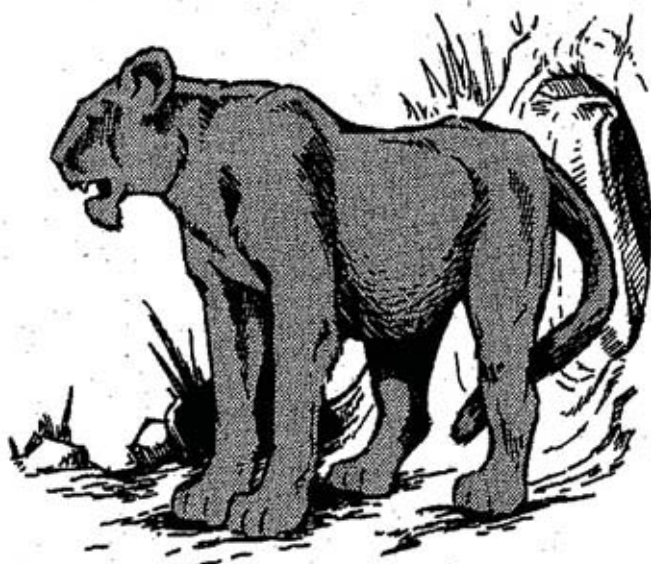
Centipede, Giant

ST: 40-50	Move/Dodge: 6/5	Size: 5-8
DX: 14	PD/DR: 1/2	Weight: 100-500 lbs.
IQ: 2	Damage: *	Origin: SF
HT: 15/25-35	Reach: C	Habitats: S, F, Sub, J

This monstrosity reaches lengths of up to 25 feet, measuring 3 feet in width and 1 foot in height. It is always hungry, and attacks on sight. The giant centipede is a solitary creature, frequenting deep woods and jungles, swamps, caves, and deep valleys — anywhere that it can stay out of direct sunlight. Some species are active both day and night. Its bite does 1d+1 impaling damage, as well as injecting a type F venom for and additional 1d damage.
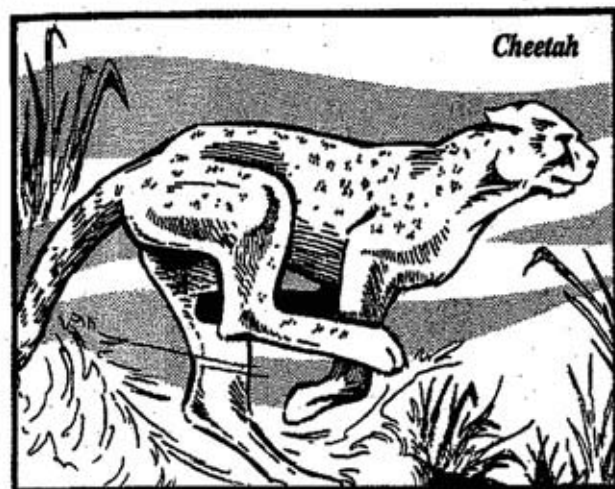
Cheetah

Cheetah

ST: 16-20	Move/Dodge: 30/10	Size: 2
DX: 14	PD/DR: 0/0	Weight: 110-160 lbs.
IQ: 4	Damage: 1d cut	Origin: R
HT: 13-16	Reach: C	Habitats: P, D

Cheetahs are the fastest land animals; they average speeds of 50-60 miles per hour, but have been clocked at speeds up to an incredible 75 mph. For all practical purposes, they can accelerate instantly from a dead stop to full speed.

They are diurnal cats, native to Africa. They have many dog-like features: long legs made for running, not springing; claws that do not fully retract; trainability; a lack of stalking ability. They hunt by outrunning their prey, knocking it down with a forepaw, then strangling it with their bite.

Their claws are blunt by cat standards; treat their swipe as a slam attack doing no damage. They bite in close combat for 1d cutting damage.

Cheetahs are the most easily trained cats — unlike most animals, they are more easily trained when captured as adults. They were in vogue in certain medieval and Renaissance courts and, in the Middle East, have been trained for over 3,000 years.

They do not breed well in captivity, however — the first recorded birth in captivity was in 1960! It is not a good idea to train them to kill humans, as they cannot distinguish friend from foe.

Chimpanzee

ST: 14-18	Move/Dodge: 7/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 100-180 lbs.
IQ: 6	Damage: 1d-1 cut	Origin: R
HT: 12-14	Reach: C	Habitats: J

Chimpanzees are our closest living relatives, inhabiting the tropical rain forests of central Africa. They stand between 3 and 6 feet in height. They are curious and intelligent, and often use simple tools — sticks, stones and leaves.

Chimpanzees are diurnal animals, found in troops of up to 20 members, though they usually travel in groups of three to six. They can be trained, and appear to enjoy such tricks as bicycle riding and dressing up in clothing. They are more arboreal than gorillas, but less so than monkeys.

They are shy of humans, and peaceful unless angered or brought to bay — in which cases, they can be quite dangerous. They attack in close combat, grappling and then biting for 1d-1 cutting damage.

Coyote

ST: 4-6	Move/Dodge: 9/7	Size: 1
DX: 14	PD/DR: 1/1	Weight: 25-45 lbs.
IQ: 6	Damage: 1d-3 cut	Origin: R
HT: 14/8-10	Reach: C	Habitats: P, F, D, M, S

The coyote is a canine, smaller and slightly more intelligent than the average wolf. Its fur is tawny, ranging from light yellow to yellow-gray in color. It has a bushy tail, tipped with black.

It is more solitary than its wolf cousins, as its habitats are usually less plentiful in game; it hunts either singly or in pairs. Coyotes are nocturnal, but not above making raids in the daytime.

Farmers hate them and exterminate them mercilessly, fearing them as a threat to livestock. This reputation is probably exaggerated; while sheep, goats and deer are occasionally killed, the coyote generally prefers smaller game, such as rabbits or rodents.

Coyotes are known for their wariness, and many legends have sprung up about their cunning — give them a "Craftiness" level of at least 12. It is difficult to trap a coyote, unless some sort of ruse is used.

Coyotes are extremely adaptable creatures — despite persecution, they have actually expanded their range within the last century, until now they are found throughout North America.

Creodont

ST: 18-22	Move/Dodge: 7/6	Size: 2
DX: 12	PD/DR: 1/1	Weight: 250-350 lbs.
IQ: 3	Damage: 1d+1 cut	Origin: Pre
HT: 13-16	Reach: C	Habitats: P

Creodonts were early mammalian carnivores that flourished 60 million years ago. They were the deadliest beasts of their day, though slow by modern carnivores' standards.

They resemble a cross between a puma and a wolf, with a slightly bearish cast to the face. Their hunting tactics are unknown, but they aren't built for long chases. Assume that they are solitary or paired nocturnal animals which will attack humans on sight.

Crocodile

ST: 20-28	Move/Dodge: 8/7#	Size: 5-7
DX: 14	PD/DR: 3/4#	Weight: 900-2,000 lbs
IQ: 3	Damage: 1d+2 cut	Origin: R
HT: 13/24-30	Reach: C#	Habitats: FW, S

Crocodiles average 13-16 feet long and can grow to 20 feet, though in the past they were larger — see the entry on the extinct

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giant crocodile below. Natives of Africa, Asia and Australia, they are related to and resemble alligators, with longer and narrower snouts.

Larger and more aggressive than alligators, though, they show caution but no fear of humans. In fact, some African crocodiles become man-eaters. Crocodiles will ambush from a river as do alligators, and can tail-whip for the same effect (see p. 6).

The crocodile's underbelly has PD 1, DR 2. Its Move is 2 (up to 4 for short distances) on land, 8 in the water.

Giant Crocodile

Crocodile, Giant

ST: 48-58	Move/Dodge: 8/6#	Size: 14-17
DX: 13	PD/DR: 3/4#	Weight: 1-2 tons
IQ: 3	Damage: 3d-2 cut	Origin: Pre
HT: 14/40-50	Reach: C#	Habitats: FW, S

These animals lived throughout the age of dinosaurs. They grew to a length of 50 feet and were true crocodiles in all respects. As far as tactics go, treat them like their modern relatives. Its tail-whip has reach 3, for 2d damage.

Deer

ST: 5-14	Move/Dodge: 9/7	Size: 2
DX: 15	PD/DR: 0/0	Weight: 70-200 lbs.
IQ: 4	Damage: 1d imp#	Origin: R
HT: 13/6-8	Reach: C	Habitats: F, M, J, P

There are many types of deer, including the mule, musk, red and white-tailed deer. In most species, the males bear antlers (shed yearly) which are used to fight other males. The deer's primary defense, though, is flight.

Deer will occasionally fight by kicking or trampling (1d crushing damage), or by butting with the antlers (1d impaling damage). Attack is most likely during the mating season, or if the deer is brought to bay. Deer are found the world over, and their meat is highly prized.

Dhole

ST: 4-6	Move/Dodge: 8/6	Size: 1
DX: 13	PD/DR: 1/1	Weight: 35-50 lbs.
IQ: 5	Damage: 1d-3 cut	Origin: SF
HT: 15/7-10	Reach: C	Habitats: P, J

The dhole is a real animal found in India and southeastern Asia. It resembles a small reddish wolf, travels in packs and hunts using tactics similar to those of the Cape hunting dog (p. 10). It cannot bark, but has an unusual howling whistle — apparently its mating call. In reality, it is such a shy, secretive animal that it is almost never seen; it avoids humans at all costs.

The dhole listed here is the dhole of Kipling — the patient, populous pack that never forgives a wrong, and from which even the tiger turns away. "The dhole do not begin to call themselves a pack till they are a hundred strong . . ." says Kipling, ". . . and remember, the dhole bites low."

Dholes will attack humans by biting at their legs, then swarming over them once they fall. A pack of dholes will not turn aside for anything. Anyone who stays out of the pack's way will not be hurt; but woe to anyone who injures, kills or otherwise antagonizes a dhole — the pack will hunt him to the death.

Diatryma

ST: 30-38	Move/Dodge: 14/7	Size: 1
DX: 14	PD/DR: 1/1	Weight: 500-700 lbs.
IQ: 3	Damage: 2d+1 imp#	Origin: Pre
HT: 16/24-30	Reach: C, 1	Habitats: P

The diatryma was a large flightless bird of 50 million years ago. It stood 7 feet tall, and its head was as large as a horse's. It was decidedly carnivorous, and was probably diurnal. From the fossil remains, diatrymas seem to have hunted in groups.

Their wings are small for the birds' size — about a foot long each — and are quite useless. The feet are used for kicking like an ostrich, but the main weapon is undoubtedly the beak. The beak does 2d+1 impaling damage; a kick does 2d impaling damage. Both have a 1-hex reach.

Some fantasy novels describe diatrymas being used as mounts! Give the rider or trainer a -4 to any training, Riding or Animal Handling rolls — these birds are not bright, and have nasty tempers.

Diatryma

Didi

ST: 16-20	Move/Dodge: 8/7	Size: 1
DX: 14	PD/DR: 1/1	Weight: 300-500 lbs.
IQ: 6	Damage: 1d cut#	Origin: ?
HT: 13/14-18	Reach: C, 1	Habitats: J

Didi are large apes the size of gorillas. They are reputed to dwell in certain South American jungles, and are well-known to the natives, though only rarely encountered by outsiders. The natives are extremely frightened of them, saying that they attack without provocation. Since there are no carnivorous apes, one can surmise that these attacks are defensive or territory-related. Or perhaps the didi occasionally go insane and attack whatever comes along.

They attack by grappling and biting in close combat for 1d cutting damage, or by slapping at up to 1-hex reach for 1d+1 crushing damage.

Dingo
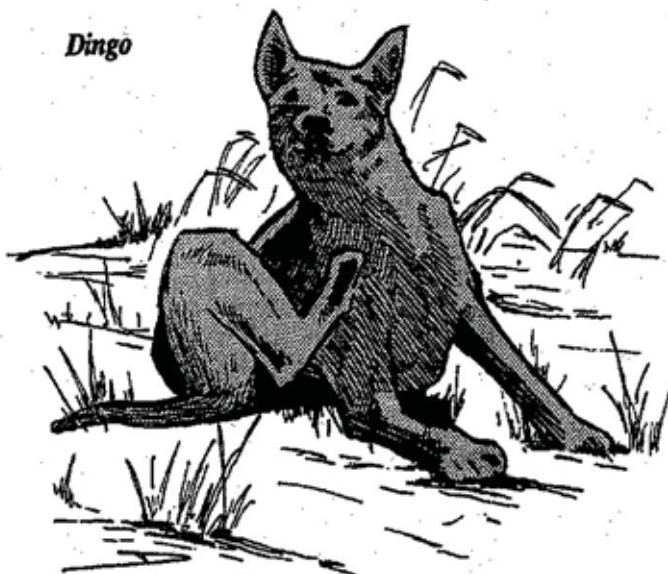
Dingo

ST: 7-9	Move/Dodge: 10/6	Size: 1
DX: 13	PD/DR: 1/1	Weight: 45-110 lbs.
IQ: 5	Damage: 1d-3 cut	Origin: R
HT: 10-12	Reach: C	Habitats: P

Dingoes are feral dogs, about the size of collies. They have short fur, varying in color from yellow to light red to brown, and live alone or in small family groups.

Like the dhole, the dingo cannot bark, but instead howls or whines. It was probably brought to Australia by the Aborigines as a domesticated dog, and later became wild. Treat dingoes as wolves (p. 39) as far as their behavior is concerned.

Dinohyus

ST: 40-50	Move/Dodge: 8/6	Size: 4
DX: 12	PD/DR: 2/3	Wt: 1,600-2,000 lbs.
IQ: 3	Damage: 2d+1 cut#	Origin: Pre
HT: 15/44-55	Reach: C	Habitats: F

Dinohyus is a giant pig-like animal that flourished 25 million years ago. It is only distantly, if at all, related to the modern pig. It is 12 feet long and 6 feet high at the shoulder. Its head is 3 feet long. Treat it as a wild boar (p. 38) doing 1d+1 crushing damage in a trample or 2d+1 cutting damage in a tusk-slash.

Dire Wolf

ST: 13-16	Move/Dodge: 7/6	Size: 1
DX: 12	PD/DR: 1/1	Weight: 150-250 lbs.
IQ: 4	Damage: 1d cut	Origin: Ice
HT: 13-17	Reach: C	Habitats: P, M, A, F

The dire wolf is the sturdy but slow precursor of the modern wolf. Dire wolves are active both day and night, traveling in packs ranging from four to 40 animals. Scavengers by nature, dire wolves prey upon animals in distress — the injured, the old, the abandoned young. They often attack animals trapped in mires, rock slides and tar pits. The La Brea tar pits contain more skeletons of dire wolves than of any other mammal.

Dire wolves have no fear of humans. The wolves will attack using pack tactics. They will not be driven off until they have suffered at least 50% casualties.

Dragonfly, Giant

Adult

ST: 16-20	Move/Dodge: 20/10	Size: 2
DX: 15	PD/DR: 1/2	Weight: 100-125 lbs.
IQ: 2	Damage: 1d cut	Origin: SF
HT: 12-14	Reach: C	Habitat: S

Larva (Water Tiger)

ST: 12-16	Move/Dodge: 6/8	Size: 2
DX: 16	PD/DR: 1/2	Weight: 60-125 lbs.
IQ: 2	Damage: 1d imp	Origin: SF
HT: 10-14	Reach: C, 1	Habitat: S, FW

Adult giant dragonflies are most often found near water, where they breed. They are superb fliers and voracious predators, feeding mostly on small birds. They take their prey on the wing, scooping them up with their legs held in a basket-like position. Their powerful jaws quickly devour their victims in only a few bites. Adults have been known to attack humans on occasion, but are usually not a threat. Larval dragonflies, on the other hand, are a deadly danger; they are ugly, voracious "water tigers" which can seize and eat almost anything their own size.

Adults attack by swooping onto their victims and grappling them in close combat. They will then hover in place while gnawing on their catches. Adults can carry up to Light encumbrance while flying.

Giant Dragonfly
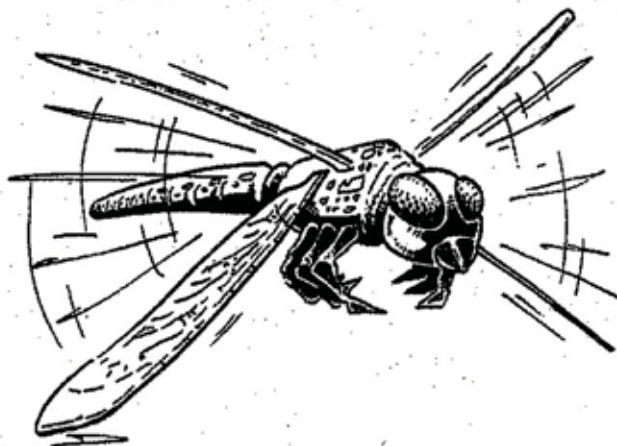
The water-breathing larvae are found in fresh-water ponds and lakes. They feed on anything they can catch, including humans and other beasts that blunder into the water. Their vicious, retractable jaws allow them to strike at a reach of 1, doing 1d impaling damage. If suddenly disturbed, they have a limited form of "jet propulsion," forcibly expelling water and driving themselves rapidly forward. With this ability, they can travel at Move 9 for up to 4 turns.

Eagle

ST: 4-5	Move/Dodge: 18/9#	Size: <1
DX: 12	PD/DR: 0/0	Weight: 4-12 lbs
IQ: 4	Damage: 1d cut	Origin: R
HT: 13/4-5	Reach: C	Habitats: M, F

Eagles are large birds of prey found throughout the world. The largest have wingspans over 6 feet wide, and can carry up to ten pounds in their talons. Most species are cowards — crows can scare them away! — but some are very brave. In Siberia, eagles have been trained to kill wolves — by piercing the wolves' skulls with their powerful talons.

Eagles are diurnal and mate for life — no more than two eagles will ever be encountered at one time. They will have nothing to do with humans unless raised in captivity, and will not attack humans unless severely wounded. As trained birds, they are inferior to falcons and other smaller raptors. They attack with their claws for 1d cutting damage. Their base Move in flight is 18, but they can swoop for speeds up to 60 to 70 mph (Move 30-35). On the ground, Move is 1, while Dodge is 6.

Eland

ST: 32-40	Move/Dodge: 16/8	Size: 3-4
DX: 14	PD/DR: 0/0	Wt.: 1,500-2,000 lbs.
IQ: 4	Damage: 1d+2 imp#	Origin: R
HT: 13-16	Reach: C	Habitats: P

The eland is a large antelope, standing 6 feet at the shoulder, measuring up to 13 feet long, and weighing as much as a ton. It has a short muzzle, sharp hooves and long twisted horns, and is light brown in color with a white underbelly. It can be caught and domesticated, and is an excellent source of milk and meat.

Elands are diurnal, and live in herds of 20 to 100. They are capable of jumping more than 7 feet high, and will sometimes jump over each other in their attempts to flee from danger.

If brought to bay, the eland's horns make it quite dangerous — it can impale for 1d+2 impaling damage. The eland can also trample for 1d+1 crushing damage.

Elasmotherium

ST: 300+	Move/Dodge: 10/5	Size: 13
DX: 9	PD/DR: 3/4	Weight: 3-5 tons
IQ: 4	Damage: 3d+2 cr	Origin: Ice
HT: 17/60-75	Reach: C, 1, 2	Habitats: P

Elasmotherium is an extinct type of rhinoceros, even larger than modern rhinos, with a very long horn. It stands 13 feet tall at the shoulder and is about 7 yards long. The horn is over two yards long — Elasmotherium can reach at up to 2-hexes, doing 3d+2 damage.

Like the modern rhino, it is a solitary animal, active from dawn to dusk. It will flee humans unless wounded or protecting young. Treat it as a rhinoceros in all respects not otherwise covered here.

Electric Eel

ST: 5-7	Move/Dodge: 7/4	Size: 2-3
DX: 9	PD/DR: 0/0	Weight: 25-145 lbs.
IQ: 3	Damage: 1d#	Origin: R
HT: 12/6-8	Reach: C, 1	Habitats: FW

Electric eels are not really eels — they are a species of South American fish found in warm-water rivers, either singly or in schools of up to ten. Their electric organs — used for direction-finding and for stunning and catching fish and frogs — take up 3/4 of their bodies. These organs can discharge up to 600 volts — enough to kill a human.

Only the largest electric eels can put out enough voltage to seriously harm a human, though; the smaller ones only stun for 1d turns. If a character gets too close to one of these fish, it will discharge an electric jolt. Anyone within one yard must immediately make a roll against HT to avoid the effects of the jolt.

For a large eel (7-10 feet long), the victim is stunned for 2d seconds if he makes his roll. If the roll is failed, he immediately takes 1d damage (DR and Toughness do not protect) and is stunned for one minute. For the smaller eels, the victim is unaffected if his HT roll is successful, and is stunned for 1d turns if the roll is failed.
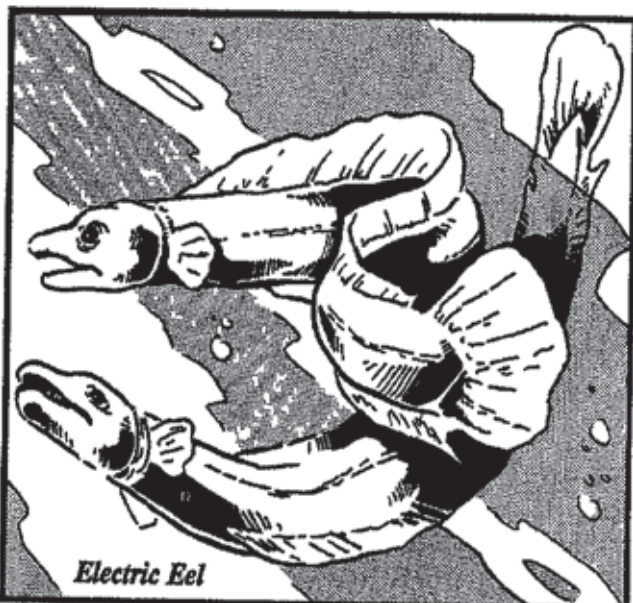
Electric Eel

Electric Ray

ST: 4-6	Move/Dodge: 8/6	Size: 1-2
DX: 12	PD/DR: 0/0	Weight: 50-200 lbs.
IQ: 3	Damage: *	Origin: R
HT: 12-16	Reach: C, 1-3	Habitats: SW

Also called a torpedo, this fish is disc-shaped, with an almost circular body and a short, slender tail. While it can measure up to 6 feet across, it is only an inch or two thick. It is found in tropical and temperate waters, from the tidal zone down to 3,000 feet, spending most of its time lying on the sea floor. It feeds on small crustaceans and the occasional fish which it catches by pouncing on and stunning them.

Because salt water is a better conductor than fresh water, the torpedo does not need to be able to generate as high a voltage as the electric eel — its electric organs put out only about 200 volts. If approached too closely, it will release a jolt. Anyone within three yards must make a successful HT roll or be stunned for 1d seconds. The ray will then flee — torpedoes do not attack people.

Elephant

Falcons are birds of prey, feeding on small birds, mammals and reptiles. Most catch their prey by swiftly diving, or stooping, on it from above — it has been estimated that the peregrine reaches speeds of 200 mph or more in its stoop.

Peregrines have always been favorites among falconers, due to their beauty, speed and accuracy (see *Falconry*, p B46) In medieval times, the gyrfalcon was reserved for the nobility, due to its size (it is the largest falcon) and appearance. Also, living in the Arctic Circle, it was the hardest species to come by.

Falcons attack in close combat with beak and claws, doing 1d-2 cutting damage.

Ferret

ST: 1	Move/Dodge: 9/7	Size: <1
DX: 15	PD/DR: 0/0	Weight: 1-2 lbs.
IQ: 5	Damage: 1d-4 cr	Origin: R
HT: 12/3-4	Reach: C	Habitats: F, P

Ferrets are slender 14-inch-long nocturnal members of the weasel family; there are several different species, found throughout Europe, Asia and North America. They hunt small animals that live in holes and burrows. Farmers consider them to be dangerous pests, as they will attack poultry — and legends claim that they will also go after unwatched babies.

Ferrets attack by biting, but rarely eat their kills. Instead, they prefer to suck out the blood. They are fairly intelligent and can easily be trained to hunt or fetch small objects If used to flush wild game from a burrow, a ferret should be muzzled Otherwise, it will kill the prey, feast on it and then remain in the burrow — the hunter loses not only the game, but also the ferret. With the muzzle on, it cannot make the kill, but can only chase the prey out into the hunter's waiting nets.

Elephant

ST: 250-300	Move/Dodge: 8/0#	Size: 10+
DX: 12	PD/DR: 3/4	Weight: 5-8 tons
IQ: 6	Damage: 3d cr#	Origin: R
HT: 17/40-50	Reach: C, 1, 2	Habitats: J, P

The largest living land animal, the elephant ranges in height from 9 to 13 feet. The African elephant is larger than the Indian, and also has larger ears and tusks. The African elephant is found throughout Africa south of the Sahara, while the Indian is common to India and southeast Asia.

Elephants are intelligent and, when domesticated, hardworking. Their patience is well-known, and they will bear a lot of abuse before rebelling. In the wild, they are found in herds of 15 to 30 animals, often covering large distances in their seasonal migrations. They are known to help each other escape from hunters and pits, healthy ones supporting a wounded one on either side or digging a ramp out of a pit with their tusks. They are active at all times, except in the heat of the day. Elephants consume about 500 lbs. of vegetation a day each!

They attack by trampling (3d crushing damage), or with the trunk which can reach up to 2 hexes and has ST 12 — treat it as two-handed for lifting, carrying, throwing, etc. (see *Lifting and Moving Things*, p. B89). The trunk may strike (1d crushing) or grapple, and can be used to pick up and hurl things — double the trunk's ST for determining distance. Use the rules for *Throwing* (p. B90) and *Falling* (p. B131) to determine the results.

Elephants have no Dodge, except for their trunks which Dodge at 6. The skull has an extra 2 DR due to its thickness. If domesticated, an elephant will not carry more than Medium encumbrance (10×ST) on its back.

Falcon

ST: 1-3	Move/Dodge: 20/10	Size: <1
DX: 15	PD/DR: 0/0	Weight: 2-8 lbs.
IQ: 4	Damage: 1d-2 cut	Origin: R
HT: 12/3-5	Reach: C	Habitats: F, M, P, A

There are many species of falcon — including the gyrfalcon, hobby, kestrel or sparrowhawk, merlin and peregrine — found throughout the world. They range in length from 13 to 19 inches. Many species mate for life and return to the same nest site year after year.

Ferret

Flying Snake

ST: <1	Move/Dodge: 10/7	Size: 2
DX: 15	PD/DR: 0/0	Weight: 1-2 lbs.
IQ: 3	Damage: 1d-5 cr	Origin: R
HT: 12/3	Reach: C	Habitats: J

Due to its unique rib structure, *Chrysopelea*, commonly called the flying snake, is able to glide from high up in the trees down to the ground or to other trees. It has been seen to travel at least 55 yards horizontally from a spot 40 feet up in a tree.

Creatures of the Wild

Its ribs extend outward, forming a concave surface underneath the snake, trapping a cushion of air for the snake to glide on — much like a hang glider. It is 4 to 6 feet long, is not poisonous, and feeds on insects and small mammals. It lives in Southeast Asia. On the ground, its Move is 2.

Chrysopelea is an excellent model for SF creatures; assume that poisonous varieties exist somewhere in the universe.

Flying Turtle

ST: 1	Move/Dodge: 20/10	Size: <1
DX: 15	PD/DR: 3/4	Weight: 1-2 lbs.
IQ: 4	Damage: 1d-2 imp#	Origin: SF
HT: 11/4	Reach: C	Habitats: P, D, F

The flying turtle does not resemble a turtle so much as it does a football with a sharp front. Its shell is made from a thin, hard chitin, and can open at the bottom near the front. From this opening, the creature extends its eyes and, when feeding, six small tentacles and a beak.

The shell's color depends on the habitat in which the flying turtle is found. The forest species has a greenish-brown shell; the plains species is grayish; and the desert species is colored in yellows and light reds.

It has the psionic power of Levitation (see p. B173). Its Power is 8, which allows it to fly at a Move of 30. It attacks by ramming its victim, doing 1d-2 impaling damage. The flying turtle's levitation affects only itself — it cannot lift anything else.

Treat the attack as a slam attack, the victim taking 1d-2 impaling damage if hit. Once the turtle hits an opponent, the beak and tentacles emerge and begin to feed. The beak does 1d-4 crushing damage; this bypasses all DR if the initial slam pierced the victim's flesh or armor (it inserts the beak through the hole!).

It takes one turn to remove a flying turtle from a victim. The creature may then be attacked through the front opening, bypassing all DR. The opening is at -6 to be hit, however, and the creature will close it in 2 turns. It will then attempt to fly away, possibly to ram again.

Flying Turtle
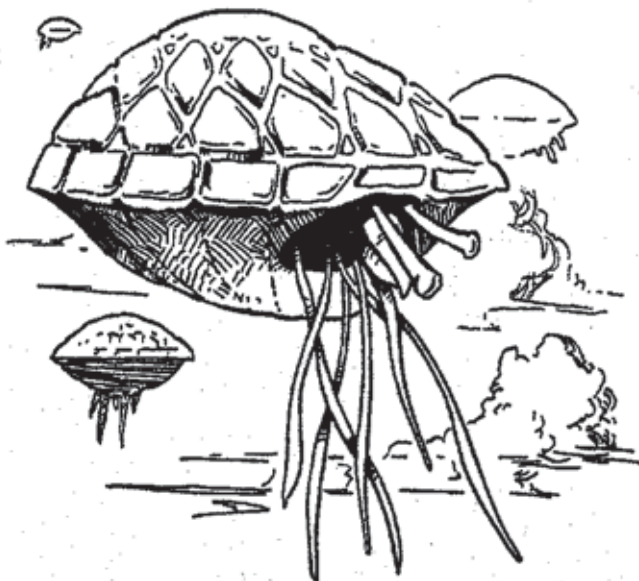
Fox

ST: 3-4	Move/Dodge: 10/7	Size: 1
DX: 14	PD/DR: 1/1	Weight: 10-15 lbs.
IQ: 5	Damage: 1d-4 cut	Origin: R
HT: 12/5-7	Reach: C	Habitats: F, M, P, D

Foxes can be found in many habitats across the world, from the mountains of Japan to the plains of Australia. They are distant cousins of the dog, but not of the same genus. Foxes are predacious animals, hunting mostly at night. They eat small birds and mammals, frogs, shellfish and even fruit at times. They mate once, early in the year, and other than that, the sexes live and hunt apart.

Foxes are most known for their cunning, having a Craftiness level of at least 14. They are good at avoiding men's traps, and because of their slyness, hunting them with hounds and horses has always been a popular sport in England and throughout Europe. However, their intelligence serves them for more than avoiding man. Foxes have been known to rid themselves of fleas and other parasites by grasping a piece of bark in their mouths and dipping themselves tail-first into a stream. The parasites have nowhere to go but onto the piece of wood, which the fox releases to the current. Foxes are, however, wary of humans and quite independent; they do not make good pets.

Foxes attack in close combat, biting for 1d-4 damage.

Gila Monster

ST: 2#	Move/Dodge: 1/6	Size: <1
DX: 13	PD/DR: 2/1	Weight: 6-10 lbs.
IQ: 3	Damage: *	Origin: R
HT: 13/3	Reach: C	Habitats: D

The Gila monster is a poisonous lizard, one of only two in the world. The other is the beaded lizard, and stats for it are similar: add one to ST and hit points, as it is slightly larger. Its poison is no stronger, however.

The Gila monster is about two feet long, pink and yellow in color with black shadings. It is found in the southwestern U.S. The beaded lizard is about 2½ feet in length, mostly black with pink and yellow patches, and found in western areas of Mexico.

Both are solitary nocturnal animals that fast for days, then go out and eat all they can — eggs, rodents, reptiles and birds. Incapable of running, they move slowly — if threatened, they hold their ground. Unless molested, they won't bite.

The Gila monster attacks by biting in close combat. The bite in itself does only 1d-5 cutting damage, but injects a type F venom causing intense pain and doing 1d+1 damage. The venom apparatus is inefficient; the lizard must bite and hold like a bulldog, sometimes chewing to help conduct the venom. If it can be removed within 4 turns, the effects of the poison will be avoided. The jaws have ST 14 — strong men have a hard time prying them open. A Contest of ST is required to remove the animal, and it will probably bite again before it can be gotten rid of. Pouring something nasty like gasoline or ammonia into its mouth will get it to let go, as will fire under its lower jaw.

Glashan

ST: 12-14	Move/Dodge: 7/6	Size: 1
DX: 12	PD/DR: 1/0	Weight: 100-160 lbs.
IQ: 7	Damage: *	Origin: ML (Scotland)
HT: 13-16	Reach: C	Habitats: M, F

A glashan is a small humanoid, about the size of a Halfling and not very intelligent. It is extremely hairy, rivaling an

English sheep dog in this respect, and has sharp, strong nails. It wears no clothing — in fact, it *hates* clothing of any sort.

A glashan encountering a single traveler will attempt to rip his clothing to shreds. A larger party will not be attacked outright; instead, the glashan will follow the group (Stealth 14) and sneak into their camp at night, stealing any packs and destroying any clothing it finds. Glashans are usually solitary, but they will enlist others to make a night raid on a large party!

The glashan uses its claws to rip clothing, doing 1d+1 cutting damage per turn. It will not attempt to rip metal armor, but will attempt to rip everything up to and including leather armor. Treat heavy leather armor as having DR 2, HT 10; light leather as DR 1, HT 6; and clothing as DR 0, HT 2. Each article of clothing must be attacked separately, modified only by the size of the wearer. Note that half-torn clothes are bound to reduce the wearer's DX somewhat.

Once it has torn off all of a person's clothing, the glashan will step back, laugh gleefully, and run away. A glashan will not harm or molest anyone beyond exposing his body to the world. The only damage to the victim is to his pride (and his wallet).

If attacked, the glashan will strike with a fist for 1d crushing damage. Once its victim is reduced to unconsciousness, it will cease its attack and return to shredding the rest of his clothing. It will not use its claw-like nails against living beings, unless it is reduced to half its original HT — then it gets desperate, clawing for 1d+1 cutting damage.

Glyptodont

ST: 25-35	Move/Dodge: 3/4	Size: 11
DX: 9#	PD/DR: 4/7	Wt: 1,500-2,500 lbs.
IQ: 3	Damage: 2d-2 imp	Origin: Pre
HT: 17/25-30	Reach: 1	Habitats: P

The glyptodont was a prehistoric animal, related to the armadillo, that died out over one million years ago. Glyptodonts were of many sizes, the largest being represented here.

This creature is 6 feet high, 15 feet long (4 feet is tail!), and 6 feet wide in the body. It resemble armored dinosaurs like the ankylosaurus, but is a true mammal. The skull is broad, more like a turtle's than an armadillo's.

Glyptodonts will never attack. If threatened, their usual reaction is to withdraw into their shells and swing their tails (1-hex reach into all back hexes) until left alone. For most purposes, their DX is 9; for the tail-swing, though, DX is 12.

They are solitary nocturnal animals. They have powerful claws (used only for digging) and only molars — no biting teeth.

Gorilla

ST: 20-24	Move/Dodge: 7/6	Size: 1
DX: 13	PD/DR: 1/1	Weight: 200-600 lbs.
IQ: 6	Damage: 1d cut#	Origin: R
HT: 14/16-20	Reach: C, 1	Habitats: J, M

Gorillas are the largest primates, averaging 5½ to 6 feet in height, found in the rain forests of central Africa. Diurnal social animals, they travel in troops of 5-15 — usually a single male and several females with young. They are peaceful vegetarians, feeding on fruit and leaves. They have a fear of water and will not cross even small streams.

Gorillas are at least as intelligent as chimpanzees, but unlike chimps do not use tools. They do not make suitable pets or trained animals — they are quite temperamental, are prone to tantrums, and need constant affection and companionship. They will not fight unless threatened; there is no record of an unprovoked gorilla attack.

If provoked, gorillas attack in close combat by grappling and biting for 1d cutting damage. They may also attack with a slap (2d-1 crushing at up to 1-hex reach), but this is a rare attack, used only when surprised.
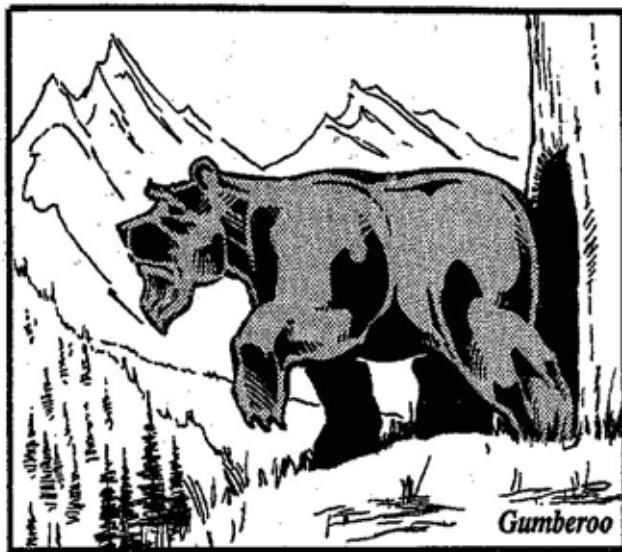
Gumberoo

Gumberoo

ST: 38-46	Move/Dodge: 8/6	Size: 2
DX: 13	PD/DR: 4/7#	Weight: 700-900 lbs.
IQ: 4	Damage: 2d+2 cut#	Origin: ML (USA)
HT: 16/24-30	Reach: C	Habitats: F

The gumberoo is a rare animal, fortunately for humanity. About the size of a large bear, it closely resembles that animal except that it is nearly hairless and its roundish body is smooth, without a wrinkle. It has big bushy eyebrows and a wispy beard, but no hair on the general body.

It lives exclusively in forests of large trees, such as grow in the Pacific Northwest of the U.S. Because it abides in the bases of burned-out trees, no one knows whether its black color is natural or from the charred wood. It is active only 3 months of the year, but then it is *very* active, devouring whatever it can find — a horse will distend its stomach, but will not curb its appetite.

It is both nocturnal and diurnal during its active phase, which may explain the long dormant phase. No one has ever seen two together, though they must mate and bear young. No young have ever been reported.

The gumberoo is fearless in attacking anything it meets — with good reason! It is exceedingly strong for its size, and nearly invincible in the animal kingdom. It attacks either with claws (2d+2 cutting damage at 1-hex reach) or by biting (2d cutting in close combat). Unlike a bear, a gumberoo will not grapple — it doesn't have good balance on two legs.

It has a natural Reverse Missiles spell (p. M68) powered by mana stored in its skin. The mana is used only slowly, allowing it to recharge as fast as it is consumed, resulting in the spell always being in effect. It turns any ranged attack (including missile spells) back upon the attacker. If the attacker's "to hit" roll is successful, he hits *himself* — if not, he sees the missile fly back toward him and miss. The game effect is as though the missile had bounced straight back from the gumberoo to the attacker. If a gumberoo is killed, the mana in his hide can be used, but only once. It acts as a 10-point, one-shot Powerstone, giving a mage 10 extra points of fatigue to use *once*. If the spell doesn't require 10 points, the excess mana is lost.

The gumberoo's only weakness is fire. Any non-ranged flame attack — including a weapon enchanted with the Flaming Weapon spell (p. M34) — bypasses all DR and does double damage! Note that the Flame Jet spell (p. M34) *is* affected by the Reverse Missile spell. Thus, the only way that Flame Jet can hurt the gumberoo is in close combat — the mage must actually touch the gumberoo.

Hippopotamus

ST: 100-125	Move/Dodge: 4/4	Size: 10
DX: 8	PD/DR: 2/3	Weight: 3-5 tons
IQ: 4	Damage: 5d cr	Origin: R
HT: 16/32-40	Reach: C	Habitats: FW

The hippopotamus is a distant African relative of the pig; its name literally means river-horse. It rivals the rhinoceros as the second-largest living land animal, reaching up to 12 feet in length, standing almost 5 feet at the shoulder, and weighing about four tons (2d+1 trampling damage). It spends most of its day in the river or basking on the river bank. It can remain submerged for as long as five minutes at a time.

Hippopotami live in groups called schools numbering from 20-100 animals. The females and young occupy a central area, while each adult male occupies a separate area (known as a refuge) around the perimeter of the territory. Each male has his own marked path from his refuge to the central feeding area. Hippo schools are matriarchal, run by the females almost as by committee.

Hippos are territorial, and will chase other creatures away from their area. They are vegetarians, feeding mostly at night, coming on land to eat grass and other plants. They can wander up to 20 miles in their search for food, and often destroy crops.

The mouth is equipped with long tusks, averaging 2½ feet long, and the hippo's bite does an awesome 5d crushing damage — it can crush a small boat easily. A hippo can become quite upset if anything comes between it and its water and/or young, and will give chase until the danger seems past. Crocodiles and sharks live peacefully with the hippo, so a hippo's presence does not necessarily mean that the water is safe to enter.

Hyena

ST: 9-18	Move/Dodge: 16/8	Size: 2
DX: 13	PD/DR: 1/1	Weight: 100-200 lbs.
IQ: 4	Damage: 1d cut	Origin: R
HT: 12/13-16	Reach: C	Habitats: P, D, J, F

Hyenas are dog-like scavengers with large heads and ears, longer front legs than rear legs, and short manes and tails. Their powerful jaws can crack bones easily. They are nocturnal animals, living in pairs or small packs, with the females being larger and more dominant than the males. Most species are found in Africa; some live in Asia Minor and India.

Hyenas have a reputation for cowardice, largely undeserved. While they are scavengers, they do hunt their own prey on occasion. When they hunt, they run down prey like dogs. Hyena packs will even chase lions away from their kills.

Hyenas have been known to attack humans, usually sleeping campers or lone, unarmed travelers. They will often attack a sleeping person's face, causing disfigurement at the least. If cornered, hyenas will fight viciously, biting in close combat for 1d cutting damage. Their bites are dirty; anyone bitten must roll against HT for possible infection (p. B134).

Irish Elk

Irish Elk

ST: 24-30	Move/Dodge: 10/7	Size: 3
DX: 12	PD/DR: 1/1	Weight: 1,000+ lbs.
IQ: 4	Damage: 1d+2 imp	Origin: Ice
HT: 14/13-16	Reach: C	Habitats: S

This giant member of the deer family died out just a few thousand years ago; humans were probably a leading cause of its extinction. It stood 6 feet at the shoulder and had enormous antlers, with spreads up to 10 feet being common.

Like all deer, Irish elk were undoubtedly shy of humans, but may have been dangerous in the fall, their mating season. Treat them as moose (p. 24) in all respects not given here.

Jackal

ST: 2-5	Move/Dodge: 9/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 10-20 lbs.
IQ: 5	Damage: 1d-3 cut	Origin: R
HT: 12/5-7	Reach: C	Habitats: P, D, F, J

The common jackal is a small dog-like animal, measuring up to 18" at the shoulder and maybe 2 feet in length. Most species are found in Africa; one species is native to northern Africa and southern Asia.

Jackals are primarily scavengers, though they often hunt and kill their own prey and may raid an occasional chicken coop. They sometimes enter villages and even cities at night to scrounge for refuse. They are primarily nocturnal animals, traveling singly or in pairs, although they are occasionally found in packs. Jackals are no threat at all to humans. An entire pack will flee even one human.

Jackalope

ST: 1-2	Move/Dodge: 14/7	Size: <1
DX: 14	PD/DR: 0/0	Weight: 10-25 lbs.
IQ: 3	Damage: 1d-5 imp	Origin: ML (U.S.A.)
HT: 15/2-4#	Reach: C	Habitats: P

A jackalope is basically a hare with antlers — but what a hare! Only the males have antlers, which give them the courage of stags in rut. During mating season (January through December),

a jackalope buck will charge anything in an attempt to impress the females with its courage. Jackalopes have even been known to charge bison, who get out of their way because they feel sorry for the little things.

A buck will charge a party of humans on sight, aiming at the weakest-armored person (it may be in rut, but it's not dumb). Treat this as a slam attack. If the victim loses or ties the Contest of DX, he takes 1d-5 impaling damage.

After a charge, the buck will trot off in search of a female. It will totally ignore its victim — it has other things on its mind. If attacked, it will be very surprised (mental stun, two turns), then charge the attacker in extreme anger.

Jackalopes are diurnal animals. The females are indistinguishable from hares, except that they watch the bucks out of the corners of their eyes. If the party meets one jackalope, there will be others around, not too far away. The bucks usually don't get too close to each other, though; they tend to become jealous and butt heads a lot.

Killing a jackalope will serve little purpose — some even consider it to be bad luck — as the meat is inedible.

Jaguar
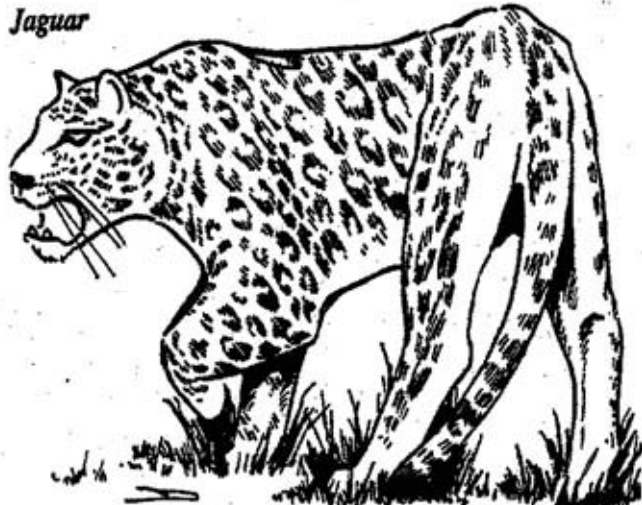
Jaguar

ST: 16-28	Move/Dodge: 10/7	Size: 2
DX: 14	PD/DR: 1/1	Weight: 150-350 lbs.
IQ: 4	Damage: 1d+2 cut	Origin: R
HT: 15/14-18	Reach: C	Habitats: J, P, M, D

Jaguars are solitary dawn and dusk hunters, ranging from Mexico to South America. They are the largest American cats, larger than leopards though smaller than lions. Their powerful jaws make their bite as deadly as a lion's.

Jaguars are usually found in jungles, but are common in savannas, mountains and even semi-arid areas. They are fond of water, swim well (Move 2) and will often hunt in the water. They are quite shy of humans — some won't even fight when cornered. There have been cases of man-killers, but never any man-eaters. Like most big cats, jaguars go for the throat.

Jaguars are good jumpers, able to jump 3 yards straight up without a running start. A 3-yard standing broad jump is also common, and a 5-yard running broad jump is easily possible. They can climb trees at full speed and often drop out of trees onto prey — they can drop 4 yards without taking any damage! They usually stalk prey to close range before charging.

Jellyfish

ST: <1	Move/Dodge: 3/0	Size: <1-3
DX: 9	PD/DR: 0/0	Weight: ½-10 lbs.
IQ: 2	Damage: *	Origin: R
HT: 15/2-8	Reach: C	Habitat: SW

Jellyfish and Portuguese men-of-war are free-swimming relatives of sea anemones and coral, with long stinging tentacles. They are found in seas throughout the world and can pose quite a hazard to swimmers — beaches have been temporarily closed because there have been so many jellyfish floating in the water.

Most jellyfish stings are no more virulent than a bee-sting, but some are deadly — the sting of one species, the sea wasp, is fatal over half the time, usually before the swimmer can stagger back to shore. Treat the sea wasp's venom as a Type F venom (p. 51) doing 3d+1 damage. Other jellyfish do less damage, ranging anywhere from 1d-4 to 2d. A Vision roll is required to spot one, a DX roll needed to avoid its stingers.

Kangaroo

ST: 10-12	Move/Dodge: 15/7	Size: 2
DX: 15	PD/DR: 1/1	Weight: 100-175 lbs.
IQ: 4	Damage: 1d+2 cut	Origin: R
HT: 13-16	Reach: C	Habitats: P, F, D, M

There are several species of kangaroos, the largest standing up to 7 feet or taller — they continue to grow throughout their lifetimes. The stats given are for middle-sized animals.

Marsupial grazing animals, kangaroos are found only in Australia, where they have adapted to many different habitats. They are most active at night, resting during the hottest part of the day. They live in large groups, called mobs, often numbering a hundred or more; some species travel in smaller mobs of only 1 to 20.

While grazing, they travel in a "five-legged" mode, balancing on their tails and short forelegs while they bring their hind legs forward. When traveling rapidly, they leap using their hind legs only, the tail acting as a balance and rudder. The tail is quite strong, and can support the kangaroo's whole weight when necessary.

Kangaroo

Creatures of the Wild

When threatened, kangaroos bound rapidly away. They are capable of great leaps, up to 9 yards long, with 14 yards being the record. They usually stay within 5 feet of the ground when leaping, but leaps over 9-foot fences have been recorded.

If cornered, kangaroos can fight viciously. They attack by balancing on their tails (against a tree if one is handy) and lashing out with all four feet — all clawed — doing a total of 1d+2 cutting damage. Kangaroos have been trained to wear boxing gloves and do quite well against human opponents.

Killer Whale

ST: 40-70	Move/Dodge: 15/7	Size: 19-28
DX: 13	PD/DR: 0/1	Weight: 1-2½ tons
IQ: 8	Damage: 2d+2 cut	Origin: R
HT: 15/20-30	Reach: C	Habitats: SW

Killer whales, actually large members of the dolphin family, have distinctive coloring — black on the back and white on the belly. They grow up to 10 yards long, though 7 yards is a more common length. They travel in packs of 3-50 and are found the world over, though they prefer colder waters. Seals, walruses, porpoises, fish — all are eaten when encountered, and killer whale packs have been known to attack larger whales. They attack land animals standing on ice by coming up from underneath, shattering even 1-yard-thick ice and knocking the animals into the water!

There are no recorded cases of killer whales eating humans, but Eskimos fear them greatly, claiming they eat lone kayakers, easily dumping the light boats first. Thus, the GM must decide how they react to humans. If they attack, they will attempt to bite a person in half — they could swallow half a person with no problem. They would also be able to tip over any small boat. The killer whale's bite does 2d+2 cutting damage.

Komodo Dragon

Komodo Dragon

ST: 16-20	Move/Dodge: 9/7	Size: 4
DX: 14	PD/DR: 1/2	Weight: 200-300 lbs.
IQ: 3	Damage: 1d cut	Origin: R
HT: 16/16-20	Reach: C	Habitats: J

The Komodo dragon is the largest living lizard. It can grow up to 12 feet in length, and weigh up to 300 lbs. It has a stout body, a long head and neck, a green pebbly hide, and a long deeply-forked tongue that constantly flicks in and out. Its tail is quite powerful, is as long as the head and body combined, and

can be used to knock down opponents (Contest of ST) in its back hexes.

The Komodo dragon is native to a few small Indonesian islands. It usually eats carrion, but will also run down and swallow whole small deer and pigs. It often lies in wait in bushes beside game trails (-4 to be seen), charging out at any prey that passes by (see *Sprinters*, p. 59).

When feeding, it rips the meat apart with its teeth and claws, swallowing large pieces in each bite. Like a snake, it will then spend several days sleeping off its meal. While it is a threat to lone humans, attacking them fearlessly, it can become quite tame in captivity.

Leech

ST: <1	Move/Dodge: 0/0	Size: <1
DX: <1	PD/DR: 0/0	Weight: <1 oz.
IQ: 2	Damage: *	Origin: R
HT: 15/1	Reach: C	Habitats: S, FW

Leeches are nuisance creatures found in swamps, lakes, ponds, streams and even on land. They are parasites, who use their powerful suckers to attach themselves to their victims. The leech's bite is painless, so the victim often will not even realize that he has been bitten. It takes a lot of leeches to do even 1 HT damage, though; treat them as a swarm (see p. B143).

Depending on the climate, wading or swimming through swamps or streams may result in picking up leeches. In temperate climates, the number of leeches encountered will be minimal — ignore them for game purposes, except in the direst swamps. In the swamps and in certain sluggish tropical streams, leeches can be enough to become a serious threat: each person may pick up 2d leeches per five minutes spent in the water.

After picking up a dozen or more leeches, the victim will begin to lose 1 HT each five minutes. The primary danger from leeches is not from blood loss, though; the leeches will become bloated and drop off after 15 minutes of feeding.

The real danger from leeches is from infection. If even one HT is lost to leeches, a roll against HT+2 is needed to avoid infection. At the GM's option, the victim can merely lose an additional 1 HT, representing the infection, or he can contract an actual disease (see *Illness*, p. B133).

Up until the 19th century, leeches were used in the treatment of many diseases, including headaches, delirium, madness, skin disease, tumors, whooping cough, gout, obesity, etc. The letting of blood was thought to be beneficial, removing "bad humors" from the body. Physicians even came to be known as leeches. In a fantasy campaign, leeches might also be used medicinally — who knows, the treatment might even work!

Leopard

ST: 20-25	Move/Dodge: 9/7	Size: 2
DX: 14	PD/DR: 1/1	Weight: 60-200 lbs.
IQ: 5	Damage: 1d+1 cut	Origin: R
HT: 15/14-17	Reach: C	Habitats: J, F, M, D, P

Leopards range from southern Asia through much of Africa. They are somewhat smaller than lions and much more arboreal. Solitary nocturnal animals, they will also hunt on overcast days. These cats are beautifully marked, with even the black ones having the familiar rosette pattern visible under their fur in certain lighting. There is no difference between leopards and panthers; even black panthers are leopards. (In this book, the name "panther" is reserved for the animal from European legend.)

Leopard

Lynx

ST: 4-6	Move/Dodge: 10/7	Size: 1
DX: 15	PD/DR: 0/0	Weight: 20-45 lbs.
IQ: 4	Damage: 1d-3 cut	Origin: R
HT: 14/7-9	Reach: C	Habitats: F

The lynx is a large forest cat found in Canada, northern Europe, and Asia. In Europe, it is the largest cat extant and reaches lengths up to 3½ feet. Lynx have very acute vision — they can spot mice 250 feet away and hare 1,000 feet away. In deep winter, they grow thick fur on their feet, allowing them to walk on top of snow.

Lynx are solitary nocturnal hunters, though occasionally two may work together to bring down a deer. Ordinarily, they will not attack anything larger than a sheep or goat, and these only if rabbits and squirrels are scarce. There are no recorded attacks on humans, though they will occasionally raid barnyards.

They are secretive and elusive (Stealth-18), deliberately avoiding humans. They will fight only if attacked or cornered — but are vicious when they do fight. They climb well, drop onto prey as well as stalk and pounce, and are strong swimmers.

Mammoth

ST: 225-275	Move/Dodge: 8/0	Size: 10
DX: 12	PD/DR: 3/5	Weight: 4-7 tons
IQ: 4	Damage: 3d cr	Origin: Ice
HT: 17/40-50	Reach: C, 1, 2	Habitats: P, F, A

Mammoths were Ice Age ancestors of the elephant, common to North America, Europe and Asia. Some species were covered with a thick, woolly hair. Despite the name, they were slightly smaller than modern elephants. They originated some 7 million years ago, and were hunted to extinction by humans who used the meat, tusks and hide extensively. There is no evidence that they were ever domesticated; assume that they can be, using the same techniques used on modern elephants.

Mammoths evolved from mastodons, and were larger, with higher skulls, shorter jaws and heavier hair. They also were found in a wider range of habitats. Their hard, high-crowned molars were designed to chew up prairie grasses and other tough vegetation that the mastodon could not eat.

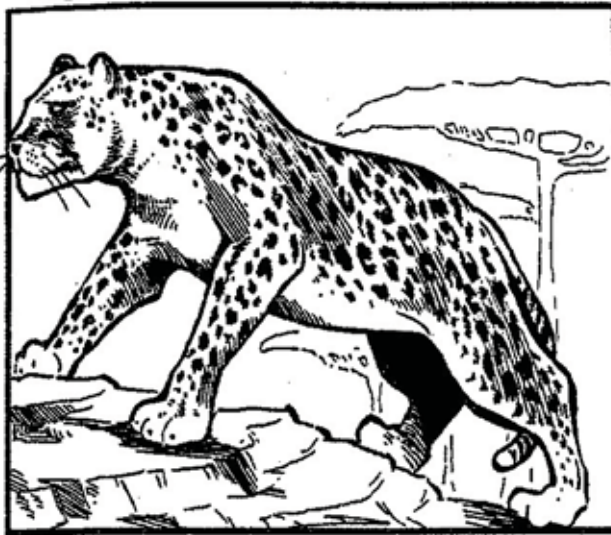Mammoths attack by trampling for 3d crushing damage. Treat them as elephants in all respects not covered here.

They are the archetypal stalkers of the animal kingdom. Shy and wary, their keen senses (Vision, Hearing, Taste/Smell at 18) and remarkable hiding ability (Stealth-18) also make them hard to track. While they can drop from trees onto prey, they are not as adept at it as pumas are.

A leopard can jump 3 yards straight up without a running start, and 5 yards in a running broad jump is not uncommon. Leopards can climb trees at their normal speed, and are even strong enough to climb while carrying a carcass. They dislike water, but are able swimmers if need be (Move 2 in the water).

When attacking, they go for the throat, biting in close combat for 1d+1 cutting damage. They are particularly fond of dog-flesh — there are many recorded instances of leopards dashing out of the bush to snatch a dog from under the nose of a hunter. They generally avoid humans, though man-eaters are not un-known. Man-eating leopards are among the most dangerous of real-world animals, as they will actually enter a house to grab prey.

Lion

ST: 24-30	Move/Dodge: 10/6	Size: 2
DX: 13	PD/DR: 1/1	Weight: 300-600 lbs.
IQ: 4	Damage: 2d-2 cut	Origin: R
HT: 15/16-20	Reach: C	Habitats: P, J, D, M

Lions live in groups called prides that number anywhere from 3-20, with four and five being average. Larger prides are common in the more open grasslands.

Lions prefer the plains, but will occasionally venture into desert, mountains and, more rarely, jungle. They often hunt singly, though they are capable of co-operative effort: a lioness or two will lie up in the tall grass, while the males herd the prey in their direction; the whole pride will share in the kill. Lions are more diurnal than most cats, but adapt well to a nocturnal existence if hunted by humans.

Most encounters with humans end with the lions fleeing rapidly. However, if wounded, a lion will charge angrily and attempt to kill anyone in its way. Likewise, running away from one will sometimes spark its instinct to chase. Occasional man-eaters have been reported — generally, old or wounded lions.

Lions attack in close combat, biting and clawing for 2d-2 cutting damage. The actual attack is usually on the neck, strangulation being the most common method of killing.

Mammoth

Creatures of the Wild

Giant Mantis

Mantis, Giant

ST: 30-36	Move/Dodge: 5/7	Size: 3
DX: 15	PD/DR: 3/3	Weight: 400-600 lbs.
IQ: 2	Damage: 2d-1 cut#	Origin: SF
HT: 15/16-20	Reach: C, 1	Habitats: J, F, S

The giant mantis stands on four of its six legs, towering up to 8 feet in height. The other two legs, armed with wicked spikes, are used to seize and hold prey. A solitary ambusher, the mantis hides in bushes near game trails (IQ-4 to be spotted), waiting for unwary passers-by.

As its prospective dinner enters an adjacent hex, it lashes out with both forefeet, grabbing its victim. Treat this as an attack at 1-hex reach that grapples if the victim loses the Contest of DX. Once having grappled its victim, the mantis begins to feast, generally biting its prey on the neck first to kill it.

The mantis's forelegs do 1d crushing damage on the turn that it grapples. Breaking free from the mantis's grapple requires either a successful Contest of ST or doing enough damage to cripple the limbs (crippling one leg halves the mantis's ST for grappling). The mantis's bite does 2d-1 cutting damage; it will usually bite only after having grappled its prey.

Mastodon

ST: 175-200	Move/Dodge: 8/0	Size: 10
DX: 12	PD/DR: 3/4	Weight: 3-5 tons
IQ: 4	Damage: 3d cr#	Origin: Ice
HT: 17/30-40	Reach: C, 1, 2	Habitats: F

Mastodons were early ancestors of the mammoth, originating some 25 million years ago and becoming extinct about 8,000 years ago. There were mastodons in North America when the first men crossed over from Asia.

They had long curved tusks and short reddish hair, and browsed the forests of the Pleistocene. They were smaller than mammoths, and also had a more limited habitat. Their teeth were adapted for chewing the soft leaves and twigs of open woodlands, whereas mammoths could deal with the tougher prairie grasses.

Treat mastodons as small elephants in all other respects (see p. 15).

Megatherium

ST: 80-100	Move/Dodge: 3/4	Size: 13
DX: 9	PD/DR: 1/1	Weight: 7-9 tons
IQ: 3	Damage: 3d cut	Origin: Ice
HT: 16/50-60	Reach: C, 1, 2	Habitats: J, F

Megatherium was a giant ground sloth that lived during the Ice Age. It had huge claws on its forefeet, was larger than the modern elephant, and could rear up on its hind feet to reach leaves 20 feet off the ground.

It had no biting teeth, only molars, but may have used its claws to defend itself from sabertoothed tigers and other carnivores. It was most likely a solitary nocturnal animal, occasionally found in pairs — at least this is true for the modern tree sloth.

It will leave humans alone, possibly even fleeing from them. If attacked, however, it will defend itself, swinging with its claws for at up to a 2-hex reach.

Megatherium

Mngwa

ST: 21-27	Move/Dodge: 10/7	Size: 2
DX: 14	PD/DR: 1/1	Weight: 200-300 lbs.
IQ: 5	Damage: 1d+2 cut	Origin: ?
HT: 15/16-20	Reach: C	Habitats: J

Mngwa (roughly pronounced moon-gwa) are arboreal great cats, larger than leopards and totally gray in color, said to inhabit certain jungles of Africa. The natives firmly believe in them, and some Europeans have seen evidence of their existence. People have been found with their throats torn out, clutching a wad of gray feline hair — but there is no known large gray cat in Africa.

Mngwas are solitary nocturnal cats. Quite crafty (Stealth-18), they are shy of humans, but will drop from above should a human chance to walk by. Treat them as leopards (p. 20) in all respects not covered here.

Mokole-Mbembe

Mokole-Mbembe

ST: 200-250	Move/Dodge: 5/5	Size: 10
DX: 11	PD/DR: 2/2	Weight: 4-5 tons
IQ: 3	Damage: 2d cr#	Origin: ?
HT: 16/38-46	Reach: C,1#	Habitats: FW, S

The mokole-mbembe, a water monster from central Africa, may be a surviving species of dinosaur. It most resembles a miniature brontosaurus, about 15 feet long and 7 feet high at the shoulder, and is reputed to live in the lakes and swamps of the thickest, most impenetrable part of the central African jungle. Many tribes in the area claim to have encountered it — and they all agree that it's dangerous. It is apparently a solitary creature — no one has ever reported seeing more than one.

It is vegetarian, but quick to attack anything that it cannot flee. It attacks with a tail-whip (as a brontosaurus, p. 41, except reach is 2, for 2d damage.) but can also trample for 2d crushing damage. Its head can reach into any of its front hexes, biting for 1d-2 crushing damage.

Mongoose

ST: 1	Move/Dodge: 10/8	Size: <1
DX: 16	PD/DR: 0/0	Weight: 2-10 lbs.
IQ: 4	Damage: 1d-4 cr	Origin: R
HT: 15/3-5	Reach: C	Habitats: J, F, P, D

Mongooses are small carnivores found in Africa and southeast Asia, ranging from 9" to over 2 feet in length, and bearing a slight resemblance to weasels. They are active at all times of the day and night, and can be found singly or in packs of up to eight.

They are famous for killing snakes, though snakes are not their favorite prey; they prefer to hunt rodents, birds, frogs, insects, and fish. Their lightning-fast reflexes enable them to jump out of the way of striking snakes, then grab them by the back of the neck before they can recover.

They will attack if cornered, but will flee at the earliest opportunity. They can be trained and make excellent pets, but will always hunt birds and other small animals no matter how their owner discourages them. They have rapidly become pests in areas into which they have been introduced.

Monitor Lizard

ST: 3-9	Move/Dodge: 7/6	Size: 2-3
DX: 13	PD/DR: 1/2	Weight: 35-80 lbs.
IQ: 3	Damage: 1d-3 cut	Origin: R
HT: 12-14	Reach: C	Habitats: J, FW, S, D

Monitors are among the largest living lizards, measuring from 4 to 8 feet long. They are found throughout Africa, and in southern Asia from Arabia to Indonesia and Australia. Most species live in or near water, though desert and deep jungle species also exist.

They regularly raid crocodiles' nests and eat the eggs — no mean feat, as crocodiles are among the most protective mothers in nature! They are active during the day and at dusk, and can be found singly or in pairs — often one monitor will decoy a mother crocodile while another carries away the eggs.
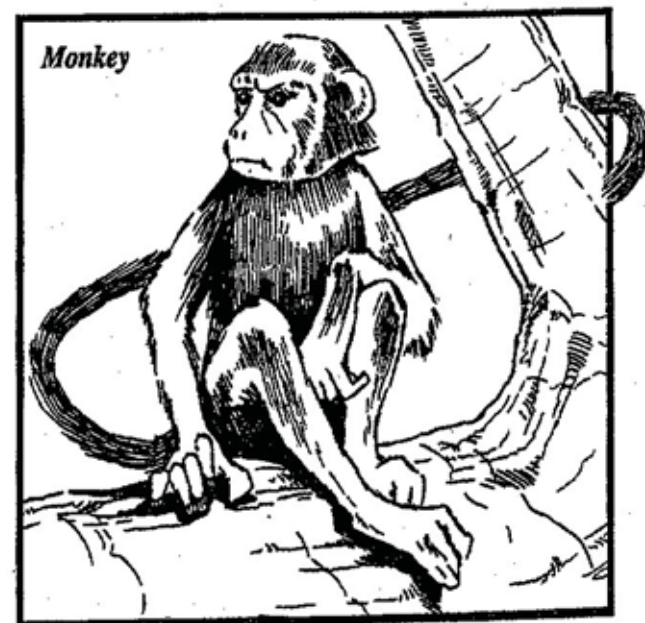
They will not attack humans unprovoked, but have no fear of them either. If cornered or wounded, they can fight fiercely. They will first try to scare off their attackers by puffing up their bodies, hissing angrily and lashing their tails like whips. If this doesn't work, they will try to grab their attackers in their powerful jaws and claw with their feet. While their teeth are not made for biting (like snakes, they swallow their prey whole), monitors have been known to amputate fingers and cause deep wounds when angry.

A roll against HT is required by the victim of a monitor's bite; a failed roll means the wound becomes infected (see p. B134); all HT rolls to recover from the infection are at -2. Australian legend holds that the bite of the goanna, a type of monitor, does not heal for seven years.

Monkey, New World

ST: 2	Move/Dodge: 8/7	Size: <1
DX: 15	PD/DR: 0/0	Weight: 3-15 lbs.
IQ: 6	Damage: 1d-5 cr	Origin: R
HT: 13/2-3	Reach: C	Habitats: J

There are a number of species of New World monkey with various habits, anatomies and appearances. The above statistics are for the capuchin monkey (the famous "organ-grinder's" monkey), which is smaller than the average New World monkey, but the most common pet. The only other types that make good pets are the squirrel monkey, which is slightly smaller than

Monkey

Creatures of the Wild

the capuchin, and the spider monkey, which is slightly larger. Adjust ST and hit points by 1 in each case. Capuchins stand about 15 inches high, squirrel monkeys about 10 inches and spider monkeys about 18 inches.

All New World monkeys are diurnal except for the douroucouli, which is exclusively nocturnal. Most are gregarious, traveling in troops of 10 to 30. In fact, the squirrel monkey is so gregarious that it dies in captivity if isolated from other monkeys. Many New World monkeys, such as the spider monkey, have prehensile tails which can be used as extra limbs and even as tactile organs. Capuchins and squirrel monkeys, however, do not have prehensile tails.

Monkeys are extremely intelligent and active. Most are arboreal to some degree — some can leap up to 10 yards from tree to tree. The purely arboreal ones move faster in the trees than on the ground. If they have not been hunted by humans, some species are more curious than shy, and can be lured into reach with a little food. If they have been hunted, they will flee rapidly whenever humans approach.

As pets, monkeys are known for their affection, jealousy, curiosity and mischievousness. They get into everything they can, and get bored if restrained for too long. They must be protected from drafts and cold — they are tropical animals, remember. The young make the best pets.

Monkey, Old World

ST: 3	Move/Dodge: 8/7	Size: <1 to 1
DX: 15	PD/DR: 0/0	Weight: 20-40 lbs.
IQ: 6	Damage: 1d-4 cr	Origin: R
HT: 13/3-5	Reach: C	Habitats: J

Old World monkeys tend to be larger than New World monkeys, and do not have prehensile tails. Guenons and macaques are the most common ones kept as pets — the statistics above are for the rhesus monkey, a type of macaque that is an average size for Old World monkeys.

Most of the statements about New World monkeys are also true for Old World monkeys. Old World monkeys, however, tend to become ornery as they get old, so even loving pets are often given to zoos in their later years. They tend more towards family groups of 6 to 15 members rather than large troops, though some species are exceptions.

Moose

ST: 40-50	Move/Dodge: 12/6	Size: 3
DX: 13	PD/DR: 1/2	Weight: ¾-1 ton
IQ: 4	Damage: 1d+2 cr#	Origin: R
HT: 15/16-20	Reach: C	Habitats: F, S, P, M

The largest members of the deer family, moose stand up to 7 feet at the shoulder and may reach 9 feet or more in length. The males have large antlers — reaching out a yard or more to either side of the head — which are shed in December and begin to regrow in April.

Ordinarily, moose will avoid human company, though they won't flee until actively approached. During the mating season (Sept.-Oct.), though, the males will drive away anything that approaches their territory. There are cases of moose chasing people up trees, and even ramming cars and killing the drivers — the reverse of most car/deer stories.

Moose are common to Canada and the northwestern U.S. They are also found in northern Europe and Asia, where they are known as elk. They tend to be solitary, but often group together during the mating season and winter. They are active both day and night. They can do 1d+2 crushing damage with their antlers, or 1d+1 trampling damage with their hooves.

Moray Eel

ST: 1-20	Move/Dodge: 5/6	Size: <1 to 3
DX: 12	PD/DR: 0/0	Weight: 1-150 lbs.
IQ: 3	Damage: *	Origin: R
HT: 12-16	Reach: C	Habitats: SW

Morays eels come in all sizes (up to 10 feet long), and are commonly found in tropical seas down to depths of 150 feet. They are solitary animals, active night and day. They are rarely seen in open water, preferring to hide in shipwrecks and crevices in the rocks and reefs. They are voracious, eating almost anything, dead or alive.

A moray eel won't ordinarily attack a human, but a hand stuck into its den probably looks like a small edible fish to it — so it bites. And doesn't let go. Treat the attack as a *bite to grapple* (p. 55). The victim takes damage from the bite only on the turn in which he is bitten, but will begin to drown if held underwater. Damage is based on the ST of the eel; use the cutting damages given on p. B140 and add 1 point. Even a small moray's bite is bad news, and a large one can hold a person down to die.
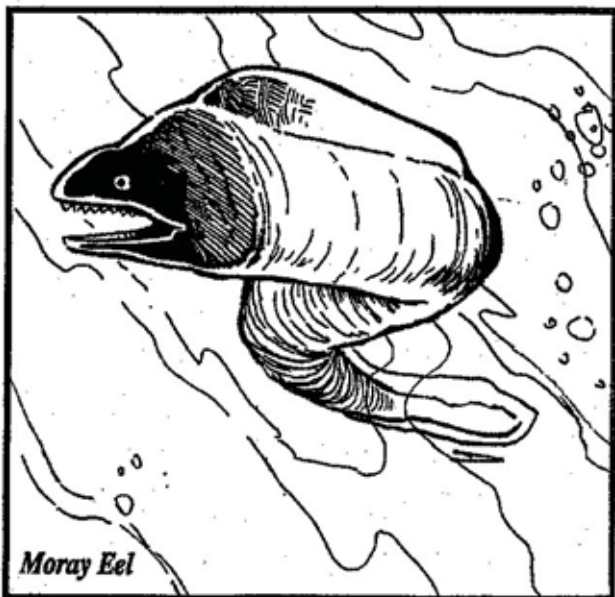
Moray Eel

Nandi Bear

ST: 32-40	Move/Dodge: 8/7	Size: 2#
DX: 14	PD/DR: 2/2	Weight: 1,200 lbs.
IQ: 5	Damage: 2d cut	Origin: ?
HT: 15/24-30	Reach: C, 1	Habitats: J, S

Nandi bears aren't really bears, as far as is known, but resemble bears more than anything else. They are said to inhabit the dense Nandi jungle and swamp of central Africa, and have been reliably reported by seasoned zoologists. However, no hides or bones have ever been collected.

Like bears, they can stand on their rear legs, towering up to 10 feet in height. They attack for 2d cutting damage, clawing (1-hex reach) or biting (close combat). They are shy of humans and will move away if they hear a party coming. Should a Nandi bear be surprised by a stealthy party, it will fight angrily, attempting to disable as many opponents as possible before making its getaway.

Ocelot

ST: 2-6 **Move/Dodge:** 10/7 **Size:** 1
DX: 14 **PD/DR:** 1/1 **Weight:** 25-35 lbs.
IQ: 4 **Damage:** 1d-3 cut **Origin:** R
HT: 14/8-10 **Reach:** C **Habitats:** J, F, S, D

Ocelots are beautiful cats, about 3½ to 4½ feet long, with unusual markings superficially resembling those of leopards or jaguars. Their markings are not as regular as those of the larger cats, however, and vary considerably from animal to animal.

Ocelots are nocturnal animals, comfortable in the trees, but more at home on the ground. They live in pairs, but hunt alone; the mate is never too far away, though. They are shy of humans, and will flee if approached. A cornered or wounded animal will fight; its mate will not come to its assistance, though. Ocelots attack in close combat, doing 1d-3 cutting damage.

Octofly

ST: 8-10 **Move/Dodge:** 5/6 **Size:** 2
DX: 13 **PD/DR:** 2/3 **Weight:** 60-80 lbs.
IQ: 4 **Damage:** * **Origin:** SF
HT: 12/16-20 **Reach:** C **Habitats:** J, P, D, S

This eyeless creature is called an octofly due to its resemblance to the Terran octopus, but in fact has only six tentacles. The body is slightly smaller than a wolf's, with the tentacles hanging as much as 6 feet below. It senses its prey by thought activity — the higher the IQ, the more likely to draw an octofly. It is especially attracted by psionic activity, but may overlook prey which is sleeping or has a Mind Shield (p. B169). It levitates directly over the prey, then grapples with its tentacles and constricts until its victim is stunned or dead. At this point, it begins to feed with its sharp beak.

The octofly is a natural psychokinetic with the ability to levitate. Its Power of 8 is strong enough to move its 60-pound body at a Move of 6, and it can easily carry off a man-sized victim at 3 yards/turn. It attacks in close combat by grappling with its tentacles, each of which has the above-listed ST. It may grapple with

two tentacles per turn, constricting on the turn after it has successfully grappled. Each tentacle must roll separately to grapple.

If it senses that its constriction is having little effect (i.e., the victim has too much DR), it will attempt to grapple with two more tentacles. Damage (all crushing) depends on the number of tentacles grappling (1 tentacle, 1d-4; 2 tentacles, 1d-1; 3 tentacles, 1d+1; 4 tentacles, 2d; 5 tentacles, 2d+1; 6 tentacles, 2d+2). No more than four tentacles can grapple a man-sized victim at any one time.

Only plate mail (or its equivalent) will protect against the octofly's constriction, but it protects with its full DR. Breaking free requires a Contest of ST, with the victim choosing how many tentacles to pull off at one time. The octofly does not normally attack with its beak, but can bite in close combat for 1d-2 impaling damage.

Octopus, Giant

ST: 6-16 **Move/Dodge:** 9/7 **Size:** 1-7
DX: 14 **PD/DR:** 1/1 **Weight:** 100-300 lbs.
IQ: 3 **Damage:** 1d+2 cut# **Origin:** ML (Global)
HT: 12/12-32 **Reach:** C, 1, 2 **Habitat:** SW

The octopi of reality are no threat to humans. Neither are they as large and strong as legend has portrayed them. This, then, is the octopus of legend, the stuff of which nightmares are made.

Giant octopi are common to the warmer seas of the world, lurking in the shallows and waiting to grab their unsuspecting victims. They can change colors to match their surroundings, making them difficult to spot (Vision-5). They have the most highly developed eye of all invertebrates, and seem to stare coldly and intelligently as they observe their victims. They are solitary creatures, active any time.

Giant octopi prefer to use their camouflage abilities to attack from ambush, gaining the advantages of surprise (p. B122). When the victim gets close enough, the octopus will attempt to grapple with its tentacles. The tentacles of a 1-hex octopus have reach 1; larger octopi have reach 2. The ST given above is the ST of each tentacle; the octopus may attack with two tentacles in a single turn. A Contest of ST is required to break free of the tentacles — to escape more than one, total their ST before rolling. When the octopus has grappled with enough tentacles, it will pull the victim toward its mouth (Contest of ST), where its sharp beak does 1d+2 cutting damage and injects a Type D venom (p. 51).

The tentacles themselves do no damage, but the victim will begin to drown if held underwater (see Swimming, p. B91). A tentacle can be sliced through by cutting damage equal to one-fourth the octopus' hit points; impaling damage is not doubled against the tentacles. Damage to the tentacles does not affect overall hit points.

If the octopus takes more than half damage, it will squirt out a dark ink cloud (equal in size to itself) and escape while its tormentors are blinded.

Ostrich

ST: 20-24 **Move/Dodge:** 15/7 **Size:** 1
DX: 15 **PD/DR:** 0/0 **Weight:** 250-450 lbs.
IQ: 3 **Damage:** 1d+1 imp **Origin:** R
HT: 15/14-18 **Reach:** C, 1 **Habitats:** P, D

The ostrich is the largest living bird, standing up to 8 feet in height, of which almost half is neck. It has an unusual appearance, with the head and neck being almost naked, while the body is covered in thick plumage.

Octofly

Ostrich

Ostrich

Ostriches are flightless, live in large groups, and are primarily diurnal. They are native to Africa, but are also found wild in some regions of Australia where they were introduced.

Their usual response to danger is to run away; their rapid speed makes it difficult for predators to catch them. If disturbed while on the nest, the female will lower her head until it is only a few inches off the ground. Her brown coloration then makes her quite inconspicuous. Perhaps this is the source of the legend about ostriches hiding their heads in the sand.

During the mating season, the males show no fear, and are often aggressive. The females will also attack aggressively if their nests are threatened. Ostriches can kick quite high, often inflicting fatal head injuries and even wounding riders on horseback. Their legs are equipped with large sharp claws that can disembowel in one stroke; the kick does 1d+1 impaling damage at a 1-hex reach.

Otter

ST: 3-4	Move/Dodge: 6/7	Size: 1
DX: 14	PD/DR: 0/0	Weight: 18-40 lbs.
IQ: 4	Damage: 1d-3 cut#	Origin: R
HT: 11/5-6	Reach: C	Habitats: FW,SW

Otters are aquatic carnivores, inhabiting streams rivers, lakes and oceans, living on fish (for the freshwater species) and shellfish (for sea otters). Otters have elongated bodies, broad, flat heads and webbed feet that terminate in claws. They are friendly, playful creatures who if treated well can survive in captivity. Unfortunately, they possess an attractive coat and are hunted extensively wherever they live.

Otters' claws and teeth are designed for hunting fish, but can inflict damage on larger animals and humans (1d-4 cutting for the claws; 1d-3 cutting for the teeth).

Owl

ST: 2	Move/Dodge: 17/10	Size: 1
DX: 14	PD/DR: 0/0	Weight: 5-25 lbs.
IQ: 4	Damage: 1d-3 cut	Origin: R
HT: 12/5-7	Reach: C	Habitats: F, M, P, D

Owls are nocturnal birds of prey, feeding mostly on small rodents: rats, mice, moles and shrews (larger owls will also hunt rabbits, cats and coyotes . . . in fact, there are tales of great horned owls attacking intruding humans). There are many different species of owl, varying in length from 5 inches to over 2 feet, and living in a number of different habitats. They possess excellent vision and hearing, and their feathers are very soft, rendering their flight noiseless and making them consummate hunters.

Owls are among the most intelligent birds, and some species make good pets. They can be trained to perform simple tasks — retrieve an object, capture small game, etc. They attack in close combat with their beaks and claws, doing 1d-3 cutting damage.

Pangolin

ST: 3-7	Move/Dodge: 3/6	Size: 1
DX: 12	PD/DR: 2/3	Weight: 25-65 lbs.
IQ: 3	Damage: 1d-4 cut	Origin: R
HT: 12/3-5	Reach: C, 1	Habitats: J

The pangolin is a nocturnal scaly anteater, measuring about 30 inches long, half of which is its prehensile tail. Its head, back and tail are covered with sharp horny scales (it has sometimes been called a walking pine cone), while its belly is covered in soft white fur. It has a pointed snout with a small mouth and toothless jaws. Its tongue can thrust out for up to a foot — useful, since its diet is made up of termites and ants exclusively. It is widespread, but not particularly numerous, throughout southern Africa and southeast Asia. Some species are strictly arboreal, others dig burrows.

When threatened, the pangolin rolls up into a ball, protecting its belly and exposing its scales. It rocks back and forth slightly; the sharp edges of the scales can do 1d-4 cutting damage to anything touching them — a hand or an inquisitive dog's nose, for example. Alternately, it can squirt a vile-smelling liquid to the rear, equal in aim and effect to a skunk's (p. 31).

Pangolin

Peccary

ST: 7-9
DX: 14
IQ: 6
HT: 10-12

Move/Dodge: 8/7
PD/DR: 1/1
Damage: 1d-3 cut
Reach: C

Size: 1
Weight: 40-65 lbs.
Origin: R
Habitats: D, J, F

The peccary, or javelina, resembles a wild boar, but is not closely related. Peccaries are found only in the Americas, one species preferring desert and scrubland, another tropical forests. They are active in the cooler parts of the day and night.

They are aggressive and have nasty tempers, attacking with little or no provocation. Their tusks are not large and do not have a razor edge, but do have a sharp point — hence the name "javelina."

Desert peccaries travel in groups of ten to fifteen, while jungle peccaries move in herds of 50 to 100 beasts — all may attack if any one of them is threatened! The herd will move away from danger, but if one is wounded, roll on the *Animal Reaction Table* (p. 63) at -3 to determine the herd's reaction. On a reaction of Poor or worse, the herd will charge.

A peccary's trample does no real damage. It can slash with its tusks in close combat for 1d-3 cutting damage.

Penguin

ST: 1-2
DX: 10
IQ: 3
HT: 11/3-4

Move/Dodge: 5/6
PD/DR: 1/1
Damage: 1d-4 imp
Reach: C

Size: <1
Weight: 10-20 lbs.
Origin: R
Habitats: A, SW

Penguins are gregarious, flightless sea-birds, common to Antarctica, but extending as far north as the Galapagos Islands. Their short, flipper-like wings are used to guide them through the rough antarctic seas; underwater, the wings move in much the same motion as those of a bird in flight. They breed in immense "rookeries," covering miles, often in the most desolate areas of the antarctic ice. They have few natural enemies, the sea-leopard being the most notable.

Penguins come in many shapes and sizes, from the tiny Adélie penguin to the Emperor penguin, which is the largest of its family. The latter, because of its size and attractive plumage, is often captured for display in zoos and marine theme parks. Penguins are playful birds and show little fear of humans. They attack only if their young are threatened, jabbing with their beaks for 1d-4 impaling damage.

Piranha

ST: 1-2
DX: 13
IQ: 3
HT: 13/3

Move/Dodge: 7/6
PD/DR: 0/0
Damage: 1d-5 cut
Reach: C

Size: <1
**Weight:** 1-10 lbs.
Origin: R
Habitats: FW

Piranha range from 4" to 2 feet long, averaging 8". They are found in warm slow rivers and streams in Central and South America. In some places, they are so numerous as to make the infested streams hazardous or impossible to bathe in or ford. Legends of their ferocity abound, but are probably exaggerated.

It is true that they can strip the meat from a 400-pound hog in two minutes; that local natives — many missing fingers and toes — are terrified of them; and that they swim in *large* schools and are usually hungry. Less well known is the fact that there is no verified case of piranhas killing a human. Thus, the GM must decide how ferocious they are in his game.

One piranha is no real threat. However, piranhas are not usually encountered alone; they come in schools of a few hundred up to a thousand! Treat a school of piranha as a Horde (p. 50), doing 2d damage per turn, with a base size of 5 hexes and a Move of 4. One hex is dispersed for every 4 hits of damage done to the horde.

Poisonous Fish
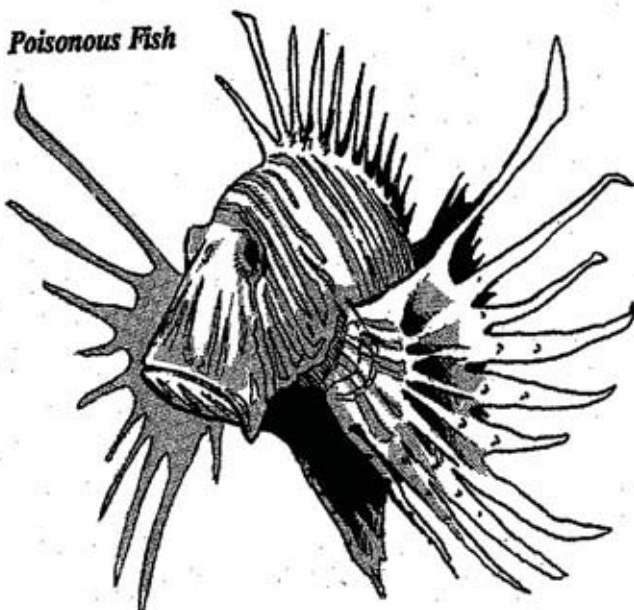
Poisonous Fish

ST: 0-2
DX: 12
IQ: 2
HT: 15/2-8

Move/Dodge: 7-20/6-10
PD/DR: 0/0
Damage: *
Reach: C

Size: <1
Weight: ½-15 lbs.
Origin: R
Habitats: SW

This category includes many species of fish with poisonous spines that a careless diver might brush against. These fish do not attack humans, but if approached will erect a number of sharp spines that are connected to poison glands. Rockfish, scorpion fish (illustrated above), toadfish, sea catfish, zebrafish and stonefish are the most dangerous examples. There are also many types of poisonous invertebrates in the sea — hydroids, anemones, sea cucumbers, sea stars, sea urchins, bristleworms and fire coral may all be encountered by divers.

Many of these fish are quite beautiful — most poisonings occur when a diver handles them. Only a few are found in shallow water; most are found at scuba-depth.

Treat these fish as accidental encounters. If a player is too casual in describing his character's actions underwater, require a DX roll to avoid a poisonous fish that suddenly darts out of the wreckage he is searching — many of these fish *do* lair in shipwrecks! All have Type B or Type F venom; roll randomly to determine which. The effects range from 1d to 3d damage.

Polar Bear

ST: 27-33
DX: 13
IQ: 5
HT: 15/18-24

Move/Dodge: 7/6#
PD/DR: 1/2
Damage: 2d-2 cr#
Reach: C, 1

Size: 3#
Weight: 600-1,400 lbs
Origin: R
Habitats: A, SW

Polar bears are among the largest and most carnivorous bears. They average 7-8 feet in length, with some males reaching up to 9 feet, and stand about 5 feet at the shoulder. Their coats are

Creatures of the Wild

white with a yellowish tinge, made up of long guard hairs and a dense underfur. They are essentially nomadic, and will wander miles in search of food.

They actually stalk like cats, taking advantage of hiding places offered by the terrain, and can be difficult to spot against the ice and snow — their white fur blends in (IQ-4 to be spotted). The hairy soles of their paws make it easy for them to walk over ice, and they can run at a rapid pace.

They are excellent swimmers (Move 3), sometimes crossing hundreds of miles of water. The thick layer of fat under their skins buoys them up and protects them from the cold of the water. Polar bears often hunt by swimming close to shore and leaping out at prey near the water.

They are the only large land animals that will actually stalk humans with intent to devour. However, they won't do this as long as seals — their favorite food — are plentiful.

In addition to seals, they also kill young walruses. Against an adult walrus, though, a polar bear will usually come off second-best. Other favorite foods include fish, sea birds — and their eggs — and carrion. A beached whale will draw polar bears from miles around.

They can claw at one hex reach for 2d-2 crushing damage, or bite in close combat for 2d-2 cutting damage. They can also bear-hug as do grizzlies.

Also see *Bear*, pp. 8-9.

Porcupine

Porcupine

ST: 2-3	Move/Dodge: 2/5	Size: <1
DX: 10	PD/DR: 3/2	Weight: 10-35 lbs.
IQ: 3	Damage: *	Origin: R
HT: 13/3-5	Reach: C	Habitats: F

Porcupines are large quill-bearing rodents, ranging up to 3 feet in length, including a foot-long tail. They are slow-moving, but most species can climb well and will also swim if necessary. They are found throughout the Americas and in Africa, southern Asia, and Indonesia — the Old World species do not climb. They are nocturnal solitary creatures that eat leaves and bark — they can damage trees in their hunger.

Due to their spines, they have few natural enemies. They will never attack, but when threatened will turn their backs and strike with their tails. The quills are lightly attached and come off easily when touched. Each quill has thousands of small barbs

that slowly drive it deeper and deeper into pierced flesh, penetrating about 1/8 inch per day.

Anyone entering or reaching into the porcupine's hex must make a DX roll to avoid taking quills. Touching the porcupine requires a DX roll at -2. Anyone who roughly grabs the porcupine takes quills automatically. The quills do no real damage going in, but each bunch does 1 HT damage as it is removed, plus an additional 1 HT damage per hour that it is left in the skin. A bunch in this case refers to the number of quills picked up in one turn. If anyone gets quills in his hand, he may not use that hand until he has removed the quills — and it is quite possible that removing the quills will do enough damage to cripple the hand.

Porpoise

ST: 16-20	Move/Dodge: 12/7	Size: 2-3
DX: 12	PD/DR: 0/0	Weight: 100-300 lbs.
IQ: 8	Damage: 1d cr#	Origin: R
HT: 12-14	Reach: C	Habitats: SW

There are many species of porpoise and dolphin, ranging in size from 4 to 9 feet — statistics given are for the 6- to 7-foot ones. They are migratory mammals, found in coastal waters throughout the world. They are quite gregarious, living in herds of 50 or more.

Porpoises will follow ships and circle them, seemingly curious and friendly, perhaps looking for a hand-out or a free ride on the ship's bow wave. They have a reputation as being friendly to humans, and there are stories from ancient times to the present about them rescuing drowning humans.

They can fight off sharks, though a lone porpoise will lose to the average large shark. They attack sharks by ramming and biting, doing 1d crushing damage with a bite, or 3d+3 crushing with a 6-hex "running start." A porpoise's thin skin gives it no PD or DR.

Puffin

ST: 1	Move/Dodge: 10/7	Size: <1
DX: 10	PD/DR: 0/0	Weight: 8-10 lbs.
IQ: 3	Damage: 1d-4 cut	Origin: R
HT: 14/7-9	Reach: C	Habitats: A

The puffin is a migratory sea-bird, noted mostly for its attractive, colorful markings. These markings, primarily on its large bill, are most flamboyant during the end of the mating season, after which the beak molts, dropping thin colorful fragments to the ground and leaving the beak duller, but still attractive.

From ancient times, sailors and fishermen have used the puffin's predictable migratory pattern to their advantage. Puffins always return to the same point to mate and lay their eggs, which they lay in rock holes or small depressions. Capitalizing on this, sailors would pull the helpless, newly-hatched birds from the holes and use them as inexpensive bait. If threatened, puffins merely fly away, but if they are restrained, their large beaks can cut for 1d-4 damage.

Puma

ST: 8-22	Move/Dodge: 10/7	Size: 2
DX: 14	PD/DR: 1/1	Weight: 80-250 lbs.
IQ: 5	Damage: 1d cut	Origin: R
HT: 15/13-19	Reach: C	Habitats: M,F,D,P, S,J

The puma — or cougar, catamount, mountain lion, panther, etc. — is a highly adaptable large cat ranging throughout the Americas, at home in a number of environments. It resembles a lioness, but is not closely related to the great cats. It cannot roar, but has a lovely loud purr.

It is the champion leaper among cats, and is also the best tree-climber. It can cover 6 yards in a single bound, and a leap of 13 yards has been recorded. It can leap 4 yards up into a tree (the usual method of "climbing"). Pumas have been known to drop from 60 feet and spring off at top speed the next second, obviously unhurt.

They are great wanderers, having no fixed den except when raising kittens, and are solitary nocturnal animals. They swim well, but dislike water more than 4" deep. One puma was observed to jump into a tree, run onto a limb, jump across a stream to another limb, then down to the ground, to avoid having to swim — while being chased by dogs!

Pumas stalk as close as possible to their prey, then spring for the neck (see *Going for the Throat*, p. 60), attacking with either a paw or a bite. Most puma victims (deer and wapiti) die of broken necks.

The only authenticated puma attacks on humans are from animals with rabies, and from an adolescent puma almost blind with cataracts and starving to death. Pumas are among the shyest of all cats, and will avoid people as much as possible, but will fight if wounded.

Rabbit

ST: 1-2	Move/Dodge: 14/7	Size: <1
DX: 14	PD/DR: 0/0	Weight: 8-20 lbs.
IQ: 3	Damage: 1d-5 cut	Origin: R
HT: 14/2-4	Reach: C	Habitats: P, F, A

Rabbits are diurnal herbivores of the rodent family. They are among the most prolific mammals, breeding from four to eight times a year with three to eight in a litter. They begin breeding at six months and continue for 7 to 8 more years. Rabbits are very social animals, living in groups of 10-30, often with a complex pecking order. Each of these groups lives in a network of underground burrows, called a warren.

Rabbits are hunted for their fur as well as for food. One rabbit can provide enough meat for a two-person meal. Rabbit fur is very warm and is used around the world for coats and hats.

Domestic rabbits make acceptable pets, though they tend to chew rugs, walls and furniture. They can even be taught to use a litter box.
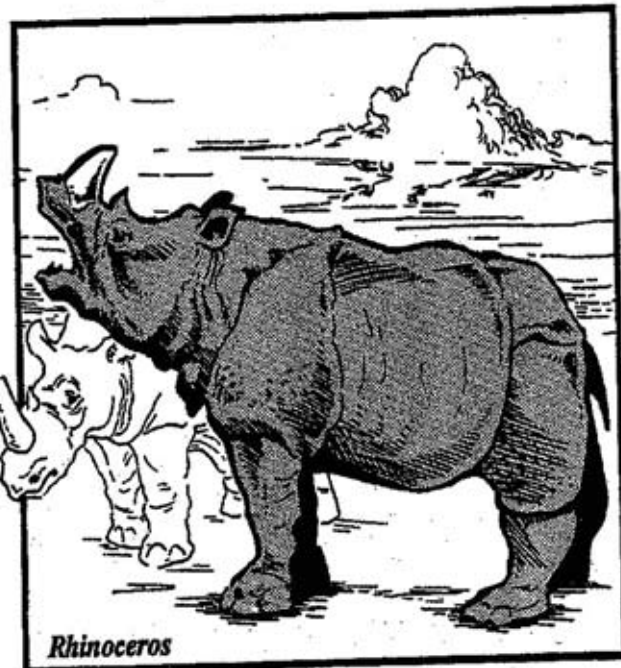
Raccoon

ST: 3-5	Move/Dodge: 6/7	Size: <1
DX: 14	PD/DR: 1/1	Weight: 10-45 lbs.
IQ: 6	Damage: 1d-4 cut	Origin: R
HT: 14/5-8	Reach: C	Habitats: F, P

Raccoons are among the most familiar North American animals, well-known both for their appearance and their habits. Their fur is gray, with distinctive black markings — rings on the tail, and a "burglar's mask" over the eyes. They range up to 2 feet in length, with the tail adding another foot or more. Their front paws are almost hand-like, quite dextrous, and have a well developed sense of touch.

They are intelligent, inquisitive and quite adaptable. They originally lived in woods, generally near water. As their habitat has been cut down, however, they have moved into open country. They have even moved into towns and cities. It is not unusual to be awakened in the middle of the night by one knocking over a trash can.

Raccoons are solitary nocturnal animals, and are good climbers and swimmers. Their diet is primarily carnivorous: they will eat worms, insects, frogs, eggs, fish, etc. Fruits, nuts and berries are also eaten, and raccoons can be considerable pests to farmers, preying on poultry and eating corn.

They are a match for most predators, and can even get the better of hunting dogs. They have been known to lure dogs into the water and drown them; they are at only -2 DX when fighting in the water. If provoked, a raccoon will attack by grappling and biting in close combat for 1d-4 cutting damage.

Rat, Giant

ST: 6-12	Move/Dodge: 7/6	Size: 1
DX: 13	PD/DR: 1/1	Weight: 100-200 lbs.
IQ: 4	Damage: 1d-2 cut	Origin: SF
HT: 17/8-10	Reach: C	Habitats: Sub, F, P, S

Odious creatures, giant rats attack on sight. They are scavengers of the worst sort and often carry diseases. Anyone bitten must make a roll against HT to avoid the disease of the GM's choice. Giant rats live in packs of 5 to 20, and are active at all times.

Rhinoceros

ST: 125-150	Move/Dodge: 14/7	Size: 10
DX: 9	PD/DR: 2/3	Weight: 1-2 tons
IQ: 4	Damage: 2d+1 cr#	Origin: R
HT: 17/40-50	Reach: C	Habitats: P

Believe it or not, rhinos are related to horses. The black and white rhinos of Africa are the most numerous species, the black being the more aggressive, though the white rhino is larger. The black rhino is about 4 yards long and stands up to 6 feet at the shoulder; the white rhino stands higher.

African rhinos have two "horns," one behind the other. These are not horns in the strictest sense of the word — they are made of hair and are not attached to the bone at all. The front horn is usually longer, up to 3 feet long.

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Their teeth (which sometimes measured 11 inches long) are serrated, and do extra damage for their ST — 2d+1 impaling in close combat.

Scimitar Cat

ST: 22-28	Move/Dodge: 9/6	Size: 2
DX: 13	PD/DR: 2/2	Weight: 250-400 lbs.
IQ: 4	Damage: 1d+2 cut	Origin: Ice
HT: 15/20-24	Reach: C	Habitats: M, P, F

The scimitar cat was a sabertoothed cat from Pleistocene times. Unlike the larger *smilodon*, the scimitar cat's teeth were shorter and made for cutting: the edges were razor sharp along their whole length. It died out just as humans were becoming established, but there was some overlap in time.

Treat it like any other large cat, except that it bites repeatedly rather than biting and grappling. Note that its teeth do cutting damage rather than impaling.

Scimitar Cat

Scorpion, Giant

ST: 12-14	Move/Dodge: 8/7	Size: 2
DX: 15	PD/DR: 3/4	Weight: 75-100 lbs.
IQ: 2	Damage: *	Origin: SF
HT: 13-16	Reach: C, 1	Habitats: Sub, F, D

Giant scorpions are solitary creatures, active mostly at night. Most scorpions "hunt" by waiting for something to blunder into *them*, and then grabbing it with their pincers with extraordinary speed. Treat this as an attack (doing 1d-1 crushing damage) at 1-hex reach that grapples if the victim loses the Contest of DX. After grappling its prey, the scorpion uses its stinger to inject a type C venom that does 1d+2 damage. The stinger itself does 1d-1 impaling damage. The scorpion's jaws are tiny and weak; it kills with the stinger, and then gums its victim's body to bits.

After stinging its victim, the scorpion will bite for 1d-1 cutting damage, stinging again if the victim is still squirming. Breaking free of the pincers requires a regular Contest of ST.

Rhinoceros

Rhinos are most active in the morning and evening. They seldom wander far from a water hole, as they like to roll in mud. They are nearsighted, but have acute senses of smell and hearing (Vision-9, Smell and Hearing-16). The poor eyesight is reflected in the low DX — rhinos have difficulty hitting moving targets.

The black rhino is a solitary animal, and eats the shoots and twigs of small bushes, feeding at night. It is nervous and easily startled, and will usually flee predators. It will run upwind for miles, bulling its way through all sorts of brush and trampling small trees in its efforts to get away. Occasionally, though, one will charge — especially a mother or wounded animal.

The white rhino is more gregarious, traveling in groups of three to four. It lives in low-lying plains where it feeds on the grass. It is not aggressive and it is quite unwary; as a result, it has been hunted to near extinction. If spooked, it will almost always flee.

Rhinos attack by charging, either impaling with the horn or trampling. The horn does 2d+1 crushing damage, while the trample does 1d+2 crushing damage. Rhinos have *very* poor memories. If a rhino misses its intended victim, charging past him, it will often as not forget him and go blithely about its business, unless a baby is in danger.

Sabertoothed Tiger

ST: 26-32	Move/Dodge: 8/6	Size: 2
DX: 12	PD/DR: 1/1	Weight: 400-600 lbs.
IQ: 4	Damage: 2d+1 imp	Origin: Ice
HT: 14/20-24	Reach: C	Habitats: P, F, D

The sabertoothed tiger, known scientifically as the *smilodon*, did not really resemble a tiger in anything but size. Its skeleton more closely resembles that of a lion, but the stabbing cats diverged from the biting cats so long ago that sabertooths are not closely related to any modern animal.

Sabertooths knew early humans, and were hunted by them. They probably returned the favor — some human skulls have been found with sabertooth-sized holes in them! It is believed that the sabertooth hunted the great mammals; its teeth were adapted for slicing through the thick skin to the jugular.

They are more solitary than lions, and will bite repeatedly

Seal

ST: 8-16	Move/Dodge: 12/8	Size: 2-3
DX: 12	PD/DR: 0/0	Weight: 150-2,000 lbs.
IQ: 5	Damage: 1d-3 cut	Origin: R
HT: 12-16	Reach: C	Habitats: SW

Seals are marine mammals favoring the colder waters of the north Atlantic and Pacific oceans. They are fond of basking in the sun on beaches, rocks or ice flows. They are excellent swimmers and divers and can hold their breath for several minutes. Seals are polygamous and mate in huge groups; females of the larger species even form harems around the bigger males. They are quite intelligent and have an acute sense of smell. Carnivorous animals, seals eat mostly small fish and crustaceans.

Because of their intelligence, seals are often trained and used in circuses and carnivals. They make admirable pets and are very loyal to their masters. Seals can be taught complex tricks involving balance and memorization. They can even play simple tunes on horns.

Shagamaw

ST: 12-15	Move/Dodge: 11/7	Size: 1
DX: 15	PD/DR: 0/0	Weight: 150-200 lbs.
IQ: 4	Damage: —	Origin: ML (USA)
HT: 10-12	Reach: —	Habitats: F

The shagamaw is a vegetarian animal whose forepaws leave prints identical to a bear's and whose hind paws leave moose tracks! It is quite mischievous and delights in walking first on one set of paws, then on the other — hopelessly confusing any tracker. Shagamaw are totally harmless. They are more timid even than rabbits — if one is encountered, it will flee. They are really nothing more than a minor nuisance — they aren't even particularly good eating.

Individual shagamaws vary in the length of time that they will walk on one set of feet. Some are extremely regular (switch every quarter-mile), while others are more random. The GM is free to invent other species of shagamaw (wolf/deer are nice!) to confuse overconfident PCs. This is especially nice if two party members are taking turns trailing an animal ("I thought you said these were leopard tracks — can't you tell a leopard from a gazelle?").
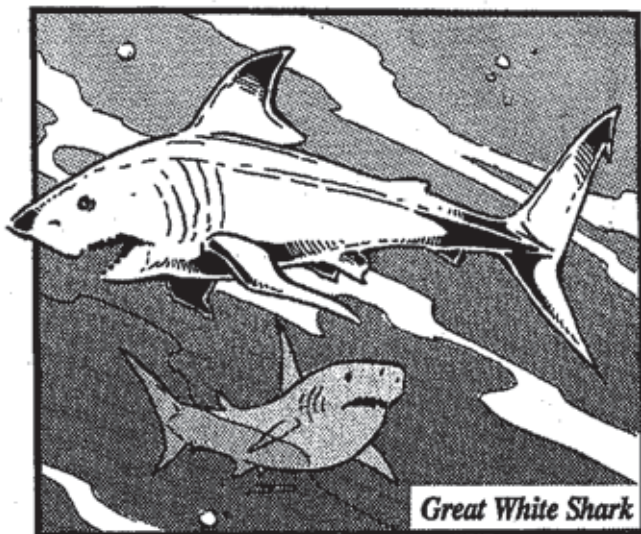
Shark

Shark, Great White

ST: 40-50	Move/Dodge: 9/6	Size: 5-10
DX: 12	PD/DR: 1/1	Weight: ½-7 tons
IQ: 3	Damage: 2d+1 cut	Origin: R
HT: 12/35-45	Reach: C	Habitat: SW

Shark, Medium (and Fresh-Water)

ST: 24-30	Move/Dodge: 9/6	Size: 3-5
DX: 13	PD/DR: 1/1	Weight: 400-1,600 lbs.
IQ: 3	Damage: 2d-2 cut	Origin: R
HT: 12/20-25	Reach: C	Habitats: SW, FW

Sharks instill more fear in humans than any other animals except possibly snakes and spiders. Yet each year, there are an average of only 50 cases of shark attacks reported world-wide. Of these, only 20% are fatal. Most attacks involve only one bite — apparently, sharks don't really like the taste of humans.

The fact remains, though, that there *are* shark attacks. Some sharks — notably the great white and the mako — even attack small boats when angered or wounded.

Great White Shark

Sharks attack quite suddenly from below (or above if the victim is a diver), entirely removing a large chunk of flesh in a single powerful bite. Blood loss is the most common cause of death from shark attacks — the victim will continue to lose 1 HT per minute until first aid is begun.

Sharks become angry when wounded and excited at the smell of blood (they can scent blood from 1,000 yards). In either case, they will frenzy (treat as Berserk, p. B31), all-out attacking every turn until the victim is eaten or the shark is killed.

Sharks are found in seas throughout the world. Some species are found in the shallows, while others are common to the open sea. Sharks are active at all hours. Most travel alone, but some do travel in packs.

The mako, tiger, white-tip, blue, bull, hammerhead and lemon sharks all fall into the category of medium-sized, ranging from 8-16 feet long. There are also three species of fresh-water shark which fall into this category. The great white is simply a larger version — reaching up to 35 feet in length — and is treated the same in all respects except damage.

Skunk

ST: 3-4	Move/Dodge: 3/5	Size: <1
DX: 14	PD/DR: 0/0	Weight: 1-6 lbs.
IQ: 4	Damage: *	Origin: R
HT: 12/3-5	Reach: R, C	Habitats: F, P, D

The skunk is a small member of the weasel family found throughout North America. It grows up to 30" in length, including an 8" tail. Its distinctive black-and-white markings serve as a warning to predators to leave it alone — though some predators have to learn the hard way.

Skunks are solitary nocturnal animals, feeding on insects, mice, frogs and other small animals. They sometimes cause problems for farmers by entering poultry runs, killing the hens and eating the eggs. They have no fear of humans, are easily tamed and make affectionate pets if raised from kittenhood. They cannot be trained to spray on command. In fact, leaving the scent glands in a tame skunk may result in accidental spraying.

If threatened, a skunk will raise its tail, turn its back to an intruder, and let fly with a stream of vile-smelling fluid that reeks for weeks. The skunk is remarkably accurate with this spray at up to 4 yards range. The arc of fire is 60° — any one target inside that arc and within 4 hexes of the skunk is automatically sprayed.

Anyone hit by the skunk has a chance of being hit in the eyes. Make a DX roll for the skunk to hit (at -5 for a head shot, or -10

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Skunk

for the eyeslits). If the skunk makes its roll, the victim's only defenses are to Dodge or Block — only helmets and shields offer PD protection against this attack. (If the skunk misses its DX roll, it has still hit the target, but not in the eyes.)

Anyone sprayed in the eyes will be blinded and in intense pain for 5 minutes. Anyone sprayed at all will stink for at least two weeks — up to four weeks if the scent isn't neutralized with an acidic compound within 20 minutes. Anyone who gets close enough to smell the victim will react at -3. In addition, the person sprayed cannot use Stealth to approach closer than 10 yards to anyone. A victim will also be the butt of many tedious remarks that reflect an appreciation for low comedy.

Skunks can also bite for 1d-4 crushing damage, and sometimes carry rabies.

Sloth

ST: 8-9	Move/Dodge: 9/7	Size: 1
DX: 11	PD/DR: 1/1	Weight: 60-150 lbs.
IQ: 5	Damage: 1d+1 cut	Origin: R
HT: 13/10	Reach: C	Habitats: F, J

Completely arboreal, sloths have a reputation for being lazy. Truthfully, sloths are very active in the trees in which they hang upside-down with their hook-like claws, and they can, if need be, move quite quickly from limb to limb. When forced to the ground, though, they have difficulty moving and must do so very slowly.

Sloths are nocturnal herbivores, who eat mainly leaves, fruit and young shoots. They are silent, solitary animals who are non-aggressive, avoiding humans whenever possible. If forced to fight, they can defend themselves with their formidable claws, doing 1d+1 cutting damage.

Snake

Constrictor

ST: 12-24	Move/Dodge: 2-4/6	Size: 5-11
DX: 13	PD/DR: 0/0	Weight: 50-250 lbs.
IQ: 3	Damage: *	Origin: R
HT: 15/15-30	Reach: C	

Poisonous

ST: 2-15	Move/Dodge: 2-4/6	Size: <1-4
DX: 13	PD/DR: 0/0	Weight: 1-25 lbs.
IQ: 3	Damage: *	Origin: R
HT: 15/2-20	Reach: C	

Snakes are found in almost all habitats. For the purpose of simplification, only stats for constrictor and poisonous snakes are included here. For a non-poisonous biting snake, simply use the poisonous snake stats and the biting damage table on p. B140. The following examples are organized according to their most common habitats.

Freshwater constrictor:
Anaconda; 1d-4 to 1d crushing damage, depending on size; aggressive; Central and South America

Freshwater poisonous:
Cottonmouth — Type A venom, 1d+1 damage; aggressive; North America

Desert poisonous:
Death Adder — Type B, 3d-1 damage; aggressive; Australia
Moccasin — Type A, 1d+1 damage; aggressive; Americas, Asia
Puff Adder — Type A, 2d+1 damage; aggressive; Africa
Rattlesnake — Type A, 2d damage; aggressive; North and Central America
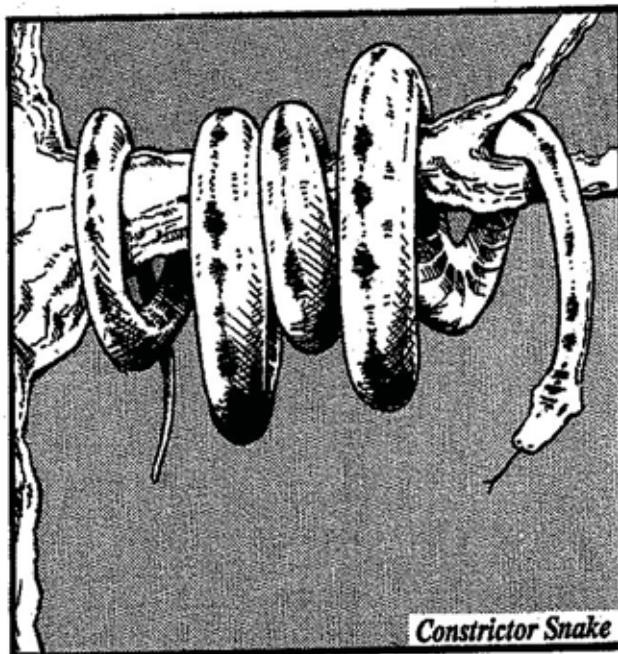Saw-Scaled Viper — Type A, 2d+2 damage; timid; Africa, Asia
Sidewinder — Type A, 1d damage; aggressive; Mexico and southwest U.S.

Forest poisonous:
Adder — Type A, 2d damage; aggressive; Europe, Asia
Asp — Type A, 1d-1 damage; timid; Africa
Copperhead — Type A, 1d-1 damage; aggressive; North America
Coral Snake — Type A, 1d damage; timid; Americas, Africa; bite will not pierce any armor — bare skin only
Rattlesnake — Type A, 2d damage; aggressive; North and Central America

Constrictor Snake

Poisonous Snake

Rattlesnake — Type A, 2d damage; aggressive; North and Central America

Ringhal — Type S; spits first (4-hex range), bites if still bothered (Type B, 2d damage); Africa

Spitting Cobra — Type S; spits (4-hex range), then flees; Africa

Swamp constrictor:

Anaconda — 1d-4 to 1d crushing damage, depending on size; aggressive; Central and South America

Swamp poisonous:

Cottonmouth — Type A, 1d+1 damage; aggressive; North America

Rhinoceros Viper — Type A, 2d+1 damage; aggressive; Africa

Tiger Snake — Type B, 3d damage; timid; Australia

Jungle constrictors:

Anaconda — 1d-4 to 1d crushing, depending on size; aggressive; Central and South America

Boa Constrictor — 1d-4 to 1d, depending on size; aggressive; Central and South America

Python — 1d-4 to 1d crushing, depending on size; aggressive; Africa, Asia

Jungle poisonous:

Banana Snake — Type A, 1d+2 damage; aggressive; arboreal; Southeast Asia

Black Mamba — Type A, 3d-1 damage; aggressive; Africa

Bushmaster — Type A, 3d-1 damage; aggressive; Central and South America

Cobra — Type B, 2d damage; aggressive; Africa, Asia

Fer-de-Lance — Type A, 2d+2 damage; aggressive; West Indies

Gaboon Viper — Type A, 3d+1 damage; aggressive; nocturnal; Africa

Jararaca — Type A, 2d; aggressive; South America

Krait — Type B, 1d+2 damage; tiny but aggressive; India

Taipan — Type B, 3d+1 damage; timid; Australia

Mountain poisonous:

Carpet Viper — Type A, 2d+1 damage; timid; Africa to India

Horned Viper — Type A, 1d+1 damage; aggressive; Africa

Rattlesnake — Type A, 2d damage; aggressive; North and Central America

Plains constrictor:

Rock Python — 1d-4 to 1d crushing, depending on size; timid; Africa and Asia

Plains poisonous:

Adder — Type A, 1 to 2d damage; aggressive; Europe, Asia

Asp — Type A, 1d-1 damage; timid; Africa

Cobra — Type B, 2d damage; aggressive; Africa, Asia

Daboia — Type B, 2d damage; likes cultivated fields; aggressive; Asia

Death Adder — Type B, 3d-1 damage; Australia

Habu — Type A, 1d+1 damage; likes houses and cultivated fields; aggressive; Asia

Snolligoster

Snolligoster

ST: 14-18	Move/Dodge: 4/6#	Size: 3
DX: 13	PD/DR: 2/2	Wt.: 1,000-2,000 lbs.
IQ: 3	Damage: 1d+2 imp#	Origin: ML (USA)
HT: 13/14-18	Reach: C	Habitats: S, FW

The snolligoster is a legless crocodilian creature with long glossy fur, whose favorite food is humans. It will make do with other creatures if need be, but much prefers the taste of people. The snolligoster's most unusual feature is the long sharp spike that sticks straight up out of its back.

In its search for prey, the snolligoster swims through water and mud (half speed through mud), propelling itself with its powerful tail. When it spots a victim, it charges full speed, striking the victim with its broad snout and flipping him into the air — usually onto the spike, which does 1d+2 impaling damage.

Treat the attack as a slam (see p. B112) — if the victim loses both the Contest of DX and the Contest of ST, he is tossed toward the spike. The snolligoster must make another DX roll to impale the victim — a miss results in the victim landing in the water or mud, taking no damage but becoming stunned (requiring a successful HT roll to recover).

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If the snolligoster successfully impales its prey, the victim may attempt to Dodge. A successful Dodge roll at this point results in the victim being impaled through an arm or leg (roll for which). Critical failure means that the head or vitals have been hit. If the victim survives the impalement, he can pull himself off the spike with a successful ST roll.

After securing a victim, the snolligoster will beat a rapid retreat to its lair, where it can scrape its meal off the spike and devour it at leisure. If cornered, the snolligoster can bite for 1d cutting damage. On land, its Move is 2.

Spider, Giant

ST: 12-40	Move/Dodge: 4-12/7	Size: 1-7
DX: 15	PD/DR: 2/2	Weight: 250-700 lbs.
IQ: 2	Damage: *	Origin: SF
HT: 14/10-35	Reach: C	Habitats: Sub, F, J, S

Giant spiders come in thousands of species, having many different techniques for catching prey — four are covered here.

Most giant spiders are poisonous, the strength and type of venom depending on the species. Venom strength can range from ineffectual to deadly; types A, C, E and F are recommended. Spiders with weak venom will generally have strong jaws that do impaling damage for their ST (see p. B140). Spiders with strong venom will have weaker jaws, doing only half damage for their ST (still impaling).

Webs. A single strand of web will generally have DR 3 and HT 6 for purposes of cutting. Touching the strand will have the effect of grappling the affected body part. Breaking free requires a Contest of ST — usually no problem for a single strand. Use ST 2 for a single strand for grappling purposes, although some strands are extremely sticky and should be given a higher ST for grappling purposes. Each additional strand adds an additional 2 to ST — a spider can generate one strand every other turn. For purposes of lifting, a single strand will have enough ST to support the spider's entire mass.

Anyone stumbling into a giant spider's web will also be grappled, and will suffer an immediate -2 to DX. Give the web a ST of 10 to 15 for grappling purposes; a Contest of ST is required to break free. Each *failed* roll, however, will result in the victim becoming further entangled — costing 1 point of fatigue; if fatigue reaches 0, the victim is totally immobilized. While the victim is struggling, the spider will be adding more webbing — one strand every other turn. Each strand adds 2 to the webbing's ST. For purposes of cutting a victim loose, assume that cutting a strand subtracts 2 from the webbing's ST; when the ST of the webbing reaches 0, the victim is totally free. Thus, to cut loose from a web with ST 10 requires cutting 5 strands; remember, though, that the spider will be adding webbing. A victim may escape through a combination of cutting and breaking free.

Web Spinners use a variety of techniques to web their prey. Some use a trip-rope technique, laying a single strand across a path, then lying in wait at one end of the strand. The slightest twitch of the strand will bring the spider running. This type of spider usually has many strands radiating outward from a central point.

Some species string webs across streams, game trails and cave openings. Many spiders wrap their prey in multiple strands of webbing (two strands per turn!) before biting them, others simply rush in and bite first, letting their venom do the work.

A particularly nasty form of web-spinner is the *Mind Spider*. This spider stores mana in its two main eyes, giving it the ability to cast the Illusion Disguise spell (p. M46) over itself and its web. This usage is fairly passive — the mana is recovered as rapidly as it is expended. The spell superimposes the appearance of the web's surroundings over it, making both the web and the spider invisible. Touching the web, or casting the Dispel Illusion spell (p. M46) on it, will make the web and spider visible; See Invisible (p. M50) will not reveal the web's presence, although Mage Sight (p. M49) will. The mind spider has no venom, but bites for impaling damage at its full ST.

Trap-Door Spiders live in burrows with cleverly concealed trap-doors (-6 to notice). They are very sensitive to pressure; if anything approaches closely (within 2 hexes), they leap out suddenly and grab it, dragging it back into the burrow. This attack usually has the advantage of total surprise. Treat the initial attack as a grapple; use Contests of ST to determine whether the spider hauls off its victim, or whether the victim breaks free.

If its prey proves too much for it, the trap-door spider will retreat into its burrow and hold the door shut. Any attempt to pry the door open will involve a Contest of ST, with the spider's ST doubled — few single humans could hope to do it.

Hunting Spiders include wolf spiders, jumping spiders and thousands more. Rather than building a web, these spiders roam around, looking for prey. They pay out a web strand behind them as they hunt, securing it frequently as they go along — they can sense anything touching the line at up to 20 yards behind them, and will quickly return to attack it. Jumping spiders can leap up to three times their own length to attack prey — treat this as a *flying tackle* (see p. B113).

Scytodes is a genus of spider with the unpleasant habit of spitting at its prey. It does not spit venom, but a glue-like sticky mass which roots its victim to the spot! The spider then runs in and bites, injecting a type A venom for 2d damage; the bite itself does only half damage for the spider's ST. Use the rules for *bolas* (p. B49) to determine the effects of the web-mass (although the web will never do damage); range is 4 yards.
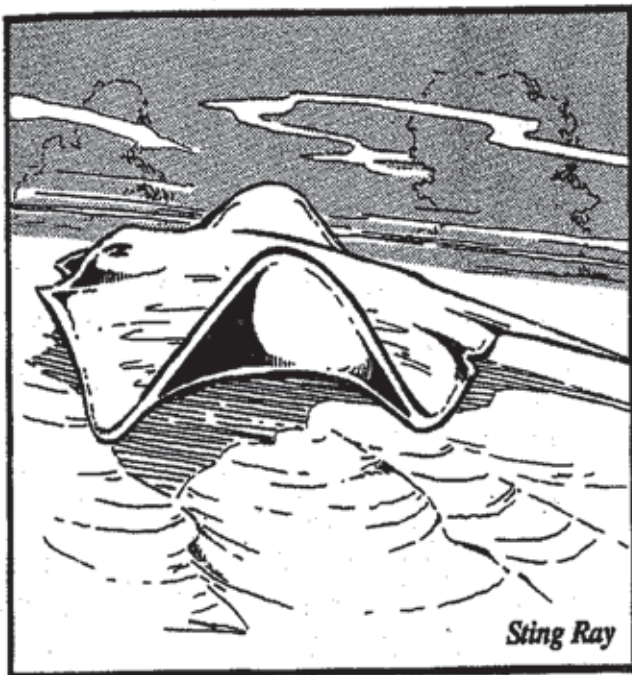
Sting Ray

Sting Ray

ST: 3-10	Move/Dodge: 3/6	Size: 1-19
DX: 13	PD/DR: 0/0	Weight: 2-750 lbs.
IQ: 3	Damage: *	Origin: R
HT: 14/4-20	Reach: C, 1	Habitats: SW

Sting rays are flat cartilaginous fish related to sharks. They are bottom feeders, smaller than manta rays, but more dangerous to humans. They are found in tropical to temperate seas, in shallow waters to a depth of 400 feet. Their coloration provides good camouflage (Vision-4 to be spotted) as they lie on the sea bottom. Unwary waders will be stung by the whiplike tails if they venture too close; sting rays can whip their tails into their own hexes and into any of their back hexes. They do not eat humans — the attacks are strictly defensive. The sting has Type H venom (p. 51) that does 1d to 2d damage immediately.

Strong Toad

ST: 2	Move/Dodge: 1/4	Size: <1
DX: 8	PD/DR: 3/8#	Weight: 3-4 lbs.
IQ: 3	Damage: *	Origin: ML (Chile)
HT: 12/3	Reach: R	

The strong toad is a permanently created magical animal used as a guardian. However, there can only be one strong toad guarding any given item. If two strong toads come in sight of each other, they will fight to the death. The strong toad is larger than the average toad, but still slightly smaller than a house cat. It has a turtle-like shell, magically enhanced with an Armor spell (+4 DR, no cost), and glows in the dark.

Its name comes not from its physical strength, but from its magical strength. It has an inherent individualized Lesser Geas (p. M59) ability. This spell takes no time to cast, and costs only 6 "fatigue," which is supplied from mana stored in the eyes. The eyes can store up to 24 "fatigue" for spell-casting purposes. The summoning mage can command it either to repel or draw people (and animals) — those are the only two compulsions it is capable of giving, aside from preventing attacks against itself. This ability is a sort of "Mass Lesser Geas" — its spell affects everyone within sight.

The strong toad does not speak, it simply stares at intruders and they feel the urge to come closer or go back the way they came. If the geas's subject is drawn closer, the strong toad itself cannot harm him in any way — that is left up to traps, lackeys or the wizard himself.

The strong toad casts its spell at a skill level of 15. The spell is resisted by the subject's IQ (plus Strong Will, if any). If the strong toad wins the contest, the subject must approach or retreat as the GM dictates. The spell's subject may not attack the toad, though he may draw weapons and attack others while moving 1 hex/turn.

If the subject is compelled to approach the toad, the compulsion ends whenever the toad's master releases the subject from the spell's effects. If the subject is compelled to leave, the compulsion ends when he is out of sight of the toad and makes a successful IQ roll (one allowed per minute). If the spell is successfully resisted, the one resisting must roll again one minute later (if he stays with the toad), or when next he enters the toad's sight.

Fire damage bypasses the strong toad's magical DR, but must still get through the native DR of 4.

Swamp Ghost

ST: 16-20	Move/Dodge: 10/7#	Size: 2
DX: 14	PD/DR: 1/1	Weight: 150-200 lbs.
IQ: 5	Damage: 1d cut	Origin: SF
HT: 12-15	Reach: C	Habitats: S

Swamp Ghost
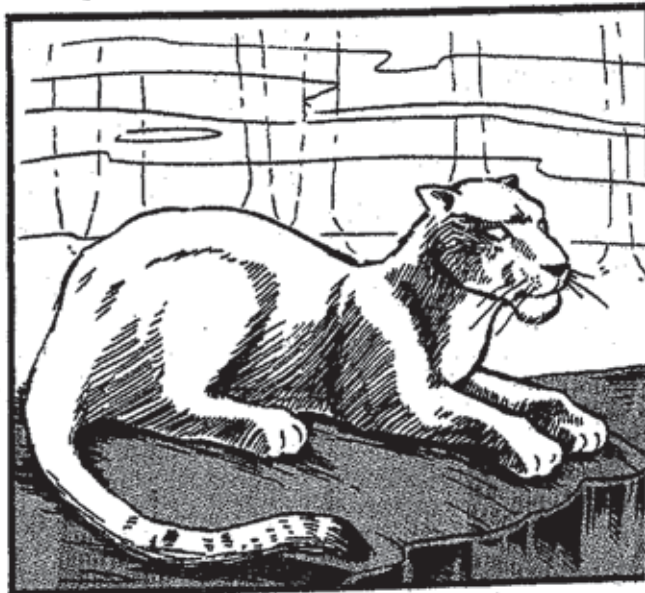
This denizen of the swamps is not a ghost; it is a perfectly corporeal cat. It takes its name from its extreme stealth, and from the fact that its grayish-tan fur blends almost perfectly into the background. In size, it is slightly smaller than a leopard.

It is a solitary diurnal hunter, feeding primarily on deer and other game animals found in the swamp. It stalks its prey, preferring to attack from the rear.

This cat is a powerful swimmer (Move 3), and can hold its breath for several minutes. It often takes prey on the shoreline by swimming up to it underwater, erupting from the water at the last instant. The thick fur on its over-large paws allows it to walk easily on top of mud and even quicksand. It is not above taking prey trapped in mires.

Swamp ghosts are wary hunters (Stealth-18), and are almost never surprised (Vision and Hearing-18). Therefore, they are rarely seen and usually they avoid large parties. However, many a lone traveler has disappeared in swamp ghost territory.

Tasmanian Devil

Tasmanian Devil

ST: 4-6	Move/Dodge: 4/6	Size: 1
DX: 13	PD/DR: 0/0	Weight: 12-20 lbs.
IQ: 4	Damage: 1d-2 cut	Origin: R
HT: 15/8-10	Reach: C	Habitats: F, M

The Tasmanian devil is a carnivorous marsupial resembling a 3-foot-long combination of a rat and a bear. It was once widespread on mainland Australia, but is now confined to Tasmania. It is heavy-set, with short stumpy legs, a large head and massive bone-crunching jaws. Its fur is mostly black with white blotches.

Tasmanian devils are primarily nocturnal scavengers, eating anything, dead or alive. They are slow-moving, often lying in wait by trails or streams. They are strong swimmers (Move 2), but not good climbers. Their ferocity is greatly exaggerated, largely a matter of legend rather than reality.

Tazelwurm

ST: <1	Move/Dodge: 18/9#	Size: <1
DX: 13	PD/DR: 0/0	Weight: <1 lb.
IQ: 3	Damage: *	Origin: ML (Switzerland)
HT: 14/3-5	Reach: C	Habitats: M

The tazelwurm is a small flying lizard, reputed to be poisonous. It is active at all hours, and is usually solitary, though sometimes found in pairs. It lives strictly in mountainous country, and is very shy of humans.

Should it be surprised by a party, it will fly away to its lair, a small cave. If surprised in its lair, it will attack in desperation. Its sharp teeth can puncture up to heavy leather armor, delivering a Type G venom doing 2d damage instantly. Its Move on the ground is 4; Dodge is 6.

Terror Cat

ST: 10-16	Move/Dodge: 6/6	Size: 1
DX: 12	PD/DR: 1/2	Weight: 75-150 lbs.
IQ: 3	Damage: 1d+2 imp	Origin: Pre
HT: 15/16-20	Reach: C	Habitats: P

The scientific name for the terror cat is *dinictis*. A large cat of 35 million years ago, it had attributes of both a stabbing cat (sabertooth) and a biting cat (modern cats). It measured about 4 feet long, stood low to the ground, and had large canine teeth. It was neither fast nor a good jumper, but in its time it was the most formidable predator around.

Since no terror cat ever saw a human being, they would never have developed the inherent fear of humans that most extant animals have — assume that they will attack humans on sight. Treat the terror cat in all other respects as a small lion (p. 21).

Tiger

ST: 35-40	Move/Dodge: 10/7	Size: 2
DX: 14	PD/DR: 1/1	Weight: 220-600 lbs.
IQ: 4	Damage: 2d cut	Origin: R
HT: 15/20-25	Reach: C	Habitats: J, M, F

Tigers are great cats usually found in the jungle, though certain types inhabit mountainous areas and forests. They actually like water and will often lie in rivers in wait of prey (Swimming Move-2). They are solitary, except in mating season, and tend to be nocturnal. They are sometimes active during daylight hours, but never in the heat of the day (11 a.m. to 3 p.m.). During the Ice Age, they covered almost all of Eurasia, but today are found only in parts of Siberia, Manchuria, Persia, India, China, Sumatra, Java, and Bali.

Tigers use stealth to stalk up close to their prey, rushing upon their victims for the final 10-20 yards. They are powerful jumpers, able to clear 6-foot walls and leap 10-yard ravines easily. Their hearing and night vision are exceptionally keen (Hearing and Vision 18; Night Vision Advantage).

A tiger attacks by biting its prey on the back of the neck, grasping its shoulder with a paw and attempting to pull it down. In real life, this will often break the prey's neck — for game purposes, assume that only critical success will do so. If the tiger fails to break its victim's neck, it will shift its bite to the throat and attempt to strangle (see *Going For the Throat*, p. 60).

Most tigers will not attack humans; in fact, they will even abandon a kill if there is any sign of human activity in the area. Only if one becomes unable to catch its natural prey — either through old age or injury — will it resort to man-eating. Those that do become man-eaters prove to be crafty and hard to track down (one man-eater killed in 1911 had eaten over 800 people!). Give them a Craftiness of at least 12 (see p. 65).

In fact, man has proven to be far more dangerous to the tiger than vice versa. Six of the eight species of tiger are in danger of extinction, and there are probably less than 1,000 tigers left in the wild.

Titanotherium

Titanotherium

ST: 250+	Move/Dodge: 9/5	Size: 15
DX: 10	PD/DR: 2/3	Weight: 4-7 tons
IQ: 3	Damage: 3d cr	Origin: Pre
HT: 17/55-70	Reach: C	Habitats: P

Titanotherium was a prehistoric mammal of 40 million years ago. Its largest species were over 8 feet high at the shoulder and over 15 feet long. Titanotheria were built in the general shape of a rhinoceros, but the heads were decidedly different. Some had no horns, some had one, others two or more; none of the horns were sharp. These horns were undoubtedly used for mating battles, since the carnivores of the era were no threat to a creature this size.

Titanotherium is a herd animal, probably diurnal. Its reaction to humans would probably be cautious observation, attacking only if provoked. It attacks by trampling for 3d crushing damage.

The statistics given for titanotherium can be modified for similar prehistoric mammals. Uintatherium is somewhat smaller, the toxodont smaller yet, and baluchitherium is 1½ times larger than titanotherium.

Tripodero

ST: 10-12	Move/Dodge: 12/7	Size: 3#
DX: 14	PD/DR: 1/1	Weight: 400-500 lbs.
IQ: 4	Damage: 1d+1 cr#	Origin: ML (USA)
HT: 11-13	Reach: R, C	Habitats: F, D

The tripodero inhabits dry scrub forests such as the chaparral forests of California or the mesquite woodlands in central and west Texas. Its name derives from its ability to stand balanced on its long hind legs and muscular tail. Its body is the size of a wolf, but it can stretch to a height of 15 feet, looking over the low trees around it — at first people thought it had telescoping legs. It walks on all fours, its short forelegs keeping it low to the ground, periodically pausing to stretch up to look for prey.

The face is mostly snout, which it uses in a peculiar way. When it spots prey (anything up to human size), it takes aim and spits a hard pellet of sun-dried clay at the victim. It carries a supply of 10-15 of these pellets in a dry pouch in its cheek. It can shoot only one pellet at a time, and takes one turn to ready between shots. Treat the attack as a missile attack (SS 12, Acc 1, ½D ST, Max ST×2; it never shoots at anything that it won't hit with full force). The pellets do 1d+1 crushing damage.

The tripodero will avoid close combat, though it can bite for 1d-2 cutting damage. It can also tail-sweep into any of its back hexes, doing no damage but knocking down its opponents if it wins a Quick Contest of DX. It is a 3-hex creature when walking on all fours, though the last two hexes are tail and bent rear legs. It is a 1-hex creature when standing.

Whale

ST: 50-150	Move/Dodge: 10/7	Size: 3-35
DX: 13	PD/DR: 4/6-13	Weight: ½-5 tons
IQ: 8	Damage: *	Origin: R
HT: 14/20-70	Reach: C, 1-7	Habitats: SW, FW

Whales are marine mammals of the order *cetacea*, comprising so many types that it is difficult to classify them under one heading. They range in size from the 10-foot orca (killer whale — see p. 20) to the gigantic blue whale, which can reach more than 100 feet. They are gregarious, ranging animals, often traveling 60-70 miles in a day in groups of 3 to 7. Most feed by filtering plankton and small crustacea through the whalebone or "baleen," which is not composed of bone at all, but of a thick, skin-like material. Whales were persecuted in ancient times as being sea demons or monsters, but they are nearly harmless to humans — many couldn't swallow a man if they tried!

The largest whales have extremely thick skin covering up to 20 inches of blubber. This accounts for their high PD and DR. Most hunted whales die from exhaustion and loss of blood, rather than serious wounds or damage to internal organs. Whales are generally non-violent and have little fear of man, which unfortunately makes them easy prey for whalers.

Whirling Whimpus

ST: 15-18	Move/Dodge: *	Size: 1
DX: 14	PD/DR: 7/1#	Weight: 300 lbs.
IQ: 3	Damage: 3d cr	Origin: ML (USA)
HT: 12-15	Reach: C, 1	Habitats: F

The whirling whimpus resembles a gorilla except in its limbs — the lower limbs are small, while the upper limbs are long and muscular and end in enormous paws. It is able to magically whirl in place so rapidly that it becomes invisible (hence the PD of 7). Its whirling produces a low droning sound that seems to come from the tree branches above. Its favorite spot to whirl is a forest path passing through a glade at least 3 yards wide. It will wait there quietly until it hears someone approaching, then begin whirling.

The GM decides which hex the whimpus is in, but places no figure. After telling the players that they hear the drone from above, he should note if any character enters one of the hexes surrounding the whirling whimpus. Any that do suffer an attack: 3d crushing damage from the forepaws. The whimpus will continue to whirl as long as there are opponents on their feet (it can

Creatures of the Wild

Whirling Whimpus

Whirling Whimpus

sense things magically). While whirling, it can move at 1 hex per turn.

It may start or stop whirling instantly. While whirling, it has no active defenses — it relies solely on its invisibility for defense. Missile weapons and spells which hit it will not be deflected. However, those passing within a hex will be deflected away from the whimpus.

Mage Sight will detect a faint glow of magic from the whimpus' hex, while See Invisible (p. M50) will actually allow the caster to see the outlines of the creature. The whimpus will whirl until it has only 3 HT left, at which point it will run away at Move 4 (not whirling).

Wild Boar

ST: 20-24	Move/Dodge: 8/7	Size: 2
DX: 14	PD/DR: 1/2	Weight: 200-400 lbs.
IQ: 6	Damage: 1d+1 cut#	Origin: R
HT: 15/20-25	Reach: C	Habitats: F

Large, short-tempered pigs, wild boars are among the most dangerous game animals. They have long sharp tusks, whose razor edges are honed by the action of the opposing teeth. Wild boars live in groups of 6 to 50 animals, with the boars protecting the sows and young. They are active from late afternoon to early morning.

They are famous for bursting suddenly from the underbrush, and are capable of breaking a horse's leg and disemboweling the rider before he hits the ground. They are cagey beasts (Craftiness 10 or more), known to hunt their hunters, and more than one dog will usually be lost in any boar hunt.

Treat their attack as a slam doing 1d+1 cutting damage if they hit. Once it has downed an opponent, the boar will continue to gore for 1d+1 cutting, or trample for 1d-1 crushing.

Wisent

ST: 48-70	Move/Dodge: 13/6	Size: 3-4
DX: 10	PD/DR: 1/2	Wt.: 1,000-3,000 lbs.
IQ: 4	Damage: 1d imp#	Origin: Ice, R
HT: 15/20-25	Reach: C	Habitats: P, F

The wisent is a European bison. The more common Ice Age species, often represented in neolithic cave drawings, was a plains dweller (now extinct); another species lived in forests. The latter is still extant, due to Polish and Russian efforts to create preserves for it. Treat it as a bison for all purposes (p. 9); it does 1d impaling in a head butt, or 1d+2 crushing if it chooses to trample.

Wisent

Wolf

ST: 8-10	Move/Dodge: 9/7	Size: 1
DX: 14	PD/DR: 1/1	Weight: 70-170 lbs.
IQ: 5	Damage: 1d-2 cut	Origin: R
HT: 11-13	Reach: C	Habitats: F, M, A, P

The wolf is a ferocious carnivore, found throughout North America, northern Europe, and Asia, and in early historical times was even more wide-spread. Wolves are courageous and intelligent, with great fighting ability and endurance. They are largely nocturnal, though they do hunt in the day. Packs range from 4-30; lone wolves can also be encountered. Wolves mate for life and are quite protective of their mates and cubs.

They usually hunt in packs, having a good sense of *pack tactics* (p. 57). They attack by biting in close combat for 1d-2 cutting damage. They tend to rush in, bite out a piece of flesh, then dodge out of the way while the same operation is performed by the other wolves. Eventually the prey weakens from shock and loss of blood, and can be dragged down.

Wolf attacks on humans are a subject for hot debate. There are no verified recent attacks, but ancient tales abound with stories of wolves devouring people. The odds are good that wolves will not attack humans unless the climate is so severe that other prey is very scarce.

Wolverine

ST: 10-12	Move/Dodge: 8/6	Size: 1
DX: 12	PD/DR: 1/2	Weight: 30-65 lbs.
IQ: 5	Damage: 1d-2 cut	Origin: R
HT: 10-12	Reach: C	Habitats: F, A, M

Wolverine, Ice Age

| ST: 13-16 | Move/Dodge: 8/6 | Size: 1 |
DX: 12	PD/DR: 2/2	Weight: 50-100 lbs.
IQ: 5	Damage: 1d cut	Origin: Ice
HT: 12-14	Reach: C	Habitats: F, A, M

The wolverine is among the fiercest animals in nature, though it does not usually attack humans. The largest member of the weasel family, it resembles a cross between a weasel and a bear. It measures up to 4 feet long — plus another foot of tail — and stands up to a foot and a half at the shoulder.

The strongest mammal of its size, it is able to drive mountain lions and bears from their kills. A wolverine is capable of bringing down a moose that is hampered by deep snow. It is active for four hours at a time, then rests for four hours, continuing this cycle throughout the day and night.

While wolverines don't attack humans, they apparently enjoy baiting them. Trappers are sometimes driven out of business by wolverines raiding their trap lines, eating the trapped animals and ruining the traps. If hunted, they can double back and destroy the hunter's camp! They are among the cagiest beasts in nature: give them a Craftiness level of at least 12 to figure out how to ruin equipment, evade hunters, detect and destroy traps, and in general make a fool out of a human. If cornered, they will bite in close combat for 1d-2 cutting.

The Ice Age wolverine was a larger ancestor. Treat it like a modern wolverine, except that it will attack humans with dinner in mind.

Woolly Rhinoceros
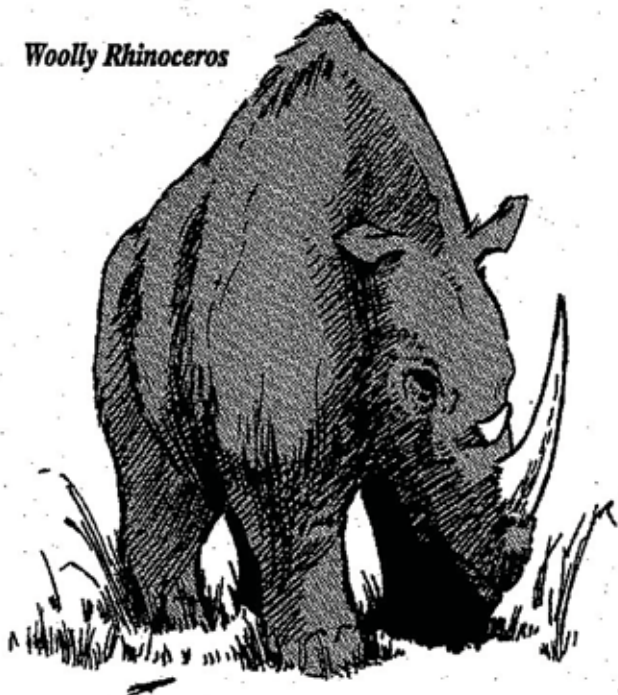
Woolly Rhinoceros

ST: 120-150	Move/Dodge: 13/6	Size: 10
DX: 9	PD/DR: 3/3	Weight: 1-2 tons
IQ: 4	Damage: 2d+1 cr#	Origin: Ice
HT: 17/40-48	Reach: C	Habitats: A, P

The woolly rhino was a common figure in prehistoric cave art. It stood about 4 yards long and 6 feet at the shoulder, with long shaggy fur. It was a solitary animal, probably active from dusk through dawn.

For all practical purposes, treat it as a modern rhino (p. 29), except that it inhabits a much colder climate. It will usually flee humans, but occasionally one will charge — especially a mother or wounded animal.

Yeti

Yeti

ST: 18	Move/Dodge: 7/7	Size: 1?
DX: 12	PD/DR: 2/3	Weight: 400-800 lbs.
IQ: 8	Damage: 3d cr	Origin: ML (Tibet)
HT: 10/20	Reach: C	Habitats: M, A

Yeti is a Tibetan word referring either to an unknown animal of the Himalayas or a mountain demon — no one is sure which. The name yeti has been attached to one of the great legends of the 20th century — the Abominable Snowman. Although not as easy to dismiss as the Bigfoot creature of North America, the yeti remains an elusive mystery.

Western mountain climbers frequently report yeti sightings, and stories of "yeti scalps" preserved by Tibetan monasteries prompted noted Everest climber Sir Edmund Hillary to retrieve such objects for Western scientists (who quickly dismissed them as made from the pelt of a rare goat). The yeti could be the descendants of a race of giant prehistoric apes, fossils of which have been discovered by paleontologists in China.

Yeti appear as large, furry white apes. They do not use weapons, and will attack by grappling victims and squeezing until they are dead. Usually, a yeti will run from an attack, unless its lair or offspring are threatened. The yeti are also rumored to be magical creatures. If this is the case, it will have Invisibility (at will — costs 1 fatigue per use) and perhaps animal control spells. Its heart is its mana organ and is considered very valuable by mages and alchemists.

Creatures of the Wild

2 DINOSAURS

Everybody loves dinosaurs — until they have to fight them, that is. The word dinosaur is taken from the Greek words for "terrible lizard." Even though dinosaurs were not lizards, the name is a fitting one.

Dinosaurs were the dominant life-form of the Mesozoic era — from 225 million years ago to 65 million years ago. The Mesozoic is divided into three periods — the Triassic, from 225 million to 185 million years ago; the Jurassic, from 185 million to 130 million years ago; and the Cretaceous, from 130 million to 65 million years ago. Dinosaurs appeared in the middle Triassic, and were extinct by the end of the Cretaceous. The disappearance of the dinosaurs was accompanied by a mass extinction of many life-forms. There is great debate among experts as to what caused this extinction — continental shifts, global cooling and the impact of a huge meteorite have all been advanced as possible causes.

All that is known of dinosaurs comes from reconstructions of fossil remains, and thus is highly speculative — *scientific* speculation, but speculation nonetheless. Recent findings indicate that much of what has been popularly believed about dinosaurs is wrong. They were not the slow plodding creatures we picture; rather, they were dynamic, quick and active, perfectly adapted to be the supreme masters of their ecosystem. The descriptions given here represent the best guesses of the experts; the GM is free to bring them more in line with his own beliefs.

At least one example of each of the seven major families of dinosaur has been included: coelurosaurs, carnosaurs, sauropods, ornithopods, stegosaurs, ceratopsians and ankylosaurs. Pterosaurs and plesiosaurs are also included, even though they are not true dinosaurs.

The ambitious GM is encouraged to determine stats for as many different dinosaurs as are needed for his campaign, using the ones given here as guidelines.

Allosaurus (Carnosaur)

ST: 75-100	Move/Dodge: 7/7	Size: 12+
DX: 14	PD/DR: 2/2	Weight: 1-2 tons
IQ: 3	Damage: 4d imp#	
HT: 14/40-50	Reach: C, 1	

Allosaurus

Allosaurus was possibly the ultimate carnivore. It resembled Tyrannosaurus, but was smaller, faster, and had larger forelimbs. It measured 20-40 feet from head to tail and stood 15 or more feet tall. It was common to the Jurassic period, inhabiting flood plains, forested deltas and lake shores.

It can bite in close combat or at 1-hex reach for 4d impaling damage. Or, it can claw in close combat for 1d cutting damage — its arms are relatively weak.

Ankylosaurus (Ankylosaur)

ST: 40-50	Move/Dodge: 4/0	Size: 20+
DX: 11	PD/DR: 4/6	Weight: 2-4 tons
IQ: 3	Damage: 3d cr	
HT: 15/40-45	Reach: 1, 2	

Ankylosaurs were *heavily* armored herbivores with spiked or clubbed tails. Their sole means of defense (aside from the armor) is to swing their tails — into any back hex, or any hex *adjacent* to the back hex — for 3d crushing damage. Ankylosaurs are not built for dodging; Dodge is 0.

Ankylosaurus, a typical member of the family, reached lengths of 25-30 feet, and stood about 5 feet high by 8 feet wide. It was a Cretaceous dinosaur, inhabiting flood plains, river banks and lake shores.

Brontosaurus
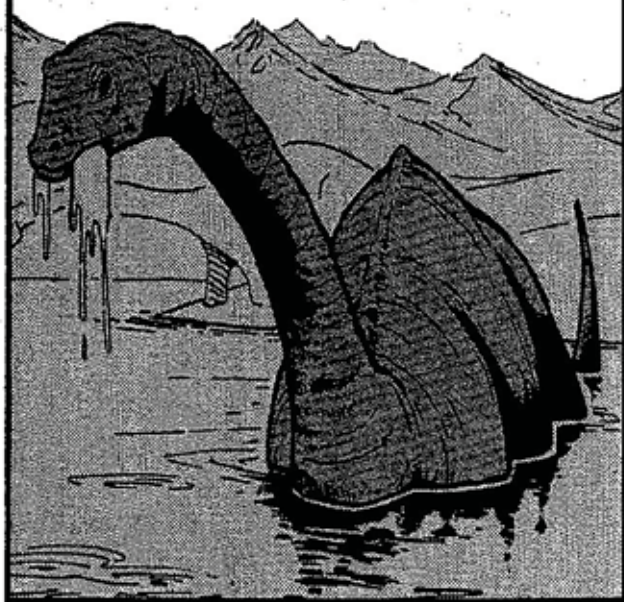
Brontosaurus (Sauropod)

ST: 300+	Move/Dodge: 5/0#	Size: 28+
DX: 9	PD/DR: 2/3	Weight: 15-30 tons
IQ: 3	Damage: 4d cr	
HT: 17/100+	Reach: 1-8	

Brontosaurus is the more commonly-known name for the dinosaur known scientifically as *Apatosaurus*. It stood on four elephantine legs, had a long neck and tail, and measured 70-80 feet in length. It was common to the Jurassic and Cretaceous periods.

Harmless vegetarians, brontosaurs would inhabit flood plains, using their long necks to feed from treetops. They may also be able to rear up onto their back legs, allowing them to feed from the highest trees.

Contrary to popular belief, Brontosaurus was not a swamp-dweller — in fact, it probably avoided them. Its primary defense is its sheer size — most carnivores cannot even hope to hurt it. It doesn't bite, although its head and neck have a reach of 8 hexes. Trampling does 6d damage, and its tail-whip can also be fatal.

The tail has a reach of 8 hexes and can swing 8 hexes per turn (movement is measured by the tip of the tail). Brontosaurus hits automatically with its tail; anyone within the affected area must make a Dodge roll to avoid being hit. The tail does 4d damage; assess knockback as from a slam.

Brontosaurus is so large that it gets no Dodge roll, except for its head, which Dodges at 4.

Ceratosaurus (Carnosaur)

ST: 50-65   Move/Dodge: 6/7   Size: 9+
DX: 14   PD/DR: 2/2   Weight: 1-2 tons
IQ: 3   Damage: 3d-1 imp#
HT: 13/32-40   Reach: C, 1

A medium-sized two-legged carnivore, Ceratosaurus had a horn on its snout — rare in carnivorous animals. Possibly, it used its head to butt in mating battles. Ceratosaurus measured about 20 feet from head to tail, and stood 12-15 feet in height.

It can claw at 1-hex reach for 1d-1 cutting damage, or bite in close combat for 3d-1 impaling damage. It inhabited river and lake shores, flood plains, and hills during the Jurassic.

Deinonychus (Coelurosaur)

ST: 15-18   Move/Dodge: 12/7   Size: 2-3
DX: 14   PD/DR: 1/1   Weight: 100-200 lbs.
IQ: 3   Damage: 1d+2 imp#
HT: 13/12-14   Reach: C, 1

The largest coelurosaur, Deinonychus reached lengths of up to 10 feet. On each foot, it had a large forward-mounted claw used for disembowelling opponents. The forearms were also heavily clawed. Treat the feet as the main weapon, kicking at reach 1 for 1d+2 impaling damage. Deinonychus can also bite and claw in close combat for 1d cutting damage. Common in the Cretaceous, it inhabited dry flood plains and river banks.


Deinonychus
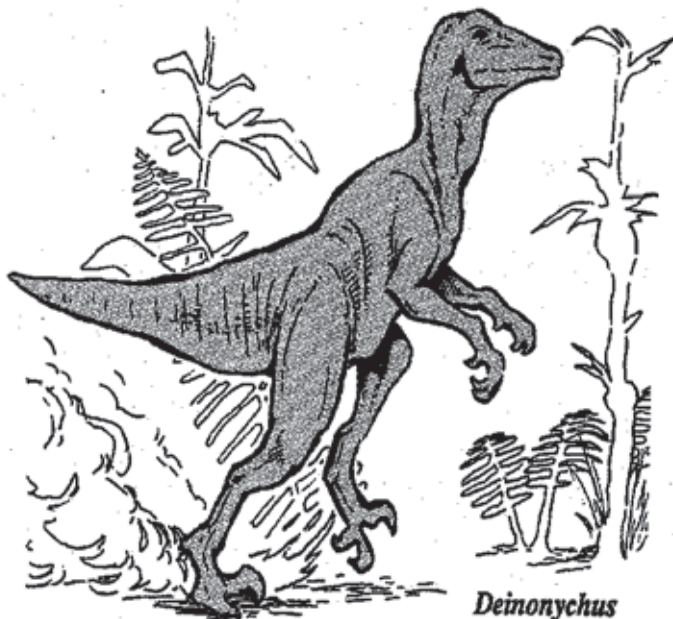
Duckbill (Ornithopod)

ST: 8-50   Move/Dodge: 12-16/7 Size: 20+
DX: 14   PD/DR: 1/1   Weight: 1-3 tons
IQ: 3   Damage: -#
HT: 15/7-35   Reach: C, 1

Typical duckbills, or ornithopods, included Trachodon, Corythosaurus and Parasaurolophus. Many duckbills had hollow crests on their heads, which might have been used to produce mating calls. They stood upright to feed from trees, and traveled on all fours, near-to-the ground, feeding on herbs and bushes.

Duckbills would be found in herds in swamps and deltas, along lakes and rivers, and on wet flood plains. They range from 30 to 40 feet in length. Their usual defense is fleeing, though some species have claws; the latter can claw in close combat for 1d-2 cutting damage.
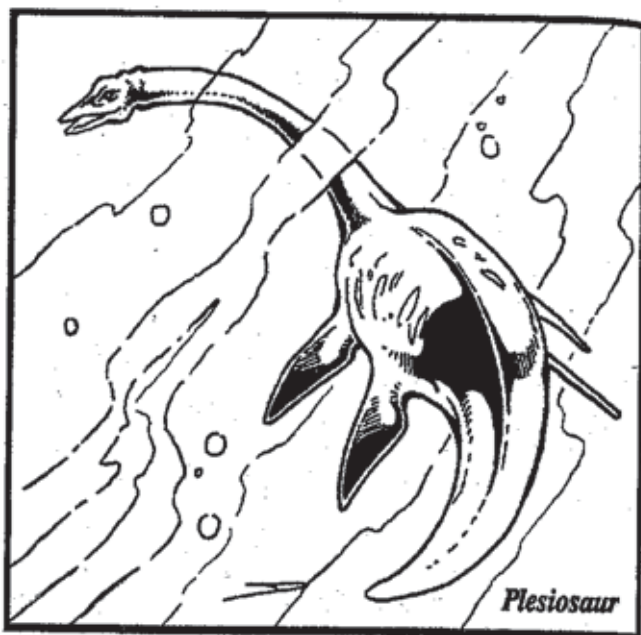
Plesiosaur

Plesiosaur

ST: 14-30   Move/Dodge: 7/7   Size: 3-30
DX: 14   PD/DR: 1/1   Weight: 250-2,000 lbs.
IQ: 3   Damage: 1d+1 imp
HT: 14/10-25   Reach: C, 1-7

There were many types of plesiosaurs — Cryptocleidus and Elasmosaurus being typical examples. They were air-breathing marine animals, filling the same ecological niche as the killer whale.

Some have short necks, others have long and supple necks that can reach 7 yards in any direction — ideal for plucking people out of small boats! They range from 10 to a least 40 feet in length, though some authorities claim they reach 60 feet.

Pteranodon (Pterosaur)

ST: 3-5   Move/Dodge: 14/7#   Size: 2
DX: 14   PD/DR: 0/0   Weight: 30-60 lbs.
IQ: 4   Damage: 1d-3 cr
HT: 13/5-7   Reach: C

Pteranodon was a winged reptile (*not* a dinosaur) common to the late Jurassic and the Cretaceous periods. It is the best-known member of the pterosaur family.

Some pterosaurs were as small as chickens, others were larger; Pteranodon had a wing-span of up to 35 feet, while Quetzalcoatlus (below) was larger yet. Some species ate insects; others ate fish. Some may have been carrion eaters.

While it was once thought that pterosaurs flew poorly, using the wings mainly for gliding, recent evidence shows that they were actually consummate aerialists. Some experts believe that they were also capable of running about on the ground on all fours. GMs who subscribe to this belief should give pterosaurs Moves of 3-4 on the ground; otherwise, they have Moves of 1-2.

Quetzalcoatlus (Pterosaur)

ST: 7-9   Move/Dodge: 12/6   Size: 4
DX: 14   PD/DR: 0/0   Weight: 100-200 lbs.
IQ: 4   Damage: 1d imp
HT: 11-13   Reach: C

Quetzalcoatlus

Quetzalcoatlus was a winged reptile similar to the Pterano- don, but with a *much* larger wingspan. The only skeleton dis- covered to date (in Texas in 1972) shows a wingspan of 50-60 feet. Its head measures some eight feet in length. Treat Quetzal- coatlus as a large Pteranodon (above).

Stegosaurus (Stegosaur)

ST: 75-100	Move/Dodge: 4/4	Size: 12+
DX: 8	PD/DR: 2/3	Weight: 2-3 tons
IQ: 3	Damage: 3d imp	
HT: 15/50-65	Reach: 1, 2	

Stegosaurus was a heavy four-legged dinosaur, measuring 20-30 feet long, with a tiny head and huge plates on its spine. The tail bore large spikes, and was useful as a defensive weapon. Some experts believe that the Stegosaurus could flap the plates on its back as a further defense. If so, anyone within one hex must make a successful Dodge roll each turn to avoid being hit for 1d-2 cutting damage.

In combat, Stegosaurus turns its back to all attackers and swings its tail, which can lash into any back hex, or any hex adjacent to the back hexes, for 3d impaling damage. Stegosaurs lived in flood plains and along shorelines, and were common to the Jurassic. Their skeletons indicate that they were capable of standing upright to feed from trees.

Triceratops (Ceratopsian)

ST: 200+	Move/Dodge: 10/6	Size: 15+
DX: 12	PD/DR: 2/2#	Weight: 4-6 tons
IQ: 3	Damage: 5d imp	
HT: 17/50-75	Reach: C	

Triceratops was among the last dinosaurs both to appear and to become extinct. It was a four-legged herbivore built along the lines of the rhino, measuring 20-30 feet in length.

It had an amazingly effective horn and skull formation; the bones of the skull flare out to protect the neck, all the way back past the shoulders! Give the head a PD of 4 and a DR of 6. The three horns were long, sharp and angled for disembowelling carnosaurs; Triceratops is capable of charging like a rhino. Treat its attack as a *head butt* (p. 45) doing 5d impaling damage.

Triceratops traveled in herds, living in swamps and along river deltas. It was common to the Cretaceous.

Triceratops

Tyrannosaurus (Carnosaur)

ST: 100-150	Move/Dodge: 9/7	Size: 19+
DX: 15	PD/DR: 2/2	Weight: 4-5 tons
IQ: 3	Damage: 5d+2 imp	
HT: 15/50-75	Reach: C, 1, 2	

Tyrannosaurus was the largest meat-eating animal ever to have lived, and no predator had stronger jaws. It measured about 45 feet from head to tail, stood about 20 feet tall, and had a 4-foot head armed with 6-inch teeth. It also had ridiculously small and useless forelimbs.

Its legs were much longer than those of Allosaurus, while its claws were shorter. Its torso was also shorter, benefiting speed. Despite its great size, it was surprisingly graceful and fast. It had to be; it was going up against the most heavily-defended of all dinosaurs — the ankylosaurs and ceratopsians.

Tyrannosaurs attack with a terrible bite, doing 5d+2 impal- ing damage at up to a 2-hex reach. Unlike allosaurs, they do not kick; their legs and feet are adapted more for running and dodg- ing, avoiding counterattacks from their prey's weapons.

Tyrannosaurs lived on flood plains and in swamp forests and were common to the Cretaceous.

DOMESTIC ANIMALS

3

This section describes those animals, both domestic and domesticated, which have been tamed and are used by man. Domestic animals are those which have been bred for certain traits — dogs, cattle, horses, pigs and goats are examples. Domesticated animals are those which have been left primarily as found in the wild state, either because they are useful as is or because the wild has produced the best survivors for the area. Elephants, llamas, camels, reindeer and yak are examples of domesticated animals. The cat is a special case, being both — some breeds are slightly modified, most are not.

Habitats are listed only for those animals which are also found in the wild state.
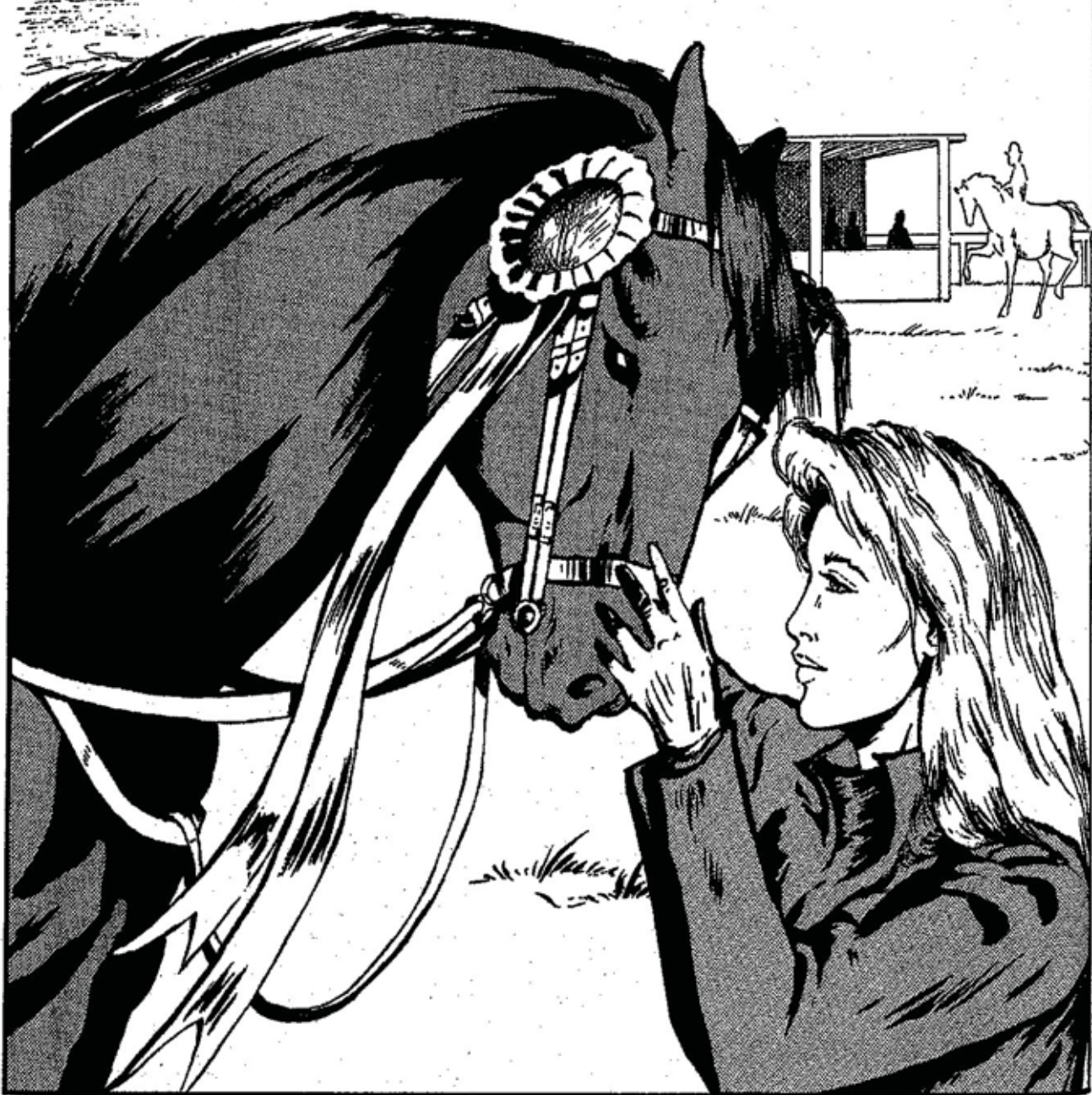
Camel

Camel

ST: 32-40	Move/Dodge: 6/4	Size: 3
DX: 9	PD/DR: 1/1	Weight: 900-1,100 lbs.
IQ: 4	Damage: 1d+1 cr#	Origin: R
HT: 12-15	Reach: C	Habitats: D, P

Camels are large herbivores used in desert areas as mounts and beasts of burden. They stand 6-7 feet at the shoulder. The Arabian camel has one hump, while the Bactrian or Asian camel has two. The Arabian is unknown in the wild, but the Bactrian is still found wild in the Gobi Desert.

Camels are well-adapted to their desert lives, with long lashes to protect their eyes from windblown sand, and nostrils that can be readily closed to keep out sand. Camels store fat in their humps, to serve as an energy reserve when food is scarce. They are also able to store water in their tissues.

Camels possess a strong odor that, to the uninitiated, is quite unpleasant. They also have the unfortunate habit of spitting at bothersome people. They are known for their stubbornness and short tempers — all Animal Handling skill rolls are at -4.

In the wild, camels are gregarious diurnal animals, found in groups of up to 15, though 4 to 6 is more common. Wild camels will usually flee humans. Camels can trample with their hooves for 1d+1 crushing damage, or bite for 1d damage.

Cat

ST: 2-4	Move/Dodge: 15/7	Size: <1
DX: 14	PD/DR: 0/0	Weight: 5-15 lbs.
IQ: 5	Damage: 1d-4 cut	Origin: R
HT: 13/2-3	Reach: C	

A domestic animal, kept as a pet. Cats are covered in more detail in *Animal Companions* (p. 72).

Cattle

ST: 40-80	Move/Dodge: 8/4	Size: 3
DX: 8-9	PD/DR: 0/0	Weight: ½-1 ton
IQ: 4	Damage: 1d+1 imp#	Origin: R
HT: 14-17	Reach: C	

Cattle — cows and bulls — are found throughout the world and have been domesticated for centuries; some species could not survive in the wild anymore. Cows are gentle patient animals, but bulls are famous for their short tempers. In 19th century America, bulls were responsible for more human injuries than any other animal. Most male cattle are castrated as calves, and are called steers, bullocks or oxen.

Oxen are used as draft animals — see p. B144. Cattle are kept for a multitude of purposes: meat, dairy products, leather, glue, soap, fat, medicines, etc., and in the past were a common medium of exchange. A fine horse, for example, was said to be worth so many cattle, and cattle were given as a dowry or paid as a bride-price. Threatening to kill a freeman's cattle was often more effective than threatening to kill his family.

Bulls attack with a charge — a slam and a trample. The slam is treated like a *head butt* (p. 45) doing a base damage of 1d+1 impaling (bulls with short horns will do only 1d crushing). After knocking its foe down, the bull tramples with its hooves for 1d+1 crushing, halved for running through the hex. It will then turn around and gore the prone victim, this time doing only half *head butt* damage because the speed of the charge is missing. If there is anything left, the bull will toss the remains: treat this as falling damage from 5 yards (p. B130).

Bullfighting is a Physical/Average skill defaulting to DX-5. A successful skill roll allows the matador to guide the bull's charge harmlessly past himself; failure means being gored and possibly trampled. The matador may attempt to stab the bull as it runs by: Bullfighting skill -4 to hit, since the main action is to avoid impalement.

Cretan entertainers learned a similar Physical/Hard skill, *Bulldancing*; they toyed with the animal, even vaulting over its horns, but did not kill it. A separate roll is required for each trick performed. Failure indicates a fall, possibly resulting in being gored or trampled. Bulldancing defaults to Acrobatics-5.

Dog

ST: 1-12	Move/Dodge: 4-12/6	Size: <1 to 2
DX: 11-12	PD/DR: 0/0#	Weight: 5-150+ lbs.
IQ: 5	Damage: *	Origin: R
HT:12-15/4-12	Reach: C	

A domestic animal, used for hunting or as a pet. Large dogs can be used as draft animals. Most dogs' coats are not thick enough to serve as armor, though a thick-coated dog will have PD 1, DR 1. Some breeds (bloodhounds, for instance) have very keen noses, and a Smell roll of 18.

Some dogs are feral — treat them as wolves, coyotes, dholes, dingoes or jackals — whichever seems most appropriate. Dogs bite in close combat, doing cutting damage for their ST. Some breeds will bite repeatedly; others (e.g., bulldogs) will bite and not let go.

For more on dogs, see *Animal Companions* on p. 72.

Donkey

ST: 20-25	Move/Dodge: 8/5	Size: 2
DX: 10	PD/DR: 1/1	Weight: 500-600 lbs.
IQ: 4	Damage: 1d-1 cr#	Origin: R
HT: 10-13	Reach: C, 1	Habitats: P

Small equine animals, donkeys are also called burros and asses. They are patient animals, more sedate than mules, and very sure-footed (DX 15 for any roll to keep their footing). Miners in the American West relied exclusively on donkeys, as the donkeys could go into mountains and deserts where mules

could not, and eat desert vegetation that would have killed horses. Donkeys are mild-mannered beasts; they will not bite or kick unless severely molested. They bite for 1d-1 hits of crushing damage, and kick to the back hexes for 1d. Though donkeys make small mounts, they are sturdy, strong beasts, and humans can still ride them.

Falcon

See p. 15.

Fowl

Chicken

ST: 1-2	Move/Dodge: 7/6#	Size: <1
DX: 13	PD/DR: 0/0	Weight: 3-10 lbs.
IQ: 4	Damage: 1d-5 imp	Origin: R
HT: 12/1-2	Reach: C	

Chickens are the most common barnyard animals. They are capable of limited flight — they can certainly fly into a person's face and try to peck out his eyes. Roosters are aggressive; cockfights have provided entertainment throughout the ages. Chickens can actually make quite affectionate pets. Move given is on the ground; most chickens cannot fly any great distance.

Duck

ST: 1-2	Move/Dodge: 4-10/7#	Size: <1
DX: 14	PD/DR: 0/0	Weight: 3-10 lbs.
IQ: 4	Damage: 1d-5 cr	Origin: R
HT: 14/1-2	Reach: C	Habitats: FW

Ducks are small waterfowl, frequently hunted or kept on homesteads that have ponds. They often become affectionate pets. Wild ducks are among the fastest fliers in nature; domestic ducks are not. A duck will attack a person if it feels threatened enough, but no duck is as aggressive as a rooster or goose. Move given is for flight; on the ground, ducks have Move 2.

Goose

Goose

ST: 1-3	Move/Dodge: 7/7#	Size: <1
DX: 14	PD/DR: 0/0	Weight: 8-15 lbs.
IQ: 4	Damage: 1d-4 cr	Origin: R
HT: 14/3-5	Reach: C	Habitats: FW

Geese are aggressive birds, large for barnyard fowl. They are superb "watchdogs;" once they alerted the citizens of Rome to invading barbarians. Anyone approaching a farm with geese will be met with loud honks and possibly an aggressive charge. Geese run at intruders with wings wide and beaks ready to peck. They are less amenable to training than other fowl. Move given is for flying; on the ground, geese are Move 3.

Goat

ST: 8-12	Move/Dodge: 9/6	Size: 1
DX: 13	PD/DR: 1/0	Weight: 50-300 lbs.
IQ: 4	Damage: *	Origin: R
HT: 15/6-10	Reach: C	Habitats: M, P

Medium-sized herbivores, goats have been domesticated for centuries. A whole herd of goats can live on land that would barely support one cow. Goats make interesting pets — they are stubborn (any Animal Handling skill roll is at -3), but they can be affectionate and funny companions. Goat's milk is prized in many parts of the world.

Wary of strangers, goats will flee if approached. If brought to bay, a goat will butt, then flee if there is a way out. Treat the butt as a slam attack for damage equal to 1d crushing for every 100 lbs. of weight (large goats have been known to kill people with head butts). Give the goat +2 ST for determining knockdown.

Horse

Horse, Cavalry

ST: 32-40	Move/Dodge: 16/8	Size: 3
DX: 9	PD/DR: 0/0	Weight: 900-1,400 lbs.
IQ: 4	Damage: 1d+2 cr#	Origin: R
HT: 12-15	Reach: C, 1	

Horse, Draft

ST: 50-60	Move/Dodge: 12/6	Size: 3
DX: 9	PD/DR: 0/0	Weight: 1,600-2,500 lbs.
IQ: 4	Damage: 1d+2 cr#	Origin: R
HT: 13-16	Reach: C, 1	

Horse, Heavy War

ST: 40-50	Move/Dodge: 14/7	Size: 3
DX: 9	PD/DR: 0/0	Weight: 1,500-2,000 lbs.
IQ: 4	Damage: 1d+2 cr#	Origin: R
HT: 12-15	Reach: C, 1	

Horse, Race

ST: 26-32	Move/Dodge: 18/9	Size: 3
DX: 9	PD/DR: 0/0	Weight: 800-1,400 lbs.
IQ: 4	Damage: 1d cr#	Origin: R
HT: 12-14	Reach: C, 1	

Horse, Saddle

ST: 28-35	Move/Dodge: 12/6	Size: 3
DX: 9	PD/DR: 0/0	Weight: 800-1,400 lbs.
IQ: 4	Damage: 1d cr#	Origin: R
HT: 12-14	Reach: C, 1	Habitats: P

Pony

ST: 24-30	Move/Dodge: 13/6	Size: 2
DX: 10	PD/DR: 0/0	Weight: 350-700 lbs.
IQ: 4	Damage: 1d-2 cr#	Origin: R
HT: 11-13	Reach: C, 1	Habitats: P

Domestic animals, kept for riding and draft purposes. Horses range widely in both size and temperament.

The size of a horse is measured in *hands* at the withers, the high point of the back where the neck joins the shoulders. One hand is 4 inches. A horse that stands 15-2 hands stands 15 hands plus 2 inches, or 62 inches, at the shoulder.

An 18-hand horse is a giant, a Percheron or Clydesdale. 15-2 is considered the ideal height for a cavalry mount. 13 hands is about the size of the ponies of Genghis Khan and his Mongol armies (any horse of 13 hands or less is called a pony).

Horses can kick into any front or rear hex for the listed damage, or bite in close combat for 1d-1 crushing damage.

For more on horses, see *Animal Companions*, p. 73.

Llama

ST: 16-20	Move/Dodge: 13/6	Size: 2
DX: 11	PD/DR: 2/1	Weight: 100-300 lbs.
IQ: 4	Damage: —	Origin: R
HT: 12-15	Reach: —	Habitats: M

Llamas are related to camels, and were domesticated long before the Spanish came to South America. They are used as beasts of burden in high, rugged mountainous areas. A related species, the guanaco, may be treated as a wild llama, found primarily in high mountain meadows.

Llamas are diurnal herd animals, found in groups of 5-12. They stand about 4 feet high at the shoulder. They are used as pack animals, and meat, wool, tallow, leather, rope and even fuel are obtained from these animals. They are too small to ride, but can carry packs up to Light encumbrance — they will refuse heavier loads.

Llamas will spit when angry, but their bite and kick are ineffectual; flight is their only defense.

Mule

ST: 30-40	Move/Dodge: 8/5	Size: 2
DX: 10	PD/DR: 0/0	Weight: 800-1,400 lbs.
IQ: 4	Damage: 1d cr#	Origin: R
HT: 12-14	Reach: C, 1	

Mules are the sterile offspring of a donkey and a horse. Their reputation for stubbornness is largely undeserved. Like horses, some mules will allow themselves to be overworked — even to death — most, however, will merely stop working when they are tired. Mules are favored as draft and pack animals for this very trait — replacing animals that allow themselves to be overworked can be expensive. Mules are also less high-strung than horses, though some will still shy at sudden noises. Mules are rumored to have a deep fear of water, but this is unfounded.

Mules can kick into any front or back hex, doing 1d crushing damage. They can also bite in close combat, doing 1d-1 crushing damage.

Pig

ST: 10-20	Move/Dodge: 7/5	Size: 1-2
DX: 11	PD/DR: 1/1	Weight: 100-450 lbs.
IQ: 6	Damage: —	Origin: R
HT: 15/10-13	Reach: —	

The modern domestic pig is a cross-breed of Asiatic and European pigs — medieval pigs were smaller and faster. Pigs are more human in their habits than most hoofed animals — they adapt well to human time cycles. Modern pigs are raised mainly

in sties, but in ancient times pigs were sent into the forest to browse, with a swineherd to guard them. They were taught from piglethood to come at the call of a horn.

Domestic pigs are not good fighters — they lack the sharp tusks of their wild ancestors. At best they will attempt to bowl a person over and run past. Treat this as a slam attack, with the pig getting +3 ST to determine knockdown.
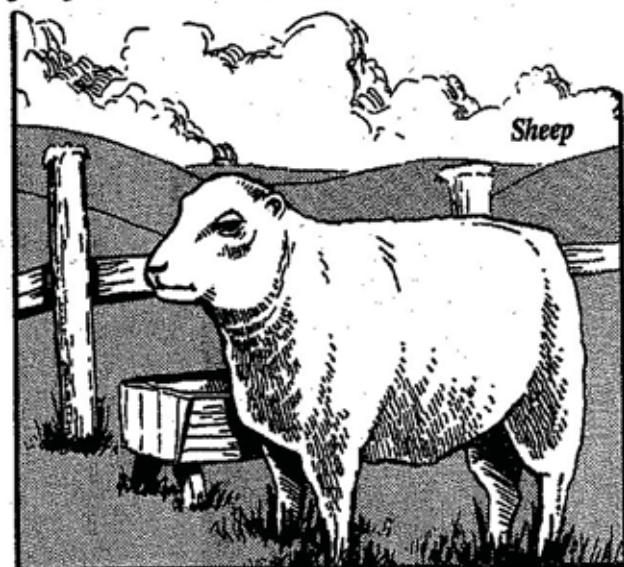
Sheep

Sheep

ST: 6-18	Move/Dodge: 8/6	Size: 1
DX: 13	PD/DR: 2/1	Weight: 50-250 lbs.
IQ: 4	Damage: 1d-3 cr	Origin: R
HT: 15/6-8	Reach: C	

Sheep are grazing animals, raised in large flocks for wool and meat. They are shy and skittish, wary of most humans. They are also totally defenseless, making them attractive to predators. Sheep are usually turned loose to graze on their own, with the protection of a shepherd and his dogs.

Rams are aggressive, and will charge if provoked. Treat a ram's attack as a slam, with the ram getting +3 ST for determining knockdown and doing 1d-3 crushing in a head butt.

Water Buffalo

ST: 55-70	Move/Dodge: 7/4	Size: 3
DX: 9	PD/DR: 1/1	Wt.: 1,500-2,000 lbs.
IQ: 4	Damage: 1d+2 imp#	Origin: R
HT: 13-16	Reach: C	

The water buffalo is a familiar animal in Asia. It is a placid, patient beast that allows little children to herd it with a switch — yet it can turn on a stranger and trample and gore him in a few seconds. It does trampling damage for 1d+1 crushing, or gores for 1d+2 impaling.

Treat water buffaloes as cattle with temperaments somewhere between those of cows and bulls. Water buffalo are patient with their masters, wary with anyone else. A person gets a -4 to Animal Handling when dealing with a water buffalo if he is not familiar with this particular animal; -3 after a day, -2 after a week, -1 after a month, and no penalty after 2 months.

The above stats can also be used for the wild Cape buffalo, one of the most dangerous game animals alive. Treat the Cape buffalo as a large, savage water buffalo, inhabiting wet plains

hunters), often doubling back upon its pursuer. Many a hunter has been surprised from behind by the charge of a Cape buffalo.

Domestic Animals

LOATHSOME CRAWLERS

4

Stinging insects, slimy vermin, and similar horrors are treated like skin-affecting gas (p. B132). Clothing will keep them off for 2 turns, armor for 5. After that, they penetrate, doing whatever damage they can do. The result of an insect attack can range from harmless misery to quick death.

Loathsome Crawlers

Ants

Ants are found, almost literally, *everywhere*. Most live in large underground nests, with some species building large mounds above the entrances. A few species live above-ground, traveling in large colonies.

Most ant bites, while painful, are nothing more than a minor nuisance. Some ant swarms, however, can completely strip an animal to the bone in a matter of minutes. A swarm is about 1,000 ants, with a Move of 2. Depending on species, it does damage of anywhere from 1 point per turn to 1 *die* per turn. Most species fall on the lower end of this scale. An ant swarm does damage to any foe that is not *completely* protected by heavy clothing or armor, and is dispersed by 15 hits.

Bats

See p. 8.

Bees, Wasps and Hornets

Bees usually will not sting unless molested. A single bee-sting is no problem, unless the victim is allergic. A swarm of bees can be quite dangerous, though.

A swarm is about 1,000 bees, with Move 6. It does stinging damage of 1 hit per turn unless the foe is *completely* covered. It is dispersed by 12 hits, and will give up the attack if the foe is chased 50 yards from the hive. A beehive can easily hold 30,000 bees; if someone knocks one over, he's got a *Horde* to deal with (see p. 50).

Wasps and hornets are more solitary than bees, being found alone or in small nests. A large hornet's nest might hold 1,000 hornets. Treat wasp and hornet swarms like bee swarms doing 2 hits per turn.

The numbers given above are for bees and wasps found in temperate zones. Tropical insects are larger and more dangerous, and may occur in larger numbers.

Fleas and Ticks

Fleas and ticks are commonly-known parasites. Most dog and cat owners are familiar with the joys of flea infestation, while anyone who has gone camping, hiking or canoeing for an extended period of time is likely to have picked up ticks at one time or another.

Fleas and ticks will never be numerous enough to cause even 1 hit of damage. At most, fleas will have a person scratching in misery for a while. Fleas and ticks *are*, however, carriers of disease — fleas were responsible for the spread of the bubonic plague. Certain ticks also carry Rocky Mountain Spotted Fever, a disease that can be deadly if not diagnosed in time.

Leeches

See p. 20.

Mosquitoes and Biting Flies

A few of these will be found in most places in warm weather, but are generally no threat. Fly bites can be quite painful, though — a Will roll is required to avoid crying out unless the victim has Toughness or High Pain Threshold. And some mosquitoes are disease-carriers.

These creatures are capable of swarming — a swarm is about 1,000 insects — and when they do, they can drive even bears from the woods. Treat a swarm of mosquitoes or biting flies the same as a bee swarm, except that it has no hive and can be dispersed by a strong breeze.

Rats

Rats are found wherever there are people, and even in the wild. A single rat has ST 1, DX 13, IQ 4 and HT 17/2. Its Move and Dodge are 6, and it can bite for 1d-5 crushing damage. Roll versus HT +2 to avoid infection from a rat bite — this may be either an extra hit of damage, or an actual disease.

A swarm is about a dozen rats, with a Move of 4. It does 1d of biting damage per turn and is dispersed by 6 hits; armor protects with its normal DR.
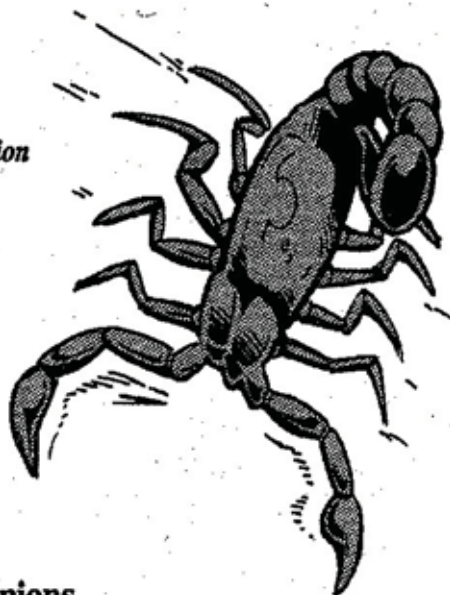
Scorpion

Scorpions

Scorpions live in warm climates, both arid and humid. Most scorpion-stings are no worse than bee-stings. A few species of scorpions have a strong type C venom, doing anywhere from 1d to 2d+1 damage. Habits of scorpions are as described on p. 30.

Scorpions do not swarm, except in horror scenarios. In such a case, the swarm has a Move of 2, and stings for 1d-1 per turn. This assumes that the scorpions are only mildly poisonous. For *really* poisonous swarms, assume that anything caught in the swarm takes 5d damage per turn. A scorpion swarm is dispersed by 15 hits.

Snakes

Snakes are a very successful life form found in many biomes. There are so many species that it would be impossible to describe them all. A variety of species are listed on pp. 32-33, with brief notes on damage and temperament. Only poisonous snakes and constrictors are covered, as other species are generally harmless. Should stats be needed for a non-poisonous snake, use those of the poisonous snake, with bite damage being at most a point or two.

Snakes are for the most part solitary. While they do not really swarm, they will occasionally be found in nests of a dozen or more — escaping the heat of the day in a cool cave or crevice in the rock, for example. Should such a nest be disturbed, treat it as a swarm having a Move of 2, doing 1d-3 damage (more, if the snakes are poisonous), and being dispersed by 10 hits.

Spiders

Most spider bites are harmless. However, some species are poisonous — and a few are deadly. Black Widows and most tropical poisonous spiders have type C venom doing 1d to 2d+1 damage, depending on species. The Brown Recluse has a type E venom doing 1d damage. Most non-tropical poisonous spiders

Loathsome Crawlers

have type H venom doing 1d damage. Spiders are solitary and do not swarm, except in horror scenarios. A spider swarm does anywhere from 1 point to 1d of damage, depending on whether or not the spiders are poisonous. The *really* poisonous spiders will do as much damage as a scorpion swarm.

See pp. 34-35 for the habits of different types of spiders.

Swarms

A group of small creatures is treated as a unit when it attacks. Such a group (filling one hex on the combat map) is called a "swarm." A swarm attacks any victim(s) in its own hex, automatically hitting (though special clothing will protect a victim). Swarms can be dispersed if they take enough hits. Swarms are covered in detail in the *GURPS Basic Set*, p. B143.

Hordes

A horde behaves much like a swarm, but it's bigger. In fact, a person can't count how many beasties are in a horde — they *fill* each hex so completely that, in the case of crawling hordes, the floor can barely be seen beneath them. Use the swarm rules for their behavior unless the following rules specify otherwise.

Type of horde	Damage/ Turn	Base Size	Move	Dispersed by
Bats	1d-2	15	6	4 hits/hex
Birds	1d-1	15	8	6 hits/hex
Crawling Insects	1d-1	5	2	5 hits/hex
Flying Insects	1d-3	15	5	3 hits/hex
Piranha	2d	5	4	4 hits/hex
Large Rats	1d+2	5	4	4 hits/hex
Small Rats	1d	5	3	3 hits/hex
Snakes	1d-3	5	2	5 hits/hex

Damage per Turn indicates the amount of damage taken at the end of every turn by *each* character overwhelmed by a horde. This is not an "attack," in the sense that there is no roll to hit and no chance to parry; nothing anyone does will prevent at least part of the horde from getting him. The horde can both move and bite in a single turn, even if the victim has dispersed a hex-full in his turn. Characters do, however, get their DR against this damage.

Base Size is how many hexes it takes to make a horde. If a horde is reduced below its base size (in hexes), each remaining hex becomes a swarm (p. B143).

Move is the number of hexes a horde can move. All hordes move *last* in each turn. A larger horde moves even slower; for each 10 hexes of horde (30 hexes for flying or swimming hordes), reduce Move by 1. No horde can have Move reduced to 0, though — a horde can *always* move.

Dispersed by is the number of hits necessary to disperse a *single hex* of a horde. Use the rules for *Attacking a Swarm* (p. B143) to "damage" a horde. However, hordes are harder to disperse than swarms. Whenever a horde takes "dispersal damage" equal to its "Dispersed by" number, it is reduced in size by one hex. The GM chooses which hex of the horde is removed. Hits taken by a horde are cumulative.

GMs should feel free to extrapolate from this table. For example, some hordes — like spiders and scorpions — might be poisonous, and some — like bats and rats — may carry diseases. Generally, the more intelligent the creatures, the *easier* they are to disperse, but a horde with a "group mind" or guided by an outside intelligence could be *much* harder to break up.

A horde does not have to stay in one piece. Parts of the horde may break off from the main group to pursue additional victims. If a horde breaks apart, treat each part as a *separate* horde, until they rejoin.

Venom

Many snakes and insects (and some other animals) attack with poison, here called venom to distinguish it from other poisons. Venoms are treated just like any poison (see p. B132), and are divided into different types based on their effects.

The description of each type of venom includes its effect if it is not resisted, the length of time before it takes effect and how long the effect lasts. Also included are the HT roll (if any) allowed to resist the venom, and its effect on anyone who successfully resists. Venom strength (amount of damage) varies, even within a given type, and is listed with each animal.

Unless specified otherwise, venoms are *blood* agents — they must enter the body through a wound or injection. Venoms can be delivered by fangs, stings, quills, claws, pincers and even sprays. In general, the skin must be broken for the venom to take effect, though spitting cobras can envenom the eyes (see Type S, below). No real Terran animals envenom with a gaseous cloud, which might blow the wrong way, but anything is possible in science fiction and fantasy.

Note that DR, including Toughness, does not protect against damage once the venom is in the bloodstream. DR *will* protect against the delivering agent — fang, claw, stinger — but doesn't protect against substances sprayed in the eyes. The description of a venomous animal gives the DR that it can penetrate.

Game Masters are free to assign non-human races different reactions to the following venoms. Keep in mind, however, that immunity to poison is not paid for when "buying" an Elven or Dwarven PC. These races should still have some negative reaction to the venom. A balanced way of adding variety is for the non-human race to have a milder reaction to one type of venom and a stronger reaction to another. Or the GM may choose to switch reactions — perhaps Reptile Men react to Type A venom as if it were Type D, and vice versa.

Type A: Anyone injected must make a roll against HT-4 immediately, and then again at the beginning of each day for the next three days. A failed roll means the venom does the listed

damage — critical failure means death. Modifiers to the HT roll: +1 if the venom is sucked out within five minutes, +2 if anti-venin (TL 6+) is used for treatment and -2 if the victim performs strenuous physical activity. Effects occur within 15 minutes of the injection if the initial HT-4 roll is failed, or upon arising on the day of the failed HT-4 roll if the initial roll was successful. If all rolls are successful, the venom has no effect.

Type B: Anyone injected must roll against HT-6 immediately, and then again at the beginning of each day for the next three days. If any of these rolls are failed, the venom does the listed damage — critical failure means death. Modifiers to the HT roll: +2 if antivenin (TL6+) is used for treatment (suctioning the wound has no effect on this type of venom). Anyone injected with the venom is at -2 DX for three days (or at -4 DX for the remainder of the three days if any of the HT-6 rolls are failed). Effects occur in one minute if the initial roll is failed, or upon rising the day of a failed roll if the initial HT-6 roll is successful.

Type C: Anyone injected must immediately make a roll against HT-6. Failure means that the venom does the listed damage immediately, and the victim is at -4 DX for the next three days — critical failure means instant death. If the HT-6 roll is made, the victim takes ½ damage, and is at -2 DX for the next three days.

Type D: This venom does no actual damage. However, a human-sized victim will be paralyzed for six hours if a roll against HT-3 is failed. This paralysis is complete, except for breathing, heartbeat, etc. — the victim cannot move or communicate in any way, though he is conscious.

Critical failure results in the victim falling into a coma — total unconsciousness for 7 to 12 hours; after that, check vs. HT. If the check fails, the coma continues for another 1 to 6 hours, and so on. If the coma lasts for more than 24 hours, the victim, upon awakening, will be at -2 to all attribute checks and skill rolls for a period of time equal to the length of the coma.

If the HT-3 roll is successful, the victim is paralyzed for only 3d minutes. The GM should make all rolls in secret so that the players will not know how long the paralysis will last.

Type E: This is a local poison, usually from small arachnids. If the victim is bitten on a limb (the most common target), he takes the listed damage, and his use of the limb is at -3 for 1 to 6 days — no HT roll to resist. For feet and legs, this means a -3 to Move; for hands and arms, a -3 to DX-based skills.

After the initial period, make a check against HT (at no penalty). Failure means that the symptoms worsen — the victim is at an additional -1 for the next 1 to 6 days. After this period, make another HT check, continuing to subtract 1 from the use of the limb for each failure. If the total penalty reaches -7, the victim begins losing 1 HT per day. Critical failure at any stage means that gangrene has set in — the affected limb must be amputated to save the victim's life. Amputation at any time *before* a check against HT will prevent further deterioration and possible death. A successful HT roll on any day means that the victim recovers 1 point of DX or movement per hour until he has totally recovered from the venom.

If the bite is on the torso or head, the venom does double damage and reduces *all* attribute checks and skill rolls by -3 until a roll against HT is made. The first roll is made on the day after the bite; continue to check daily, subtracting an additional 1 for each failure. If the total minus reaches -7, the victim dies. Critical failure means death in this case, as amputation is rather drastic! A successful HT roll at any point means that the victim recovers 1 point per day until fully recovered.

Type F: Anyone injected must immediately make a roll against HT-6. A failed roll results in the venom doing the listed damage — critical failure means death. Anyone taking damage is nauseated and dizzy — -3 to all attribute checks and skill rolls for 1 to 6 hours. If the HT-6 roll is made, no damage is taken, but the victim still feels sick for 3 to 18 minutes — -3 to all attribute checks and skill rolls as above.

Type G: Anyone injected must make a HT-2 roll or immediately suffer the consequences. This venom does only 1 HT damage, but does fatigue damage as listed for the creature. If this brings the victim to 0 ST, he falls unconscious for one hour. If ST drops below 0, the victim remains unconscious for one additional hour per point below 0.

If the HT-2 roll is made, the victim takes no HT damage, and only 1 point of fatigue. Critical failure results in a coma — unconsciousness lasting 1 to 6 hours. After that, roll vs. HT. If the check fails, the coma continues for another 1 to 6 hours, and so on. If the coma lasts for 24 hours or more, the victim, upon awakening, is at -2 to all attribute checks and skill rolls for a period of time equal to the duration of the coma.

Type H: Anyone injected must make a roll against HT-2. A failed roll results in the victim taking the listed damage after one hour; no further rolls are necessary. If the HT-2 roll is successful, the victim takes only 1 point of damage. Critical failure results in maximum damage immediately.

Type S: Spitting venom. This type of venom does only 1 HT damage, but blinds the victim (-10 on any combat skill) for 5 minutes if a roll against HT-4 is failed. If the roll is made, the victim is blinded for only 3 to 18 seconds. The GM rolls in secret (the victim shouldn't know how long he will be blind).

In addition to its other effects, this venom causes intense pain — -4 to IQ to think clearly. If the player has a good idea while he is blinded, have him make an IQ-4 roll for the character to come up with the idea.

Type X: A generic classification for unique venoms. Details are given in the descriptive paragraph for the animal. Do not expect one Type X venom to resemble another Type X venom.

Loathsome Crawlers

5 GAME MASTERING ANIMALS

The *GURPS Basic Set* covers all the general information that a Game Master or player would need to use animals in a campaign (see pp. B140-145). However, the following pages provide more detailed descriptions of the game effects of assorted hazards, injuries, reactions, etc. The GM may adopt whatever parts he finds useful.

Abilities and Skills

Advantages and Disadvantages

Most animals have some inherent or instinctive advantages and disadvantages. Many animals have the Night Vision advantage — any animals which are described as being active at dawn, dusk or night may be assumed to have this advantage. Peripheral Vision is the norm for fish, insects, amphibians, birds, reptiles and mammalian herbivores. It is unusual in mammalian predators, but some species do have the advantage — mostly small carnivores that are sometimes preyed upon themselves. Most animals have Absolute Direction, Combat Reflexes, Alertness and Common Sense. Many will have Danger Sense, Double-Jointed, High Pain Threshold, Rapid Healing and Strong Will. Some have *mana organs*, which allow them to use certain magical abilities (for more on *mana organs*, see the sidebar), and a few have Magic Resistance. Often, their hide or armor gives them increased PD and DR.

Common disadvantages include Bad Temper and Phobias of loud noises, monsters, magic, machinery, etc. Some are Berserkers. Some species could be considered to have the Cowardice (most herbivores) and Stubbornness disadvantages — these animals will be difficult to train and will not be at all suitable as combat mounts.

The Rule of 12

Inherent advantages which require an IQ roll will often work more efficiently than IQ might suggest. In game terms this means that in certain advantages where an IQ roll is required, animals are allowed to roll as though their IQ were 12.

Inherent advantages where the Rule of 12 applies include Alertness, Common Sense and Danger Sense. The rule of 12 may be invoked in any situation where the GM suspects that the animal instincts of the creature would provide an adequate replacement to, or improvement on, human IQ.

It is important to remember that the Rule of 12 does not allow the animal to roll against 12 for *all* IQ rolls, merely those where the substitution seems appropriate, as decided by the GM.

Skills

Animals have many inherent skills, ranging from combat to stealth. Combat skill is equal to DX, of course. Stealth is usually 14 — exceptions include animals such as skunks which are not concerned about being seen (Stealth-8), and animals such as jaguars which are masters at quiet movement (Stealth-18). Tracking is at least 14 for most animals, up to 18 for bloodhounds. Acrobatics, Survival, Climbing, Jumping, Swimming, and Leadership (for pack and herd animals) are all possible skills for animals to have at a level of 14 or higher.

Sensing Abilities

As stated in the *GURPS Basic Set*, most animals have a "generic" 14 for sensing their environment. This is sufficient for most purposes. For more detail, however, read on.

For herbivores, Hearing (16) is usually better than Vision (12). The eyes of most herbivores (and insects and giant bugs) will detect motion more easily than shapes — they probably won't notice someone if he remains perfectly still. If the situation is unusual (dark clothing on an Arctic tundra, standing tall in a barren desert, etc.), then even poor-sighted animals will notice someone standing still.

Carnivores' abilities vary widely. A dog's sight is poor, but its nose is keen; treat smelling as 16 for most dogs and Vision as 10. A cat has excellent night

Some animals gain inherent magical abilities through their ability to concentrate mana in certain organs and parts of their bodies. This stored mana provides the energy to power their "spells." Some animals get enhanced PD and DR by concentrating mana in their skins — like the gumberoo (p. 17). Animals that otherwise would not be capable of flight gain the ability to fly by concentrating mana in their wings or skin (the octofly is one example; see p. 25)

Animals with mana organs pay no fatigue cost for casting their spells — the energy to power the spell is drawn directly from the mana stored in the mana organ. However, mana organs have a limited storage capacity and recharge at a limited rate. For most passive uses (armor, for example), the mana organ recharges at a rate equal to the rate at which the mana is expended in maintaining the spell. Thus, a creature's magical armor will operate continuously. Magical flyers generally expend mana at a low enough rate to effectively give them unlimited flying ability.

Since most of the creatures in this book are non-magical, only a cursory description of mana organs has been provided. A more thorough account can be found on p. FB113.

Spell Components

In many campaigns that include magic use, there are certain rare components required for the more powerful spells to work. Often these components are from magical creatures — the *mana organs* described above — but equally often, spell components can be acquired from ordinary animals (eye of newt and wing of bat, anyone?).

Retrieving rare spell components is the stuff adventures are made of. For maximum effect, the animal parts should be both difficult and dangerous to obtain. For example, perhaps the *Might* spell requires the left incisor of a living female lion. Or maybe *Bravery* needs the feathers of a plover — the bird that perches inside crocodiles' mouths!

vision, an adequate nose, keen hearing, whiskers that detect movement and obstacles — the GM can simply assume all to be 14 and give it the Night Vision advantage.

Blind cave animals can sense by pressure and sound quite accurately (14) — the blind crayfish is a very successful predator. Fish have numerous sensing abilities, and certain sound wavelengths carry well in water. Birds of prey have amazing vision (18), but are average in all other senses. Snakes are deaf, but detect ground vibrations, and smell on 16. Rattlers and related species can detect heat, too. See the chapter on *Creating Animals* (p. 78) for more detail.

Combat

Damage

The *Damage* listing for each animal represents the total damage done by that animal in a single turn. The only exception to this is an All-Out attack with the two-attack option, in which case two attack rolls are made. Biting and clawing are summed up in one figure; do not figure them as separate damages each turn.

Some animals have more than one form of attack — biting and clawing, charging, and trampling, for instance. For these creatures, the damage from the most common form of attack is listed under the creature's stats; the other attacks are explained in the animal's paragraph description.

Note that the type of damage done by most carnivores is considered to be *cutting* rather than *impaling*. However, certain animals do impaling damage, notably those animals with teeth or horns large enough to puncture the torso deeply. The appropriate type of damage is listed in each animal's description.

Close Combat

Against an animal (or anything else) that attacks in close combat (most carnivores, for example), the only active defense is *Dodge*. Exception: if someone has the Brawling, Judo or Karate skill, allowing him to parry bare-handed, he can use the *Parry* defense. Martial-arts *strikes* will work on animals, but *throws* will not.

A combatant *may* choose to "dodge and retreat" from an animal that is attacking in close combat, provided it is not grappling him. Add 3 to his defense as he retreats from the hex. If the animal has hold of the fighter with its claws or teeth, he cannot escape from the hex by retreating.

Because their weapons are inherent and designed to work at close quarters, animals do not suffer the -2 penalty to hit in close combat that humans do.

Unlike humans, animals may *All-Out Attack* in close combat (this is an exception to p. B113). They may choose either to make two attacks against their foe, make a single attack at +4 to their skill, or a single attack at +2 damage.

Knockback and Slam

The knockback (p. B106) and slam (p. B112) rules included in the *GURPS Basic Set* are intended primarily for human fighters. Modifications must be made when dealing with very large or very small creatures.

Knockback. Creatures with ST 4-16 use the same rules as humans (p. B106) — 8 points of cutting or crushing damage produces 1 hex of knockback. For weaker creatures, the amount of damage necessary for each hex of knockback is 4. For stronger animals, the amount of damage necessary for each hex of knockback is equal to ½ ST (rounding up). Thus, a tiger with ST 35 is knocked back 1 hex if it takes 18 hits of damage in a single blow. A human with ST 10 taking the same amount of damage would be knocked back 2 hexes, while a cat with ST 2 would be knocked back 4 hexes.

Slam. Slams are still done as a quick Contest of DX, followed by a quick Contest of ST to determine knockdown and knockback. Roll the quick Contest of DX normally. The Contest of ST will be adjusted depending on the relative STs of the two foes:

— Begin by assessing the normal ST modifiers (+2 in foe's direction, etc.).

— If the weaker foe's ST is now below 3, increase it to 3, increasing the stronger foe's ST by the same amount.

— If the stronger foe's ST is now above 17, reduce it to 17. Reduce the weaker foe's ST by the same amount, with the following exceptions:

Biting to Grapple

Many carnivores bite in close combat and don't let go. All cats, as well as some canines, attack in this way. Cats attempt to strangle prey with their jaws, and will change grip only to get closer to the neck.

In game terms, this bite (in addition to doing normal damage) is treated as a *grapple*. The biting animal can attempt any maneuver that a grappler can; it can attempt a *take-down* or a *pin*, or may *choke* its foe if it has bitten it on the neck. The victim must *break free* before he can move away. See p. B111 for more on grappling.

If a great cat does not specifically target the neck (which is -5 to be hit), assume that the initial bite on the general body will be unsatisfactory. The cat will release its hold and bite again; after three bites, it reaches the neck and will not let go. Each of these bites does normal damage, and the cat must roll to hit each time that it changes its grip (at no penalty). Once the cat reaches the throat, it may begin choking its victim.

A victim who chooses the Wait maneuver may step back out of the hex — to bring his sword to bear, for example — when the cat lets go to adjust its grip. To do so, he must win a Contest of DX; otherwise, the cat bites again before its victim can escape.

If the victim has a close combat weapon in hand while being grappled, he may attack the animal while still in its hex. The animal gets no active defense here! He may always attempt to grapple the animal's neck (1 turn; automatic if being gripped) and choke the creature (see p. B112).

There are other animals that do not let go at all after their first bite; bulldogs and weasels come to mind immediately. In this case, there is no point in waiting for the animal to release its grip; fire will make it let go, and so will hacking it repeatedly. Most canines attack by biting repeatedly rather than by biting to grapple.

Parrying Animal Attacks

Animals such as bears which attack with a one-hex (or more) reach can be blocked or parried. If a character successfully parries an animal, there is a chance he will hit the limb that he has just parried. He must make a successful roll against his weapon skill. Since animals are skilled attackers with their limbs (treated like Judo or Karate), this roll is at -4.

If the parryer does hit, there is a chance that his weapon will break. Treat the weight of an animal's forelimb as equal to ⅕ its ST, rounded down (e.g., a bear with ST 36 has a forepaw weight of 7 lbs.). If the paw weighs 3 or more times the weight of the parrying weapon, the weapon has a 2 in 6 chance of breaking. Thus, this bear has a ⅓ chance of breaking any weapon that weighs 2 lbs. or less.

Game Mastering Animals

- If the stronger foe's ST (before adjustment) is less than 1½ times that of the weaker foe, do not reduce the weaker foe's ST below 7;

- If the stronger foe's ST (before adjustment) is less than 2 times that of the weaker foe, do not reduce the weaker foe's ST below 5;

- If the stronger foe's ST (before adjustment) is greater than or equal to 2 times that of the weaker foe, but is *less than* 15 plus the weaker foe's ST, do not reduce the weaker foe's ST below 3;

- If the stronger foe's ST (before adjustment) is greater than or equal to 3 times that of the weaker foe *and* is at least 15 more than the weaker foe's ST, the stronger foe automatically wins the Contest, and overruns his opponent (see p. B100). The stronger foe still makes a roll, but falls only on a natural 18.

Example: A moose with ST 54 (a true giant!) and a moose with ST 40 charge each other. Each gets +2 for moving more than one hex toward the other; -2 because the other moved toward it. Total modifier: 0. The stronger moose's ST is reduced to 17. Ordinarily, the weaker moose's ST would now be reduced to 3, but since the stronger moose's ST is less than 1½ times that of the weaker moose, the weaker moose's ST is reduced only to 7.

Flying Tackles. A number of carnivores — cats, especially — attack by leaping onto their prey, knocking it down. Most animals can easily leap two to 3 yards, while the leopard can leap 6 or more. Treat this attack as a "flying tackle" (p. B113), with the animal getting a DX roll to land on its feet. The victim rolls as for a slam, but at an extra -2 to ST. Of the great cats, only leopards and jaguars attack with a flying tackle. Lions and tigers attack from the rear or the side without flying leaps. Small cats (ocelots, pumas, etc.) pounce on smaller prey.

Head Butts. Animals with horns will attack through a special form of slam called the *head butt*. Knockdown and knockback are determined as for a normal slam. In addition, the victim of the head butt will take damage from the horns; the amount will depend on the *weight* of the head-butting creature. The basic damage will be equivalent to the animal's *trampling* damage, modified up or down by 1-3 points, depending on how long and sharp the horns are and whether the animal tosses its head as it butts. If the horn is especially sharp, it will do *impaling* rather than *crushing* damage. For example, a rhino weighing 1½ tons will do basic damage of 2d (1d+1 for weight, plus an extra 2 points for having a long horn and using a head toss).

This damage is doubled if the creature is moving 10 hexes/turn or more; halved if it is moving 3 hexes/turn or less.

Any head-butting animal must make a roll against HT (at +5, if it is traveling 3 hexes/turn or less) when it butts with its head. If this roll is failed, the animal is stunned. The head-butter will take no actual damage from the slam, unless it is butting heads with another animal or with a massive object (tree or car). In that case, it will take damage only if it loses the quick Contest of ST by 10 or more points. Damage taken is equal to half the damage normally done by the animal it is butting heads with, or to half the damage it normally does itself, if it butted a fixed object like a car. For example, two deer (head butt damage: 1d imp) butt heads. One rolls a critical failure. It takes ½d impaling damage.

Knockback from Slam Attacks. Compute knockback based on the final adjusted STs of the two foes, with the loser of the Contest being knocked back one hex for every 2 points by which he lost. However, no creature may knock a second creature back a distance in hexes greater than the speed at which the first creature was traveling at the time of the impact. Thus, a brontosaurus traveling at Move 1 cannot knock anything back more than 1 hex.

Injuries

Use the same rules for injury and its effects as for humans (pp. B100, B110 and B126-133), with the following exceptions.

Shock

When injured, animals have their DX reduced *on their next turn only*, just as do humans (p. B110). However, the amount of damage needed to reduce DX varies, depending on the animal's total hit points. Use the table below, rounding damage down:

Hit Points	DX Reduction
Less than 30	-1 DX per hit
31-50	-1 DX per 2 hits
51-100	-1 DX per 3 hits
101-200	-1 DX per 4 hits
201 +	-1 DX per 5 hits

Thus, a giant bear-dog, with 60 hit points, has its DX reduced by only 3 on the turn after taking 10 hits.

Recovery From Injury

Animals derive the same benefits from first aid and medical care as do humans. However, treating an animal for injury or illness requires the Veterinary skill (at default, if necessary). This skill is used for bandaging, first aid and gradual recovery under medical care.

Each time an injured animal regains lost hit points, whether through bandaging, first aid, medical care or gradual recovery, it does so in proportion to its total hit points. Each time the animal recovers hit points, it will recover 1 hit point for each 20 hit points (or part thereof) that it originally had. The amount recovered is in proportion to total hit points in a healthy animal, and *not* to the number of hit points lost in damage or number of hit points remaining.

Pack Tactics

Pack animals like wolves and other canines hunt using clearly recognizable tactics. First, they select a single animal — usually a weak or sick individual — to cut off from a herd. They seldom attack healthy animals — even the biggest predators have difficulty bringing down large prey. Most adult herd animals can outrun pack predators over any significant distance, and if cornered, they put up more of a fight than predators are willing to deal with.

Once the prey has been separated from the herd, the pack will chase and harass it for some time before attacking in earnest. Members of the pack take turns snapping at its heels and sides, keeping the quarry running while their fellow hunters rest. This constant pursuit weakens the prey for the final attack. Once the beast is on the brink of exhaustion, the pack can bring it down easily.

If the prey chooses to stand rather than flee, the pack will rapidly surround it. A few hunters will feint to draw its attention — then the others rush in, attacking from the sides and rear. If the beast turns, the former attackers will withdraw while the one-time feinters rush it from behind. The victim is quickly overwhelmed by the numerical superiority of its attackers. Pack predators will rarely attack a large animal head-on — individuals that use this suicidal tactic quickly drop out of the gene pool.

Pack hunters will attack humans just as they do other animals — by chasing them until they drop, or by surrounding them and attacking from the flanks. If a party stands its ground, but the pack is unable to surround it — or if the humans stand back-to-back, leaving no flanks exposed — the pack will be hesitant to attack. Instead, the hunters will try to keep the party pinned down, waiting to exploit any opening. If the pack is desperate, some members may charge the party in an attempt to overwhelm them in a frontal assault. The other pack members will be quick to take advantage of any ensuing chaos.

In game terms, pack animals make frequent use of the Feint and Wait maneuvers. Some will Feint to draw the victim's attention, while others will Wait to take advantage of any opening.

Animals with 20 or fewer hit points recover 1 hit point at a time, animals with 21-40 hit points recover 2 hit points at a time, and so on. Thus, an elephant with HT 17/50 will recover 3 hit points each time it regains hit points.

Herd Animals

Many herbivores live in large herds, banding together for social and defensive purposes — there's safety in numbers. These herds have well-worked-out survival tactics, including posting sentries, keeping the biggest males between any predators and the rest of the herd, and forming up into defensive circles.

When threatened, some herd animals will form up into a defensive circle. The females and young are inside the circle, while the males face outward along the outer rim — presenting a circle of dangerous horns to any would-be predators.

Most herd animals, though, will flee from danger. The females and young run first, while the males hang back, blocking the threat from the rest of the herd. The males will occasionally whirl around and lash out at the predators with horns or hooves.

The males will give up their lives for the herd, but they're usually successful in driving off foes. The most common herd animal to fall to a carnivore is a weak or sickly one that can't keep up with the bulk of the herd.

Some herd animals will *stampede* when threatened. The herd will usually stampede *away* from the threat, but herds have been known to run *over* predators. This usually happens when the herd is being chased by another predator, or when there is nowhere to run but right at the predator. A herd of wild buffalo might get angry enough to stampede a foe deliberately.

To determine stampede damage, figure out how many turns it will take the herd to pass through a given hex (by dividing the number of hexes the herd is deep by the herd's Move). Use the trampling rules on p. B142 to assess damage taken by each character in the herd's path *each turn*. Unlike with individual animals, this damage is not halved for running through the hex — multiple tramples within the same turn more than make up for the short length of time a given animal remains within the hex.
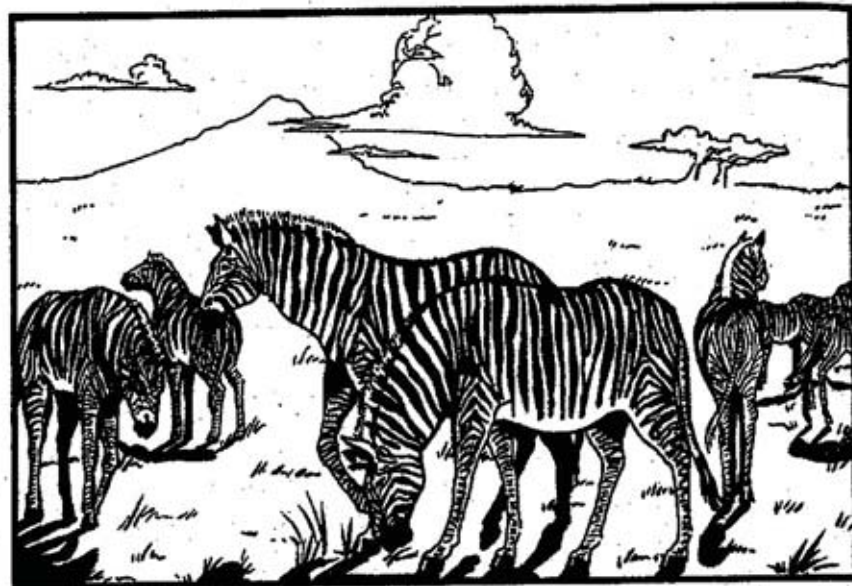
Assorted Hazards

Drowning

Drowning, swimming and associated water hazards are covered in detail in the *GURPS Basic Set*, p. B91.

Falling

Animals can be just as clumsy as humans; it doesn't happen as often, but they do fall down. Different animals take different amounts of time to get to their feet. In general, four-legged carnivores will get to their feet in 1 second (no Kneeling step needed). Small animals (anything smaller than a medium-sized dog) will also get up in one turn. Herbivores such as deer, horses, camels and antelopes take 3 seconds. Larger herbivores such as giraffes and elephants take 6 seconds.

Falling damage is lessened for many animals. Allow cats of all sizes a DX roll to land on their springy feet, reducing falling damage to one-half. If they make their DX roll by more than the number of yards fallen (or roll a critical success), they take *no* damage. Anything smaller than a medium-sized dog will only take half damage in a fall, and anything smaller than a rabbit will take 1/4 damage.

Acceleration and Turning

Acceleration

For game purposes, assume that most animals can reach their full Move from a standing start, and can decelerate at will. This is not strictly accurate, but the reality is not worth the complications. The exceptions are massive herbivores such as elephants, and any animal that is even lightly encumbered, including most mounts.

Mounted animals. A mounted animal (or massive herbivore) may change speed by 1/3 of its Move, faster or slower, in any given turn. For example, a horse with Move 16, beginning from a standing start, may move up to 5 hexes on the first turn, up to 10 hexes on the second turn, and full speed on the third turn (round up on the third turn). If it is running at full speed and begins to slow, it must still run at least 11 yards on its next turn — some caution is needed in riding these things!

A mounted animal may decelerate by twice the normal amount if it makes a DX+2 roll *and* if the rider makes a successful roll against Riding-2. If the mount succeeds, but the rider fails his roll, the rider is unseated, taking damage as for falling 4 yards. If the mount fails its roll, it falls; the rider may leap clear on a second successful Riding roll (at a penalty equal to his Encumbrance). Otherwise, the animal falls on him. In addition to damage for falling 2 yards, the rider takes 1d+1 crushing damage if his mount's speed at the start of the turn was 10 or greater, 1d-1 otherwise. If the rider makes a successful Acrobatics roll (DX-5), he can leap clear and take only the falling damage. In any case, add +1 hit for each 5 hexes of Move over 10.

Sprinters. Carnivores such as crocodiles and most cats have a very rapid charge for a brief period. These animals may *sprint* at twice their Move for two seconds as a charge. This may also be done while fleeing, though not if they have already done so in attacking. Any sustained chase rapidly fatigues these animals — after 100 yards running all out, they have only 3 ST remaining! Only the first two seconds of any run may be at double-speed.

The exception is a cheetah, which does *not* get the sprint bonus. Dog-like animals don't either; they tend to run prey down, having stamina instead of sprinting ability. For these, use the *Running* rules on p. B88.

Turning

A four-legged herbivore (or any flying animal) that is moving 10 hexes/turn or faster must always move at least one hex in a straight line after every 1-hexside change of direction. A four-legged herbivore moving 20 or more hexes must always move at least 2 hexes in a straight line after each 1-hexside change of direction — and so on.

An especially massive herbivore (elephant, rhinoceros, brontosaurus) must move one hex in a straight line after every 1-hexside change of direction for each 5 hexes/turn of its speed. Thus, a rhinoceros charging at a Move of 14 must move at least 2 hexes in a straight line after every 1-hexside change of direction.

For carnivores, use the same rules as for humans (p. B103), unless the carnivore is particularly massive (Tyrannosaurus Rex, for example). In that case, use the rules for four-legged herbivores (one hex in a straight line after each change of direction if moving 10 hexes/turn or faster).
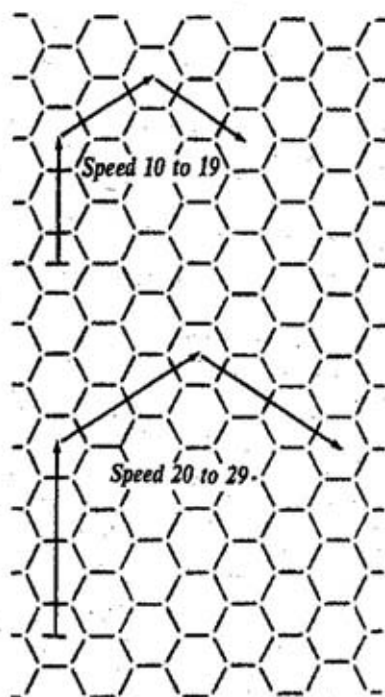
Hit Location for Animals

In general, use the same rules for hit location and injury effects as for humans; a few exceptions are stated below.

Parts of the Body

While it would be impossible to generate a hit location table for every type of animal which might be encountered, some general guidelines can be offered.

For animals that stand on two legs, use the *Parts of the Body* table in the *GURPS Basic Set* (p. B203) with modifiers for the creature's size (additional -1

Speed 10 to 19

Speed 20 to 29

Other Animals

There are too many animals in the world to list each one individually. If the GM needs more stats for an animal, the following guidelines are offered:

For small carnivores not presented, use the Cat, Dog, Ferret, Raccoon or Badger statistics.

For other small animals, use either the Rat, Porcupine or Rabbit statistics.

For small game birds, use the stats for Chicken, Duck or Goose. For raptors and other large birds, the Falcon and Eagle stats could be used.

Other animals (herd animals, large predators, and so on) can be generated in a similar manner.

Going for the Throat

Targeting the neck and throat is a standard attack for many animals. Use the following rules for neck attacks:

The neck is -5 to be hit (this number may vary for animals); missing by 1 hits the body. The neck has no DR of its own, but most armor includes neck protection, either as an extension of the torso armor or of the helmet. Use torso PD and DR, unless a great helm is worn. After subtracting for DR, crushing attacks do 1 ½ times normal damage; cutting and impaling attacks both do double damage.

The victim is stunned if he takes total hits over ⅓ of his hit points to the neck. If he takes total hits over ⅓ of his hit points *in a single blow*, the throat may be crushed. Roll vs. HT; if the victim fails the HT roll, his throat has been crushed. He must make an additional HT roll each turn, losing 1 hit if he fails, until he dies or receives the appropriate first aid.

If the neck takes full hit point damage from an edged weapon, a successful HT roll is necessary to avoid decapitation!

for a dog-sized creature, or +3 for Tyrannosaurus Rex). Make whatever modifications seem necessary for the specific situation.

For instance, treat the tail of a kangaroo, or any other two-legged creature that uses its tail for balance, as a third leg. On a roll of 9-11, the legs or tail are hit; roll a die to determine which (1-2, left leg; 3-4, right leg; 5-6, tail). If the tail is crippled, the animal will have difficulty keeping its balance — DX and Move are reduced by ⅓, and a kangaroo will no longer be able to lean back on its tail to kick with all four feet.

For quadrupeds, use the table below. If an animal does not seem to fit either the table for humans or the table for quadrupeds, the GM should be able to work out appropriate hit penalties using some combination of these tables.

When using the random locations for quadrupeds, subtract 2 from the die roll if attacking from the front; add 2 if attacking from the back. The hit penalties on this table already take size modifiers into account.

Body Parts for Quadrupeds

Random Location	Body Part	Hoofed Animals	Massive Herbivores	Med/Lg Carnivores	Small Animals
2-4	Foreleg*	-1 for large -2 for small	-1	-3	-4
—	Forefoot or Forepaw	-4	-3	-5	-6
5	Head	-4	-2	-5	-6
—	Nose or Trunk	#	-8	-10	-12
6	Neck	-5	-4	-7	-8
7-9	Body	0	+1	-1	-2
—	Vitals	-3	-2	-4	-5
10-12	Hind Leg*	-1 for large -2 for small	-1	-3	-4
	Hind Foot or Hind Paw	-4	-3	-5	-6

No special effect.

* On a natural 2 or 12, foot or paw is hit. In any case, roll for left or right.

Except for the following, the results of major damage are as for humans.

Head: The skull provides a natural DR of 2 in addition to the creature's normal DR. Herbivores that attack with horns or antlers have thicker skulls, providing a natural DR of 3 and making them harder to stun. These herbivores are *stunned* on total hits over ¾ their hit points, and get a +2 to their HT rolls to avoid being *knocked out*.

Neck: See sidebar on *Going for the Throat*.

Trunk: Damage over ¼ of hit points will cripple a trunk. Anything less enrages the animal; any further attacks which it makes will be All-Out Attacks.

Nose: Very tender in many carnivores, especially canines. Any hit to the nose stuns the animal. Damage over 2 points is lost. The GM may (if desired) make a reaction roll to see if the animal flees or is enraged.

Leg, foot or paw: Crippling damage does not necessarily cause a four-legged animal to fall. If the animal makes a successful roll against DX-3, it retains its footing. It may not attack with a wounded foreleg, nor may it attack with the other foreleg unless it can easily rear onto its hind legs, like a bear. It attacks at DX-3 and does only half damage. With a wounded hind leg, the animal attacks at DX-3, but does normal damage. Move in either case is reduced by 3.

Hooves give an animal's feet a natural DR of 1.

The hit penalties listed for the *Vitals* location assume that the attacker knows where they are. If the character has Naturalist, Survival, Zoology or Veterinary skills, or has had previous experience with the animal, use the listed hit penalty. Otherwise, he suffers an additional penalty of -2 — he has only a vague notion of where the vitals are located.

For totally alien creatures (from another planet or universe), no shots to the vitals are possible except by accident (GM's decision). When one of the creatures has been killed, it may be possible to determine the position of the vital organs. A successful Xenology roll is necessary to do this.
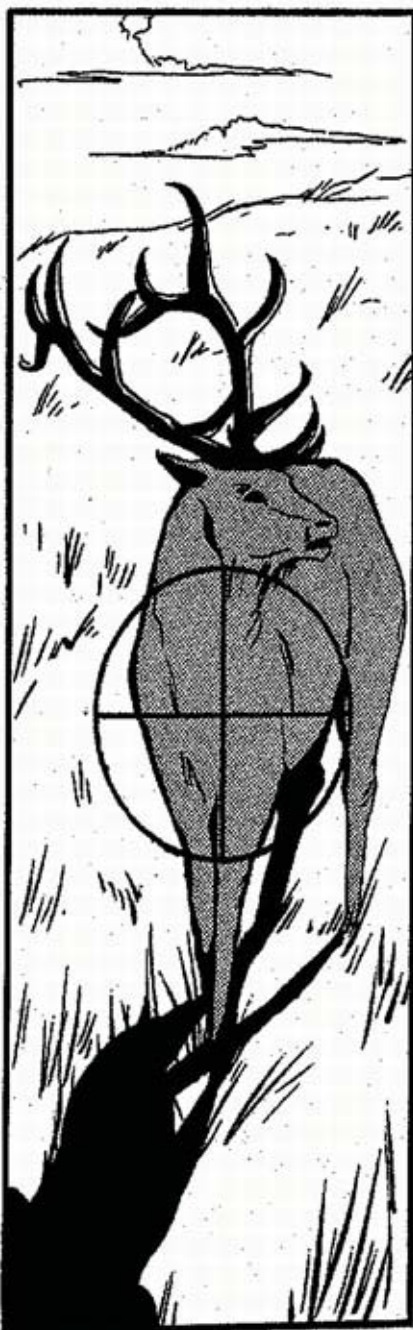
Critical Misses

For animal critical misses, the GM may either use the *Critical Miss Table* on p. B202 — treating any "weapon breaks," "weapon drop" or "weapon turns in hand" result as 1d-3 damage to the creature — or use the table below.

Animal Critical Miss Table (Optional) — roll 3 dice

3 — If the defender has an impaling weapon, the animal is impaled on the weapon, which does its maximum damage, and the weapon is stuck — a Quick Contest of ST is required to pull the weapon free. Otherwise, treat as #4 below.

4 — The animal falls badly and is stunned for at least one turn. On the turn after its next, the animal may begin rolling vs. HT to recover.

5 — The animal falls clumsily, hurting itself: it takes 1d-3 crushing damage, defends at -3 until its next turn and cannot attack again until it regains its feet.

6 — The animal breaks a claw, hoof or tooth, if appropriate; basic damage is reduced by 1 for all subsequent attacks. If otherwise, the animal takes 1d-3 crushing damage to the limb with which it was striking.

7, 8 — The animal loses balance completely and falls down. It defends at -3 until its next turn, and cannot attack again until it regains its feet.

9,10,11 — The animal is slightly off balance; defends at -2 until its next turn.

12, 13 — As #7, above.

14 — The animal pulls a muscle — -3 to attack and defense rolls, requires three days to recover.

15 — As #6 above, but basic damage is reduced by 2.

16 — As #5, above, but takes 1d-2 crushing damage.

17 — As #4, above, but also takes 1d-3 crushing damage.

18 — The animal fails so miserably in its attack that it loses its nerve. Any animal with an IQ of 3 or more will turn and flee on its next turn, if escape is possible. If backed into a corner, it will assume a surrender position (throat bared, belly exposed, etc.). For animals of IQ 2 or less, treat as #17.

For animals that cannot fall down (snakes, etc.): treat all results of falling down as taking 1d-3 damage, instead.
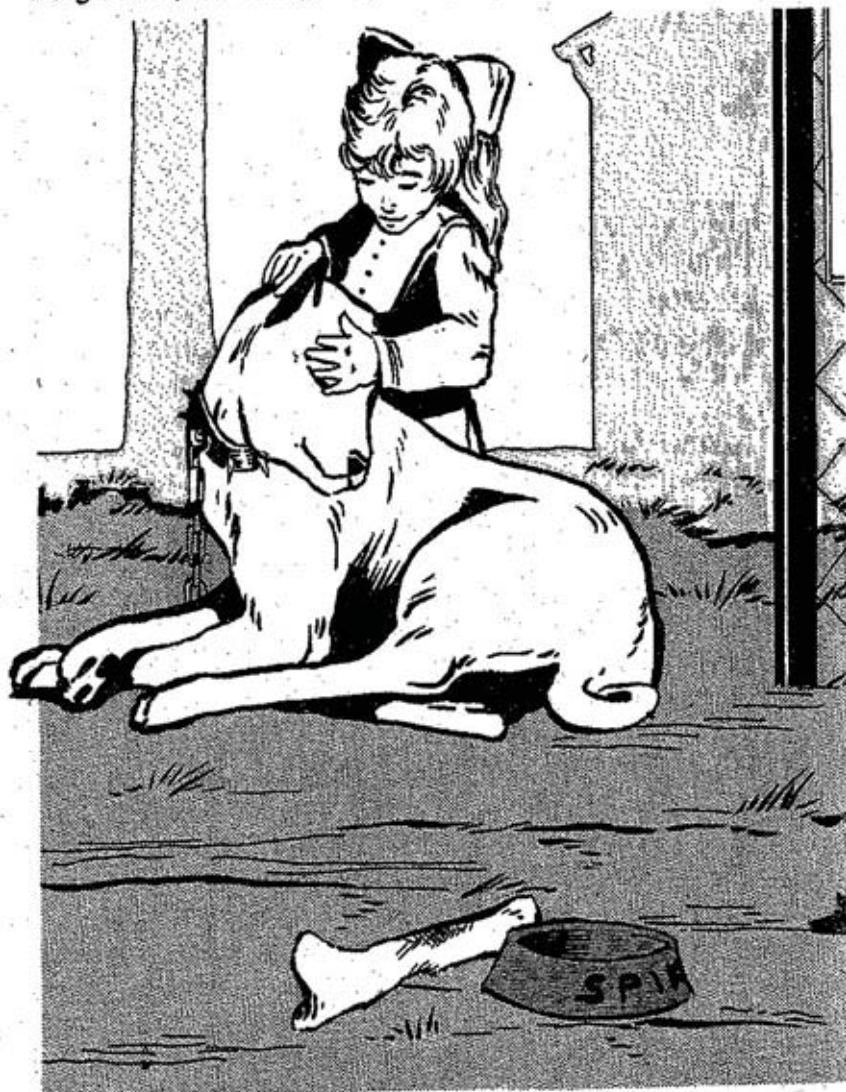
For fliers: treat results 7, 8, 12 & 13 not as falling down, but as being put into an adverse flying position with the same effective results.

For swimmers: treat all results of falling down as being put into an awkward position, with the same effective results. Any results of damage due to falling should be read as stun instead.

Animal Reactions

When the players meet an animal that does not have a pre-determined reaction to them, the GM may choose to make a "reaction roll" just as he would for an NPC. Roll three dice, add any modifiers appropriate to the situation (see p. B204 for guidelines) and consult the *Animal Reaction Table* which follows.

Note that some animals are given reaction modifiers (the Kodiak bear reacts at -3, for example), while others are described as "always attacking" or "always fleeing." Herbivores will usually flee on any reaction worse than Neutral, though some (most notably, stags in rut) may attack, and herds may stampede.

Wounded and Cornered Animals

A wounded animal can be even more dangerous than an uninjured one — desperation can cause it to fight all the more fiercely. Make a reaction roll any time an animal is wounded, with a negative modifier equal to the amount of damage done by the blow. The animal will flee on any reaction of Poor or better.

A Very Bad or Disastrous reaction will cause the animal to All-Out Attack as if Berserk (p. B31). However, the animal does not get any of the accompanying advantages of being berserk; it can still be stunned, and still falls unconscious when its hit points fall below zero. There are exceptions to this rule: some carnivores get *very* angry at even the smallest scratch, while others run away if hit with a small stone. The GM has the final say on any wounded animal's reaction.

Cornered animals will also fight fiercely. Assess a -4 reaction to any animal that has no obvious escape route, treating any reaction better than Poor as Poor. On a Very Bad or Disastrous reaction, the animal will All-Out Attack as if Berserk; see above.

Note that some animals (bears, for example) are *true* berserkers (p. B31) if enraged, gaining all the accompanying advantages and disadvantages. Such animals can be *very* hard to kill.

0 or less: Disastrous

In a *potential combat situation*, the animal will attack viciously, all-out attacking and fighting to the death. Herd animals will stampede directly at you.

A *trained animal* will not obey your commands. If you try to force obedience, it will either attack or flee depending on its temperament. A riding animal will do its best to throw you and then trample you.

3 or less: Very Bad

In a *potential combat situation*, the animal will attack. It will flee only if badly wounded or heavily outnumbered.

A *trained animal* will not obey your commands unless you continually urge it on. Even then it will be balky. You may do nothing else while trying to control your animal. It will take the first opportunity to escape, injuring you if you get in the way, but not stopping to kill. A riding animal will try to throw you.

4-6: Bad

In a *potential combat situation*, the animal will attack if it thinks it has a chance. It will flee if outnumbered or wounded.

A *trained animal* will obey with obvious reluctance, and only under constant supervision. It will escape at the first opportunity, but can easily be cowed back into line if you try to stop it.

7-9: Poor

In a *potential combat situation*, the animal will make threatening noises and take an attack stance. If the party does not leave the area, it will attack if not outnumbered or outpowered.

A *trained animal* will obey your commands only with some prodding. It will try to escape only if there is a clear opportunity or if it has been mistreated.

10-12: Neutral

In a *potential combat situation*, the animal will be inclined to go its own way and let the party go theirs. It will fight if attacked by a party roughly its equal; otherwise, it will flee.

A *trained animal* will obey your commands adequately and not try to escape. It will take its freedom if offered, unless you offer more protection and food than the environment does.

13-15: Good

In a *potential combat situation*, the animal finds the party too formidable to attack, and will back away slowly. If attacked, it will flee.

A *trained animal* will obey commands well, even hazardous ones. It will not try to escape and will even be reluctant to leave you if offered freedom. No leash, cage or other restraints are necessary to keep it with you.

16-18: Very Good

In a *potential combat situation*, the animal will be cautiously friendly and curious. It will not attack, though it will flee if the PCs make hostile movements.

A *trained animal* will eagerly obey your commands and seek your approval. The animal will be sorrowed if you try to leave it.

19 or better: Excellent

In a *potential combat situation*, the animal is obviously friendly. If attacked it will assume a surrender position (on its back, belly or neck exposed, etc.).

A *trained animal* worships you and will lay down its life for you. Ask and it will obey to the fullest extent of its abilities. Good luck if you ever want to get rid of it — this animal will cross a continent to be with its beloved master!

Mothers

Mothers protecting their young are the fiercest foes on earth, and probably anywhere else for that matter. Most female mammals have hormones which completely dominate their personalities at times when the young are threatened. Many birds and even reptiles also have this instinct — crocodiles are among the most protective mothers on earth.

Mother animals know no fear, are quick to feel threatened, take offense easily, and will attack viciously, giving no quarter. Assume that mother animals have a modified Berserk disadvantage: all Berserk rules apply, except that no IQ roll is needed to snap out of it. Instead, the mother will come out of it when all foes are dead or fled, though she will continue to be nervous and edgy for some time afterward.

6 HUNTING AND TRAPPING

The essentials of hunting are covered in the *GURPS Basic Set* under *Tracking* on p. B57, *Stealth* on p. B67 and in the sidebar on p. B128. The following rules are offered for those who want more detail.

Hunting

When determining whether the party's foraging is successful, note by how much the PCs make their IQ rolls; the better the roll, the larger and tastier the prey. Depending on the environment, this could range from skunk (which would keep a person alive, though it might lower his charisma) or birds to deer or antelope. The characters must still make successful missile-weapon skill rolls to bag the prey; Stealth will help them get within shooting distance (p. B52). For dangerous game animals, such as buffalo or boar, play out the encounter.
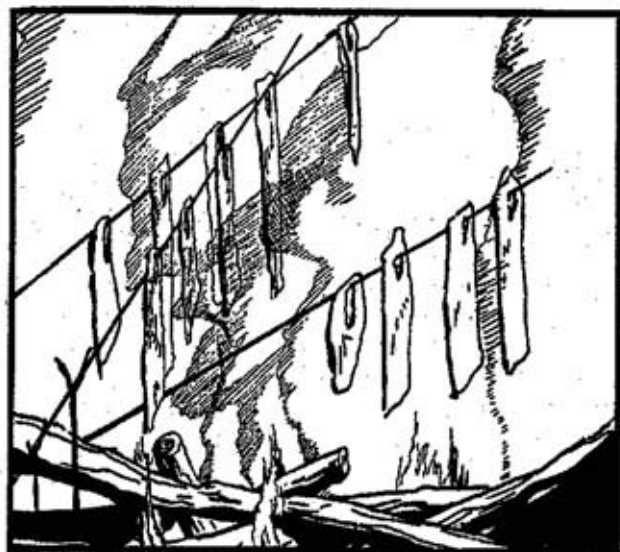
Preserving Meat

After a successful hunt, the hunter may wish to preserve the meat so as to move on more quickly. Alas, preserving meat in the wilds takes as much time as daily hunting!

Figure that half the body weight of any large animal is meat. Making jerky out of this meat takes 3 days, and will reduce the weight by 1/2; so only 1/4 of an animal's actual weight can be carried as preserved food.

A smoky fire, constantly going, is required to preserve meat

as jerky. Alternately, a large quantity of salt (1 lb. per 5 lbs. of fresh meat) can be used to preserve the meat, though the process still takes 3 days.

Preserved meat lasts up to 3 months, but unpreserved meat spoils in 12 hours (4 hours in the tropics) unless kept cool.

Animal Empathy

While Animal Empathy seems at first glance to be an ideal advantage for anyone collecting animals, it is only suited for humane collectors. Anyone with Animal Empathy who knowingly collects animals for vivisection, arena combat or other purposes leading to pain or death for them would be violating the nature of the advantage and should be docked character points. In addition, certain types of traps — most notably the snare — are not suitable for use by anyone with this advantage.

Craftiness

Should there be an actual quest for a particular animal or an organized hunting party, the GM can determine the course of the hunt through a series of die rolls. He should first make a decision on the "craftiness" level of the animal — a measure of its ability to avoid traps and to outwit and throw off pursuers. The craftiness level is used in place of IQ. Most herbivores (with notable exceptions like elephants, wild boars, wild buffaloes and primates) are not crafty; roll against their IQs — that is, if the animal's IQ roll is successful, it can do something clever trying to evade its hunters. If the prey is a cagier animal, such as a fox, wolverine, leopard or coyote, give it a craftiness level of 10 or more (this is usually indicated in the animal's description). Many man-eaters are extremely crafty and will circle back to hunt their hunters! The GM should simply play these at his own level of ingeniousness.

The hunt then becomes a series of Contests between the pursuers' Tracking skills and the prey's craftiness level. If the hunters use dogs, they can substitute the dogs' tracking abilities (generally 16 or 18) for their own. At any rate, when a crafty or dangerous animal is finally brought to bay, the encounter should be played out.

Fishing

A successful Fishing, Naturalist or Survival skill roll will tell the fisherman where fish are likely to be found — which streams, rivers, ponds or lakes. In general, it's easier to find fish in shallow streams — there are fewer hiding places. Fish gather in concealed and shady spots, in pools and deep calm water.

For each hour of fishing, make a Fishing roll (Survival may be substituted). If the roll is successful, the fisherman catches 1/4 pound of edible fish, plus 1/4 pound per point below the needed die roll. If fish are especially plentiful, or if a critical success is rolled, twice as much fish is caught. If fish are especially scarce, or if the initial roll to locate the fish is failed, only half as much is caught. Any critical failure results in no more fish being caught that day.

Fish may be caught in a number of ways — using hooks and lines, flies or lures, spears, knives, trotlines, nets or even bare hands. If equipment is not available, a Survival skill roll will allow the fisherman to improvise from available materials. The fishing roll may be at -2 or more depending on circumstances and availability of equipment.

Hunting and Trapping

Trapping

Trapping animals is another way to gain food. Most traps can be set in only 15 minutes by a skilled trapper. The traps should be checked at least hourly, as predators and scavengers will empty them if given the opportunity. A successful Naturalist (or appropriate Survival) skill roll will pick up the signs of an animal's presence — tracks, runways, trails, dens and feeding marks — and will tell a trapper where best to set his traps. If this initial roll is failed, the trapper will be at a minus to his Traps skill for catching animals. Assess a penalty equal to the amount by which the initial roll was missed.

Each time a trap is set, the GM should roll in secret to determine whether anything is caught. Roll against Traps (Traps-5 if the trapper is city-bred) or the appropriate Survival skill of the trapper, and note how successful the roll is. The trapper must have the Traps skill at a TL appropriate to the trap, or take the appropriate modifier. A failed roll means that nothing is caught — but don't tell the players that; let them check the trap to find out for themselves. Critical failure means that the trap goes off while being set, possibly injuring the trapper.

If the trapping roll is successful, the degree of success will influence both the type of animal caught and the timing; in general, the better the roll, the "tastier" or more valuable the animal, and the more opportune the timing. The most opportune time for an animal to be trapped would be just before the trap is next checked. The least opportune time depends on the situation — it might be many hours later if the PCs are in a hurry, or it might be just after they check a trap, giving a carnivore more time to raid it.

Any animal has a chance to notice a trap — roll a Contest of Skills between the trapper's skill and the animal's IQ, with the following modifiers: none if the animal is running; +3 if the animal is reasonably alert (the normal condition); +5 if the animal has cause to be suspicious. A cagey beast, such as a wolverine or an old man-eating tiger, will *always* be suspicious.

Types of Traps

Box Traps

Box traps are of many types: cages, boxes, sacks, even natural caves. The basic idea is that the animal is lured into an enclosure, after which the opening is shut behind it, blocking it in.

A primitive cage can be built out of saplings and vines with one end left open (4 hours to build a cage large enough to hold a lion, or 2 hours with appropriate Survival Skill or Carpentry; these times assume tools). Bait is attached to a trigger set at the back of the cage. The trigger can be a bent sapling (or a rope) barely secured by a cross-stick which releases a solid or barred door.

Another type of box trap is the box propped up on a "figure-four" trigger; the box simply falls down over whatever set off the trap. This type of trap is limited to animals no bigger than large dogs — the weight of the box makes it impractical for creatures any larger.

A natural cave could be used as a box trap by blocking the entrance after the animal enters; removal of dangerous animals can be tricky, though! Sacks can be used for smaller animals — this becomes a safe type of snare trap.

Deadfalls

A deadfall consists of a large tree trunk or other heavy weight set up to fall on any animal that passes under it. The trap may be set in front of a den or across a game trail (sprung with a long string or rope, no bait is necessary). The deadfall may also be baited with a figure-four trigger setting off the trap. If properly constructed, a deadfall is very humane, killing the animal almost instantaneously. Deadfalls do crushing damage based on their weight (see p. B131).

Pits

Pits require a shovel or some other digging tool; a pick is handy if the soil is hard. See *Digging*, pp. B90-91, to determine the length of time need to dig the pit.

Pits are often larger at the bottom than at the top, making it more difficult for the animal to escape. Most pits are dug across game trails and covered with branches and brush or grass. Often, bait is laid across the center of the pit, or the prey is simply chased towards it. Elaborate "hedges" may be constructed, narrowing the path to the pit.

Pits are not always suitable for capturing animals alive — the fall can cripple or otherwise injure many animals. As a rule of thumb, animals smaller than medium-sized dogs will be unharmed by a fall into a pit just deep enough to hold them. The only larger animals which can be captured unharmed in pits are carnivores that spring on prey, or animals with sturdy frames (such as elephants).

Snares

A snare is a noose rigged to snap tight on the release of a spring trigger, strangling or holding the animal. It should be set along a well-worn runway or in front of an animal's burrow. Depending on the type of snare, bait may or may not be used. Snares are primarily for game animals; there is a high risk of injury in capturing an animal this way. Anyone with the Animal Empathy advantage should be docked character points for using a snare — it can cause an animal great pain.

Animals *can* be taken unharmed in snares, though, especially if the trapper is nearby and checks the trap frequently. There is a 4 in 6 chance that an animal captured in a snare will be too severely injured to save. If the animal is left snared for more than an hour, increase this chance to 5 in 6.

Stick Nooses

A stick noose is useful for removing an animal from a trap, or for snaring an animal as it comes out of its burrow. It consists of a long stick or pole with a noose attached to the end. A Contest of DX is required to successfully slip the noose over the animal's head; the GM must decide if failure by the character results in the animal getting close enough to attack.

Once the noose is around its neck, even a strong animal can be easily controlled — lunging either toward or away from the stick-user will only result in strangulation. No ST roll is needed to control an animal unless it has more than twice the character's ST. In that case, have the player make a roll against ST to hold onto the stick during any break-away attempt. Failure means that the animal wrests the stick away. It will be at -3 DX as long as the stick-noose is attached, and there is a 50% chance that the animal will eventually strangle if it escapes into the brush. Otherwise, the animal will eventually work the noose off. Critical failure means that the stick-noose falls apart.

Forked Sticks

These are not really traps, *per se*. But they are useful for catching snakes or small game animals. The stick can be used to pin a snake to the ground by catching it just behind the head. A sharp forked stick can also be used to remove a squirrel or other small animal from a hollow tree. Impale the animal (damage: thrust-3; minimum: 1 pt.), pinning it against the side of the hollow, and twist the stick. The fur and loose skin will be twisted around the stick, and the animal can be pulled out. This method is not very suitable for live capture.

Live Capture

Animals may be captured alive for a variety of reasons. People who pay well for live animals include zoos, circuses, animal trainers, universities, emperors and other arena owners, government xenobiology agencies, breeders and eccentric millionaires.

Capturing animals alive can be more dangerous than hunting to kill them; the hunters must show restraint, while the animal is under no such obligation. As in hunting, certain big game animals can end up hunting the hunters — subduing an animal without injuring it can be difficult when one is leapt on from behind!

There is an additional danger if the animals are being captured for training purposes: mothers. The young are the best animals for training; to capture them, though, the hunters may have to face a furious mother, the most dangerous animal opponent there is. Also, the young are often well-equipped to take care of themselves, and can injure the unwary hunter when least expected.

One must be careful not to harm the animal — most wild animals injured while taken captive will not recover. For game purposes, assume that an adult animal which takes 10% of its hit points in wounds has a 4 in 6 chance of dying (50% chance for a very young animal) in captivity. An animal taking 20% of its hit points in wounds has a 5 in 6 chance of dying (2/3 chance for a very young animal), and an animal taking 1/3 of its hit points (1/2 for a very young animal) in wounds will certainly die. There are exceptions; some species do not die as readily as others. If a player is certain that a particular species is adept at surviving captivity while wounded, the GM should require him to research the issue between game sessions and bring proof to the next gaming session! In the meantime, allow his character to nurse the wounded animal . . . most animals would survive at least a few days, anyway. In the case of fantasy or science fiction animals, the GM's word is final.

Methods of Capture

The animal must first be located. This can be handled by a simple IQ roll or, if more detail is desired, through a series of Tracking skill rolls. Naturalist skill will tell where a given animal is likely to be found, and will detect signs of its presence in an area.

Capture methods range from modern and futuristic sleep gas, tranquilizer and stun guns, hypno-darts, steel cages and cattle prods to primitive pits, snares, lassos, trip-ropes, nets and box traps. Hopefully the players will come up with additional ideas of their own — the GM should reward creativity while holding plausibility in mind.

Tranquilizers

Tranquilizing an animal takes two rolls; one to hit the animal, and one to see if the tranquilizer worked.

Tranquilizers, per se, are a 20th-century development. However, any of the poisons used by primitive man for hunting would usually cause unconsciousness before death; the hunters tracked the animal and killed it with hand-weapons as soon as it went down. Treat such primitive poisons by using the poison (p. B132) or venom (p. 50) rules.

The tranquilizers used nowadays are also capable of causing death in too strong a dosage. The dosage must be balanced to the mass of the animal, and differs with age and physical condition even within a given species. It is better to err on the side of caution; use less rather than more, and put in a second dart if necessary.

A successful Veterinary or Animal Handling skill roll is needed to judge the proper drug and dosage for a given animal. None of the tranquilizers has an instant effect; time runs from about ten seconds to as many minutes. A second successful skill roll is required to judge in advance the length of time before the tranquilizer will take effect, or to tailor the dosage for the desired effect. Larger animals will always take longer to fall; very small animals will be affected within a minute.

Hunting and Trapping

A failed roll will kill the animal, not put it down at all or put it down for less or more time than desired (see below). Depending on species, a darted animal will flee or charge as soon as the dart hits, and keep on until the drug takes effect — if it notices the dart at all.

Tranquilizer Guns

Bows, blowguns, crossbows and air rifles have been used for tranquilizing, but the most success has been with big-bore (.450 caliber or more) single-shots such as the Martini-Henry. These guns are loaded with a light powder charge so as not to damage either the dart or the animal. Tranquilizer darts cost ten times as much as ordinary cartridges. Anyone with both Veterinary or Animal Handling and Armoury at the right TL can make his own. Don't bother with a success roll; the chance of failing at loading such a round is one in many thousand.

The darts can be loaded with tranquilizer as the cartridges are prepared. They can then be carried to the field and used like any other ammunition. Or, the cartridges and a supply of tranquilizer can be carried to the field, and the darts filled once the animal has been found. Pre-loaded darts give a -3 to the tranquilizing success roll, since they are not matched to the particular animal (-5 if there is a great disparity in species — darts prepared for pronghorn and used on hippo, for instance). Darts loaded in the field take 30 seconds to prepare.

Tranquilizing ammunition is a short-range proposition. It has terrible ballistic properties, and the dart won't stand the shock of high velocity. Range for bows and crossbows is halved when using tranquilizer darts. Tranquilizer guns have the following game stats: pistol — SS 10, Acc 2, ½D 20, Max 50; rifle — same as pistol except that is has SS 12 and Acc 11. Half-damage stats are given only in regards to accuracy since damage is based on the tranquilizer used.

Tranquilizer Failure (roll 2 dice)

2 — Animal dies instantly.

3 — Animal falls unconscious, dying in 1-6 minutes.

4 — Animal falls unconscious; will die in 10 minutes *unless* someone make a successful roll against Veterinary-2 to recognize the problem and improvise CPR. Assess a further penalty if the animal is inconveniently large; if it's a large dinosaur, emergency aid is simply impossible.

5 — Animal falls unconscious and remains out for 1-6 days, losing 2 HT daily due to starvation and dehydration. Death may result.

6 — Animal falls unconscious and remains out for 2-12 hours, losing 2 HT.

7 — Animal falls unconscious, but has a bad drug reaction; make a roll against HT. On a failed roll, treat as #4 above; otherwise, no extra effects.

8 — Animal stays up for an unreasonable amount of time — three times normal maximum (or shooter's best guess) — but then falls.

9 — Animal is extremely groggy (-3 to DX), but does not fall. Make a roll against HT for the animal every 10 minutes; the animal recovers 1 DX for each success, until totally recovered.

10 — Animal is slightly groggy (-1 to DX), but otherwise unaffected. Animal recovers as for #9.

11, 12 — Animal is absolutely unaffected.

Other Methods of Capture

Blowpipes and *Bolas* are used with the appropriate skills; see p. B49.

Cattle prods do no real damage, but can cause intense pain. Most animals will try to get away from the source of the painful sting, and can thus be herded. Some, though, will turn and attack the source of their torment.

Lassos and *Nets* are used with the appropriate skills; see p B51.

Smoke can be used to flush an animal from its den.

Trip ropes require constant supervision to be effective; they are usually used with nets. A rope is stretched across a path, either taut or manned by one or two people, and game is chased toward the rope; hedges are often constructed to channel the prey. The animal will usually be tripped by the rope, and netted after falling.

Transporting Animals

Anyone wishing to collect animals must give serious thought to containment, transportation, food and water.

Transportation may mean a cage, wagon or simple leash arrangement. It may mean native porters, teams of oxen, an all-terrain vehicle or a starship. It will certainly depend on the resources available in the area.

The collector may be required to make a Zoology (or Xenology) roll to determine what the animal eats. Hundreds of pounds of food, water and straw might have to be transported to get the animal to its final destination.

Predators, disease from lack of exercise and proper diet, escape and melancholia are all constant worries. It's not easy being an animal collector!

Game Animals

The following lists give some idea of what sort of game can be bagged in various habitats. Should players forget this information, an appropriate Survival roll will let the *character* remember what's available and how to try to catch it. Hunting, Trapping or Survival skill may be used to try to catch an animal.

For small animals, assume enough are caught for one meal. All animals listed are nutritious, in the sense that they will keep a human being alive. The GM should determine by how much the Hunting, Trapping or Survival IQ roll is made, and consult the chart for the correct biome. The animals are listed in roughly increasing palatability order, so an extremely good IQ roll deserves something near the end of the list. In some cases, the low rating is because the creature is difficult to prepare (small birds, for instance, have many small bones). In other cases the higher listing refers to an animal more difficult to catch, such as guinea fowl. Fish are not listed.

It should be noted, however, that this is all a matter of taste. There are African tribes that relish grubs, dogs are a delicacy in many countries, the French eat snails and some vegetarians think the whole list is inedible. There are survival manuals that claim skunk meat is better than venison and snakes tastier than chicken. Any of these animals will keep you alive in an emergency, regardless of how you feel about the taste.

In any of the species listed, old males will be tougher and less palatable than younger or female animals. This is especially true in rutting season for animals like moose, when the excess hormones coursing through the system leave a foul taste. The nutritional value is still good, however. It is advisable to carefully cut out the scent glands in animals like beaver, skunks and muskrats before cooking them!

Note that animals listed in a given biome might be found in a specific area. For example, many of the plains animals are African or North American only, and wouldn't be found on the steppes of the Ukraine.

Jungle:
Insects
Kites
Bats
Mice
Small Birds
Squirrels
Jackals
Lizards
Snakes
Wildcats
Anteaters
Monkeys
Sloths
Wart Hogs
Antelopes
Deer
Guinea Fowl

Swamp:
Insects
Muskrat
Frogs
Mink
Small Birds
Snakes
Otters
Wildcats
Wading Birds
Beavers
Raccoons
Rabbits
Duck
Bear
Deer

Forest:
Insects
Skunk
Muskrat
Mice
Chipmunks
Small Birds
Squirrels
Martens
Weasels
Foxes
Beaver
Porcupine
Raccoons
Opossums
Rabbits
Grouse
Wild Turkeys
Moose
Ducks
Bears
Wild Boar
Deer

Plains:
Insects
Mice
Hawk
Jackal
Ground Squirrels
Prairie Dogs
Rabbit
Badger
Grouse
Ostrich
Zebra
Antelope
Bison

Arctic:
Mice
Lemmings
Ground Squirrels
Small Birds
Owls
Foxes
Wolf
Bear
Hare
Seal
Caribou
Ptarmigan
Canada Geese

Mountain:
Insects
Vulture
Mice
Chipmunk
Pika
Small Birds
Foxes
Eagles
Marmots
Hares
Ptarmigans
Mountain Goats
Mountain Sheep
Elks
Bears

Desert:
Insects
Vultures
Mice
Small Birds
Lizards
Snakes
Fox
Hawk
Rabbit
Quail
Antelope
Deer

Ocean Beach:
Insects
Mice
Small Birds
Pelican
Sea Gull
Sea Otters
Seals
Clams
Oysters
Crabs
Lobsters
Sea Turtles
Whales

Hunting and Trapping

7 ANIMAL COMPANIONS

Often, animals are portrayed in campaigns as being either mortal dangers or food. Unfortunately, this excludes a whole group of animals that can add an extra dimension to the campaign. For what is the adventurer without his trusty steed, or the mage without his familiar?

This chapter covers the training and use of various types of animals as companions. Magical "familiars" are not covered in depth, but detailed information can be found in *GURPS Magic,* on pp. 105-106.
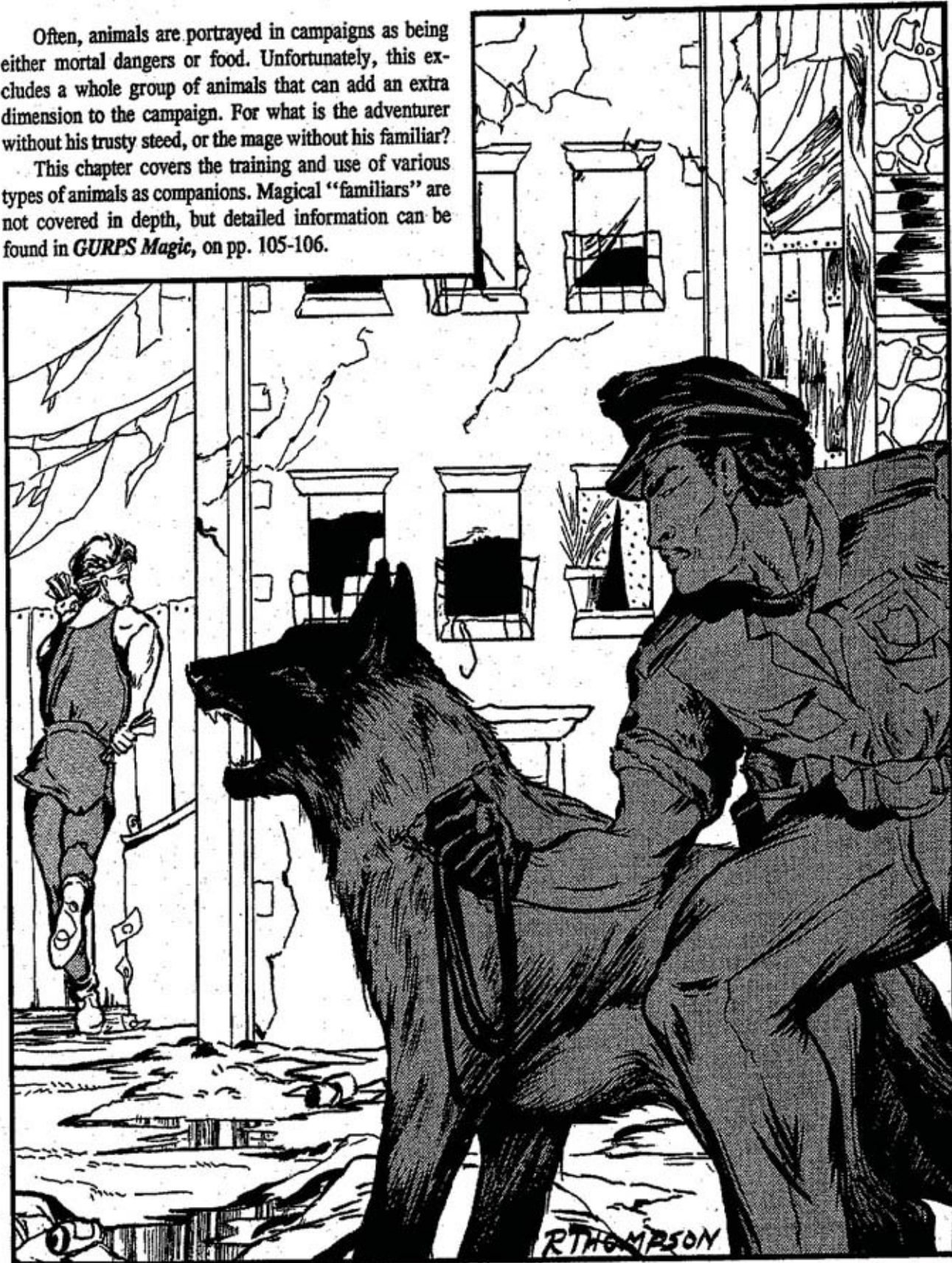
Training

The length of time needed to train an animal is given by the table on pp. B143-144. The training times given there are generous to the players; don't shorten them.

However, rolling against Animal Handling every day can become quite cumbersome — the average well-trained dog would require 360 successful rolls! To speed up the process, try rolling for 10-, 20- or even 40-day blocks of time.

A failed roll indicates that the whole block of time was a loss, and must be repeated. Also, if rolling for 10-day time blocks, a roll of 16 indicates one bad failure, 17 indicates two bad failures and 18 indicates three. For 20-day blocks, bad failures start at 15, and for 40-day blocks, they start at 14!

A badly failed roll means that the trainer was attacked — it's up to the GM whether he is injured; he may want to roleplay it. At the GM's option, a badly failed roll may also mean that the animal is assessed a penalty to its *Obedience* modifier (see below).

Animal training is *much* more effective if done through love, trust and mutual respect than through fear, bullying and physical domination. GMs should take note of the trainer's character: Bad Temper, Sadism and Bully are all poor disadvantages for an animal trainer to have. Any animal trained or owned by such a person will eventually rebel. Whether this means simply making a break for freedom or attacking its master depends on the species and the situation. At any time of stress, make a reaction roll at -3 (plus or minus any Obedience modifier) for the mistreated animal.
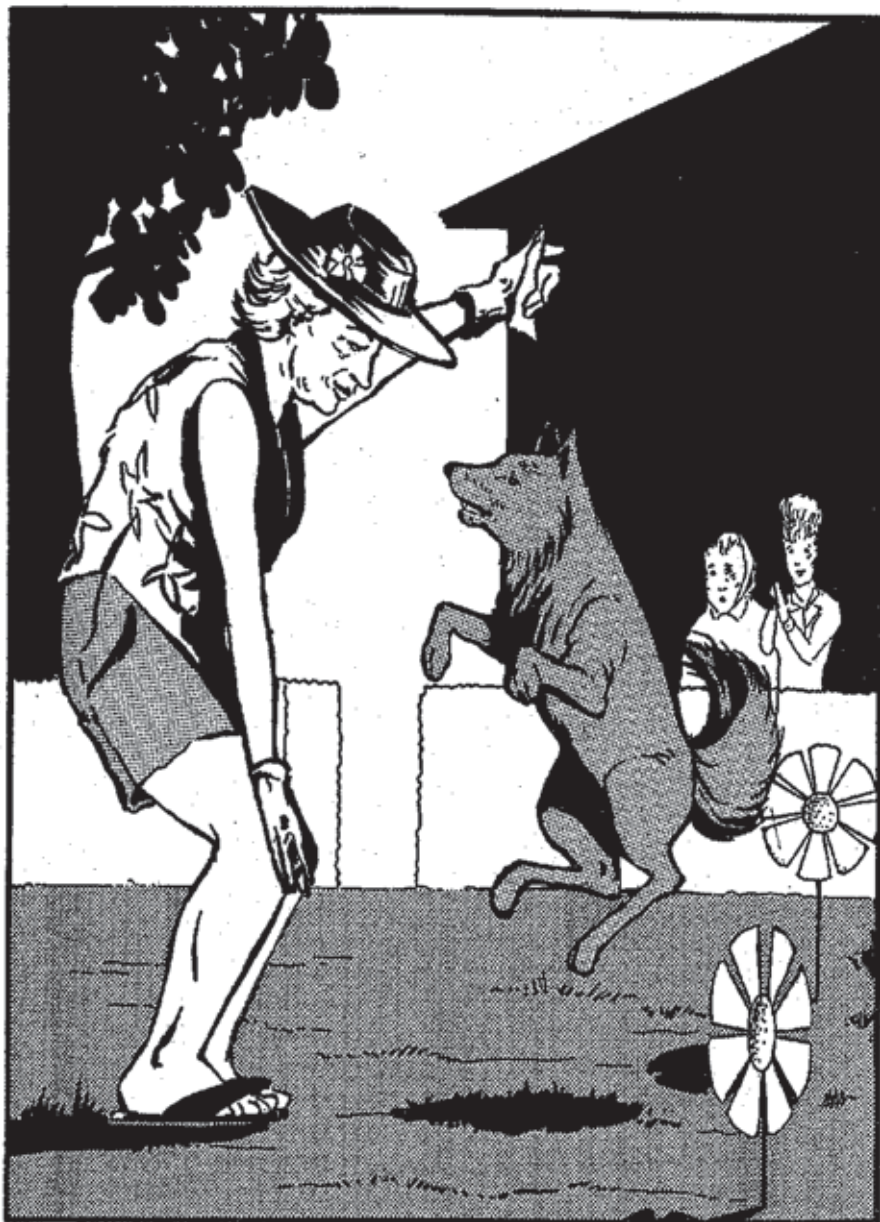
Hiring a Trainer

Professional trainers can be hired (treat as finding a Hireling, p. B194), though they are rare in most Tech Levels — finding one will usually be at a -2 or more penalty. Cities with arenas are likely to have trainers, but any carnivore trained by such a trainer is likely to turn on its owner — assess an Obedience modifier of *at least* -1. Nobles will often have trainers and handlers to care for their horses, hounds and falcons. In the modern world, Hollywood has a few good animal trainers — and a few bad ones.

In general, an animal trainer has an Average Job, earning $40×level of his Animal Handling skill per month, or $30× skill level per month for small animals (smaller than the average dog). It is usually a freelance job, requiring a minimum skill of 12. Success rolls are based on Animal Handling skill-2, and critical failure means 2d damage and loss of a month's income (3d and 2 months' income on a natural 18).

Obedience

A trained animal's obedience to commands will depend on how well it has been trained. This will be represented by an *Obedience modifier* — the better the modifier, the better the training. The Obedience modifier can be either positive or negative, and modifies the owner's Animal Handling skill whenever he tries to get the animal to obey a command.

It is up to the GM to determine a trained animal's Obedience modifier — this number should generally range between +3 and -3. If the animal is being trained by a PC, the PC should roughly describe how he intends to go about the training. The GM can then determine the Obedience modifier accordingly, taking into account Animal Empathy, disadvantages such as Sadism or Bully, and any particularly good or bad die rolls.

If a character purchases an already-trained animal, the Obedience modifier will affect the animal's price. In general, each point of Obedience modifier will adjust the price by 10%. Thus, a dog with an Obedience modifier of +2 will sell for 20% over "list price." Remember that unscrupulous merchants may try to pass animals off as being better trained than they actually are!

Pets and Trained Animals

Many players will want their characters to have trained animals as pets or companions. This allows for some interesting gaming possibilities, and can be a lot of fun; again, remember that these animals are controlled by the GM. Most animals will require a certain amount of care and attention; see below for specific notes about different types of companions.

Any time that a player wants his animal companion to do something which is not routine, an Animal Handling skill roll is called for, at default if need be. Fetching the morning paper is fairly routine and should not call for a die roll, but retrieving an item dropped down a mine shaft would definitely require a roll. Add the Obedience modifier (if any) to the PC's Animal Handling skill when working with a trained animal.

Remember that trained animals are controlled by the GM; if a player is consistently using his animal companion as an unpaid-for advantage, the GM may be called on to balance things. Perhaps the animal will run away, or balk at its commands. Bear in mind that curiosity is a powerful force in most animals, often getting them into trouble. How often are dogs stuck by porcupine quills or sprayed by skunks simply because they stuck their noses somewhere they shouldn't have? Also, animals often have little dignity (except cats, who have too much). How often has a dog embarrassed his master in front of his friends?

Dogs

Dogs require attention more than actual care; any dog that doesn't get its daily quota of affection will become less effective. This may mean having the dog disobey commands, losing a reaction roll bonus or actually losing it to someone who offers it more love than its current owner.

Most dogs which are likely to go on an adventure can hunt for themselves, though they may get into trouble doing so. The GM makes a generic sensing roll of 14 for the dog to locate game, then a DX roll to catch it. Critical failure in either of these rolls means the dog is in trouble. This could mean that it has come across a large carnivore, skunk, porcupine or swarm of angry wasps. In such a case, the owner may have to rescue his pet. Critical success in hunting means that the dog not only fed itself, but brought back one meal for its master.

The GM and players should use their own experience as a guideline of what a dog is capable of doing. The dog's obedience and training levels should also be taken into account. Large dogs (Labradors, Huskies, Wolfhounds, St. Bernards or German Shepherds, for example) can carry packs resembling saddle bags, but 10 lbs. encumbers them and reduces DX and Speed by 1. A load of 20 lbs. reduces DX and Speed by 2, and 30 lbs. by 3. This is the heaviest practical load that dogs can carry, though they can haul much heavier loads, especially in teams. See p. B145 to determine how much a dog can drag or pull.

Cats

Cats usually don't travel well, though there are exceptions. Cats have learned to like ships and wagons, and some have even enjoyed travel by horseback. They won't walk far during the day, though, and mages with cat familiars had better think about transport.

Cats actually have an IQ of 5, but can only be trained as an IQ 3 animal. They are capable of more intelligent actions; they just won't do them on command. Cats are quite independent, generally doing as they please.

They require little care — not even feeding if allowed to roam — but are not above pestering their owners for food. Sometimes they'll even let someone pet them or scratch their ears. They are
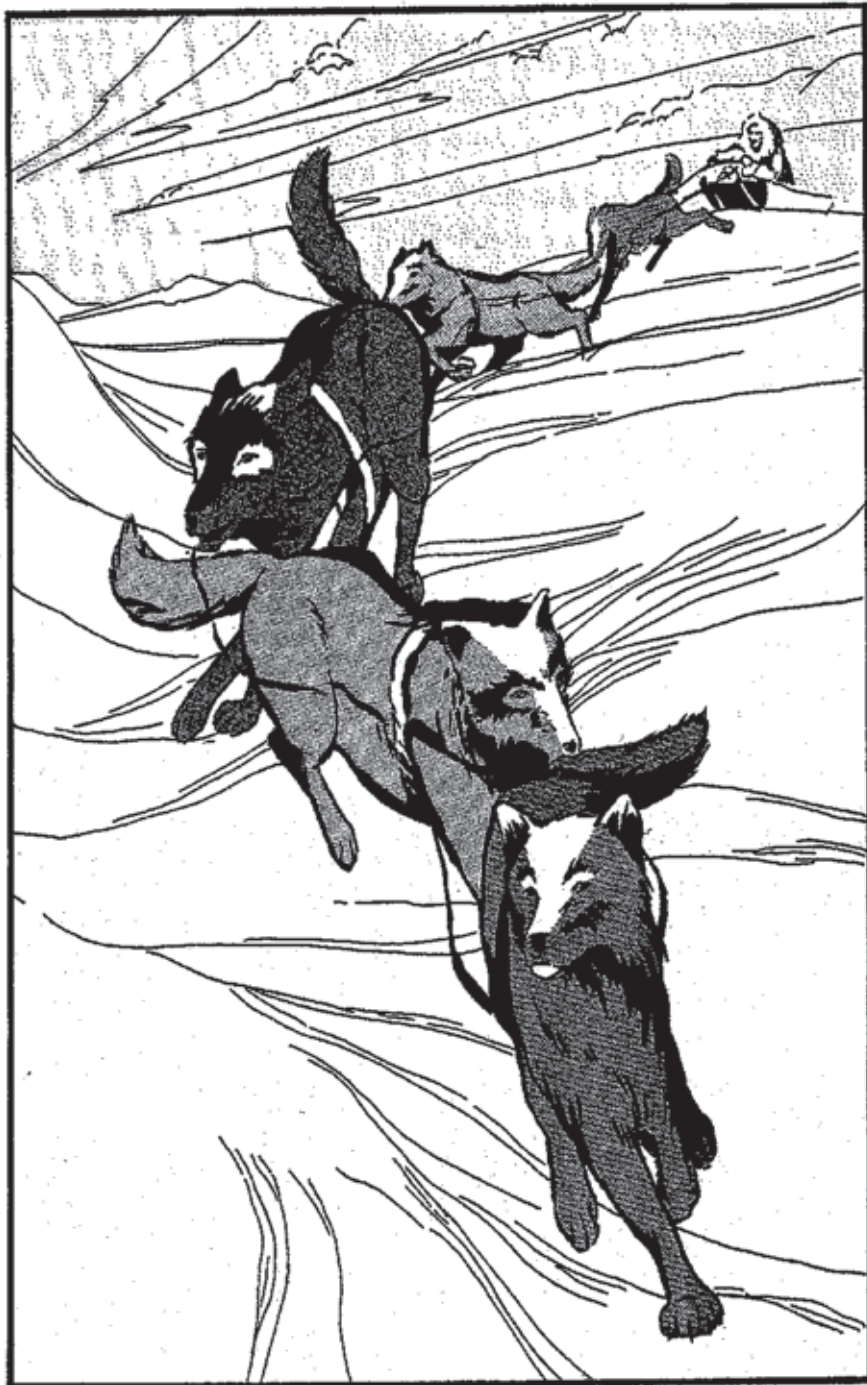
basically nocturnal, but will change their habits to be with humans more. Cats spend a good deal of their time sleeping.

Cats can hunt for themselves, usually at night. No roll is needed; cats evolved from solitary hunters (dogs evolved from pack animals), and are highly skilled at catching food and staying out of trouble. They may bring back dead mice as presents for their owners, but won't usually supply any useful meat.

Other Pets

Other pets will require both care and food, and often transportation and a cage or leash. The GM must be guided by common sense, as it is beyond the scope of this book to cover all possible pets! Possibilities include monkeys, gerbils and other rodents, falcons and other birds, lizards and snakes. Certain pets (notably snakes) will evoke a negative reaction from some people.
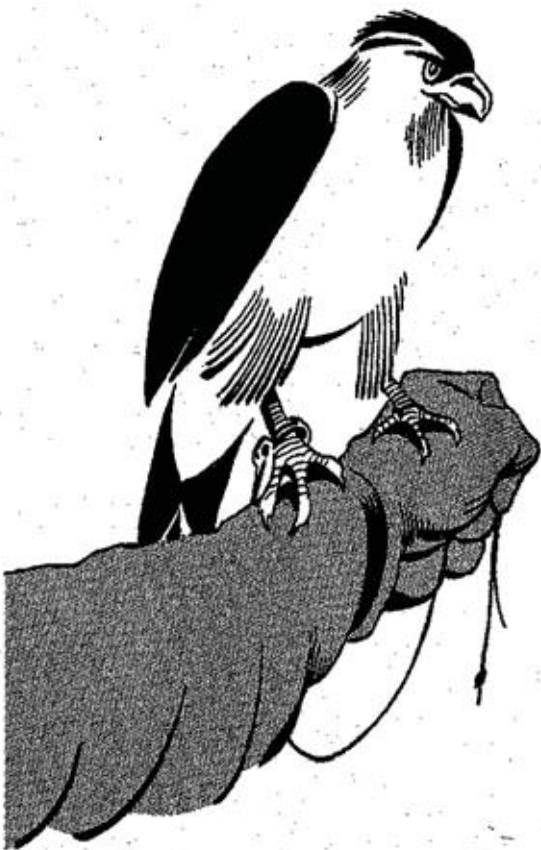
Horses

Horses can be docile and extremely loyal. They can also be nasty-tempered; a trained warhorse may attack anyone who approaches it other than its owner. They can be eager-to-please or stubborn. Most horses are *stupid* — beautiful, but stupid. They will allow themselves to be worked to death, and when extremely thirsty can drink themselves to death if not prevented.

Two stallions in the same party may fight if not restrained by their handlers, particularly if a mare in heat is nearby. Medieval war horses are usually stallions and require at least one groom or page for every two horses. Only a fully-trained horse (up to its IQ level) will be suitable as a warhorse; others will bolt — see *Animal Combatants*, (p. 74). Horses — especially race horses and thoroughbreds — can be extremely high-strung, and are easily spooked. Flight is their natural response to anything unusual or threatening. An Animal Handling roll at -3 is necessary to soothe a personal horse; -5 to soothe a familiar horse; -7

to soothe a totally unfamiliar one. These penalties may be even higher if the horse is particularly high-strung.

Horses are IQ 4 for training purposes. A GM may wish to allow a well-trained horse to do anything he's seen a movie horse do. Granted, this is stretching the limits of reality, but then that's what games are all about.

Horses require a minimum of one hour of care per day. Before a horse can be ridden, at least 15 minutes must be spent getting it ready — putting on the saddle and bridle and so forth. At the end of a day's riding, a horse needs 45 minutes of brushing and rub-down. During the day, it will require a 2-3 hour break for rest and foraging. This time is already figured into the travel times on p. B187 — riding the same horse all day will get one little farther than walking will. Having a string of horses will allow one to travel 20-30% farther than on foot.

Horses must be well and regularly fed to maintain condition. Horses doing light work (1-3 hours per day) should be fed .5% of their weight in grain and 1 to 1.25% of their weight in hay or forage. Thus, a 1,000-lb. horse, worked lightly, needs 5 lbs. of grain and 10-12 lbs. of hay or grass per day. Horses doing medium work (3-5 hours) should be fed 1% of their weight in grain and another 1% in forage. Heavily-worked horses need 1.5% of their weight in grain and 1% in hay or forage. Thus, a 1,000-lb. cavalry horse needs 15 lbs. of grain and 10 lbs. of forage daily, or performance declines. Ponies and draft horses only need 3/4 as much food due to their efficient metabolisms. For its full ration, a horse needs 1 hour to eat its hay and grain or 6-8 hours to forage in *good* vegetation. On average, horses need 10 gallons of water daily.

Grain-fed horses have more speed and endurance than grass-fed horses; grain is more efficiently processed by the digestive system. Two lbs. of oats or other grain costs $1; grass and hay can be assumed to be free.

Fatigue for horses is figured as for humans (p. B134). If a horse gets less than a full ration of food, but at least half rations, fatigue increases by 50%. Less than 1/2 rations doubles fatigue, and no food at all triples fatigue.

When traveling, horses should be hobbled or picketed at night to prevent straying, though this makes them more susceptible to predators. Large carnivores find them quite tasty.

Domestic Animals as Companions

Most adventurers will not want to bring a herd of animals with them, with the possible exceptions of horses and beasts of burden. Cowboys on a round-up brought an average of six horses per man — they changed mounts every few hours. This allowed the horses time to forage and to rest, saving grain expense and preventing injury from overwork. Pioneers headed across the Western plains would bring along three teams of oxen per wagon, if they could afford them. Nomads often drove herds of goats or sheep with them as they traveled.

If adventurers want to do this, fine — but they will either need to hire a full-time caretaker (the cowboys' method) or spend a lot of time caring for the animals themselves. A horse requires an hour of care each day if ridden; only 15 minutes if not ridden. A horse that has not been ridden for a month will become ornery if someone tries to saddle it up again — give it an Obedience modifier of -3, and require Riding rolls twice as often, until ridden for 3 days.

Oxen, camels and other beasts of burden require 15 minutes care each per day. All herd animals will need to forage most of the day, though they can do this while traveling if the vegetation is appropriate. Any herd of herbivores will attract carnivores; the PCs will need to be on their guard, especially at night.

Wild Animals as Companions

Certain wild animals can make good companions, though there are always uncertainties. Leashes are strongly recommended; one never knows if a wild animal will return if given its freedom for even a short while. Make a reaction roll (modified by the Obedience modifier) every time the wild animal is out of sight of its owner — on a result of Bad or worse, the animal doesn't come back. This roll will always be necessary — the call of the wild lurks in the heart of every wild animal, though animals raised from infancy get a +2 to their roll. An escaped animal can be tracked down; one that has not lived in the wild since infancy will probably leave an easy trail. A successful Animal Handling roll (at -1 per day the animal is free) is needed to coax the animal into returning to its master.

Most people will react at -4 to anyone traveling with a wild animal, unless the animal is caged or otherwise restrained. There is also the question of how the animal will react to strangers. Make a reaction roll each time a stranger is met, with the following modifiers: -2 for a crowd (12 or more people), -2 for open hostility, +2 for calm friendliness on the part of the person. If the reaction is Poor or less, the animal will try to attack (or flee from) the strangers. The owner must make an Animal Handling roll to restrain it, and may have to exert physical force.

After three *successful* reaction checks for lone individuals, the animal is considered to have adapted to the presence of people — one at a time, that is. Three successful reaction checks for crowds are needed to acclimate the animal to crowds. No further checks are necessary unless people become threatening.

Training carnivores to be attack animals is risky, especially if they are trained to attack humans. Bloodlust can be aroused, the animal can forget its docile nature, and wanton killing can result. If such an animal escapes, a dangerous man-eater may be created. Treat a wild animal that has been trained to fight as if it were a modified Berserker: after any combat, make a reaction roll (modified by the Obedience modifier). After three successful checks, no more are needed unless the owner starts (or continues) to abuse the animal.

Among the great cats, only cheetahs and ocelots train well. Any reference in a medieval source to "hunting leopards" actually refers to cheetahs. Assess any other great cat at least a -1 Obedience modifier.

Animal Combatants

The GM runs all animal combatants — trained animals that fight for their owners. If the animal was specifically trained for combat, it is much more likely to fight than one trained for other purposes. Most animals trained for combat do not get any bonus to hit. The animal already knows how to fight, it is learning to fight on command. There are exceptions, most notably dogs. Certain police and military trainers train dogs to attack in specific ways, at specific body areas. If a player is willing to pay 50% above the normal training costs (or take 50% more time to train), a dog can be trained to attack a specific body part (usually the weapon arm) at +1 to hit, minus the normal hit location modifiers.

An animal that has not been trained for combat requires its owner to make an Animal Handling skill roll at -5 at the start of each battle. A failed roll means that the animal doesn't obey commands — running away, freezing or attacking indiscriminately. An animal trained for combat still requires this roll before its first battle. The second battle will be at -4, the third at -3, and so on, until the sixth and following battles will be at straight Animal Handling skill. These rolls are also modified by the Obedience modifier.

If the handler and animal have a well-rehearsed technique that they always use, no further die rolls are necessary; the animal does what it is commanded to do. If the player wants the animal to do something out of its regular routine, but with which it is familiar ("Roscoe, fetch that spear!"), an Animal Handling roll at no minus is required. If the player wants the animal to do something complex ("Simba, chase the wolf over that way!"), a roll at -3 is required. The GM is free to have the animal misinterpret vague or poorly phrased commands.

Pointing, in combat time, counts as an action. Time delay is another strong possibility — the animal may require a second or two to figure out what its handler has in mind. The GM has the right to state, "The dog's action is to concentrate," whenever he feels that the dog needs time to digest the command.

If an animal (especially a dog) feels that its master is threatened, it may choose to protect him rather than obey his commands. A character may need the animal to fetch a magic item or potent weapon more urgently than he needs the animal's teeth protecting him, but the animal might not understand this. The GM's ruling on how an animal acts is final.

Familiars

Familiars are animals or spirits which attend and serve wizards and mages. Many different animals have been presented as familiars — so many that the mage can choose just about any type. Cats, toads, bats, lizards, crows, flies, hares, snakes, owls and dogs have all been rumored familiars. Rules for creating and GMing familiars are covered extensively in *GURPS Magic* on pp. M105-106.

CREATING ANIMALS

Eventually, someone will have this book memorized — it always happens. Instead of being surprised and concerned when a creature is encountered, players will set about killing it in a very business-like manner — even if their characters have never seen it before. This takes some of the thrill out of the game. Making up new creatures is an enjoyable way to fix that problem for campaigns not solidly fixed in the real world.

Creating Creatures Quickly

The guidelines given in this chapter can be used to create new creatures in detail, taking into account their abilities and habits. But what if you're in a hurry? Your science fiction explorers have just landed on a strange new world, and you need a creature to throw at them *now!*

There is a very simple method of creating a new creature when you need one on the spur of the moment. Find the habitat in this book most closely resembling the one through which the PCs are traveling. Pick an animal in that section which seems to fill the same ecological function as the creature that is currently needed. Radically change the description and use the listed stats, either unaltered or with some minor changes. *Voila!* Instant unknown monster!

The players will have only a small clue as to which animal's stats you are really using (remember that different gravities and pressures can even change the size of comparably strong animals), and will be uncertain enough to accurately roleplay their characters' unease. If you take the time to do this before the game begins, and make up a few creatures of your own as well, the players will never even know you're doing it.

While this system cannot replace the satisfaction of creating a new creature in all its complexity, it should help get you through the rough spots.

There are a number of factors which will affect how an animal interacts with its environment, where it fits into the food chain, and (of most concern to its potential opponents) how deadly it is in combat. The GM should try to strike a balance when creating a new creature, giving it both strengths and weaknesses. A creature which has no weaknesses is no fun to encounter, nor is it particularly realistic. The following are some — though nowhere near all — of the factors to consider:

ST: The most important effect of ST is on damage, unless the GM is creating a beast of burden. The chart on P. B140 determines the amount of biting damage done by a carnivore — for herbivores, use half ST. Most carnivorous animals do cutting damage when they bite; some of the larger ones do impaling. Most herbivores do crushing damage. In general, use this chart to determine the amount of damage an animal delivers with its claws, also.

ST is *very* important if the animal attacks by grappling or slamming. Any attempt to choke is rolled against ST, and any attempt to break free from a grapple or to avoid falling after being slammed is a Contest of ST. The exact ST must be known if the animal attacks by grappling or slamming. For other animals, the damage amount may be all that is really important — it's not necessary to know the precise ST.

ST also determines how much weight a beast of burden can carry (see p. B145).

DX: DX determines how likely the animal is to hit when it attacks. Most carnivores do not suffer any penalties to hit due to lighting or bad footing, nor are too many concerned with aimed shots to the eyeslits. Thus, there is no need to increase an animal's DX — as a fighter will boost his combat skills — to overcome such minuses. Be careful in assigning high DX to a creature with high ST. An animal with both high DX and high ST can be *extremely* deadly — especially if it grapples. Once a high ST creature has someone grappled, there's no breaking away, short of death — just whose death depends on the PC's friends!

A DX of 15+ should be rare in a large carnivore. Exception: if the acceptable prey is limited to a small number of species whose DX is also 15+.

IQ: In a very real sense, every animal species is an intelligent one — truly non-intelligent species die out. Each species has instincts and behavior patterns which make it well-suited for its niche.

IQ is important for animals in determining trainability and for resisting Magic and Psionics. Otherwise, it plays little role in the life of a *GURPS* animal. Very few creatures in this book have IQs over 6 — above that is bordering on sapience.
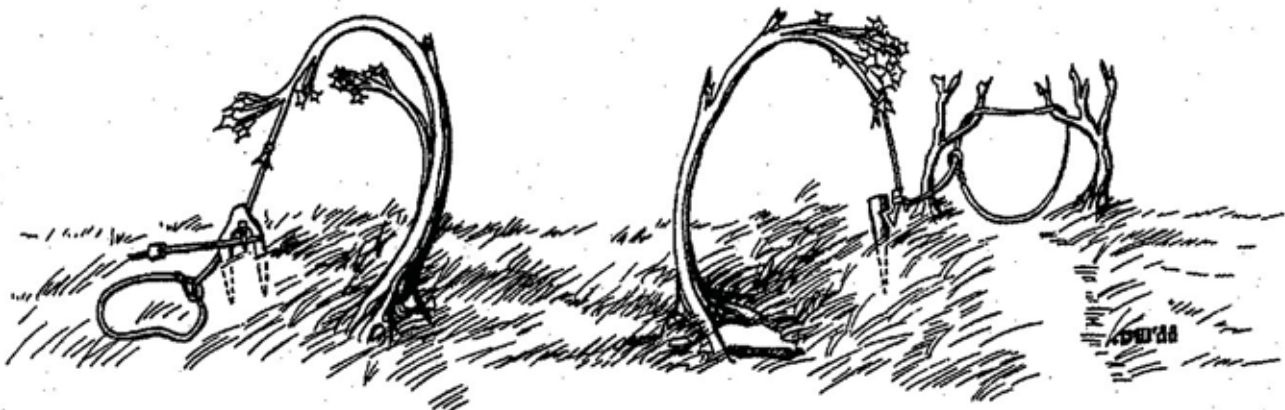
HT: Many animals will have *two* numbers for HT — the first is the "health" that the animal rolls against, while the second is the "hits" that it can take. Most wild animals are fairly healthy (represented by the first HT number), in the 12-17 range — the weak and sickly tend to be weeded out by nature. Herbivores tend to be less susceptible to disease and to recover more quickly from wounds than carnivores, so their "health" is usually a bit higher.

"Health" affects the animal's chance to recover quickly from a stun; its ability to resist knockdown; its resistance to certain spells; and the rate at which it recovers from wounds (though most PCs don't worry about that part of an opponent's makeup).

"Hits" are based on body size and stamina; usually, the bigger the animal, the tougher it is to kill. "Hits" also affects the *amount* recovered from wounds — see p. 57. When creating a new creature, the GM may want to take into account the amount of damage done by the PCs. If they are doing 3 dice per shot, he might want to beef up the animal's "hits" to make for a more challenging fight.

PD and DR: These are as important to animals as they are to humans.

The PD of an animal is usually based on the deflecting quality of its hide or coat. The fur of a short-haired mammal won't deflect a blow at all, while the longer fur of an Arctic creature might: PD 1 or 2. An extra forelimb might add 1 or 2 PD by being used as an extra level of defense, and beating wings might make it hard to land a blow straight on. The hard armor of a turtle or giant insect is worth PD 2 to 5, depending on the angles, curvature, slope, and so forth. Quills can offer PD 1 to 3.

DR will range from the 0 of most dogs, to 1 or 2 for thick-skinned mammals, to 3 or 4 for thick-skinned reptiles, on up to 5 for turtles and other heavily-armored creatures. A DR of 6 is probably the upper limit for natural creatures.

Move and Dodge: Most animals' Dodge is equal to half of Move or half of DX — whichever is larger — 10 being the maximum. Occasionally a GM may wish to make a creature a specialist at defense: its Dodge equal (or nearly so) to its Move. This should only be true for *defense* specialists: a ferocious attacker is usually not a great defender, tending toward all-out attack methods.

Move will determine the combat order in which an animal strikes, and whether it can overtake (or escape) the party of adventurers. The average unencumbered human runs 5 yds/sec (swims 1 yd./sec). This should be used as a basis for comparison when setting an animal's Move score, or a creature that is similar in speed can be used as a template. Most cats will be faster than canines, though canines are better long-distance runners; herbivores whose primary means of defense is flight will be faster yet.

Reach: Many animals attack only in close combat. This has the advantage of putting them in close where the prey (or PCs) are at a disadvantage. Some creatures are large enough to kick or strike at one-hex reach. Ranged attacks are

Knowledge

Knowledge is the PCs' best defense. The more they know about a creature, the more likely they are to emerge alive from an encounter. The less they know, the more deadly the creature is liable to prove. Thus, when running a creature — whether it's one from this book or one of your own design — you should consider how much you want the players to know about it.

Science fiction spacefarers wouldn't know anything about a new life-form except what they could guess from its resemblance to known creatures (a mouthful of 3-inch-long, sharp pointed teeth does not denote a grass-eater!). Medieval or modern adventurers might have some information — maybe even too much — and some of what they know might be wrong.

There are many ways to give hints and clues: rangers, bartenders, farmers, rumors, gossip, dusty library tomes, old wives' tales, bards' lore, even children's nursery rhymes can give a clue that could save a thinking PC's life — or lose it if the rumor is false ("What do you mean silver doesn't work against vampires — didn't that old priest say it did?").

A whole party can be destroyed by one gumberoo if they don't know its weakness. They can be killed just as easily by an animal you create. Before you condemn your PCs to a gory death, think of some way to impart at least a hint of how to survive. Maybe an old torn manuscript or an old worn traveler — trite, but fun.

Creating Animals

very rare, usually limited to fantastic creatures; these animals can be extremely deadly unless some offsetting weakness is provided.

Sensing Abilities: Most animals are better at sensing their environment than humans are. This is handled by the use of a generic sensing ability of 14 — the animal makes all Vision, Hearing and similar rolls against a base level of 14, rather than against IQ as humans do. In creating an animal, the GM may wish to note appropriate senses and their specific levels. For instance, bloodhounds have weak eyes (Vision rolls of 9 or less) but keen noses (Smell 18).

Some of the ways animals sense the world around them are through light, sound, vibration, chemicals, pressure, radiation, magnetism, gravity, electricity and temperature. Some fantastic and science fictional creatures have other sensing abilities — including magic and psionics.

Radiation is the same basic energy as light, only in different wavelengths — some snakes, for example, can sense infrared rays. Other radiation senses might detect ultraviolet rays, X-rays or gamma rays. This can especially make a difference in science fiction campaigns.

Pressure in humans is largely limited to touch, though our hair can also detect changes in air currents. Some animals have a much more highly developed sense of pressure: fish can sense movement in the water around them, and insects can feel the air pushed by someone's hand as it descends to swat them. A predator which uses pressure to track prey (such as do certain eyeless cave animals) would cancel any PD bonus that a person receives for being invisible — as would a creature using ultrasound, such as a bat.

Vibration is the same stimulus as sound, interpreted by organs other than the ear. Snakes are deaf yet can detect motion through ground vibrations.

Chemical sensation is usually called smell and taste. Animals with acute smell are not at as much of a loss in the dark as are those limited by vision. A dog leaving a well-lit house at night trots right out; no need to wait for its eyes to adjust since its nose is what guides it anyway. A cat will crouch by the door

Special Abilities

Extra limbs: Extra legs can increase speed and/or stability (no minuses on uneven terrain, pluses to ST in slams). Extra arms (or forelegs) can increase combat abilities — perhaps allowing two attacks per turn while still being able to defend normally. Extra limbs can also include prehensile trunks and tails.

Tentacles: Tentacles are extremely muscular limbs. They can actually support some weight on land (aquariums have reported octopi escaping from their tanks across the floor!), and are excellent grapplers. Assign each tentacle a value of ST for grappling purposes. They don't usually do damage, but are used to drag the victim to the creature's mouth. The mouth will usually have a tearing ability (beak or teeth), though a digesting acid or venom are other possibilities.

Pincers: Pincers are graspers which sometimes do damage, usually crushing. Assign each pincer a value of ST for both damage and grappling purposes. A scissors-type limb could evolve as a weapon — don't use it for grasping, though.

Venom: Most animals that deliver venom do not have a powerful attack in brute force terms. A snake's fangs don't do any significant amount of damage — just enough to pierce the skin. Most existing poisons work either by digesting cellular walls or by disrupting neurological processes — other types are certainly possible! You may use any of the existing poisons (see p. 78) or create your own. Be sure that the players have a way to save themselves somehow, or at least allow them a roll against HT to minimize damage.

Camouflage: Many creatures have natural camouflage, allowing them to hide from predators or lie in wait for prey. Such animals can be difficult to spot, even when within a few feet of them (IQ roll at a hefty minus).

Electrical organs: Some fish and eels have developed the ability to generate electricity — used for direction-finding, offense or defense — and can release a powerful jolt which can stun or kill. Saltwater creatures usually generate a lower voltage than fresh-water creatures — saltwater is a better conductor, so they don't need as much voltage. A land animal might conceivably evolve such organs as well, shocking any predator that touches it.

Flight: In general, flying animals have a distinct advantage in both speed and height. The exception to this is if there is a low ceiling or no space for wingspread — often flyers are very clumsy on the ground.

Advantages and Skills: Animals may be given certain advantages and skills. Acute Senses, Peripheral Vision and Stealth are good examples. See p. 53 for other possibilities.

just outside for a few moments — it needs to allow its highly developed night vision to adjust to the light differential before venturing out.

Certain birds have magnetic field detectors in their ears, possibly for migratory purposes. This is harder to visualize as being useful in gaming terms, but there are possibilities in science fiction. Magnetic and gravitational detectors would be very useful to deep space (vacuum) creatures!

Gravitational detectors more highly developed than the human inner ear might result in better balance (squirrels on a telephone wire), better climbing ability, better cornering abilities (perhaps 2 hex-side facing changes at no cost), quicker recovery from falls (always lands on its feet — ½ damage from falling), and so forth.

Creatures which can sense electric fields (mostly fish on this planet) would seem to have an enormous advantage in hunting highly-developed creatures — all Terran neurological activity is electro-chemical in nature. Again, science fiction possibilities abound.

Finally, animals that use temperature to hunt their prey (snakes again immediately come to mind as an example) are not hampered by poor lighting or other seemingly adverse conditions.

Aggressiveness: This determines how likely the animal is to attack, and with what ferocity. Most animals will attack humans only if desperate or provoked. A few species are known man-eaters, however — crocodiles and certain cats, for instance. Most herbivores will flee. Give aggressive animals a negative modifier — say -3 or so — when rolling to determine reaction. Timid animals will get a similar positive modifier.

Tactics: Most creatures use distinctive offensive and defensive tactics. These tactics are generally instinctive and a fundamental part of the creature's nature. Examples of offensive tactics include: pack tactics (wolves and other canines); attack from ambush (crocodiles and many cats); attack by chasing prey into an ambush (lions use such teamwork); spreading out over an area and calling to each other when prey is sighted (some canines); and going for the throat (cats).

Defensive tactics include such things as flight (most herbivores); posting sentries (baboons and herd animals); forming the herd into a circle with the large males facing outward (musk oxen); climbing trees to escape predators (monkeys, squirrels); bluffing with defensive displays (the monitor lizard's hissing and puffing itself up); and use of defensive weaponry — sprays, quills, horns, and armor (skunks, porcupines, antelope, and turtles).

Number: Most species will be found traveling in certain numbers — solitary cats, canines in packs, herds of herbivores and so on. Other possibilities include a swarm of rat-size creatures, a horde of wasp-size creatures or mated pairs. The number of creatures encountered is usually a trait of the species.

Abundance: The GM should also consider how abundant the animal is — how common it is within the habitat. This will determine how frequently it will be encountered.

The food chain follows a pyramid, with the number at each step being smaller than the number in the step below it. Thus, herbivores will be more common than predators, and small predators will be more common than large ones. The largest predators will be the rarest animals of all.

It has been estimated that it takes almost 800 lbs. of plant food to support 60 lbs. of moose; 60 lbs. of moose will support 1 lb. of wolf. Since the average wolf weighs about 100 lbs., whereas the average moose is about 1,500 lbs., it can be seen that there needs to be about 4 moose in a habitat for each wolf.

Creating Animals

Special Defenses

Horns: Many animals (usually male) have horns with which to drive off predators or rivals. Such creatures usually have strong skulls (DR 2), making them difficult to stun through head blows.

Armor: Many creatures have thick hides or shells that serve as natural armor. Some (such as turtles) can completely withdraw inside the armor, leaving no exposed weaknesses.

Quills: Some creatures (the porcupine being the prime example) are covered in quills that are easily detached when touched. Such animals often show little concern for danger; most predators quickly learn to leave them alone. Poisonous spines also fall in this category.

Sprays: A vile-smelling spray will drive off most predators, perhaps temporarily blinding them as well. Predators rapidly learn to give these creatures a wide berth.

Mimicry: Many harmless creatures (insects especially) mimic more dangerous creatures. Predators who have learned to avoid the dangerous creatures will often avoid the harmless look-alike as well. Insects often mimic the surrounding foliage (leaves and flowers) while fish sometimes mimic rocky outcroppings, making them quite difficult to detect (IQ roll at a penalty, just like camouflage). Larger creatures might develop these abilities as well (especially in an SF campaign).

Inedibility: Many small animals have developed a vile taste, or skin that exudes a poison which takes effect when ingested. Small mammals are an example of the first; certain frogs are an example of the second. Predators learn that these creatures do not make good eating, and leave them alone or suffer the consequences.

Demonic Animals

Demonic animals can easily be created as steeds or companions for demons and their allies. All the GM has to do is take a normal animal and add a few demonic elements — glowing eyes, unnatural voice, etc. The shadow wolf (*GURPS Fantasy Bestiary*, p. 65) is a good example of a normal animal with demonic elements. Demonic horses, hounds, cats, birds and reptiles are all found in the legends of many cultures. Usually these animals have increased Speed, PD, DR, IQ, Damage and magic abilities. Often, they will have full or partial immunity to non-magical weapons.

These numbers will fluctuate in cycles, often seasonally. At times (when vegetation is particularly lush, for example) the ratio of prey to predators will go up, and the carnivores eat well for a while and reproduce more rapidly. As the number of carnivores goes up, the ratio will begin to drop. When it falls below a certain point, the carnivores starve, and the prey begins to increase as predation decreases — the cycle begins all over again. It is during the lean periods that humans may come under direct threat from carnivores.

Ecology: Last but not least, the GM should consider the ecology of the creature — how it fits into the world around it. What is its niche — what role does it plays in its ecosystem? What does it eat — is it herbivorous, carnivorous or omnivorous? What habitats does it live in? Is it a scavenger, a predator or prey? What are its natural enemies? Is it migratory or does it stay in one location year-round? The GM might even want to consider its mating habits.

Each creature occupies a place in the ecology of its habitat, and serves a certain function — whether it's scavenger, prey or predator. Each has certain behavior patterns as well. By taking these factors into account, the GM will find he's created a creature which is not only an interesting opponent, but one which also serves an interesting and realistic purpose in his world.
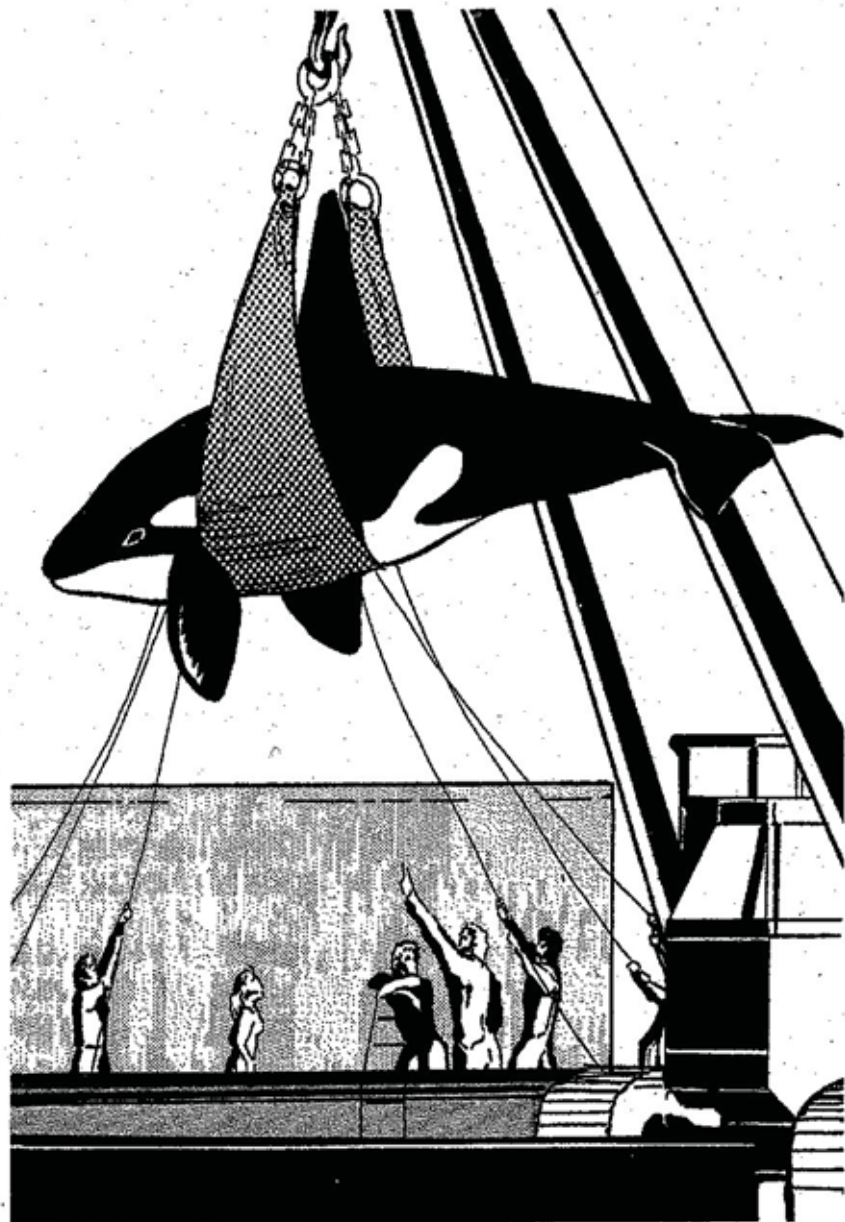
Among the most ancient and pervasive human myths is the legend of the man-beast, the skinchanger, the were-creature. The most familiar of these is the werewolf . . . but legend and fiction describe literally thousands of sorts of were-folk, with multitudes of strange powers and origins. The rules in this chapter will let the GM create custom-designed "weres" for his own campaign – or let players create were-characters as PCs!

The "animal template" of a were consists of the characteristics, advantages and disadvantages of the real-world animal that is the basis of the were-form. The animal template and the human form define the general parameters of the were-form — though there's always the possibility of certain supernatural "extras" which have nothing to do with either the human form or the animal template, such as the cinematic werewolf's invulnerability to everything but silver.

Any animal described in this book can be used as a template for a were. These descriptions give all the essential information about the creatures, but the GM must define the traits and point values of these creatures according to the rules in the lycanthropic creation section.

For example, here is the description of a wolf, from p. 38.

Wolf

ST: 8-10	Move/Dodge: 9/7	Size: 1
DX: 14	PD/DR: 1/1	Wt: 70-170 lbs.
IQ: 5	Damage: 1d-2 cut	Origin: R
HT: 11-13	Reach: C	Habitats: F, M, A, P

The wolf is a ferocious carnivore, found throughout North America, northern Europe and Asia. In early historical times, wolves were even more widespread. Wolves are courageous and intelligent, with great fighting ability and endurance. They are largely nocturnal, though they do hunt in the day. Packs number from 4 to 30; lone wolves can also be encountered. Wolves mate for life and are quite protective of their mates and cubs.

They usually hunt in packs, having a good sense of *pack tactics* (see p. 57). They attack by biting in close combat for 1d-2 cutting damage. They tend to rush in, bite out a piece of flesh, then dodge out of the way while the same operation is performed by the other wolves. Eventually the prey weakens from shock and loss of blood, and can be dragged down.

Many of the rules presented in this chapter are abbreviated from the special powers found in *GURPS Supers* and *GURPS Fantasy Folk*, with additional material specific to were-creatures. These rules emphasize the traditional concepts of weres from folklore and popular culture, but they can easily be combined with the rules in *Fantasy Folk* or even *GURPS Aliens* or *Supers* to create more exotic or outré shapeshifters.

Weres and Shapeshifters

For the purposes of this chapter, a "were" is any person with the intrinsic ability to transform into a beast or a beast-like form. The state of wereness is called "lycanthropy," from a Greek word meaning "wolf-man." Purists sometimes prefer the term "theriomorph" (from the Greek for "animal-shape"), disliking the specifically *wolf* connotations of lycanthropy, but most scholars concede that general use has given lycanthropy a broader meaning than its roots would suggest.

Weres are a subset of the class of shapeshifters, a group which also includes supers or nonhuman races with the Morph power, mages who know the Shapeshifting spell, and persons who own a magical or ultra-tech item which allows them to change shape. Thus, while all weres are shapeshifters, all shapeshifters are not weres.

Why a Were?

The reasons someone might become a were-creature are limited only by the GM's imagination. Below are a few possible origins for weres.

Curse

This is the usual origin of a traditional cinematic werewolf – the old gypsy woman pronounces a curse on her murderer, the cultist tampers with Things Man Was Not Meant to know, the intrepid explorer ignores the hieroglyphic warning on the door of the ancient tomb ...

Magic Item

The character has a strange bond with a mystical object which allows him (or compels him) to take the form of a beast. For true weredom, it's important that the relationship between the object and the user be unique. The lucky owner of a device that will turn *anybody* into an animal is not really a were (although such items are covered in these rules). But if the triggering item will only work for one person, and if he cannot change without it (or perhaps he needs it to survive, and the change is only an unwelcome side effect), then that person is a true were, of a sort well-supported by legendary and literary sources.

The most common sort of item-bound were is the *skin-changer*. This type must carry an intact pelt of the animal he changes to (wolf, bear, seal, swan, whatever). When he wishes to change, the skin-changer need only don the skin.

Religion or Culture

Certain people – or even an entire race – might be able to become weres because they have a spiritual link with the animal template (see sidebar, p. 82), or because they practice certain rituals or ceremonies that give them the power to shift shape. This approaches the line dividing weres from magical shapeshifters.

Genetics

Lycanthropy is often portrayed as hereditary – a person is a were because his forebears were weres. They may be humans with a rare magical or genetic gift, or a completely separate race, living in disguise among humanity. This interpretation is particularly popular in the movies, appearing in films as diverse as *Cat People* and *Teen Wolf*.

In a science fiction or post-holocaust campaign, this ability could appear as a new mutation.

A rarer but intriguing variation on this concept is the "reverse were." This is an individual or race whose everyday form is beastlike, but who has the ability to take on human form temporarily, or under certain circumstances.

Disease

Lycanthropy could be a magical or viral infection, usually spread through the bite of a were in beast form. Anyone who survives an attack by a were has a strong chance of becoming a were himself. This origin is also much-beloved in Hollywood.

Psionics

In a world where psionic powers are very common or potent, it might be possible for a psi to alter his body to that of a beast. This power may be conscious or subconscious, and may or may not be accompanied by more conventional abilities.

Science

Super-science might be capable of surgically or genetically giving a human the power to change from his natural form to a were-form. In a "realistic" science fiction campaign, such a transformation would require at least TL10 medical science, but in a cinematic campaign it could appear at a lower Tech Level due to a mad scientist's meddling, or perhaps through exposure to "strange cosmic radiation" or an alien artifact.

Mix and Match

The origins above can be combined in a number of ways. A magic item, for instance, might make its user dependent, creating a curse. Or the infectious bite of a were might trigger a genetic change, which will ensure that all subsequent children of the victim are weres as well.

Lycanthropy: Advantage or Disadvantage?

These rules allow lycanthropy as either an advantage or disadvantage. If the lycanthrope controls the time of change and the actions of the beast form, it's a powerful advantage. If the change is involuntary or the beast-form has a will of its own, it's a dangerous disadvantage.

Buying Off Lycanthropy

Uncontrolled shapechanging – or any other sort of undesired weredom – can be "bought off" using earned experience. As always, it is suggested that when the cost to "buy off" the disadvantage is paid, the GM should make the removal of the curse an adventure object, rather than just making the curse "go away." For more details and some suggestions, see the sidebar on p. 85.

Wolf attacks on humans are a subject of hot debate. There are no verified recent attacks, but ancient tales abound with stories of wolves devouring people. The odds are good that wolves will not attack humans unless the climate is so severe that other prey is very scarce.

Here is a reasonable approximation of the same wolf as a character, translated according to the lycanthropic creation rules. Note that all characteristics are bought from a base of 10, using the point values in the *Basic Set*.

Wolves have ST -1 (-10 points), DX +4 (45 points), IQ -5 (-40 points), and HT +2 (20 points). They have the advantages Alertness +2 (10 points), Combat Reflexes (15 points), Discriminatory Smell (15 points), DR +1 (3 points), 4 legs (5 points), PD +1 (25 points), Penetrating Call (5 points) and Sharp Teeth (5 points). Their disadvantages are Color Blindness (-10 points), Mute (-25 points), No Fine Manipulators (-30 points), Reputation -3: vicious predator (-15 points). They have the skills Brawling at DX (1 point), Running at HT (4 points), Stealth at DX (2 points) and Tracking at 12 (2 points – see the Rule of 12, p. 96).

This hypothetically average natural wolf would normally be a 27-point character in human-based terms (157 points in attributes, advantages and skills and -130 points in attributes and disadvantages).

To turn an ordinary wolf into a were-form, the GM can start by defining the character's change. If the were-form is to be a pure beast, the GM can let the were transform into a normal wolf like the one above. The character then could define his were-form as a character of up to 50 points (or more, depending on the point budget for the human form), and spend his additional character points as he likes to individualize the wolf.

If the GM wishes to develop a super-beast or beast-man were, he can play with the were-form, making it closer to humanity (bipedal, perhaps, or with a higher IQ, or able to speak), or adding certain magical or pseudo-scientific advantages and disadvantages (perhaps some magical protection, a Vulnerability to silver, or a Dread of wolfsbane).

This is an optional rule which the GM can use to heighten the drama and terror that people should rightly feel about the prospect of becoming weres. It can also be used to make opportunistic players think twice before willingly infecting their characters with lycanthropy.

If the GM wants to use Change Trauma, he arbitrarily assigns from one to six mental or physical disadvantages or power limitations to anyone who becomes a were. He then decides in what order the disadvantages will vanish, and rolls 1d (or 2d, if he's feeling particularly vicious) to see how long each disadvantage lingers. This roll determines the number of *changes* the new were must go through before that disadvantage vanishes. The disadvantages vanish in order, and none starts "counting off" before all those before it on the list have vanished.

As Change Trauma is a temporary side effect of acquiring lycanthropy, none of the disadvantages or limitations related to Change Trauma carry any negative point value of their own.

Example: A PC has met a were whose were-form is basically a talking wolf -- the were has the physical stats of a wolf (except for the ability to speak) and the intellect, personality and skills of the human form. The player decides it would be interesting to play a were of this type, so the PC asks the were how he got that way, and also begins saving his earned character points to eventually pay for the cost of the were-form (see *Infectious Attack*, p. 95).

The GM is also intrigued by the idea, so he sends the adventurers off on a quest that will eventually result in the interested character becoming a were. However, the GM also decides that he will spice things up by invoking the Change Trauma rules.

The GM selects 6 disadvantages, sets them in order and rolls 1d for each, getting the following results: Painful Change (4), Bloodlust (2), Berserk (5), 15-point Split Personality (6), Bestial (4), Mute (3).

The new were starts his career with *all* of the above disadvantages, much to his consternation (and his player's!). Initially, the party will need to be devote a good deal of time and energy to keeping their lycanthropic companion out of trouble during the changes. However, after the fourth change, the changes are no longer painful. Two changes later, the were-form loses its Bloodlust, and so on, until after 24 changes the were finally figures out how to talk in were-form and is, at last, through the rigors of Change Trauma.

Change Trauma should not be treated as a disadvantage, because it always goes away in time. It is inconvenient, and may be deadly, but it's just one of the hazards of lycanthropy.

Were-Forms

A were-form can be based on any creature known to man. Large, dangerous animals may have the most dramatic potential, but there's nothing that makes a were-penguin or were-poodle impossible. The were-ape is rarely seen, perhaps because the change from human to ape doesn't seem dramatic enough – but the thug who follows a victim into a dark alley, and meets a full-grown gorilla, might not agree.

Whatever the nature of the creature-form, weres come in three basic "configurations."

The Beast

In his transformed state, the person is an ordinary animal, with stats drawn directly from any entry in this book. The were-shape has no special human abilities or intelligence. This is the most traditional form of the werewolf of European legend – an otherwise-ordinary human who periodically transforms into an otherwise-ordinary wolf. Each form may have only dim memories of the other; each form follows its own nature.

The *GURPS* character system assumes that a character can talk, think rationally, use its hands, etc., — none of these is true for an animal! When the beast's "character" is created, certain disadvantages must be taken:

Animal Intelligence. An animal cannot reason in human fashion, read, and so on. If the were suffers from a Split Personality, the animal form may also be Bestial (see p. 98). However, without Split Personality, the were-form keeps its human personality and as many of its memories as the animal intelligence can support. For example, a were-dog would be able to recognize a woman and know that it loved her. A smart were-dog would even know that "Laura" meant the woman. But it would not know "This is my wife Laura." It could not run a computer, but it might know that it contained information. And so on.

Mute (p. 97). An animal cannot speak human languages.

Structural advantages and disadvantages (see pp. 100-101). Animal forms are limited in what they can do, but may also have an edge over the human shape in certain areas. No Fine Manipulators will be the most common disadvantage. The advantages Teeth and Multiple Limbs (see p. 101) would be appropriate for most were-creatures.

Certain super-advantages can be appropriate for beast were-forms, such as Catfall or Discriminatory Smell. Ordinary advantages can also be applied: Acute Senses or Alertness are common, and most animals have Combat Reflexes (p. B20).

Skill use by a beast form is handled as described on p. 99. Skills cannot be improved.

The Super-Beast

The were is still basically animal-shaped, but he is more than a normal beast. Perhaps he retains his full mind and human intelligence, or is simply stronger and tougher than a normal beast of that sort. In game terms, super-beasts start as standard animal forms, but do not have to take all the "beast" disadvantages above. If they don't take Mute, they can talk. If they don't take a low IQ and the Bestial disadvantage, they can think as well as a human with the same IQ. Furthermore, a super-beast may take super-advantages above and beyond those appropriate to the animal template.

Skill use by a super-beast is handled as described on p. 109. Skills can be improved as for human characters, and new skills can be learned – all based on the appropriate attribute of the beast form.

The Beast-Man

The were is an anthropomorphic hybrid of human and animal. The fuzzy-faced, bipedal "wolf-man" of the movies and comics is the best-known were of this sort. A beast-man may retain his human memories and personality, or he may become a ravening monster. Or, most terrifying of all, he may become a ravening monster while *retaining* fully human memories and intelligence. The "default" assumption is that

the memories and personality remain intact. Again, the Split Personality disadvantage will change this!

Beast-men are assumed to be able to speak unless they take the Mute disadvantage, and are assumed to be Literate in a setting where literacy is standard. Likewise, they are assumed to have two functional hands, though this can be changed. And a beast-man can use any human martial arts skills that it remembers from human form, while animal forms cannot use techniques designed for humans.

A beast-man shares all the skills of his human form, and new skills learned in either form are shared by the other unless the were suffers from Split Personality.

Building a Were

There are several steps involved in building a were character: determining the point budget, deciding on the way the were changes, building the human form, and building the were-form.

Point Budget

A were character should be built on the same starting point total as other characters in the campaign. The human form and the were-form are designed as separate characters, but their point totals must add up to the starting allotment (e.g., 100 points in a standard *Fantasy* campaign).

Each form can take up to the usual number of disadvantage points, and each form is allowed up to 5 quirks. Characters may be created with more disadvantages, but the extra ones don't count for points, and of course must be roleplayed!

The Change

The first decision to make in designing a were is how much, if any, control does the were have over his changing?

If the were has *any* control whatsoever over the change, however small, then it is an advantage: Were Form (see p. 93). This also includes changes that, while not under the were's control, are cyclic in nature and thus can be scheduled and exploited.

If the were changes in response to a stimulus that occurs randomly and which cannot be predicted, then his state is a disadvantage – Unpredictable Change (see p. 94).

Sometimes a were will have several conditions under which he transforms. On the fantasy world of Yrth, for instance, weres must take their were-form during the full moon, but some are free to change at will. See pp. 113-114, or *GURPS Fantasy*, p. 124. This is still the Were Form super-advantage, but with a special limitation (see p. 113).

Uncontrolled Weredom

Uncontrolled weredom is the condition where the were has no control whatsoever over his transformation, but is subject to the environmental trigger that controls his shapechanging. The trigger condition should be determined in as much detail as necessary. The human form of the character should then take the Unpredictable Change disadvantage as modified by the frequency of the trigger condition.

Please note that while an uncontrolled were-form may have a mind – and goals – separate from those of the human form, but not always. See Split Personality, p. 97.

Traditionally, uncontrolled weres usually possess only two forms: human and were. While it is possible for an uncontrolled were to have more than one nonhuman form, this implies that some level of control exists over which form manifests. Any character with more than one alternate form should be built with the Were Form super-advantage.

The Lycanthropic Curse

A "lycanthropic curse" is any shapechanging which a character possesses but does not want! It does not necessarily have to be an actual disadvantage – just distressing or inconvenient. A were who changes into a stag once every year for 3 months can be just as cursed as one who turns into a ravening monster whenever he smells human

Curing Lycanthropy

Anyone afflicted with the Unpredictable Change disadvantage may take a keen interest in reversing his condition. When the were-character actually earns enough experience to relieve himself of his affliction, the GM must decide exactly how the victim's particular form of lycanthropy can be cured.

(Some lycanthropic curses, although distressing and inconvenient to their victims, are actually considered advantages; in particular, any cyclic change is at the very least a marginal advantage because of its predictability. In such a case, it is not possible to "buy off" the advantage, and the GM should simply require a quest, as below, without point expenditure.)

When the victim's lycanthropy is cured, he loses not only the change advantage or disadvantage, but all points invested in the were-form, immediately reducing his character point total, sometimes dramatically! *Example:* David the Naughty is a 100-point werewolf with a 60-point human form and a 40-point wolf form. If he is cured of his condition, he will lose the 40 points in the wolf form and become a 60-point character!

Lycanthropy should never simply vanish because the player expended enough points to buy it off. The cure should always be roleplayed, and should usually be the focus of at least one extended adventure – "To remove the curse of the beast, you must climb the Mountain of Spirits on the longest day of the year, beginning at dawn and arriving by sunset. At the top you will find a single blooming flower. Pluck the flower and swallow it between sunset and moonrise, and your curse will be lifted." Needless to say, the adventurers will find more between the foot of the mountain and its top than rocks, trees and snow.

In fact, a whole campaign could be built around a lycanthrope's quest for a cure – the village priest sends the party to the court wizard, who has heard of an ancient sage in a far country, who refers the party to a lost book in an ancient city; the book speaks of a secret brotherhood in a hidden fortress . . .

Sometimes a friend with a strong grounding in science or magic will try to cure a were-character. If so, the GM must make some fundamental decisions about the nature of the specific form of lycanthropy under scrutiny. If it's genetic, the cure will require extraordinary efforts – ultra-tech medicine or the very strongest magic. Only this scale of effort, equivalent to the imposing quest described above, can remove a lycanthropic curse. A chance victim of an Infectious Attack (see p. 96), however, can be let off more easily. (It's not hard to justify the fact that it is much harder to cure the victim of a lycanthropic curse than it is to cure those he might infect – the GM may simply state that the cursed character has a natural immunity to the usual cure, or that the curse is less powerful at a "later generation.")

blood. What constitutes a curse is more a matter of design and intent – not to mention the opinion of the were-character himself!

Designing the Human Form

Remember that whether Were Form or Uncontrolled Change is used to define the were, the human form and the were form's point totals must add up to the starting point value for a typical character in the setting being used. The GM may require that the human form of a were be required to take certain disadvantages. The most likely candidate for such a requirement would be a Secret (p. 98), although others are possible. The Unusual Background advantage may also be required.

Again, the total number of disadvantage points allowed to the human form is whatever is usual for the setting for which the were is being built.

Designing the Were-Form

A player character's were-form is worked out in as much detail as his human form. The were-form has a separate Character Record Sheet, filled in as the various stats and abilities are calculated. The same system is used whether you are creating an exotic Aardvark-Man with several forms and many special powers, or just defining the animal form of a perfectly ordinary were-chipmunk.

As with the human form, the were-form is allowed the usual amount of disadvantage points for the current setting.

Were Design Considerations

In designing an effective were character, remember that the were is an animal-human hybrid. The primary design goal should not be to design the scariest monster or the most devastating combat machine, but to stay true to the were's animal nature.

That said, tradition allows, and even encourages, weres that go far beyond mere "man-beasts." Real-world wolves are subject to damage from anything that might harm a human, but some traditional werewolves can only be killed by silver weapons.

Building The Animal Template

For the purposes of creating the were-form, follow these steps to determine the point value of the *animal template*. As noted in the sidebar on p. 85, an animal template is the kind of animal on which the were's non-human form will be based, converted into *GURPS* character terms.

Start with the animal's description as found elsewhere in this volume. If there is none, the GM is the final arbiter on the characteristics of any given animal.

Attributes

Take the ST, DX, HT and IQ of the animal template, and enter them normally. If ST exceeds human maximum, see the *Increased ST* super-advantage on p. 104.

Move/Dodge Variations

Calculate the template's Move as though it were human. If the calculated Move is lower than the beast's actual Move, take as many levels of Enhanced Move (not Increased Speed, which is more costly) as necessary to raise the Move score to the proper value. This costs 10 points per level – see p. 103.

If calculated Move is *higher* than the beast's actual Move, take as many levels of Reduced Move as necessary to lower the Move score to the proper value. This disadvantage is worth -5 points per level – see p. 109.

Dodge: An animal's Dodge is half its Move or half its DX, whichever is better. This differs from the way a human's Dodge is calculated. Don't worry about what its Dodge might be if it were a human. Remember that if the animal template possesses Combat Reflexes, this will modify Dodge.

To cure a victim of lycanthropic infection, the GM must first determine how much (if any) of the problem is magical in nature. If the change is entirely a bacteriological or viral infection, it can be reversed by anything from an ordinary Cure Disease spell to a competent doctor or biochemist with a good laboratory. Infections that are more magical would be beyond the reach of science, but might be curable by a Remove Curse spell, or by exorcism.

Weres and Mana

Magical weres of any sort will normally keep their more natural form in a no-mana area. Once they leave the no-mana zone they will usually resume their regular change patterns. However, if this inconveniences the campaign, the GM might also specify that certain weres carry a low-power magical field with them, which allows them to stick to their normal change pattern even in no-mana areas. (Logically, this would make them stand out like searchlights to any mage unlucky enough to share the no-mana area with them.)

Trigger Conditions

Enterprising players will attempt to manipulate a trigger condition to their advantage, to give them control over their changes. Some of this is acceptable; for instance, a Dark Ages were whose change is triggered by the smell of roses need not be restrained from running to the nearest bower if the Vikings attack his village. On the other hand, if the same were took to carrying a packet of dried rose petals with him, to sniff whenever his were form might come in handy, the change is no longer merely a trigger condition, but something closer to item-based weredom. In this case the GM should merely let the player know that if his character persists in this behavior, his next *x* points of earned experience must be diverted to purchase the proper form of the Were Form super-advantage.

Hit Point Variations

If the animal template has more or fewer Hit Points than its HT, take the Extra Hit Points advantage (p. 103) or the Reduced Hit Points disadvantage (p. 109).

Natural Attacks

If the creature has any natural attacks (see p. 101), fill them in. Most creatures will have at least a bite attack of some kind – see the *Teeth* advantage, p. 101. Some will have more exotic attacks.

Natural Defenses

Define the creature's scales, fur, etc. If the creature has extra PD or DR, this will cost points – see pp. 102 and 105. If the creature has more exotic defenses, fill them in as well.

Advantages

"Ordinary" advantages may be part of an animal template where appropriate. For instance, Danger Sense or Combat Reflexes would be reasonable for almost any creature. Since advantages are not listed in the beast descriptions, the creator of the were-form has wide latitude in choosing advantages to include – see the sample weres on pp. 113-122 for examples. Thus, our sample wolf template has Alertness +2 – which seems quite reasonable for a wolf – but it would be just as reasonable to set it at a higher level or omit it entirely. This lets the character's creator (or the GM!) control both the animal's abilities in play and the point cost of the were-form. Some notes on existing advantages and their use in were-forms can be found on p. 96.

Under this category should also be included structural advantages, such as number and kind of limbs. These are covered on pp. 100-101.

Adding Natural Advantages: The GM may allow a were-form to purchase "natural" advantages after creation, with earned character points, up to any level he considers reasonable for the animal's abilities. Justification: the were is still learning how to "be" a beast and how to use his new body, so his animal abilities will continue to develop.

Super-Advantages

This is a wide category. It covers advantages that are not available to ordinary creatures, but may be available to an unusual creature like a were: advantages like Speech, that are normal for a human but "super" for a beast, and advantages that are "super" for a human but normal and necessary for an animal! For a real chimp, the Brachiator advantage isn't just allowed; it's necessary to describe what a chimp does. Likewise, Winged Flight *must* be taken for a flying creature. Discriminatory Smell would be reasonable for any canine form, and natural and necessary for a "real" dog.

Super-Powers

These are the special abilities that require a skill roll to use, like Bind for a spider. These will usually be rare among animal templates, but they are possible.

Animal Disadvantages

The template *must* take the disadvantages Mute and Bestial (see pp. 97-98), and whatever structural disadvantages are appropriate to its shape.

Other Disadvantages

Some species may have disadvantages beyond the obvious physical ones. Many predators will suffer from a bad Reputation or a Social Stigma; prey species may have Combat Paralysis. If the animal template is a pack rat or jackdaw, Kleptomania may be appropriate. See pp. 96-99 for more details.

Skills

Ordinary beast forms use skills as described on p. 99, and will *not* normally have a full range of skills. However, certain appropriate skills may be bought to high levels – e.g., Tracking and Brawling for a predator, or Flight (p. 99) for winged creatures.

The Change Process

The default lycanthropic change lasts 2d seconds, during which the were can do nothing else except change (but see the Active Change enhancement, p. 93). A change in progress cannot be halted or reversed except under the most unusual circumstances (GM's option). A lycanthropic change is a strange and frightening process; the GM may require onlookers who have never seen a change before, or who didn't know that the changing character was a were, to make a Will Roll or else stop what they're doing and stare in fascination until the change is complete. (This is a non-magical fascination, and won't prevent someone from defending himself or providing for his own safety, but it might make both sides of a combat break off while the change is happening, and it would certainly make an enemy easier to surprise.) This Will Roll is not a Fright Check, but a Fright Check will often be appropriate in such situations.

Side Effects of the Change

What happens to a pregnant were when she changes? To a were with a bionic leg? Or an artificial heart? What happens to the vegetarian meal eaten just before the change? Well, it depends . . .

If a shapeshift is magical, ignore the food, the baby, the bionic implant, and so on. Nothing like that carries over between forms or is harmed when changed back. If the shift is a product of "natural" science, each form should be wise enough to eat nothing the other form can't digest. As for bionic implants and unborn children . . . the GM has to decide just how sophisticated the shapechanging process is! Certainly a TL15 ultra-tech shapechanger could handle such details.

A good rule of thumb to follow for many weres is that if it's counted as encumbrance, it doesn't transform unless the Absorptive Change enhancement is in effect. Sophisticated bionic prosthetics that are as good as or better than the original part will automatically transform, but something as simple as a peg-leg won't.

Transferring Damage Between Forms

Unless the were has the Non-Reciprocal Damage advantage (see p. 95), damage taken by the were form will carry over, through the change, to affect the human form, and vice versa. For example, if a character takes 12 points of damage in his were form, which has 15 hit points, and changes to his human form, which has HT 11, he will be at -1 hit point in human form. When a character at negative HT changes, or a change brings him to negative HT, he must roll normally to stay conscious. A change will never kill a were, however. In the rare event that a change drops the victim below -5 × HT (automatic death), the damage is automatically reduced so that the victim is still one point from automatic death. In such a case no HT rolls are necessary -- the character *will* be unconscious, and in need of *immediate* medical attention.

In cases where there is an extreme variance between the hit points of a were's two forms, damage taken will be adjusted when the change occurs. If one form's hit points are at least twice the other's, the were *halves* damage taken when shifting from the more durable form to the less, and *doubles* it when shifting the other way.

Example: A were whose human form has HT 12 would adjust damage taken if his were-form had 24 or more HP, or 6 or less HP.

Say that the human form has HT 12, and the were-form has 25 HP. The were-form takes 13 damage, leaving it at 12 hit points, then changes. The human form will divide the damage taken by two, and will be down 6.5 hit points, leaving the character with 5.5 (effectively, 6). If the human form takes 2 more, leaving him at 3.5, then changes, the were-form will be down 18 hit points, leaving it with 7 hit points.

When the were heals, fractional hit points heal as full hit points, and always heal first. Thus, in the example above, if the character had healed 4 HP after his second fight in human form, that would have left him at 8; and after the change his were-form would have been down 9, leaving him with 16.

The ratio between the hit points changes every time the higher-value form passes a whole number multiple of the lower. Thus if the character in the example had more than 36 hit points in were-form, his damage would be divided by 3 when he shifts to human form, and multiplied by 3 when he shifts the other way. At 48 or more hit points the divisor/multiplier would be 4, and so on.

Death and Dismemberment

A were killed in were-form will normally change back to human form (or whichever form is more "natural") at the time of death. If a were loses a limb, that limb will change immediately to the "natural" form.

Other Special Abilities

If the animal form has other special abilities, the player and GM can work together to decide which ones are important enough to define in game terms. These can be unusual ... For instance, how would you handle a were-cow in India, where cattle are sacred? Reputation, perhaps? Or Status? The GM may disallow anything that can't be reduced to game stats ... or, better, leave it entirely up to roleplaying.

Using the Template

Once the animal template is completely fleshed out, total up its point value. Use the final cost of the template when building the actual were-form as a composite advantage or disadvantage, similar to a "racial cost." If the template cost is negative, the template itself is considered a disadvantage. A -1-point template may not be taken as a quirk.

Example: Our sample wolf template (sidebar, p. 82) has an overall cost of 27 points.

From Animal Template to Were-Form

Now that the animal template has been established, the actual were-form can be designed. Unless the character wants nothing more than a perfectly ordinary animal as his were-form, any number of additional abilities can be added to the template.

The combined cost of the animal template plus any additional abilities is the *basic cost* of the were. In many cases, the basic cost will be exactly the same as the cost of the animal template. The basic cost is then treated as if it were a racial cost (see sidebar, p. B11) for the were. Just as with a race, the disadvantages intrinsic to the were-type *do not* count against the character's disadvantage limit.

Example: Scott is building a traditional European werewolf -- a man who transforms into an ordinary wolf. The character's wolf form is based on the template found in the sidebar on p. 82. It has 130 points of intrinsic disadvantages, but none of these count against the character's disadvantage limit -- he has 40 more disadvantage points with which to customize the wolf, should he so desire.

Remember that the final point total of the were-form added to the final point total of the human form must equal the beginning point total for the campaign.

Were-Form Attributes

The template's IQ need not equal the human form's even if you wish the character to have the same mind in each form. Beast-form weres often have much lower IQs than their human forms, while retaining as much of their personality and knowledge as they can. Likewise, if the were-form has a separate personality, its IQ need not match the human form's. Other attributes may be modified as it suits you.

Note on IQ: The IQ of a were-form may never exceed the IQ of its human form, nor may it drop more than 1 below the racial average IQ of the beast it imitates. This means, for example, that if an IQ 9 berserker becomes a werewolf, his were-form must have an IQ between 4 and 9 (see *Wolf*, p. 38, and the sidebar on p. 82).

Were-Form Advantages and Super-Advantages

Abilities above and beyond the animal template are frequently seen in weres; Slow Regeneration is common. Equivalent to purchasing advantages is buying off the disadvantages of the animal template; this is the primary means by which a beast form becomes a super-beast or beast-man. Removing Mute allows speech, removing No Fine Manipulators gives the were hands, and so on. Buying off the Bestial disadvantage depends on the flavor you want in the were, but is recommended for weres whose minds are untouched by their change.

Were-Form Disadvantages and Super-Disadvantages

Animal template advantages may be removed, but there are few whose removal would help the were-form concept. An exception is Four Legs; doing so would return the were-form to a bipedal stance, the basis for the beast-man were.

There are also new disadvantages listed on pp. 95-96 to reproduce traditional aspects of the were. Either Dread or Weakness can be used for the werewolf's aversion

to wolfsbane, depending on the intensity of the effect desired. And of course, Vulnerability to Silver gives the were's classic weakness.

Other Physical Disadvantages

These can be allowed, at the GM's option. The GM does not have to permit deaf, three-legged werewolves if he doesn't want to!

Mental Disadvantages

In traditional lore, a beast-form is ruled by a beast-mind, and each form's memory of the other is dim and distant. This is Split Personality, the classic mental disadvantage of the were, at the 10-point level. If the forms are completely mentally separate, this is the 15-point level of the disadvantage.

If Split Personality is taken, it must be taken by *all* forms possessed by the character. For more on Split Personality, see pp. 90 and 97.

Other Mental Disadvantages. If the were-form is a beast-man or super-beast who shares the human personality, it will probably share the mental disadvantages of that personality. However, the were-form may also have *extra* mental disadvantages, active only in the animal form. Some are especially appropriate or interesting – e.g., Bloodthirsty. Others are sillier, but could lead to good roleplaying – Kleptomania, for instance.

A beast-man or super-beast form which does *not* share the human personality will usually have its own set of mental disadvantages. But most mental disadvantages will have little meaning to a creature of only bestial intelligence. The GM should probably not allow, for instance, Fanaticism in an ordinary were-beast.

Skills

If the were-form and the human form share the same mind, the were-form will have to purchase most, if not all, of the same skills. Additionally, were-forms may have their own skills above and beyond those of the human form and the animal template.

Quirks

The normal 5 points of quirks may be taken by all were-forms.

Point Total

The final point total is the cost of the were-form. If you are so inclined, this total plus the cost of the Were Form super-advantage or the Unpredictable Change disadvantage is equivalent to a flat point cost for changing into the were-form.

It is entirely possible for a were-form to have a negative point total; many pure beast-forms will total less than zero points, and an Unpredictable Change could drive the overall point total even lower. In such a case, treat it as a disadvantage that does not count against the human form's limit.

The Personality of the Were-Form

Although the two forms of a were are designed as though they were completely separate characters, the two forms may have a lot in common. Depending on the nature of weres in the campaign, it is certainly possible for both forms to share some, or even most traits. Some traits (Alertness, Bad Temper) are more likely to carry over than others (Clerical Investment, Pacifism).

Contradictory Traits

A were-character's two shapes can have very different personalities, and can even have traits and backgrounds that are totally opposed to one another. For instance, the Allies of one form might be the Enemies of the other. Other examples include one form that is lucky while the other is unlucky, or a human form that is a mage while the were-form has Magical Resistance. Such contrasts are a challenge to play, but they carry with them a wealth of dramatic potential.

If the GM owns either *GURPS Fantasy Folk* or *GURPS Aliens*, he will find it extremely easy to create a whole race of weres using these rules and to reconcile them with the nonhuman races in those books. The only significant difference between the systems is that in a campaign where nonhuman races are common, what this book refers to as "intrinsic" disadvantages for a were-race will become true racial disadvantages.

Although the term "human form" is used throughout this book to denote the were's non-beastlike form, there is no reason whatsoever that an Elf, An Phar, Reptile Man, Irari or any other race from *Fantasy Folk* or *Aliens* couldn't provide a were's "human" form.

Reverse Weres

Folklore is full of instances of animals that can take human shape – magic foxes and other creatures. Creating such "reverse weres" is easy – design the were and human forms as usual, taking care that the were-form is closely modeled upon the shapeshifting animal. The assignment of "natural" form (which these rules have assumed is human) is actually a special effect – simply note on the creature's character sheet that the were-form is the "normal" form!

Weres and Martial Arts

A were-form *can* know and use Karate or Judo skills, and even more advanced martial arts abilities, provided its IQ is 7 or higher. (Below that, the were just doesn't have enough brainpower for anything beyond simple brawling.) However, since such martial arts were designed for human beings, only humanoid shapes with hands (beast-men, were-apes, etc. can use these skills.

Of course, it is entirely possible to create martial arts designed expressly for use by non-human forms. A race of weres, for instance, may well develop two styles of Karate: one for the human form, another for its beast form. Such specialized martial arts would count as separate skills (perhaps defaulting to each other at -4 or more). See *GURPS Martial Arts* for details on customizing martial arts styles.

Customizing Weres for the Campaign

These were creation rules are designed to give the maximum range of weres possible for use in *GURPS*. Once more, for the record, *the GM does not have to allow players to play any were which they can design.* The GM may, and in most worlds probably should, define a finite number of weres which are appropriate for PC or NPC use in his world.

For instance, according to *GURPS Fantasy*, the world of Yrth has six known types of weres (werewolf, werebear, wereboar, weretiger, were-eagle and were-snake), all with certain traits in common (Cyclic Change – one night a month, regeneration and a special vulnerability to silver, among other traits – see p. 113 for full descriptions). "Normal" PC weres in Yrth must conform to these types.

In another fantasy world the GM might decide to design different types of weres: for example, a line of hereditary human werebears modeled after J.R.R. Tolkien's Beornings; a horrific supernatural werewolf suitable for use with the Uncontrolled Change disadvantage; and a race of skin-changing seal folk. The GM does not have to allow any other were-creatures into his campaign.

The GM should fill out a separate sample character sheet for each sort of were which exists in the campaign world. He may then simply hand the appropriate sheets to any player who's interested in designing a were character.

Of course, if a player offers an unconventional were-type of his own design, the GM is completely free to adopt it or adapt it. If a new type of were is introduced in the middle of a campaign, the GM may either define it as a "new discovery" or as a unique creature – perhaps the result of a one-of-a-kind magical mishap.

The GM may attach an Unusual Background cost to any type of were which he makes available for PC use.

Split Personality

If the were has the Split Personality disadvantage, then the personality of the were-form may be dramatically different from that of the human form. This presents a great roleplaying opportunity for the player of a were character. It is in keeping with many traditions for a were-form to be morally opposed to the human form. This could range from simple dislike, perhaps manifesting as getting into as inconvenient or potentially embarrassing a position as possible before having to change back, to having a were-form that will actively seek to destroy whatever the human form loves or works for.

In general, such a were will avoid jeopardizing its human form's life, as that would endanger its own existence as well, but it will do everything possible to make the human form miserable. Even if the were-form is not sentient, or has no memory of its human form, it will instinctively seek out activities morally opposite to those of the human form.

This kind of characterization usually takes the form of an evil were who is the dark side of a good human. However, the human side could be the evil one . . . with a good were-form who takes every chance to undo the wicked works of its human alter ego.

In either case, this can be represented in a number of ways, depending on how much importance the were-form attaches to opposing the human form. If it's a low priority, it would be a quirk, but at a high priority it could be a Vow or even a Compulsive Behavior, depending on the background and the origin of his were powers. (See Compulsive Behavior: Morally Opposed, on p. 97.)

Obviously, this is best suited for a character who suffers from the Unpredictable Change disadvantage, or who is subject to a cyclic change, but it would not be impossible or out of place for a character in control of his transformations.

Item-Based Weredom

A frequent theme in folklore and mythology is the were who possesses a certain unique item which must be on his person in order to change into the were-form. This item can be virtually anything, but usually involves the image or relics (feathers, hide, bone, teeth) of the animal template. Normally, the item in question is "absorbed" into the change, or fused to the were-form's body, reappearing only when the were resumes human form. In some tales, these items are only usable by the were, but in others, anyone who can steal one from its proper owner can use it and themselves take were-form.

A common example of item-based weredom is the skinchanger. This were's item is a complete hide of the animal template, and the change is accomplished by actually donning the skin. Skinchangers are found in folklore worldwide.

Item-based weredom can be combined with an Addiction or Dependency to regular changes to create an interesting – and drastic – disadvantage.

Designing an Item-Based Were

Item-based were-forms are built using the super equipment rules originally presented in *GURPS Supers*. Since the gadget modifiers applied to the item are also applied to the character point total of the were-form, it is important to determine the specifics of the item before doing anything else.

First, determine the modifiers that apply to the were item. By their very nature, such items must take the modifiers *Can Be Stolen* and *Unique*. If the item cannot be used by anyone besides the were, it is a special effect which itself does not directly affect the cost of the item.

When all the modifiers have been determined, total their values. (The maximum discount possible, no matter how many limitations are applied, is -75%.) The result is the discount rate applied to both the cost of Were Form *and* to the point total of the were-form. In the case of a Were Form super-advantage that has been already modified by its own enhancements or limitations, the gadget modifiers are applied to the *final* cost of the advantage. This cost is paid by the human form.

To determine how many points are available to build the were-form, subtract the modifier amount from 100%. Then divide your point budget by this amount.

Example: Peggy is building a swan may who transforms when she dons a cloak of feathers. This cloak is Awkward (-10%), Can Be Stolen by stealth or trickery (-5%, because she defines it as being useable only by its owner; see below), and Unique (-25%). This works out to a final modifier of -40%. Were Form normally costs 10 points per form; at a discount of 40%, it will cost her 6 points. The swan may has 100 points; her human form works out to 70 points after disadvantages and quirks (which includes the cost of the Multiple Forms gadget), leaving 30 points for her swan form. However, she has a 40% discount on points spent on her were-form because of the gadget modifier; this actually gives her 30 divided by .6 (that is, 100% minus 40%), or 50 points as the unmodified point total for her swan form after disadvantages and quirks.

Gadget Modifiers

Awkward   -10%

The item is very large or awkward – in general, anything bulkier than a wadded-up trench coat qualifies for this. This modifier would apply to many animal skins, cloaks of feathers, and other such items from folklore. Note that an item too large to move without major excavation is actually a case of Fixed Location.

Breakable   -5% or -15%

Enough damage will destroy this item. If it is destroyed, it is lost. If it is partially damaged, it can be repaired unless the creator defines it as unrepairable.

The GM should create a list of skills that are required to repair a gadget. A critical failure on a skill roll by the repairer should be messy – a random power might stop working, or might affect the repairer.

If its DR is 15 or less *and* it has 75 or fewer hit points, this is worth -15%.

If DR is over 15, or hit points are over 75, it is only worth -5%.

If the item cannot be repaired at all, this is worth an additional -15%.

The GM will have to assign PD and DR to objects as he sees fit. See p. B125 for information on PD and DR for inanimate objects.

Can Be Hit   varies

The item is easily seen and recognized, and could be targeted in combat. Hit modifiers are determined by the item's size. An unbreakable item *cannot* take this modifier. An item that has a -5% Breakable modifier gets only ¼ of this cost reduction. If the item is absorbed in the change to the were-form, this limitation is worth only ½ value.

No penalty to hit: -25%. -6 to hit: -10%.

-2 to hit: -20%. -8 to hit: -5%.

-4 to hit: -15%. -10 or more to hit: no bonus.

Animal Form

The Animal Form rule is an alternate means of paying for a were-form, designed to allow creation of weres based on animal templates that would be far too expensive under the existing rules. Mostly this means the very largest and strongest creatures – were-elephants, were-whales and were-dinosaurs. For smaller creatures, the regular were creation rules are much more cost effective. If the GM feels that the existence of huge were-creatures would unbalance his campaign, he should simply disallow use of this rule in were creation.

The GM may also arbitrarily limit the use of this rule in his campaign ("Yes, were-buffalo and were-whales are OK, but there are no were-elephants") or charge a significant Unusual Background for Animal Forms of certain species.

Animal Form   100 points

You have the ability to become any sort of animal that ever lived (magical and intelligent creatures not included). You only have one animal form per purchase of this advantage.

The animal form is a completely typical member of its species, of the same gender as the human form. There is no extra cost for any characteristics, advantages and skills typical of the species (for example, Sharp Teeth, extra legs, natural DR, Claws, etc., depending on the animal species) nor may the character *take* points for any disadvantages which are typical to that species (No Fine Manipulators, Mute, etc.). The animal form has only typical intelligence for its species.

The animal form may take up to 40 additional points of individual disadvantages, in addition to any physical, psychological or structural disadvantages which may be intrinsic to the form. These must be disadvantages directly related to the animal form's lycanthropic change or condition (Infectious Attack, Non-Reciprocal Damage, etc.), mental or physical disadvantages held in common with the human form (i.e., if the were-form is to be Lame or Berserk, the human form must also be Lame or Berserk), or social disadvantages appropriate to the were's situation (usually Enemies).

"Leftover" starting character points may be divided at will between the two forms (though neither form can "borrow" points from the other form's disadvantages – only from starting or earned character points).

Were-Creatures

Animal Form (Continued)

When the *Bestiary* description of the animal in question gives the value of a certain attribute as a range (e.g. elephants have ST 250-300, and 40-50 HP), the GM assigns the character a starting value in that attribute appropriate to the sex and type of animal (Avram Bey – see p. 118 – has a ST of 270 and 45 HP in elephant form). The animal form starts with the attributes given in this book, and buys them up or down using the chart on p. B13, replacing 10 on the chart with the average value for an animal of that type, 11 with 10% over the average value, and so on. Round stats to the nearest number in this case.

Advantages and skills purchased by the animal form must be either commonly available to a natural beast of that kind, or shared with the human form. Characteristics cannot be raised beyond the normal racial maximum for a creature of that kind (as determined by the GM) or the human form's value in that characteristic, whichever is greater. Disadvantages innate to the animal form may not be bought off.

Extinct Species – It is recommended that the GM charge a 50-point Unusual Background for an animal form of a species that is extinct in the campaign, and remember that it will attract a *lot* of attention when it appears.

Can Be Stolen *varies*

This item is not Unremovable. It must be carried or worn in such a way that it could be taken away from the wearer in close combat, or stolen if a were is careless. Value of this limitation depends on the difficulty of stealing the item:

Easily snatched with a DX roll (e.g., a hat): -40%.

Requires thief to win Contest of DX with wearer (e.g., a bracelet): -30%.

Requires thief to win Contest of ST with wearer (e.g., a handgun): -30%.

Can only be taken by stealth or trickery (e.g., a coin in a pocket): -10%.

Halve any of the above limitations if the object is not obviously powerful and might be overlooked or misunderstood by a foe.

Halve any of the above limitations if the object would not immediately work for the person who took it.

Halve any of the above limitations if the item is absorbed during the transformation to the were-form.

Fixed Location -50%

This item is permanently fixed in one spot (and that spot is not movable!) – the were must come to the item to transform. Fixed-location were items cannot take the "Not Absorbed in Change" modifier, as it is already inherent in their nature.

Not Absorbed in Change -5% or -15%

The item does not become part of the were when the change is made, but remains behind and must be carried or hidden against future use. If the item is not needed for the change back (see below), this modifier is worth only -5%; otherwise it is -15%.

Not Needed For Change to Were/Human Form +25%

The item, while required for transformation into one of the character's forms, is not needed for the opposite change.

Unique -25%

Once this item is gone, that's it. There are no more. Character points spent for the item are simply lost if it is broken or stolen.

Unreliable *varies*

You must roll in order to activate the change. Should the activation roll fail, another attempt may be made each second, at a cumulative -1 for each failed attempt! Waiting one minute will restore the device to its normal activation roll.

Activation roll of 15+: no bonus.

Activation roll of 13: -5%.

Activation roll of 11: -10%.

Activation roll of 9: -15%.

Activation roll of 8: -20%.

Unremovable +10% or -10%

The item cannot be taken away without killing the user. Point value is a GM judgement call. If the GM agrees that wearing the item constantly could be a disadvantage, it is worth -10%. Otherwise, it is +10%!

Unpredictable Change Items

Gadget discounts do not apply to the Unpredictable Change disadvantage itself. The full value of the disadvantage must be applied to the character.

Also, limitations such as Can Be Stolen or Breakable are not recommended for items based around Unpredictable Change because they make it too easy to circumvent the disadvantage. The GM should carefully oversee the creation of characters with Unpredictable Change items to make sure that any inherent ability to escape the change is either disallowed, or balanced in some manner, such as by a Vow or Duty to keep the item, or an Addiction or Dependency on the change itself.

Change-Related Advantages and Disadvantages

This section contains all the special advantages and disadvantages related specifically to lycanthropy, collected for the player's convenience. See pp. 111-112 for how to use Enhancements and Limitations to modify some of these abilities.

Change Mechanisms

Were Form 10 points per form + special limitations

This is a superset of the Multiple Forms super-advantage from *GURPS Supers*. It is the basic tool for creating a were. The traditional were-creature has only two forms: human and animal. But some of the most interesting character conceptions from movies and comic books involve weres who have a human form, a beast form, and one or more intermediate forms! There is a 10-point cost *per additional form* beyond your human form. This cost must be paid by the form with the highest point total.

Each form can have separate advantages, disadvantages and quirks in addition to unique powers. No one of the forms will match a character of the same basic point cost, but *all* of them together can have a wider range of powers than those points could normally buy. When *disadvantages* and quirks are considered, a normal 100-point character has 145 points to use. But a 100-point traditional were who has two forms can split 190 (100 + 45 + 45) points' worth of abilities among his forms!

Change Types. Unmodified, Were Form allows you to change at will, whenever and wherever you choose. However, two special variations can be applied to the super-advantage to produce the other major types of transformation:

Variation: Cyclic Change. The were must change on a cyclic basis, and cannot change at any other time. This is a regular, predictable change that can be anticipated and even scheduled, but once defined at the time of character creation, it will never change and can never be avoided. The classic example of a Cyclic Change is the were who transforms at the full moon. If a Cyclic Change is the only way a were can change, it is a -5-point discount to the cost of Were Form, for a cost of 5 points per form. If the were is Cyclic *and* can change at will as well, there is no discount. A Cyclic Change is defined by how often the change occurs and how long it lasts. A change duration cannot be longer than the frequency with which it occurs; you cannot have a weekly change that lasts a month! Also, the combination must always leave *some* time for the were to be in his human form – usually, the time in human form will be at least equal to, if not more than, the time spent in the were-form.

Examples: Geoff Moonrunner is a werewolf who changes only on the night of the full moon. Because his change is cyclic and he has no control over his transformation at other times, he pays only 5 points for Were Form. Nag is a weresnake who can transform at will, but must also change on the night of the full moon. Because he has both a Cyclic Change and voluntary change, his Were Form costs a full 10 points.

Variation: Triggered Change. Although the were normally may change at will, he *must* change form when exposed to some environmental condition. Once in the other form, the were will remain transformed until the trigger condition is removed or exposed to the trigger again (player's choice). This is a -5-point discount to the cost of Were Form. If the were can change *only* when triggered, and has no control over his transformation otherwise, this is actually the Unpredictable Change disadvantage (below). You may have more than one trigger condition, but you can receive only a maximum of -10 points for them, no matter how many you define. Exception: A were can have different triggers for different forms. As long as at least one form has the

ability to change voluntarily, a complete set of form-specific triggers is a -5-point discount. A single trigger that affects one form (for instance, a werewolf who can change to wolf form at will, but must wait until the next sunrise to change back) is a -2 point discount.

Examples: John turns into a were-cow and back any time he is exposed to dairy products, but otherwise he can change at will. John's Were Form costs 5 points. Jacques is a were-shark. He can change at will, but he also turns into a shark whenever he is immersed in salt water, and turns back only after tasting human flesh. This is two triggers, each affecting only one form, for a discount of -5. Jacques' Were Form costs 5 points.

The GM may impose a minimum time limit of up to one hour after a change, during which the trigger will not operate. This is particularly appropriate if both forms have the same trigger – if, for example, both forms have changes triggered by the smell of poppies, a time limit gives the were time to leave a poppy field between changes. Such a time limit is considered a special effect, and carries no point value.

Mixing Variations: Cyclic Change and Triggered Change may be combined, and the resulting were may be defined as having or not having a voluntary change ability over and above them. If the were still may change at will, the final cost of the super-advantage is 5 points. If he has no voluntary change, cost is 0.

Beyond these variations, Were Form may be further customized with the following enhancements and limitations:

Special Enhancement: Absorptive Change. Normally, unless the were-form is *very* anthropomorphic, a were-form cannot wear a human-form's clothing. This means that clothing and equipment must be removed before a change, or be destroyed by the change and the were-form's subsequent struggle to free itself. Even if the clothing isn't destroyed (a very tiny were form might just walk out of the undamaged clothing), it will probably have to be abandoned or hidden after the change. Changing in armor or very tough clothing can be harmful, or even fatal (the exact extent of the damage taken, if any, must be determined by the GM based on the strength of the armor and the size and form of the were involved).

This enhancement allows the clothing and equipment of a were to be absorbed by the new form during a shapechange. Thus the clothing worn by a human form at the time of the change would simply vanish when the were-form manifested, and would return intact and in place when the human form returns. +10% for No Encumbrance, +20% for Light, +50% for Medium, or +100% for Heavy.

This enhancement covers only the change from human to were-form. If you want it to apply to changes *both* ways, double the cost.

Note that items absorbed in an Absorptive Change are *completely inaccessible* until the were changes back to the form which was originally carrying them. If the were-form is killed, all absorbed items will reappear around the corpse.

Special Enhancement: Active Change. The were can remain active during his change. At the +10% level the were can move and react to his surroundings, but he cannot run, fight, cast spells or use any mental or physical skill. The were may roll to dodge while changing, but the dodge will succeed only on a natural roll of 3 or 4. At the +20% level the were can use any skills or abilities possessed by *both* forms. Thus a were with this advantage could always run or fight hand to hand, but could not cast a spell unless both forms possessed magery and knew the spell in question. The point at which, for instance, the were's ST and Claws come into

play for damage purposes, or the character changes from his were-form's to his human-form's speed is determined by the GM. The GM may simply rule that the least favorable value will be used until the change is complete. Likewise, if the two forms have different personalities, the GM will have to determine which personality controls the body during the change.

Special Limitation: Fatiguing Change. The character finds the change physically exhausting. He loses 1d fatigue per level each time he changes, which must be regained through rest. The change cannot reduce the character's fatigue below 0. The maximum number of levels in this advantage cannot exceed ¼ the ST of the were's weaker form. -10% per level.

Special Limitation: Location Bond. The were can only change form within a certain geographical area. The location can be of any size, (though a minimum radius of 1 mile is suggested), but if the area is so large that the action will rarely if ever move outside of it (GM's option) this is not a meaningful limitation, and is not worth points. (For a variation on this theme, see *Item-Based Weredom* and the *Fixed Location* limitation on p. 92.) -10%.

Special Limitation: Painful Change. The were finds the change physically excruciating. He takes fatigue damage as Fatiguing Change, above (1d – additional levels of Fatigue can be bought as above), and is additionally mentally stunned for 2d rounds following the change. Also, he must make two Will rolls (one based on the Will of each form) to avoid crying out in pain. A character who suffers from a Painful Change may need to make a Will Roll to change in a non-emergency situation, and characters with Cowardice or Low Pain Threshold will have to make a Will Roll at -5 to change at all. -30%.

Special Limitation: Slow Change. Depending on how fast a PC can switch between forms, special limitations apply. If it takes less than 1 minute to switch, there is no point break. If it takes 1d minutes to switch, this is a -20% limitation; 1d *hours* brings a -40% limitation. If the GM prefers not to have variable switching times, anything from 1 minute to 59 minutes is worth -20%; 1 hour or more is worth -40%.

Shared Points: The above examples assume that you wish to have several separate, unique forms. However, some weres may share IQ and other attributes, advantages, and even skills among their forms. This limits the variety of abilities that a were may have, so it allows a point break.

You may declare a certain number of points to be "shared." For example, *all* your forms have IQ 11 (10 points) and 8 points in the Tracking skill (total 18 points). In a 100-point campaign, this leaves you with 82 points. These 82 points can then be divided among your Were Form – but *all* of the forms would start with IQ 11 and 8 points in Tracking before any of the 82 points were spent. This is cheaper than buying those abilities separately for each form.

You may declare a maximum of 20% of your available point total as shared points. This is your *final* character point total; in most games, 100 points, with up to 20 points shareable.

Unpredictable Change   *variable*

This is a superset of the Uncontrolled Change super-disadvantage from *GURPS Supers*. You have another form, built on its own character sheet. However, you have no control over your change to this form, and you have no way to predict when it will happen! You are usually in your "normal" form. When you are exposed to a *trigger condition*, you will change into your alternate form. The default trigger is stress (physical danger, a failed Fright Check, etc.), but other conditions can be used, like the scent of a particular plant or exposure to a certain chemical. Trigger conditions that are cyclic in nature (like a full moon) are not an Unpredictable Change; because of their predictability, they are considered an advantage – see Were Form, p. 93.

The value of this disadvantage depends on the general reaction modifier of the form you change into. It is -10 points, *plus* -10 points for each -1 of general reaction penalty to the new form. Thus, if your were-form is of innocuous or attractive appearance (a dog, a swan), this is a -10 point disadvantage due to the inconvenience. If the form is horrible enough to earn a -4 reaction (a ravening man-beast or a vicious natural predator), Uncontrolled Change is worth -50 points!

If the trigger condition you have selected is rare (gamma radiation, the scent of roses, bazouki music), this disadvantage is worth only ¼ value. If the trigger is infrequent (microwave radiation, temperature below freezing), it is worth ½ value. If the trigger is occasional (seawater, cigarette smoke, moonlight), it is worth ¾ value. Common conditions (sunlight, darkness, stress in most RPG settings) are full value.

Note that the "uncontrolled" aspect of Unpredictable Change is not whether or not you can avoid the triggering condition. (If the trigger can be avoided, it simply becomes a lower level of frequency.) "Uncontrolled" means that you have no ability to predict when you will change, short of seeking out the trigger condition. You also normally have no choice in the matter of changing once triggered – you *have* to change. If you are allowed a Will roll to attempt to resist the change, halve the value of the disadvantage. While this can be used to a character's advantage, the GM should make a point of emphasizing the inconvenience the character must suffer by transforming at inopportune times.

Example: Melwas the merman transforms into a handsome human whenever the planet Venus is high in the sky. His people are not astronomers, and he has no idea what causes his change. The GM rules that this is an Occasional condition. His human form being good-looking, this makes the value of the Uncontrolled Change $-10 \times \frac{3}{4} = -7.5$, which rounds to -8 points.

Special Note: Almost all the enhancements and limitations listed under Were Form (p. 93) can be applied to Unpredictable Change. Note, however, that they are applied in the *opposite* manner to a disadvantage: Enhancements *reduce* the point value, making it less of a disadvantage, while limitations *increase* it, making it worse. Of the modifiers to Were Form, Triggered Change cannot be taken with Unpredictable Change.

Change-Related Advantages and Disadvantages

Lycanthropic Dominance   35 points

This is an advantageous form of the Infectious Attack disadvantage (see p. 95). The were spreads his lycanthropy as per the Infectious Attack rules, but he keeps absolute command of all the weres he creates, and all the weres *they* create. Subordinate weres all take the Slave Mentality disadvantage (see p. 109). This dominance persists as long as the dominant were lives. When the dominant were dies, the weres he created directly become dominant, with control over any weres they have created, or will create in the future.

When a PC were changes from subordinate to dominant, he must use earned character points to "buy off" Slave Mentality and purchase this advantage. The change takes place immediately upon the death of the dominant were, but all subsequent earned experience must go to paying off the character point "debt" thereby created, until it is paid in full.

Non-Reciprocal Damage   30 points

Damage taken in one form does not affect the other form. Thus, if a were with this advantage is stabbed for 5 points of damage in his human form, and changes that evening, his were-form will be at full hit points. The damage will return when the were changes back.

The drawback to this is that the were only heals when in the wounded form, so a were who spent 50% of his time in each form would effectively heal twice as slowly. There are two exceptions to this: weres with Unpredictable Change may heal the dormant form at a rate equal to ⅕ normal – thus a severely wounded were-form that manifests only during the three nights of the full moon would get the equivalent of approximately 5 days absolute rest for healing purposes between moons. The other exception is

when this advantage is taken in conjunction with the Reciprocal Rest advantage (p. 95).

Reciprocal Rest   15 points

Normally, a were needs approximately 8 hours of physical rest every 24 hours, just like a normal character. This rest can come while in either form (or both forms) but cannot be ignored for long.

With this advantage, the dormant form is considered to be resting while the other form is active. A were with this advantage who spent at least 8 hours per day in each form would never need to sleep.

If taken in conjunction with the Non-Reciprocal Damage advantage, this advantage allows both forms to heal at a normal rate (see p. 95).

This advantage does not preclude the dormant form being aware of, and remembering, the active form's actions.

Infectious Attack   -5 points

Anyone injured by a were in weaponless combat may himself become a were, if he survives the encounter. This is considered a disadvantage, because of the chance that the were might make an enemy who survives an encounter into a stronger were-enemy. At the same time, the were might accidentally maim or kill any ally whom he *wants* to make into a lycanthrope.

Whenever someone is injured by a were, he must roll 3d vs. the number of hits of damage involved. If the roll is less than the amount of damage, he becomes a were himself after 2d days, or at the next appropriate change time, whichever is later. (Rolls of 3 or 4 always result in a were.)

A victim rolls once and only once per were per day to see if he acquires lycanthropy. Example: Sir Rolf encounters a werewolf twice on Monday, taking 3 points damage in the first encounter, and 5 more in the second. For that day he rolls 3d once, and becomes a were if the roll is 8 or less. On Tuesday he finally corners and kills the were, but takes an additional three points of damage, and he must roll again for that day, changing on a 3 or 4. If Sir Rolf had encountered two *different* weres on Monday, taking 3 points from one and 5 from the other, he would roll twice, becoming a were on a 3-4 on one roll, or on a 3-5 on the other.

The newly-created were will be substantially similar to the were that infected him – same type of creature, same general powers. The GM determines the final were-form, and can adjust it slightly to fit the character. A very strong human would probably produce a stronger-than-average were, and so on.

When a PC is infected by lycanthropy, it will usually be taken as the Unpredictable Change disadvantage (see p. 94), though there are exceptions (see below). If a PC acquires lycanthropy as a side affect of combat, it is recommended that the GM not require the Unpredictable Change be "bought off" with earned character points to be removed. However, some sort of quest or adventure should be required before the curse is lifted. If the PC wants to stay a were, he must devote all subsequent earned experience points to paying for the cost of the were-form (and the Were Form advantage, if it applies).

Deliberate Infection: A PC may make a deal with an infectious were to deliberately try to infect the PC with lycanthropy. Again, once he becomes a were, *the PC may not spend earned experience points on anything else, until the cost of the were-form is completely paid off.*

If the GM wishes to discourage this, it is recommended that he roll all the damage against the target character in secret, giving the were and his target only a general idea of how badly the target character is wounded, until that day's roll is made.

A were who is intelligent, and is not Berserk or Bestial, may try to limit the damage he does, counting on the probability that the target will roll a 3 or 4 eventually. This requires a roll vs. DX. If the roll is made, the attack does only 1-3 points damage. If it fails, however, the attack does full damage. In either case, the GM should roll to see if the attack is a critical hit. A critical hit will always do full damage, plus the indicated bonus from the critical hit table. The Crippling Injuries rules from p. B127 should also be invoked unmercifully, if applicable.

The Change Trauma rules (p. 84) may also be invoked to discourage casual spreading of Lycanthropy.

Advantages

In general, any of the advantages in the *Basic Set* are available to were-forms. Certain intellectual and social advantages will be inappropriate to were-forms under most circumstances; examples include Mathematical Ability, Status and Eidetic Memory. Such advantages will be very rarely encountered in were-forms, and when they are present, they will be "carried over" from the were's human form (see below).

The Rule of 12

Many weres, like their natural counterparts in the wild, have "animal instincts." Consequently, certain advantages which require an IQ roll will often work more efficiently than the were's IQ might suggest. In game terms this means that for certain advantages where an IQ roll is required, weres with an IQ of less than 12 may roll as though their IQ is 12.

Advantages where the rule of 12 applies include Animal Empathy (see below) and Danger Sense. Also, all sense rolls for weres begin at 12, before any levels of acute senses or Alertness are applied. The Rule of 12 may be invoked whenever the GM feels that the animal instincts of the were would be as good as (or better than) human intelligence.

It is important to remember that the Rule of 12 does not allow the were to roll against 12 for *all* IQ rolls – merely those where animal instincts would be useful, as decided by the GM. The Rule of 12 will in no way affect a were's chances to repair a car or understand a philosophical theory.

Acute Hearing, Acute Taste & Smell, Acute Vision, Alertness   see p. B19

The minimum base roll for all these advantages is 12, regardless of the were-form's actual IQ. See *The Rule of 12*, above.

Animal Empathy   see p. B19

In nonsentient weres this advantage becomes "hunter's empathy." The were can, on a 12 or less (see *The Rule of 12*, above) sense when creatures are about to bolt, or when they are angry and about to strike. A domesticated were might be able to use this ability to control large groups of herd animals, in the fashion of a sheep dog or a well-trained cow-horse.

Combat Reflexes   p. B20

Most animals have Combat Reflexes.

Literacy   see p. B21

A super-beast or beast-man is normally literate if his human form is literate, whether they share a personality or not – unless

Illiteracy is taken as a disadvantage. However, were-forms with an IQ of 7 or less may never be literate.

An ordinary beast can never be literate.

Longevity   see p. B21

If the human form of the were has Longevity, the were-form must purchase it as well. If the human form has a normal life expectancy, the were-form is assumed to have a human-normal lifespan, even when the animal template is quite short-lived. Note that the official cost of the Longevity advantage is now 5 points in all backgrounds.

Magical Aptitude   see p. B21

According to most sources, a mage afflicted with lycanthropy loses spellcasting ability. But this prohibition is not cast in stone! Even in worlds where spellcasting weres are theoretically possible, however, the GM may want to apply an Unusual Background charge to them. It is also suggested that weres with the No Fine Manipulators or Mute disadvantages only be allowed to cast spells known at level 15 or better, and weres with *both* disadvantages only be allowed to cast spells known at level 18 or better (see p. B148).

It is strongly recommended that weres with ST significantly higher than human average (15+) *not* be allowed to cast spells at all, as their high fatigue scores would make them far too powerful. If such characters are allowed to cast spells, a very high (25+ points) Unusual Background is called for.

Psionics   see p. B165

As with Magical Aptitude, above, most weres will not keep their human-form's psionic abilities (if any) in were-form. The GM may wish to demand an Unusual Background for a character with a psionic were-form. Despite this, a psionic were (see p. 83) whose other psionic talents *only* manifest in were-form might be an interesting character, in a campaign of high enough level.

Toughness

See *Damage Resistance*, p. 103, and *Passive Defense*, p. 105.

Unusual Background   see p. B23

In many campaigns, being a were at all will require an Unusual Background. In others the GM may allow an Unusual Background for a were significantly different from the campaign norm (see Magical Aptitude and Psionics, above). The cost of the Unusual Background can vary widely, depending on the campaign and the nature of the design. The point cost is paid by the basic (human) character – it is not part of the were-form.

Disadvantages

Many "regular" disadvantages can be taken as a property of the were-form only. A few worthy of special mention:

Addiction   see p. B30

A were might become addicted to a drug which caused (or prevented!) the change.

A were might also become "addicted" to the change itself, suffering damage when he went too long without changing. This can also be treated as a Dependency – see p. 108.

Combat Paralysis

At first glance, this may seem a silly disadvantage for a were-creature. But this type of behavior is very common in nature; rabbits and many other such animals are neurologically programmed to freeze when threatened. A cowardly were can be interesting! And this would be totally appropriate for a creature like a were-rabbit.

Compulsive Behavior

Morally Opposed: A were-form which does not share the human form's mind may have a Compulsive Behavior to act in a manner opposite to the human form's moral and ethical leanings. This is best suited to characters with Unpredictable Change or any type of weredom that is defined as a "curse."

If a were-form possesses any kind of Compulsive Behavior, it must be indulged at least once each time the were-form manifests.

Delusions

One obvious delusion is "I am not a were-creature." Possibly even more entertaining is the character who believes he *is* a were, and fabricates evidence to support his delusion. And of course, the were in an otherwise mundane setting will have a delusion in the eyes of others – which he *must* take as a disadvantage – if he is aware of his state and attempts to discuss it with others.

Duty

A character who is a were due to his religious or cultural heritage (see p. 83) may have a Duty to behave in a way acceptable to his religion or culture. Violation of this Duty may result in the reduction or elimination of the character's accessibility to his were-form.

Dwarfism

See *Inconvenient Size* (p. 108).

Enemies

A were would be all too likely to have special enemies . . . police, monster-hunters or rival weres.

Gigantism

See *Inconvenient Size* (p. 108).

Illiteracy

All beast were-forms are illiterate. Super-beast forms with human intelligence, and all beast-man forms, are assumed to be literate if the human form was literate.

However, some beast-man weres could be wholly incapable of comprehending written symbols. The GM might be tempted to increase the value of such a handicap in a high-tech campaign. Remember, though, that in such a campaign, audio tapes or similar translations will be readily available for most data and communications.

Kleptomania

This tendency is found in animals like the jackdaw and the pack rat.

Lecherousness

When possessed by the were-form, this could be either of two possible behaviors: first, the were-form has a strong physical desire for the opposite sex of the same animal template as the were. If the human and the were-form share the same mind, the were will pursue and enjoy his liaisons when in were-form, but may feel quite differently about it when human!

The second option is classically cinematic: the were-form, no matter what its animal template, has an inordinate fondness for attractive humans of the opposite sex.

Mute

All animal were-forms must take this -25-point disadvantage. They are effectively mute, in that they cannot talk – of course, they can make whatever sounds are normal to the creature. Beast-man and super-beast forms do not have to take this disadvantage.

Note that a creature of animal intelligence cannot get around its muteness by notes or sign language – but an intelligent creature can!

Odious Personal Habit

In most game worlds, "Eats Humans" is a 15-point Odious Personal Habit. Note that if *all* weres are thought to eat humans, that's a Reputation.

One Arm or One Leg

For were-forms which normally have two arms and two legs, these disadvantages are treated normally.

One Arm is meaningless in a quadruped, and for simplicity may be ignored in multi-armed races.

One Leg would be silly for a creature which normally has more than two legs. Treat this disadvantage as "One Leg Missing." It may be taken as a -10-point disadvantage; see the *Legs*, p. 100, for the effect of the loss of a leg on weres with four or more.

Reputation

Perhaps the most common were disadvantage of all. This depends entirely on the campaign, but in most worlds, weres will be bogeymen, and will always get a bad reaction.

Split Personality

This disadvantage will be very common among weres (though not required – the assumption is that a were keeps the same personality in both forms). This advantage is appropriate at the 10-point level where there are some significant differences in the behavior of the two forms, but the two personalities are aware of each other, and each has access to vague memories of the other's actions.

At the 15-point level, it means that the two personalities are completely separate individuals and are also mutually amnesiac. (A human unaware of his were nature may have disturbing dreams – or what he *thinks* are disturbing dreams – of being an animal.)

All forms must have this disadvantage. Usually, it must be taken at the same level by each form, but it is possible for one form to be more aware of the other than that one is of the first.

How the personalities interact is up to the player. They are not required to be at odds, spoiling each other's plans and leading each other into trouble, although this is in keeping with many folk and cinematic traditions. (If this is desired, see Compulsive Behavior: Morally Opposed, p. 97.) Even at the 15-point level, the personalities can be generally non-antagonistic to the goals and desires of each other. The interaction of a were's personalities is

Were-Creatures

ultimately a roleplaying challenge, based on the traits selected for each form during character creation.

Optional Rule – Duelling Personalities: Weres with Split Personality at the 15-point level will sometimes find their forms at odds about the proper course of action. For instance, the human half of the were might want to run into the burning barn to save the trapped child, while the animal half wants to get as far from the fire as he can, as quickly as possible.

The GM may, in such cases, allow the two personalities to "fight it out" for control of the character's action. This is a special effect of the Split Personality disadvantage, and is worth no extra character points. This rule is optional – the GM may rule that the character's actions are controlled by the personality of whichever form is manifested at the time, and the other personality can take no action whatsoever until the next change allows it to manifest. This option is most suitable for a player who feels he is up to the considerable roleplaying challenge.

Such a battle for dominance is a Quick Contest of Wills. The were-form may use the Rule of 12 (p. 96) if applicable (the Strong Will advantage will only add to the were's real IQ, not to 12). The dormant form is always at a -3 in these contests. If the were's change is voluntary, or a trigger condition (see p. 86) is present, and the dormant form's personality wins the contest, it will immediately trigger a change. Otherwise, the winning personality gets control of the current form. The dormant form's personality may attempt to take control no more than once per hour of game time, but the active form's personality may attempt to reassert control once each minute.

A clash of wills takes 2d seconds, during which time the character stands transfixed, and can take no action whatsoever. If the were is physically attacked *during* the contest of wills, the two personalities will break off their fight, and control will automatically revert to the personality native to the currently manifested form.

Stuttering   see p. 29

A beast-man or super-beast form may be able to speak, but it may not be able to speak *well*. Use the Stuttering disadvantage to represent speech that is growling or hissing or otherwise unmistakably bestial.

New Disadvantages

Bestial   -10 or -15 points

The were-form thinks and reacts like a wild animal. It retains no concept of human standards of morality or propriety. The were has no concept of property. It will fight or flee from those who frighten or threaten it. A Bestial character cannot take any of the Social or Artistic Skills in the **Basic Set** (except Area Knowledge), even at default!

A Bestial character is not necessarily out of control; he simply reacts in a non-human manner. Bestial weres will usually ignore those who leave them alone (unless they're food!), and might even come to display affection for anyone who treats them with special kindness. While he can't understand property in the human sense, a Bestial were might (depending on the animal template involved) understand territory, and avoid doing damage to objects on another's territory. Whether he considers humans as individuals with territory rights is an open question! A Bestial character might also understand dominance, and respect or even obey a human who proved himself stronger than the were.

This disadvantage is not necessarily tied to a low IQ – but a character who is both Bestial and remarkably intelligent would be a roleplaying challenge, requiring a good deal of thought and effort. GMs may therefore choose to restrict this disadvantage to characters with an IQ lower than 9.

A Bestial character cannot normally take an Odious Personal Habit for beast-like behavior – that's included in the cost of Bestial. However, if the Bestial behavior is extremely repugnant to humans – the equivalent of a 15-point Odious Personal Habit – the GM can allow this disadvantage to be worth -15 points. OPHs unrelated to beast-like behavior (including "eats humans") can be bought normally.

Secret   variable

A Secret is some aspect of your life (or your past) that you must keep hidden. If it is made public, the information could harm your reputation, ruin your career, wreck your friendships and possibly even threaten your life! By far the most common Secret among weres is the mere fact of their lycanthropy.

The point value of a Secret depends on the consequences of its revelation. Lycanthropy can fall into any of these categories, depending on the prejudices of the surrounding culture and the destructive potential of the were-form. The worse the results, the higher the value, as follows:

Serious Embarrassment: If this information gets around, you can forget about ever getting a promotion, getting elected or marrying well. Alternatively, your Secret could be one that will simply attract unwelcome public attention if it is known. -5 points.

Utter Rejection: If your Secret is discovered, your whole life will be changed. Perhaps you would lose your job and be rejected by friends and loved ones. Perhaps you will merely be harassed by admirers, cultists, long-lost relatives or the press. -10 points.

Imprisonment or Exile: If the authorities uncover your Secret, you'll have to flee, or be imprisoned for a long time (GM's discretion). This imprisonment need not involve the penal system – a were that is held in a government research lab for study is just as much a prisoner as one in jail. -20 points.

Possible Death. Your Secret is so terrible that you might be executed by the authorities, lynched by a mob or assassinated by the government if it were ever revealed – you would be hunted. -30 points.

If a Secret is made public, there will be an immediate negative effect, as described above, ranging from embarrassment to possible death. You suddenly acquire new, permanent disadvantages whose point value equals *twice* that of the Secret itself! The points from these new disadvantages go first to buy off the Secret, and may then (at the GM's option only) be used to buy off other disadvantages or (rarely) to buy new advantages. Any unused points are lost, and the character's point value is reduced.

The new disadvantages acquired must be appropriate to the Secret and should be determined (with the GM's assistance) when the character is created. Most Secrets turn into Enemies, Bad Reputations and Social Stigmas. They might also reduce your Status or Wealth – going from Filthy Rich to merely Very Wealthy is effectively a -10 point disadvantage. Some Secrets could even turn into mental or physical disadvantages, though this would be rare.

Similarly, if the GM allows you to buy off old disadvantages with the new points, these too must be appropriate to the Secret. The most common disadvantages that could be bought off are Duties and Dependents.

In general, a Secret is threatened in a particular game session if the GM rolls a 6 or less on three dice before the adventure begins. However, *as for all other disadvantages of this type,* the GM need not feel constrained by the appearance roll – if he thinks the Secret should come into play, it does! Secret lycanthropy, of

course, will always be threatened to some extent, each time the were changes.

When a Secret appears, it is not necessarily made public. The character must somehow keep the Secret from being revealed. This may require him to cave in to blackmail or extortion, to steal incriminating evidence, or even to silence the person who knows the Secret. Regardless of the solution, however, it's only temporary – the Secret will appear again and again until it is finally bought off. Secrets may be bought off either automatically through exposure (see above) or with earned character points over the course of play.

In the specific case of weres, the GM may rule that all weres of a given type in the campaign must take a Secret, and that the Secret can never be bought off with earned character points, as long as the character remains a were.

Skills

Skill use by weres will depend on the type of were-form. Ordinary beast forms use skills only as animals do (see p. 53).

Super-beasts use skills as animals do, but may also learn new skills or improve current ones, paying normal point value for these skills. A super-beast which does not have a Split Personality will have access to all its human skills while in beast form.

Beast-men usually have access to all their skills of their human forms, unless they, too, have Split Personalities. Those that do not will be able to learn and improve skills normally, based on the attributes of the beast-man form.

The GM may substitute the "Rule of 12" (see p. 96) for IQ level in certain mental skills, depending on the were's animal template, substituting 12 for the were's actual IQ in mental skills for which a natural animal of the same type displays an instinctive talent in. Examples might include Tracking for a werewolf, Animal Handling for a were-dog, Fishing for a were-bear or Scrounging for a were-rat. Survival and Camouflage would be appropriate skills for weres based on most wild species.

However, when using the Rule of 12 for a skill, the were may not increase the skill beyond 12, except by buying the skill up from his actual IQ. Thus, a werewolf with IQ 7 could get Tracking 12 for 2 points, but to increase his Tracking skill to 13, the same were would have to spend 12 more points (the cost to raise the skill from 7 to 12).

New Skills

Flight (Physical/Average)   Defaults to DX-4 or DX

This is the ability to use the Winged Flight or Glider skill *well*, to allow difficult maneuvers, tight turns, etc. For a naturally winged creature, the skill defaults to DX, but the skill can still be improved as a normal Physical/Average skill.

Intimidation (Mental/Average)   Defaults to ST-5 or Acting-3

This is a social skill, used for persuasion. The essence of Intimidation is to convince the subject that you are able and willing, and perhaps eager, to do something awful to him. It's a natural for weres, particularly the larger were-forms, who have a devastating Intimidation skill just by default. (For weaker weres with a particularly ferocious appearance or reputation – e.g. werewolves – the GM can invoke the Rule of 12).

Intimidation may be substituted for a reaction roll in any situation, though it is at a -3 penalty when used in a request for aid. A successful Intimidation roll gives a Good (though usually not friendly) reaction. A failed roll gives a Bad reaction. On a critical success, the subject must make a Fright Check at -10!

The exact result of a successful roll depends on the target. An honest citizen will probably cooperate. A low-life may lick your boots (paws?), even becoming genuinely loyal. A real tough type may not be frightened, but might react well anyway: "You're my kind of scum!" The GM decides, and roleplays it.

When Intimidation is used against a PC (or, at the GM's option, against an NPC), this can also be rolled as a contest of Intimidation vs. Will. See *Influence Rolls*, sidebar, p. B93.

If the were-form trying Intimidation has the Mute disadvantage, it's up to the player to come up with a way of making his intentions known to the subject.

Modifiers: Up to +2 for displays of strength or bloodthirstiness, or +3 for superhuman strength or inhuman bloodthirstiness. The human form of a were gets +3 to all Intimidation rolls if the subject knows he's a were. The GM may give a further +1 bonus for witty or frightening dialogue, but should apply a penalty if the attempt is clumsy or inappropriate. The GM may apply *any* level of penalty if the PCs are attempting to intimidate someone who just can't be intimidated. For example, other weres will be much less impressed by lycanthropy than most folk.

Note that Interrogation skill can default to Intimidation-3. It will not help you tell a good answer from a bad one, but it may get people to talk.

Structural Advantages and Disadvantages

All these advantages and disadvantages apply to were-forms of any type – beast, super-beast or beast-man.

Extra Limbs

Certain animal forms will have more limbs than a human being does.

Arms

Any limb which can be used to manipulate is an arm, regardless of where it grows or what it looks like. A normal arm can be used to strike a blow which does thrust-2 damage based on ST. To do extra damage with an arm, see *Strikers* (p. 100). Weres may have two arms at no cost. Extra arms have a base cost of 10 points each.

Extra Flexibility

Arms may be designed for great flexibility, compared to human arms. An example is an elephant's trunk. Such limbs are not necessarily strong or weak; they are not necessarily dexterous or clumsy. They can, however, configure themselves in ways human limbs cannot, and they qualify the creature for the Constriction Attack (below).

The cost is 10 points (for the whole creature) or 5 points (for a single limb).

Longer or Shorter Arms

Arms may be longer or shorter, relative to human arms. For game purposes, human arms have a reach of 1. When ancient/medieval weapons are used, subtract 1 from any weapon's reach if it is held by short arms, and add 1 or more to the reach of a weapon held by longer arms.

Shorter arms cost only 5 points per additional arm. These arms have reach 0 (close combat only), and don't have the leverage to use any weapon which must be swung. If *all* of the were's arms are short, it is -2 on any attempt to grapple. If both arms of a two-armed were are short, that is a -10-point disadvantage.

Longer arms cost +10 per arm for each hex of reach. Each extra hex of reach also adds +1 to the creature's *normal* swing damage, and +2 to any attempt to grapple. Note that long arms can be attacked in other hexes, as though they were long weapons (see p. B110).

Close Combat with Extra Arms

Extra arms give a huge advantage in close combat. The were cannot punch with more than one arm at a time, unless the Full Coordination (p. 103) advantage is bought, but it may *grapple* with all at once. Every extra arm (of regular length or longer), over and above the normal complement of two, gives a +2 on any attempt to grapple or pin. Other limbs do not help.

No Physical Attack

If the arm can manipulate but cannot attack physically (due to structure or lack of ST in that limb), each such arm only costs 5 points. Generally that limb can be used to wield a firearm or similar ranged attack, but cannot attack physically. An example of such a limb might be a monkey's prehensile tail. If these arms are also *short* (see above), the cost is only 2 points per arm.

Legs

If a limb cannot manipulate, but can be walked on, it is a leg.

The "default" number of legs is two. A leg is assumed to be able to kick with a range of 1, doing thrust/crushing damage. Each additional hex of range costs 10 points. Extra damage is purchased as for *Strikers*, below. If the legs can't kick for damage, reduce the total leg cost by 5 points.

Three or four legs cost 5 points; if the individual loses a leg, it can continue to move at half speed (round down). Loss of a second leg causes it to fall.

The cost for five or six legs is 10 points. Each leg lost reduces speed by 2 until only three legs are left. At that point, speed is only 2. Loss of 1 more leg causes the individual to fall.

The cost for seven or more legs is 15 points. Each leg lost reduces speed by 1 until only three legs are left. At that point, speed is only 2. Loss of one more leg causes the individual to fall.

Feet Manipulators

Any limb which can manipulate should be purchased as an arm – the fact that the creature walks on it is merely a special effect.

Reduced Move   see p. 109

Strikers

If a limb can strike an aimed blow (rolling vs. DX) but cannot manipulate or be used for walking (a tail, for example), it is a "striker." Strikers cost 5 points apiece. Unmodified strikers do thrust/crushing damage, in close combat only (e.g., horns). Increased range costs 5 points per striker per hex.

Increasing Damage

To increase the damage done by a striker, arm, or leg, the Claws advantage (see p. 101) may be added. This may also represent fangs, pincers, horns, etc. Note that this advantage only has to be purchased *once* – no matter how many limbs it modifies! If a creature has eight arms, 15 points will buy +2 damage for all the arms. But note that Full Coordination, p. 103, is needed to attack with more than one at a time!

Aiming Strikers

Some strikers (e.g., tails) cannot be aimed well. If a striker attacks at a penalty to DX, subtract a point from its cost for every -1 to DX.

Hand Disadvantages

Bad/Poor Grip   -10/-5 points

Bad Grip is a -10 point disadvantage. Creatures with Bad Grip suffer a -4 penalty when using skills that require a firm grip on an object: this includes Climbing, Acrobatics, catching and most forms of melee weapon use. *Poor Grip* is a -5 point disadvantage; they suffer a -2 disadvantage as above. The penalty is overall, not per hand.

No Fine Manipulators   -30 points

The were has nothing more agile than paws or hooves at the end of its limbs. It has nothing that approaches the human hand in terms of manual dexterity. The were cannot use its paws or hooves to make repairs, tie knots, or even grasp firmly. *Note:* This disadvantage qualifies the were to buy the Increased Strength advantage (p. 104) at a bargain rate.

No Manipulators   -50 points

The were has no limbs. The only way for it to manipulate objects is to push them around with its body or head.

One Fine Manipulator   -10 points

Most weres have two or more hands/fine manipulators that they can use in concert. A were with this disadvantage has only one. It cannot, for instance, repair a device while holding it. An elephant is an example of a creature with this disadvantage.

Natural Attacks

Weres can have a variety of natural weapons, based upon their animal templates, from simple horns and claws to complex poisons and even bioelectricity. The more exotic of these can be found in *Special Were Advantages and Disadvantages*, pp. 101-109.

Teeth, Claws and Strikers

The rules and costs for strikers (p. 100) can be used to create a number of different attacks; examples are given below. All the attacks below are made at DX. An attack may also be bought at reduced DX – drop its cost by 1 for each -1 DX.

Reach: All the attacks below assume a reach of 0 hexes – close combat only – unless specified otherwise. Increase cost by 5 for each additional hex.

Claws   15/40/55 points

For 15 points, the were has claws which do an extra +2 damage on any hand-to-hand attack (including martial arts, if the were's form is basically human – non-human forms cannot use human martial arts).

For 40 points, the claws are 6 to 12 inches long, and do both thrust/impaling and swing/cutting damage.

For 55 points, the claws do thrust+2/impaling and swing+2/cutting damage.

Constriction Attack   see p. 102

Horns   varies

Horns are bought as strikers (p. 100). Cost can vary widely, depending on reach and damage. Horns with a reach of at least 1 hex can be used to parry blows, at half DX. Two examples:

Butting horns: 5 points. Blunt, heavy horns used for thrust/crushing attacks. Often used during charges. Reach 0.

Long Tusks: 50 points. Found only on human-sized or larger weres, these are large, pointed horns that can do a thrust/impaling or swing/cutting attack with reach 1.

Teeth   0/5/10 points

Teeth do damage as described on p. B140. Normally, they are good in close combat only.

Blunt teeth (0 points) do crushing damage only. Figure damage using the table on p. B140, but halve actual ST.

Sharp Teeth (5 points) do cutting damage based on ST, as on p. B140.

Fangs (10 points) like those of the sabertooth tiger, do impaling damage based on ST, as on p. B140.

Smashing Tail   varies

This is also bought as a striker (p. 100).

Spear   30 points

This is like a striker, but usable only against a front hex. Example: a rhinoceros horn, designed to be used in charges. Damage is thrust +1; reach is 1.

Special Were Advantages and Disadvantages

This section covers special advantages and disadvantages that can be used to provide exotic abilities for super-beast and beast-man weres. Many will only be appropriate for a few type of weres, but they're included anyway for completeness. After all, what's a were-mole without a super-tunneling ability, or a were-bat without sonar?

These rules can produce weres based on any sort of real-world animal, as well as a multitude of myths, legends and fictional sources. GMs can also adapt the racial generation system found in *GURPS Fantasy Folk* and *GURPS Aliens* to produce even more exotic or alien shapeshifters.

Super-Advantages

Many of these advantages were adapted from metahuman powers in *GURPS Supers* – and for simplicity, we are retaining the name "super-advantage" to designate any special ability which works automatically but is not available to normal humans. A special ability which requires a skill roll is a "super-power" – see p. 109.

The GM who wants still more exotic abilities for his weres should check *GURPS Supers*. It's another excellent source for outlandish abilities, though we've included all the most appropriate "super" abilities in the section starting below.

Enhancements and Limitations

An *enhancement* is something that makes a super-advantage more useful. A *limitation* makes it less useful. When an advantage can be enhanced or limited in some special way, this will be noted

in the description. The price for these enhancements and limitations is expressed in terms of percentage. For example, a +20% enhancement reflects a 20% increase, rounded up, in the cost of the advantage.

All enhancements and limitations are totaled before figuring cost. An advantage with a +50% enhancement and a -30% limitation has a net +20% extra cost. However, no matter what limitations are taken, the cost of an advantage can never be less than 25% of its base cost.

Advantages require no training – if you have them, they work, with no need for a skill roll. However, some advantages (such as Regeneration), are available in different forms or "levels," at different point costs.

All these advantages are assumed to be *switchable* – the were can turn them on and off at will – but the default condition (while

sleeping, unconscious, etc.) is *on*. The were spends one turn activating the ability, and it is operative at the *beginning* of the following turn. Any advantage bought with the Instantaneous enhancement (see p. 111) can be switched on without any delay at all.

360-Degree Vision   25 points

This advantage is appropriate only for were forms of a magical nature, or having monstrous shapes; no "normal" animal has a full 360 degrees of vision.

You have a complete 360-degree field of vision. Treat "off-hand" hexes (typically left) and back hexes as -2 to hit (because of the clumsiness of the attack, not because you can't see them). You suffer no penalties when defending against attacks from the side or rear, and your opponents gain no bonuses when attacking from behind.

Altered Time Rate   varies

You experience the flow of time at a rate that differs significantly from the norm. If your rate of time perception is faster than a normal human's, this is an advantage: for 100 points, you experience time twice as fast as a normal: two seconds are "lived" for each real second that passes. For each additional second, add 100 points.

Altered time allows you the luxury of extensive planning even in crisis situations, as everything seems to happen in slow motion. Any mental skill or perception roll may be attempted at no penalty to additional actions. Exceptions to this are Fast-Talk, Diplomacy, or any other skill which requires interaction with another person (unless they also have Altered Time Rate at the same level you do!).

Each level of increased time rate allows you to take one additional maneuver. Maneuvers that depend on the reaction of another person (Feint, for instance) cannot be taken – others can't react in the short time allowed!

Amphibious   10 points

You function as well in water as on dry land. You don't need the Swimming skill (p. B49); you automatically swim at your normal Move rate. This is a prerequisite for the Super Swimming skill (see p. 107). You must still breathe, though! Take the Gills advantage (p. 104) if you want to breathe underwater.

Armor   varies

You have thick hide, scales, a shell or other natural armor. Depending on the desired effect of the armor, this can be bought as Passive Defense (p. 105), Damage Resistance (p. 103), or a combination of the two.

Brachiator   5 points

You can swing through the branches of trees with great speed and skill. You get the Acrobatics (DX -2) and Climbing (DX) skills for free. Brachiating speed begins at half normal move.

Breath-Holding   2 points/level

Each level doubles the length of time that the you can hold your breath (see p. B91). This advantage can be combined with the Breath Control skill (p. B48).

Catfall   10 points

You subtract 5 yards from a fall automatically (this is considered an automatic Acrobatics success; don't check again for it). A successful DX roll *halves* all damage taken from a fall.

Claws

Clinging   25 points

You can walk or crawl up walls or the ceiling. Your Move is halved while using this advantage. You can stop at any point and stick to the surface without any fear of falling.

If you are falling and try to grab a wall to keep from hitting the ground, the GM must decide if it is within reach. If it is, a successful DX roll is needed to touch the wall. Once the wall has been grabbed, a successful ST roll must be made, modified at -1 for each 5 yards fallen. If the ST roll is failed, 5 yards are subtracted from the distance because of the slowing effect the failed clinging attempt had on the fall.

Example: Franz the giant were-roach is knocked off a building 30 yards high. The GM rules that he will have a chance to grab the wall at the 15-yard point. Franz rolls against his DX 14 and grabs the wall. He would then have to make a ST-3 roll to hold on.

Special Limitation: You can only cling to one particular substance. -30% for common materials like wood, rock, brick or metal. -50% for rare materials such as ice, rubber, etc.

Constriction   15/20/25 points

This is the ability to wrap around a foe to make a crushing attack. A snakelike body form is necessary. Alternatively, a long and flexible limb (an elephant's trunk, for instance) could make a constriction attack if it is twice as long in hexes as the victim's size in hexes. So to constrict a human – a 1-hex creature – the constrictor or its limb must be at least 2 hexes long.

Point cost is 15 for a limbless creature, 20 for a one-limbed creature, 25 for a multi-limbed creature which can constrict with any limb.

To make a constriction attack, the attacker must first grapple his foe. Then roll a quick contest of ST. If the victim wins or ties, no damage is done. If the victim loses, he takes as many points of damage as he lost by.

Damage Resistance   3 points/level

This functions like the Toughness advantage (see p. B23), but can be purchased in as many levels as desired. This DR will protect against physical and energy attacks, but will not aid versus mental attacks such as Mind Blow. For most weres, this will be a thick hide, scales, a shell or other natural armor.

Cost of this advantage depends on whether it applies against *everything*, or only against certain types of attacks.

  Against Everything: 3 points per level of DR
  Common Attack Type: 2 points per level of DR
  Occasional Attack Type: 1 point per level of DR
  Rare Attack Type: ½ point per level of DR
  Very Rare Attack Type: ¼ point per level of DR

Examples of Damage Types:

  Common: Crushing (most bullets, fists, maces, falling safes), Cutting/Impaling (knives, swords, arrows, spears), generic Energy, generic Psionic, generic Living Things, Metal.

  Occasional: Air, Cold/Ice, Fire/Heat, Light, Earth, Electricity, Matter Control, Sonic, Bullets Only, Magic, Plants.

  Rare: Alteration, Darkness, Vibration, Weather, Radiation, Acid, Poison.

  Very Rare: Mud, Citrus Fruit, Insects, Cheese.

Dark Vision   25 points

You can see in absolute darkness. You suffer no skill penalties for darkness, no matter what its origin. Anyone using either this advantage or Night Vision is color-blind while in darkness.

Special Enhancement: You can see colors in the dark. +20%.

Discriminatory Smell   15 points

You can differentiate between (and recognize) people, places and things by their odors. You have a sense of smell far beyond the human norm, and can determine distinctive odors for practically everything and anything you may encounter. You may memorize an odor by sniffing it for at least one minute and making a successful IQ roll. If you fail this roll, you may not attempt to memorize that odor again for at least one full day.

In any situation where you may utilize your sense of smell, you are at +4 (plus any Acute Smell bonuses) to the roll, and receive +4 to Tracking skill.

Special Enhancement: You can detect a person or animal's emotional state by odor. This effectively gives you the Empathy advantage *if* you can get within 2 hexes of the subject. +50%.

Special Limitation: One particular substance has a particularly offensive odor to you. If you encounter it, you must make a HT roll or become temporarily ill, losing 1d from each stat while in the presence of the odor and for 30 minutes thereafter. This is a -50% limitation for common substances (pollution, dogs, cigarette smoke, car exhaust), -20% for occasional (wildflowers, cigar smoke), -10% for rare (one particular brand of perfume, a specific breed of cat). It is a 1-point quirk for something very rare (rotten eggs, yak hair).

Doesn't Breathe   20 points

Your body absorbs the oxygen that it needs through osmosis. You can't be strangled, and are immune to most gases (your body won't absorb anything that will hurt it). You will still suffocate in a vacuum, or anywhere else where there is no oxygen available to absorb. You can live underwater as long as the water has oxygen in it (normal Earth bodies of water have plenty of oxygen). You can use breathing equipment in space, as your lungs are capable of working normally.

Doesn't Eat or Drink   10 points

You don't require food to stay alive – your body is powered in some other manner. This should be consistent with the were's origin . . . usually magic or super-science.

Doesn't Sleep   20 points

You never have to sleep. You can ignore all fatigue losses from missed nights of rest.

Enhanced DX   Normal cost

All attributes other than ST are bought at normal cost. Any time an attribute is raised above 20, all default skill rolls are figured as if that attribute were 20. This prevents defaults from becoming unbalancing!

Enhanced HT   see Enhanced DX, above
                                  and Extra Hit Points, below

Enhanced IQ   see Enhanced DX, above

Enhanced Move   10 points/level

Each level of Enhanced Move increases the were's maximum speed by the original Move score in one mode of locomotion (running, swimming, flying, etc.). Move is only increased if the individual is moving along a relatively straight, smooth course. Combat Move and Dodge are unaffected, but anyone targeting the were with a missile or thrown weapon will subtract a speed modifier appropriate to the were's current speed. Example: A were with a Move of 8 buys two levels of Enhanced Move (Running). The were can now run at 8+8+8, or 24.

Extra Encumbrance   5 points

The were can carry more than a human of the same ST could. Light encumbrance is defined as 5×ST, Medium as 10×ST, Heavy as 20×ST and Extra-Heavy as 30×ST.

Extra Fatigue   3/point

Your fatigue is higher than normal for your ST. You can run farther and fight longer than others, and you have more power available for powering magical spells (though note that only intelligent were-forms can use magic). Extra fatigue goes into a separate pool that can be used to power super-powers, psionics, extra effort or magical spells. This pool recharges at the same rate as normal fatigue, but will only begin to regain points if regular fatigue (based on ST) has been completely regained first.

Extra Hit Points   5/point

You can take more damage than a normal human of your HT. Hit Points are initially equal to HT, so a character with HT 14 could buy his Hit Point total up to 20 for 30 points. This would be written as HT 14/20. Any roll versus HT, Contests of HT, resistances, calculation of unconsciousness and survival rolls, and anything else involving HT would be made against his health of 14. Only damage is subtracted from 20.

Example: If a were has HT 14/20, he would have to roll to stay alive at -14 HT (and every -5 thereafter) rather than at -20.

Flexibility   15 points

You can bend your body in absolutely any direction. It is like Double-Jointedness (p. B20) only more so; you cannot take both this and Double-Jointedness. You get a +5 on any Climbing roll, on any roll to escape from restraints, or on any Mechanic roll. You cannot stretch or squeeze yourself abnormally, but any part of your body can bend any way.

Flight

GURPS uses the term Flight for a super-power involving flight *without wings.* The Winged Flight advantage is the version which would be appropriate for a were; it is described on p. 108. See also the Flight *skill,* p. 99.

Full Coordination   50 points/attack

This is the ability to make more than one physical attack per turn, using each limb only once. So, for instance, a were-insect with four arms could buy Full Coordination/1 and make two attacks per turn, FC/2 and make three attacks per turn, or FC/3 and make four attacks per turn, using each arm once.

Note that a two-armed creature could take this advantage, too. It could then attack once each turn with each hand, at no penalty! Physical attacks are limited to punches, kicks or weapon attacks, not super physical skills.

When someone with Full Coordination makes an All-Out Attack, he may take one bonus for each weapon he uses, but all bonuses must be the same. You could not, for instance, swing twice with one weapon while aiming carefully with another! If you choose to increase your number of attacks, you get 50% more attacks than normal, rounding down.

Example: A brawler with two arms and FC/1 who took an All-out Attack could make *three* attacks: two normal plus one bonus attack.

His mutant cousin, with FC/3 and *four* arms, could make 2 additional attacks with an All-out Attack.

To aim two weapons at once requires the Independently Focusable Eyes advantage (see p. 104).

Gills   10 points

You have the ability to extract oxygen from water, allowing you to remain submerged indefinitely in normal water. If there is no oxygen to extract, you will suffocate like any normal person. You can't breathe in a swimming pool full of ketchup!

You can still breathe normally out of the water.

Gliding   20 points

This is a limited form of Winged Flight (see p. 108). Gliders cannot gain altitude while flying, and descend at 1 hex per turn. Enhanced Move does not affect speed, but each time it is bought, it halves the descent rate.

Special Enhancement: Gliders can gain altitude by riding warm air currents, or "thermals" (assuming such currents are present!), for +5 points. A normal thermal will raise a glider at 1 hex per turn. If thermals are present, a gliding were with this advantage can locate them on a successful IQ roll (one attempt per minute).

Hard to Kill   5 points/level

You are incredibly difficult to kill. Each level of this advantage confers a +1 on all HT rolls made for survival. If you miss your normal HT roll, but make it with your Hard to Kill bonus added in, you *appear* dead (a successful Diagnosis roll will reveal signs of life), but will come to in the normal 1 hour per point of negative HT.

Example: A London werewolf has HT 12 and 4 levels of Hard to Kill. He is trapped in an alley and slammed against a wall by a lorry, which does 30 points damage, reducing his HT to -18. This will require him to make 2 HT rolls to stay alive (one at -12, then one at -17).

He rolls an 11 for the first one – no problem, still alive. On the second roll, he gets a 14. This is above his regular HT (12), but below his modified HT (12 + 4 levels of Hard to Kill). He passes out, and is left for dead by his foes. Roughly a day later, he'll regain consciousness – still injured, but not dead!

Immortality   140 points

You'll never die of natural causes and are tough to kill unnaturally! This advantage is simply a combination of Instant Regeneration, Immunity to Disease, Immunity to Poison and Unaging.

Immunity to Poison   15 points

You are immune to the effect of any toxins. This doesn't confer immunity to a corrosive substance such as hydrochloric acid, just to bona fide biological or chemical poisons. If there is a question, the GM's decision (as always) rules.

Increased Speed   25 points/level

You can really move! Your basic Speed increases by 1 for each level, which also raises your Move and your Dodge. This is especially appropriate for were-jaguars and the like.

Increased Strength   50/level

The were's strength is doubled. Template ST bonuses are added in before doubling (individual strength adjustments are added or subtracted from the template's final total). Additional levels of this advantage increase the multiple by one each: i.e., ST can be tripled for 100 points, quadrupled for 150 points.

Special Limitation: This advantage costs only 30 points/level when taken in conjunction with the No Fine Manipulators disadvantage (the were-type also still gets full point value for the disadvantage).

Independently Focusable Eyes   15 points

You can focus in two separate directions, allowing you to aim two weapons at once if you are ambidextrous, or to take full advantage of extra limbs. If you have more than two eyes, buy this advantage again for each additional eye to be focused independently. Three separately focusable eyes would be 30 points, four would be 45, and so on.

Infravision   15 points

Your vision extends into the infrared portion of the spectrum, allowing you to see varying degrees of heat. You can even see in absolute darkness if the temperature is above 70. No matter what the temperature, you suffer only a -1 when fighting at night due to the heat emissions from your opponent (if your foe emits no heat, standard penalties apply). You are +2 to see any living beings during daylight if you are scanning an area visually.

This advantage will also allow you to follow a heat trail when tracking. Add +3 to any tracking rolls if the trail is no more than an hour old. A sudden flash of heat, such as a Fireball, acts as a Flash (see p. 60) to anyone with Infravision.

Invulnerability   variable

Your body is *completely* resistant to damage from some attack forms. Knockback would still be caused from physical attacks, however. Cost of Invulnerability varies according to how common the attack form is, as follows:

Any Kinetic Damage: 300 points.
Common: 150 points.
Occasional: 100 points.
Rare: 75 points.
Very Rare: 50 points.

For examples of these categories, see *Damage Resistance,* p. 103.

Depending on the character conception, an attack against an Invulnerable subject might bounce away, dissipate harmlessly, or pass right through.

Special Enhancement: The attack does not cause knockback. +20%.

Metabolism Control   5 points/level

The were can control normally involuntary biological functions such as pulse, blood flow, digestion and respiration. This allows the were to enter a deathlike trance; a physician unfamiliar with the were's metabolism must win a Quick Contest of Skills (Physician -2 versus HT) to realize the were isn't dead. While in this state the were is unaware of its surroundings. The were may set a mental "alarm clock" that will awaken it after a certain amount of time has passed. It will automatically awaken if it takes any damage. This advantage is particularly appropriate when the animal template is a hibernating species.

Each level of Metabolism Control reduces by 10% the amount of oxygen it normally needs to stay alive. Each level doubles the amount of time it can safely go without food or water.

Nictating Membrane   10 points/level

Your eyeballs are covered by a transparent lens. This allows you to see normally under water, and will help protect your eyes from sand, Mace and so on. Any time you are hit in the eyes with a gaseous or liquid attack the lens provides your eyes, only, PD 2, DR 1 per level (maximum PD 6). The lens also adds +3 per level to all HT rolls concerned with eye damage, and can be opened and closed just like an eyelid.

Passive Defense   25 points/level up to 6

For whatever reason, it is much harder for attacks to hit you. Each level adds 1 to your PD, up to PD 6. Your own PD does not add to the PD of any armor you wear; take the PD of the outer layer.

Penetrating Call   5 points

The were can produce a loud and distinctive call like a lion's roar or a wolf's howl. This call can be used to command attention or signal from a distance. A penetrating call can be heard for at least 1d miles on a quiet night.

In addition, if the were sounds its call within 30 hexes of an anyone who is unaware of the were's presence, the listener must make a Fright Check. This is non-magical fright, and may have no effect whatsoever on characters with little or no fear of wild animals (GM's option).

Modifiers to Fright Check: -1 at night, -1 if the area is very quiet (GM's option), -1 if the area is physically isolated (GM's option), -2 if the listener is (or believes himself to be) alone, -2 if the were is within 10 hexes of the individual, or -5 if it is within one hex of the individual.

Perfect Balance   15 points

You have no problem keeping your footing, no matter how narrow the walking surface, under normal conditions. You can walk on tightropes, ledges, tree limbs or anything else without having to make a DX roll. If the surface is wet, slippery or otherwise unstable, you get +6 on all rolls to keep your feet. In combat you receive a +4 to your DX on any rolls to keep your feet or avoid being knocked down. This advantage adds +1 to your Piloting and Acrobatics skills.

Polarized Eyes   5 points

Your eyes adjust instantaneously to changing light conditions. If you have Dark or Night Vision, you can instantly adjust from bright light to darkness. If you are caught in a bright flash of light,

your eyes will automatically adjust so that the maximum time you are blinded or stunned from the flash is 2 turns.

Pressure Support   variable

For 5 points, the were can stand up to 5 times normal surface pressure. For 10 points, it can stand 20 times normal pressure. For 15 points, it can stand 100 times normal pressure.

This advantage doesn't convey any combat advantage unless the were is being attacked by a direct manipulation of barometric pressure.

Recovery   10 points

You recover from unconsciousness very quickly. Instead of staying unconscious for *hours*, your recovery time is measured in *minutes* (see p. B129). In any situation where unconsciousness was measured in minutes, you reduce it to *seconds*.

Reduced Sleep   10 points

Your body operates efficiently without much sleep. All fatigue losses from missed sleep (see sidebar, p. B134) accumulate weekly rather than daily – so one week without sleep costs you 5 fatigue rather than 35.

Regeneration   10/25/50/100 points

You recover from damage much faster than normal creatures. This does *not* allow you to regrow lost limbs (but see Regrowth, below). You automatically have the Rapid Healing advantage (p. B22) at no extra cost. If bought for a gadget, either the gadget is self-repairing, or it heals the user. To do both, it must be bought twice. Cost of this advantage depends on the speed of the regeneration:

Slow Regeneration: You recover 1 HT (or Hit Point) every 12 hours, in addition to normal healing. 10 points.

Regular Regeneration: You recover 1 HT (or Hit Point) per hour. 25 points.

Fast Regeneration: You recover from injury almost immediately, regaining 1 HT per minute. 50 points.

Instant Regeneration: You heal almost as quickly as you are damaged, at the rate of 1 HT per turn. 100 points.

Regrowth   40 points

You can regrow lost limbs! A lost ear, finger or toe will regrow in 1d weeks, a lost hand or foot in 1d+1 months, and a lost eye, arm or leg in 2d+2 months.

Resurrection   150 points

You can die, but you get better. Any time you succumb to wounds, poison, or any other means of death other than old age (which is permanent), you will come back to life. Starting one hour after your death, you will begin regaining HT at your usual rate – normally 1/day, although Regeneration (above) speeds this up. Even if you have been hacked to pieces, those pieces will slither together and rejoin. If any parts were destroyed, they will regrow spontaneously (heads and brains come back with full memories and personality). You will remain unconscious until you regain your full HT. Players should feel free to alter the special effects of this advantage (e.g., instead of slithering back together, your body parts teleport to each other, or are re-created by cloning) as long as the basic time doesn't change.

If parts of you are kept separate, they do *not* grow multiple copies! Instead, the largest existing piece becomes you, while the rest melt into goo.

If your entire body is destroyed (disintegrated, engulfed in a nova, etc.), *triple* the time required to heal, as widely-scattered atoms drift together.

Each time you die, you lose 25 character points! You may take these off of anything you wish. If your point total is brought down to 0, you die permanently!

Special Limitation: One class of damage – poison, wood, metal, etc. – prevents resurrection for as long as the damaging substance remains in the body. -10% for rare or very rare materials (uranium, diamond), -30% for occasional or common substances (wood, metal) or substances that are difficult to remove (poison, radiation).

Special Limitation: One class of damage – acid, fire, etc. – causes damage which cannot be completely healed by Resurrection, and which must be healed by medical, magical or psionic efforts. A person with this limitation comes back from the dead in a coma with their HT equal to what it was when they died (or -HT×5, whichever is greater). -10% for a rare or very rare attack form, -20% for occasional forms, -30% for common forms.

Special Limitation: If you are killed by a blow from a substance you have a Vulnerability to, you die permanently! This is worth -5% on a rare or very rare form, -15% for occasional, and -25% for common.

Special Limitation: Reincarnation. You are reborn into a new body with new abilities and super skills – but you always retain the Resurrection advantage. Your attributes may also change. (The GM creates the new form, or may allow the player to do so.) -20%.

Secret Communication   20 points

All members of this type or race of weres have a method of communication that cannot be perceived by other weres – telepathy on a weird band, ultrasonic speech, extra-dimensionally transmitted radio, or just were-specific empathy.

The GM may allow a non-were to buy the ability to comprehend the "private" speech of weres as an advantage. Cost would depend on the importance of that advantage to the campaign.

Special Enhancement: Other creatures cannot even perceive when communication is going on. +40%.

Special Limitation: Only general concepts and emotions can be sent. -50%.

See Invisible   25 points

The were can see objects or individuals that are normally invisible.

Sensitive Touch   10 points

The were's fingertips (or equivalent organs) are extremely sensitive. For instance, it can, by touch, notice residual heat in a chair, faint vibrations in the floor as someone approaches, similarities or differences between two pieces of fabric, etc. The were must roll his IQ to use this advantage successfully (note: low IQs do not default to 12 when using this advantage).

Silence   5 points/level

You can move and breathe noiselessly, giving you an additional +2 per level to your Stealth skill if you are perfectly motionless, or a +1 if you are moving (even in armor, etc.). These bonuses help you only in the dark, or against someone who is listening rather than depending on sight!

Sonar Vision   0/25 points

The were can "see" by emitting sound waves which bounce off the surroundings. No light is required. Sonar can be "jammed" or fooled by *very* loud noise, but not otherwise. It is color blind, but can "see" the *interiors* of living things and other objects of equivalent density. Effective range is typically a few hundred yards.

As a were's sole form of vision, this is worth no points. As an adjunct to another form of vision, it is worth 25 points.

Speak with Animals   15 points

This allows you to carry on a conversation with any land animal (including birds, reptiles, and insects). How much information you can gain from an animal depends on its IQ and reaction roll, and the GM. Add +2 to the reaction roll if you're offering food while you're talking. In general, insects and other small creatures won't be able to do much more than convey emotions such as hunger and fear, while animals like chimpanzees or cats could have a reasonably intelligent discussion. It takes one minute to ask one question and get the answer – assuming the animal decides to speak to you. The GM may require a reaction roll!

Special Limitation: Only one kind of animal. -20% for one type (e.g., only mammals, or only birds), -30% for one family (e.g., the feline family), -50% for one species (e.g. house cats only).

Speak with Fish   10 points

Works just like Speak with Animals, but only on aquatic creatures. This includes whales, dolphins, squid, frogs, lobsters and other creatures that live in the water.

Super Climbing   3 points/level

Each level of Super Climbing adds 1 to a were's Move when climbing. This can be combined with the Clinging advantage (p. 38).

Super Flight   20 points/level

Each level of Super Flight doubles your speed when you are flying, just as Super Running increases running speed. See p. B139 for the effects of flight in combat.

Super Jump   10 points/level

Each level of Super Jump doubles the distance you can leap. Additionally, if you fall a distance less than or equal to your maximum high jump (p. B88), you take no damage. This can be increased by 5 yards with a successful Acrobatics roll (p. B131).

Your Move during a super jump is equal to 20% of your maximum normal long-jump, with a minimum of 10 yards. Thus, your maximum normal jump never takes over 5 turns. If your maximum jump is 100 yards, your Move is 20 in any jump.

You can jump at a foe in order to slam him, figure the slam at your maximum jump speed! You don't need to make a separate roll to jump accurately.

Super Running   20 points/level

Each level of Super Running doubles your Move *when you are running in a relatively straight line.* Your combat Move and Dodge are unaffected, but anyone targeting you with a missile or thrown weapon will subtract a speed modifier from his skill roll *if you are running!* Figure turning radius as for Flight (see sidebar, p. 59). In many cases it will be best to stop running for a turn, change directions, and start running again!

Example: A character with a Move of 8 buys 4 levels of Super Running, which costs 80 points. He can now run at 8×(2×2×2×2) = 128 yards per second (288 mph)!

Super Swimming
10 points/level
Prerequisite: Amphibious (p. 36)

Every level of Super Swimming doubles your swimming speed, just as Super Flight increases your flying speed.

Telescopic Vision
6 points/level

The were can "zoom in" visually, as though its eyes were a fine pair of binoculars. Each level doubles the magnifications factor, i.e. 6 points = 2×, 12 points = 4×, 36 points = 64×, etc.

The normal horizon for a round, Earth-sized planet on flat ground is three miles. Beyond the horizon, the curvature of the world will block Telescopic Vision.

Temperature Tolerance
10 points

You can ignore the effects of "ordinary" high and low temperatures. This gives you no advantage in resisting attacks by fire or ice unless the only damage is a result of a rise or fall in ambient temperature. In particular, this will not help you if your *body temperature* is being affected.

Multiply your HT×5. Subtract this number from 35 to find the lowest temperature you can stand. Add this number to 90 to find the highest.

Example: A HT of 12 would allow you to function without having to roll against fatigue or HT loss in temperatures ranging from -25 up to 150. See p. B130 for more details on temperature and weather.

Special Limitation: If you are immune *only* to heat, or *only* to cold, this is a -40% limitation.

Tunnel
40 points + 10 points/hex of Tunneling speed

You can dig through the earth like a giant worm, spewing dirt and stone behind you. This skill lets you dig a man-sized passageway through earth or stone. Movement through rock or stone is half your normal tunneling speed.

The GM may wish to assess a chance that the tunnel collapses behind you. Roll each minute vs. Engineering (Mining), Prospecting-3, or IQ-4 to dig a stable tunnel. This can be modified up for hard rock and down for soft rock and dirt. Each halving of your tunneling speed gives you a +1 on this roll.

Ultrahearing
5 points

You can hear sounds in the frequencies above the normal range of human hearing (20,000 cycles). Dog whistles, motion detectors, and even many household appliances may emit sounds audible to you.

Universal Digestion
15 points

You have remarkably hardy intestinal processes which let you derive nutrition from any animal or vegetable protein, even if it would not normally be considered "food." *Note:* this does not confer any advantage against normal poisons.

Venom
15 points/level

The were secretes a venom, either corrosive or poisonous, which can be delivered by various means.

Corrosive venoms, such as acids and digestive enzymes, do damage quickly. A corrosive venom does 1d of damage per level when it is delivered, and may continue to burn for several turns. At the end of every subsequent turn the venom does 1d less damage than on the turn before, until the number of dice reaches 0. It is possible to wash off a corrosive venom, preventing damage on subsequent turns. This requires at least a gallon of water and a full turn. Armor, toughness and damage resistance will protect against corrosive venom for a number of turns equal to DR. There is no HT roll to resist a corrosive venom.

Poisonous venoms work more slowly. They do 1d damage per level when delivered, but may continue to affect the victim for several hours. Every hour after the poison is delivered, the victim makes a roll against HT minus the number of levels of the poison. If the victim fails this roll, he takes 1d damage per level of the poison; if he succeeds, he takes no further damage from the poison, and does not need to roll again. Armor may protect against the delivery of the poison, but has no effect once the poison is in the bloodstream.

Irritant venoms, usually sprays, are designed to disgust, nauseate or stun. Victims who get even a whiff of an irritant must make a Will roll to avoid running away (turn and run one full move directly away from the stench). Those who breathe it or get it in their eyes must roll against HT minus the level of the venom to avoid taking 1d-4 damage and becoming incapacitated for 1 turn per level of the venom. (Incapacitated characters are retching and rubbing their eyes.) On each turn of incapacitation, the victim may make a Will Roll to recover.

Venoms may be delivered in a number of ways. Corrosive venoms could be defined as saliva, delivered with a bite, or a skin secretion, delivered with a bare-handed punch or touch. An attacker must make a successful close-combat attack based on DX in order to deliver a corrosive venom. A poisonous venom must enter the blood to harm the victim. Usually this is done by making a successful bite attack on the victim. Any successful hit which penetrates the victim's armor, whether it does damage or not, delivers the venom. Fangs, or similar organs to deliver the venom, are included in the cost of this advantage. Note that this does not increase the normal (1d-4) damage of the bite. Irritants are assumed to be sprayed (see below).

Special Venom Enhancements and Limitations

Skin agent: For +10 points a poisonous venom may be defined as a skin agent, which enters the bloodstream through the skin. A skin agent cannot be washed off. (Sprayed and spit poisons are usually skin agents.)

Ranged attack: For +5 points a venom may be delivered at range – spit or squirted. This is a ranged attack, based on DX, with a SS 12, Acc 12, ½D n/a, and Max 5. Poison venoms must strike open wounds or mucous membranes (eyes, open mouth, inner nostril) to be effective, unless bought as a skin agent. (Irritants delivered by spit or squirt affect one character only.)

Poison Cloud: For +15 points, venoms may be sprayed as a cloud of mist. The cloud covers 3 hexes and lasts 1d turns. The hexes must be adjacent to each other, and one hex must be adjacent to the spraying individual.

Stinger: For +25 points, the were has a poisonous stinger – a 1-hex-long impaling striker. Treat as a rapier, hitting on DX; intelligent weres can improve their chance to hit through study, as the Fencing skill.

Poison Spines: For -5 points, the were's venom is delivered by spines located on strategic parts of the body (e.g. the back of the head, down the spine, the end of the tail). The were cannot deliver the poison actively, but has a DX-4 chance (DX-2 if attacked from the rear) of hitting on each turn of close combat. Spines do 1d-2 damage. If they penetrate armor and skin, they deliver a dose of poison.

Poison Sweat: For -10 points, the were sweats its venom. It cannot be delivered actively. The venom is delivered if the were is bitten or handled extensively.

Winged Flight
30 points

You are able to fly, using large, functional wings. Your flight speed is equal to *twice* your normal move for more speed, see Super Flight, p. 106). You have the ability to fly, but not necessarily to do complex acrobatics and tight turns; for that, you need to put points into Flight *skill*. See p. B139 for more details.

Your wingspan must be at least twice your height. In order to take off, land or maneuver, you must have an open area with a radius equal to your wingspan in all directions. If your wings are bound, or if a wing is hit and crippled, you cannot fly. (To deter-mine a hit to the wing, assume any hit to an arm has a 50% chance of hitting the matching wing instead). -25%.

Special Enhancement: The wings are very small, with a wing-span as small as ½ height. The were uses its wings only to help steer, not to lift (the lift comes from magic or psionics). If the wings are seriously damaged in flight, the were can land safely on a successful Flight roll. +5 points.

Special Limitation: Gliding. See p. 104.

Special Limitation: Cannot Hover. *Not available for Gliding; a glider can't hover anyway.* You must always move at least half your maximum speed when you fly. -15%.

Super-Disadvantages

A few of these disadvantages could be taken in almost any campaign. Most, though, are suitable only for creatures with special powers, whether they're super-beings, aliens, magical, or just "strange creatures."

Accelerated Aging
-20 points/level

You are aging at a rate far in excess of the human norm. You will begin making aging rolls at 40 years old, and make aging rolls every 6 months thereafter.

Each additional level *halves* these two numbers (e.g., three levels causes you to begin aging at age 10, and make rolls every 1½ months.

Dependency
variable

This may be thought of as a super-Addiction. Your body requires some special substance. Without it, you weaken and die! No character can take both an Addiction and a Dependency to the same substance.

The value of a dependency depends on how common the item is.

Rare (cannot be bought; must be found or made): 30 points
Infrequent (very expensive and hard to find): 20 points
Occasional (expensive, somewhat hard to find): 10 points
Common (available almost anywhere): 5 points
Illegal: adds 5 points to any of the above

This value is modified by the frequency with which you must eat/drink/breathe/use up the item:

Constantly: Five times listed value. The were must carry and use the substance at all times – for instance, an aromatic herb that must worn constantly in a garland. Lose 1 HT per minute without the item.

Hourly: Four times listed value. Lose 1 HT per ten minutes after you miss an hourly dose.

Daily: Three times listed value. Lose 1 HT per hour after you miss a daily dose.

Weekly: Twice listed value. Lose 1 HT per six hours after you miss a weekly dose.

Monthly: Listed value. Lose 1 HT per six hours after you miss a monthly dose.

Dependency on Change

A were can take a Dependency on regular changes, taking damage if he fails to shift form after a given period. Treat the change as an Occasional need, with a base value of 10 points. The change should not be required more often than daily – a were who has to change at least once an hour will not have much time for anything else!

Dread
variable

The were is unable to come within a certain range of a given substance, due to magic, psionics or psychosomatic aversion. The were takes no physical damage from the substance, but is nonetheless completely incapable of coming within the indicated distance of its own volition. The were can be brought into the presence of the subject by outside forces (dropped by gravity, carried in a cage, thrown by a giant), but if it comes to rest inside the forbidden radius it must immediately move to get as far away from the substance as it can, by the most direct route possible. It may take no other action except trying to escape until it is out of the forbidden radius (note that this means that, if trapped within the forbidden radius, the were will be completely helpless).

The base cost for this disadvantage is -10 points, for which the were cannot be in the same hex with the forbidden substance. The range of the forbidden zone can be extended at -1 point per additional hex radius. This value is modified by the rarity of the substance, according to the table found under *Weakness* (p. 109).

The were will instantly sense the presence of the dreaded object as soon as it enters the forbidden radius. It will not know exactly where the dreaded object is, but it will know what direction it lies in, and be compelled to go exactly the other way!

Special Enhancement: The were cannot enter the forbidden zone of its own volition, but if carried there by an outside force the spell is broken. The were can act normally in the forbidden zone until it leaves, at which time the prohibition reactivates. This halves the cost of the disadvantage.

Fragile
-20 points

The were has an extremely brittle and fragile physical structure. The were takes double damage from crushing attacks. Creatures with this disadvantage might include bird-type weres with hollow bones.

Inconvenient Size
variable

The were-form is of a size radically different from the human average. The were is unable to effectively use most tools and implements basic to day-to-day life unless they are specially made. This disadvantage assumes that the were's ability to function in human society is *seriously impaired* by its size. As a rule of thumb, a were must be over 8 feet (-10 points), or under 2 feet tall (-15 points), on the average, to qualify for this disadvantage. The GM might also allow this disadvantage for an extremely heavy were (more than 1,000 lbs) or a were with an exceptionally large and ungainly form.

Note – Gigantism & Dwarfism: In campaigns where weres are confined to certain well-defined templates, the were character can take the Gigantism or Dwarfism advantage if his size is significantly different from other weres of the same type. In cam-

paigns where each were is basically a unique creation, Inconvenient Size should be used for sizes significantly different from the human norm, and the Gigantism and Dwarfism disadvantages should not be allowed.

Reduced Hit Points — -5 points/Hit Point

The were has fewer Hit Points than its health. This is written HT 10/7, for example. Very small weres often have this disadvantage.

Reduced Move — -5 points/point of Move

The were moves more slowly than its characteristics would normally entitle it to, in one mode of movement. Amphibious creatures may buy this disadvantage for either land or water, flying creatures for either land or air. The were may not reduce its speed below 1. This disadvantage affects Move *only* for purposes of moving from point A to point B. It does not affect the were's Dodge or order of combat.

Slave Mentality — -40 points

The were has no initiative of its own. It becomes confused and ineffectual without a "master" to give it orders. This does not necessarily imply a low IQ. A were might be quite intelligent enough to obey the command "mix the elixir, then summon the spirit," but if the same were was starving and found $10 it would be hard pressed to decide to pick up the money and go buy food – unless somebody told it to.

This disadvantage is appropriate to weres created by a were with the Lycanthropic Dominance advantage, or who serve a powerful mage or vampire, or weres genetically engineered as cheap, willing labor.

A were with Slave Mentality must make a roll vs. IQ -8 before taking any action that's not either obeying a direct order, or part of an established daily routine.

As a rule, such a character will *always* fail Will rolls. In a case where the GM thinks that success might be possible, the roll should be made at -6.

Vulnerability — variable

You take extra damage from certain forms of attack, or are weakened and hurt every time you are merely in the same room as a substance. For each level of Vulnerability you purchase, you take an extra 1d of damage (or multiply the damage times the level of Vulnerability for attacks doing less than 1d damage).

Normally, you *cannot* take a Vulnerability to anything that you have Invulnerability against, but see *Special Vulnerabilities*, below.

The value per level depends on how common the substance or attack form is. See *Damage Resistance*, p. 103, for examples of attack forms and substances.

Rare: 3 points per level

Infrequent: 5 points per level
Occasional: 10 points per level
Common: 15 points per level

If you are affected by merely being near the substance, add 10% per hex of range to the cost per level. If damage comes off of fatigue rather than hit points, the value per level is halved. If you are hit with an object you take damage from just by being near, you add the physical damage to the Vulnerability.

Example 1: Lucrezia takes fatigue damage every time she gets within 5 hexes of wolfsbane. The GM rules that this is an infrequent occurrence, so it's worth 5 per level. Since it has a 5-hex range, that adds 50%. Total cost is 7.5 per level. She wants 2 levels (2d damage), which would be worth 15 points, but only takes fatigue, so the value is halved. Total value: -7 points!

If Lucrezia was hit by a wolfsbane-dipped weapon for 6 points of physical damage, she'd also take 6d of fatigue.

Example 2: A were-polar bear has a 3-level vulnerability to fire-based attacks. This is a common attack form, so it's worth 45 points. If someone hit him with a torch for 2 points damage, this is multiplied by his vulnerability level to get 6 – he'd take 6 points damage. If he was hit by a 2d+2 flame jet, the attacker would add 3d damage, and roll 5d+2 for damage.

Special case – Vulnerabilities and Invulnerabilities: For were characters, a Vulnerability is considered to cancel an Invulnerability. For example, to create a cinematic werewolf that is immune to all kinetic damage except that inflicted by silver weapons, the character would first buy Invulnerability at the 300-point level, then would take a Vulnerability to silver (an occasional substance for -10 points). In this case the first level of the vulnerability is considered to merely negate the invulnerability, allowing the substance to do normal damage. Additional levels of Vulnerability can then be purchased to do extra damage.

Weakness — variable

This is like a Vulnerability, but far less severe. A weakness is a sensitivity, not to any kind of attack as such, but to the presence of a common substance or condition. It cannot be a food item or something equally easy to avoid. The more quickly you take damage, the more the Weakness is worth:

1d per minute: 20 points
1d per five minutes: 10 points
1d per 30 minutes: 5 points

Halve the value if the damage done is only fatigue or only Stun (see p. 84).

The rarity of the weakening condition also affects the value of the weakness.

Rare (Radiation, acid rain, acid rock): half value.

Somewhat common (Microwave radiation, temperature below freezing, airborne pollen): Listed value.

Common (cigarette smoke, rock music): double value.

Very common (sunlight, living plants, plastic): triple value.

Super-Powers for Weres

These are special abilities that require some training, and a success roll, to use properly. They are compatible with *GURPS Supers* and will occasionally be referred to as "super-powers." That book contains many more powers; these are the ones appropriate for were-creatures.

Note: Even if an explanation or physical justification is given for the way a power works, the player is free to ignore it when describing the way his character's abilities function, as long as the game mechanics and effects remain the same.

Super-powers have a number of characteristics that describe their performance – Area/Amount Affected, Damage, and Duration being the most common. All of these can be modified by application of the appropriate enhancements and limitations. *Unless stated otherwise in the individual power descriptions, the following standards apply.*

Area Affected: Ranged powers only affect one target – a person, a vehicle, a door, etc.

Area effect powers, unmodified, affect a radius of one hex per five *full* levels of Power, minimum 1 (e.g., Power 0-9 affects 1 hex, 10-14 affects a radius of 2 hexes, 15-19 3 hexes, and so on). A single hex is an area 3' across and 6' tall; additional area adds radius but not height. This can be modified with the *Increased Area* enhancement (p. 50). See the sidebar, p. 30 for a table converting radius into hexes affected.

Amount Affected: Some powers will only work against a certain amount of material. The individual power descriptions cover this. *Damage:* Any power that causes physical damage does 1d per level of Power. This damage is assumed to be crushing, but can be modified by the *Cutting* and *Impaling* enhancements (p. 50).

Duration: reflects how long a power's effect lasts. Unless noted otherwise, duration is 1 second per level of power (this is the default when designing a new power.) Some powers have a different duration, and for some, duration is irrelevant. These are noted in the power description. Duration can be modified with the *Increased Duration* enhancement (p. 50). If a super loses consciousness, the remaining Duration on his powers immediately drops to 0 – *things created by him immediately disappear.*

Range and Targeting: All "attack powers" – that is, super-powers that can be "fired" – have a Snap Shot (SS) of 12 and a base Accuracy (Acc) of 1. SS and Acc can be increased by buying the appropriate enhancements. Super-powers have a minimum range equal to 10×*Power* hexes, and a ½D point equal to half the maximum. While some powers do no damage to halve, Acc bonuses are ignored past the ½D point.

Attack powers are targeted just like ranged weapons, using the *Size, Speed and Range Table* on p. B201.

Each power is listed with *Name ([Ranged or Area]/[Physical or Mental]), and Level Cost (LC)*.

Super-Power List

Bind (Ranged/Physical)   LC: 6

You have the ability to freeze an object in place. The "cause" can be anything: physical (a were-spider's webs) or non-physical (the freezing gaze of a were-basilisk). The victim resists with ST versus *Power+Skill*. If the victim wins the contest by 3 or less, he isn't bound, but has his next Move cut in half. On a tie, his move is only 1. If the victim *loses*, he is treated as pinned, and may attempt to break free each round by winning a Quick Contest of ST vs. *Power×3*.

The maximum ST you can bind is equal to *Power×3*.

You can *layer* binding attacks on an already-bound victim. Each successive successful Bind reduces the victim's escape attempt by -1.

Special Limitation: The victim must be touching the ground. -20%.

Special Limitation: The victim is frozen in place, but can otherwise act normally (not pinned). -40%.

Example: Spider-Hag has Bind-17(15). She is being charged by a ST 20 tiger. Since she can affect a creature up to ST 45 (15×3), this is well within her ability. The tiger is 3 hexes in size (+1), 5 yards away (-2) and charging at 20 mph (-4), for a total modifier on the Speed/Range table of -5. This brings the Hag's skill down to 12, just avoiding a SS penalty. She rolls and gets a 10 – success! The roll beats her Power+Skill by 12; the GM rolls versus the tiger's ST 20 and gets an 11 – not enough to resist. It will be bound until it breaks free, rolling vs. a 42(!!) or until the 17-second Duration of the Bind expires. And the Hag could keep adding further binds!

Blind (Ranged/Physical)   LC: 5

This power is resisted by your victim's HT. If you win the contest, he is blinded for the Duration. If you score a critical success, duration is measured in *minutes*, not turns!

Like Bind, the way the power works can vary widely, depending on the type of were-creature and the overall character conception.

Confuse (Ranged/Mental)   LC: 4

You have the ability to boggle an opponent – you might do this by psychically attacking him, or by telling a particularly bad pun, or perhaps by opening your trenchcoat. If your foe fails to resist (your power vs. HT), he is *mentally stunned* for one turn per level of Power. Any physical injury (even if it doesn't cause damage – a slap works) will snap the subject out of his confused state.

Control Animal (Ranged/Mental)   LC: 3

This power works only on land-dwelling nonhumans of IQ 7 or less. You can control 1 hex of creatures for each level of Power. If you force an animal into a situation that will result in injury, make a Quick Contest of Skills between your power and its HT. If you win, it carries out the order.

Example: Power 14 would let you control 2 7-hex animals, or 14 1-hex animals, or a 14-hex swarm of animals.

Special Limitation: Limiting this control to a single type of animal (e.g., the cat family) would be a -60% limitation.

Control Fish (Ranged/Mental)   LC: 1

Identical to Animal Control, but only works with aquatic creatures. Aquatic mammals such as whales and dolphins fall into this category.

Damage Control (Special/Physical)   LC: 3

You can use this power to reduce blood loss and shock from wounds. After taking damage, 5 turns of concentration and a successful skill roll will allow you to recover 1 point of HT for every level of Power, *one try only!* Bleeding will also stop as if you had been bandaged.

This ability will also allow you to flush poisons out of your system. A successful skill roll will neutralize any type of poison in your system – you will take no further damage from it; you only get one attempt to do this per dose of poison. Your roll is adjusted by any HT modifier to resist the poison (see p. B132).

Deafen (Ranged/Physical)   LC: 3

You can cause a victim to lose his hearing. Like Blind (above) the exact mechanism is left up to the player. It may be a magical power, or perhaps just a deafening scream.

This power is resisted by HT. A critical success with this power results in a duration of *hours* rather than turns.

Lightning (Ranged/Physical)   LC: 6

You can shoot bolts of electricity through the air, frying those who oppose you! Any electrical equipment hit with this will not only take damage, but for every 2 points by which the skill roll is made, there is a cumulative 1 in 6 chance that the machine will short-circuit; on a critical success, it catches fire. A lightning bolt *cannot* be fired through a metal grid (bars, a chainlink fence, etc.)

as it will ground out and disappear, and metal armor doesn't help much for protection – treat it as PD 0, DR 1.

Special Limitation: Only works outdoors during a thunderstorm: -60%.

Metabolism Control (Special/Physical)   LC: 1

You can control your "involuntary" biological functions such as pulse, blood flow, digestion and respiration. This allows you to enter a deathlike trance; a doctor must win a Quick Contest of Skills (Physician-2 vs. skill level) to realize that you aren't dead. While in this trance, you are unaware of your surroundings. You may set a mental "alarm clock" that will awaken you after a certain amount of time has passed, and you will automatically awaken if you take any damage.

Oxygen requirements are reduced when using this power. Each level of Power reduces by 5% the air needed to stay alive.

Example: If you were trapped in a room with only two hours of air left, and had Power 14, entering the trance would reduce your oxygen requirements by 70%, allowing you to breathe for over 6½ hours (120 minutes/0.3).

Mimicry (Special/Physical)   LC:2

You can duplicate any familiar sound, or any unfamiliar sound that you have memorized. To memorized a sound, you must spend five minutes listening to it, and make a successful IQ roll.

This power can also be used to imitate voices. To memorize someone's voice, you must spend at least one hour listening to the person talk, either live or on tape, and make a successful IQ roll.

If you fail your memorization roll, you must wait at least one day before attempting to memorize the same sound or voice.

Sense Animal (Area/Mental)   LC: 1

This will tell you the number, type and location of any land animals or birds within your Area of Effect. All areas are expressed in *miles* rather than hexes. The GM makes the skill roll; on a failure, he lies to you about what you sense.

Sense Fish (Area/Mental)   LC: 1

You can sense the number, type, and location of any aquatic animals within your Area of Effect. All areas are expressed in *miles* rather than hexes. The GM makes the skill roll; on a failure, he lies to you about what you sense.

Enhancements

Players can use enhancements and limitations to customize a particular super-power, advantage, or disadvantage to better fit the conception of each character's abilities. Thus, the ability list expands from hundreds of different super-abilities to billions!

Many special enhancements and limitations are listed for particular super-abilities; the ones below are "generic" and can be applied to most powers. The GM may reject any combination that seems silly!

Accuracy   +10%

This enhancement may be purchased more than once. Each iteration adds +1 to the Acc for a power when targeting (see p. B115).

Example: Scott the were-skunk can blind opponents by spraying them with his musk. This attack normally has a SS of 12 and an Acc of 1. To buy Blind at Power 10 (normally 50 points) with an Acc of 6 (5 levels of Accuracy) would cost 75 points.

Continuing Damage   +50%/+100%

An attack power with this enhancement continues to do damage to its victim, reduced by 2d each turn until damage drops below 1d, at which point it stops. Each +4 counts as 1d of damage, each +7 counts as 2d.

Example: Nag the were-snake administers a poison bite for 4d+4. It would do 4d+4 the first turn, 2d+4 the second, and 1d the third.

For +100%, the attack functions as above until it is reduced below 1d. After this point, it will continue to do 1 point of damage per turn, *ignoring DR*, until the Duration expires. If the victim takes an action that (in the GM's opinion) nullifies the attack (dives into water if on fire, takes an antivenom if poisoned, etc.), the damage ceases. If an attack has this enhancement at +100%, it is limited to one level of the Extended Duration enhancement.

Doesn't Harm User   +20%

An attack power with this enhancement will not harm its user if it is reflected or badly ricocheted – it simply dissipates, bounces off, or whatever other special effect is chosen by the player at the time of character creation.

Impaling   +50%

This enhancement can only be applied to ranged attacks doing damage. This *reduces* damage by 1 point per die (e.g., a 7d attack will now do 7d-7), but damage is treated as *impaling*.

Instantaneous   +20%

This ability does not require a turn of concentration. You are still limited to one power use per turn, but you may now use a power, then take a full normal move or hand-to-hand attack. This can also be bought for an advantage to allow it to be turned on instantly.

Rapid Fire   +40%

This adds one to the RoF for an attack power. This can be taken more than once, each successive enhancement adding another attack. Remember – the user does not *have* to make his maximum number of attacks. *Example:* Spider-Hag purchases her Bind power with the Rapid Fire enhancement×2 (+80%). This would allow her to throw up to three webs with each use of the power.

Reduced Fatigue Cost   +20%

This only applies to powers and advantages that cost fatigue. Each time you buy Reduced fatigue Cost, it cuts the fatigue cost of the ability by 1 per turn. You may buy it any number of times.

Limitations

Limitations reduce the utility of advantages or super-powers, and reduce the point cost as well. An interesting limitation can not only make a power affordable, but also inspire good roleplaying.

Accessibility
varies

This is a catch-all term that can be used to cover all limitations not specifically defined. Accessibility limitations fall into two groups: usable only *against certain things* or usable only *in certain situations*.

If the power only works against a limited segment of the population, its modifier is based on how common the target group is. "Usable Only Against Women" would cover roughly half of the population, and would be worth -20%. "Usable Only Against Sea Creatures" would be worth -30% unless the campaign is in a world mostly covered with water, in which case it wouldn't be worth more than -10%. "Usable Only Against Aliens" would be worth -30% or -40%, depending on the world. "Not Usable Against Redheads" is the same as "Usable Against Everyone But Redheads," and would be a -10% limitation.

The GM shouldn't allow meaningless accessibility limitations! For instance, buying webs to Bind with the limitation "Only Usable On Enemies" would be worthless. Buying it with "Only Usable on Friends" would be interesting, though!

This same yardstick can be applied to limitations based on the situation. If the ability only works during the day, it would be worth -20%. If it only works in direct sunlight, it would be worth -30%. Only Works in Water would be worth -30% on Earth, more on a desert planet, less on an ocean world.

Finally, Accessibility can be linked to the were's actions. The more unusual, difficult, or obnoxious the required action is, the greater the value of the limitation. Note that any were-power *automatically* has the limitation "only in were form." The cost bonus for this is covered in the point cost (positive or negative) for the were-change itself. See p. 93.

Some examples of additional Accessibility limitations:
Will not function in the presence of silver: -10%
Only During a Penetrating Call: -20%
Only If Base Attack Penetrates DR: -20%.
Only While Flying or Only While Swimming: -30%
The GM must reject any proposed limitation that is already implicit in the super-ability. "Only Under Water" is not an acceptable limitation for Gills or Amphibious, for instance!

Costs Fatigue
varies

When this limitation is taken, each use of the power costs fatigue immediately. You can spend enough fatigue points to take you down to 0 (and unconsciousness), but not beyond. For every 2 points of fatigue the power costs you, you receive -10% – up to a maximum of -50%, which would cost 10 fatigue per use.

This limitation can also be purchased for a super advantage. In this case, each minute that the advantage is on is "one use."

Example: Bernard the were-eel can put out jolts of electricity to shock those around him, but it costs him 4 points of fatigue each use. This would be a -20% limitation.

Differential Effect
varies

The power has a reduced effect against some kinds of targets, figured as in Accessibility, above. For instance, "Usable Only Against Women" is the same as "Not Against Men," and is worth -20%. So "Half Damage Against Men" is only half as inconvenient a limitation, and is worth half that: -10%.

Any sort of differential limitation can be created this way. Use the Accessibility rules to determine what the value would be, if that target could not be attacked at all. Then adjust downward as appropriate for the amount of damage that is actually done.

Note that "Double Damage" effects can be achieved the same way. For instance, if you want to do double damage against blondes, start by figuring the value of "Blondes Only" – call it -40%. That's the same as "Not Against Non-Blondes." So, doing only *half* damage against non-blondes is -20%. Now, buy the power at the level you want to have against blondes, and apply the -20% limitation "Half Damage against Non-Blondes." You can then, if you choose, list the half-power attack on your sheet with the notation "Doubled Against Blondes." It sounds much better, even though the attack was worked out the other way.

Emergencies Only
-30%

The power is triggered by your fear or excitement, and cannot be used under "routine" conditions. The GM is the final arbiter of the emotional state of your character. The GM may rule that multiple successive failures of your power make you angry enough that it begins to work, but this is entirely up to him.

Fatigue Damage Only
-20%

All damage that you do with this power is fatigue only and can *never* be used as a deadly attack.

Limited Use
varies

The power can only be used a certain number of times per day; then it is unavailable for a 24-hour "recharge" period. The value of this limitation depends on the number of uses per day allowed. 1 per day = -40%, 2 per day = -30%, 3 or 4 per day = -20%, 5 or 6 per day = -10%. More than 6 uses per day does not constitute a significant limitation.

If this limitation is applied to an advantage, each *hour* (or fraction thereof) that it is on constitutes one "use."

This limitation is especially appropriate for weres, limiting the number of hours that can be spent in were-form each day.

Takes Extra Time
-10%

Your power takes two seconds of concentration, rather than one. You can take this limitation any number of times, doubling the time required to activate the power each time. Note that a power with this limitation cannot be used to block or parry.

This limitation increases the time required to activate an advantage in the same manner. This cannot be combined with the Instantaneous enhancement. If applied to one of the rare advantages that *normally* activates instantly, like Transformation, the first level of Takes Extra Time makes the change take one second.

Touch Only
-20%

Your power will only work if you touch the intended subject – you have an effective Range of 0, no matter what your Power level.

The following were characters and were-forms illustrate the were creation rules. These examples can also be used in a variety of different campaigns as ready-made characters or basic were-types.

Yrth Weres

These are the weres described on p. F124 and p. M100, translated to the terms found in this book. They can serve as the basis of were creation sheets for the world of Yrth.

All Yrth weres change one night each month, under the full moon (the change lasts from sunset to sunrise – not just when the moon is up). This is a Were Form: Cyclic Change, with no voluntary change (a cost of 5 points). Some individuals are known to be able to change at will as well; this raises the cost to 10 points. The exact circumstances necessary to acquire voluntary change, and whether or not this advantage is available to PC weres, is up to the GM.

Yrth weres retain their human intellect, but their were-form is outwardly indistinguishable (except sometimes by size) from a normal example of their animal template. Weres can understand human speech, but cannot talk (the Mute disadvantage, for -25 points).

Weres have Slow Regeneration (see p. 105), a 10-point advantage, with the -10% limitation Not in the Presence of Silver (within 3 hexes), for a cost of 9 points. This super-advantage must be taken by both the human *and* the beast forms. Their were-forms gain +2 DR (6 points) over the natural DR of the animal template. However, in both forms Yrth weres have 1 level of Vulnerability to silver (see p. 109), a -10-point disadvantage. (As a required disadvantage, "shared" between the two forms, it does not count against the human form's limit.) Many also have a -30-point Secret (possible death) in their human forms.

Yrth weres *can* be harmed by non-silver weapons, though folk legends often portray them as invulnerable to normal attacks. Folk legends also usually imply that weres have an Infectious Attack (-5 points). Whether this is true for any or all weres is left to the GM, as is the question of how weres are created, if not through Infectious Attack. The descriptions below assume that the weres do not have Infectious Attacks.

Split Personality is a common disadvantage among Yrth weres, with the -10-point level most common, but the -15-point level is not unknown. Characters who tend to behave in an especially evil or destructive fashion in their human form seem to be the most prone to this. These characters usually find their destructive tendencies dramatically exaggerated in the were forms. The human form of such a character can try to stop the were from committing atrocities using the "Duelling Personalities" rules on p. 98. Were-forms of characters who are not evil in their human forms will sometimes be Bestial, but no more dangerous or destructive than a normal animal of that type.

The six examples below are the most common Yrth weres. Other animal templates may be possible, using the same general guidelines. A cost breakdown has been provided for each type, to illustrate how the point value of a were-form is figured.

The values for ST, DX or HT given below are averages, and may vary from individual to individual. Where no value is given for a certain attribute, that attribute falls into the normal range for humanity. As with any other were-type built with Were Form, up to 20% of the character's total points may be shared between forms.

Generic Changes for Were-Form

Unlike the other weres in this section, Yrth weres only loosely resemble (in *GURPS* character terms) their animal templates. To turn the template into a were-form, specific changes must be made. These include increasing the DR of the were, and adding Slow Regeneration and a Vulnerability to silver.

Please note also that these were-forms are bare-bones minimums. The human form's 40 points in disadvantages (plus 5 points of quirks) are applied to the point totals below, because they will carry over between forms in most Yrth weres. The resulting total plus the cost of the Were Form super-advantage is the equivalent of the advantage cost of the were-form given in *Fantasy* and *Magic*.

Werewolf

An Yrth werewolf has a DX of 14 [45], HT 12 [20], PD 1 [25], DR 3 [9], Enhanced Move × 3 [30], 4 Legs [5], Penetrating Call [5], Sharp Teeth [5] and Slow Regeneration (Not in the Presence of silver -10%) [9]. He also has the disadvantages Color Blindness [-10], Mute [-25], No Fine Manipulators [-30], Reputation -4: vicious predator [-20] and Vulnerability to silver [-10].

This template costs 58 points; with 45 points of disadvantages and quirks, a werewolf character would total 13 points, plus the 5-point cost of Were Form.

Werebear

A werebear has DX 13 [30] and HT 11 [10]. Advantages are PD 1 [25], DR 4 [12], Enhanced Move × 2 [20], 4 Legs [5], Increased Strength [30], Sharp Teeth [5] and Slow Regeneration (Not in the Presence of silver -10%) [9]. Disadvantages are Inconvenient Size [-10], No Fine Manipulators [-30], Mute [-25], Reputation -3: vicious beast [-15] and Vulnerability to silver [-10].

The werebear template costs 56 points; with 45 points of disadvantages and quirks, this comes down to 11 points plus 5 points for Were Form.

Wereboar

A wereboar's attributes are DX 14 [45] and HT 12 [20]. Advantages are PD +1 [25], DR 3 [9], Enhanced Move × 1 [10], 4 Legs [5], Fangs [10], Increased Strength [30] and Slow Regeneration (Not in the Presence of silver -10%) [9]. Disadvantages are Inconvenient Size [-10], No Fine Manipulators [-30], Mute (-25), Reputation -4: vicious, dangerous beast [-20] and Vulnerability to silver [-10].

This template has a cost of 68 points; with 45 points of disadvantages and quirks, the cost would be 23 points plus Were Form at 5 points.

Weretiger

A weretiger has DX 13 [30] and HT 12 [20]. Advantages are PD +1 [25], DR 3 [9], Claws [15], 4 Legs [5], Increased Strength × 2 (60 points), Slow Regeneration (Not in the Presence of silver -10%) [9] and Sharp Teeth [5]. Disadvantages are Inconvenient Size [-10], Mute [-25], No Fine Manipulators [-30], Reputation -4: vicious predator [-20] and Vulnerability to silver [-10].

The weretiger has a cost of 83 points; with 45 points of disadvantages and quirks, this comes to 38 points, plus Were Form at 5 points.

Were-Creatures

Were-Eagle

A were-eagle takes the form of a *very large* eagle – wingspan of 12 feet. DX 13 is [30]. Advantages are PD +1 [25], DR 3 [9], Claws [40], Enhanced Move (flight) × 2 [20], Slow Regeneration (Not in the Presence of silver -10%) [9] and Winged Flight [30]. Disadvantages are Inconvenient Size [-10], Mute [-25], No Fine Manipulators [-30] and Vulnerability to silver [-10].

The were-eagle template has a basic cost of 88 points; with 45 points of disadvantages and quirks, the cost would be 43 points plus 5 points for Were Form.

Were-Snake

Based on the python, a were-snake's only attribute change is DX 13 [30]. Advantages are DR 3 [9], Constriction Attack (4 hexes) [15], +10 Hit Points [50], Flexibility [15], Increased Strength [30] and Slow Regeneration (Not in the Presence of silver -10%) [9]. Disadvantages are Mute [-25], No Manipulators [-50], Reduced Move × 1 [-10], Reputation -2: reptile [-10] and Vulnerability to silver [-10].

This template has a basic cost of 53 points; with 45 points of disadvantages and quirks, it would be 8 points plus the 5-point cost of Were Form.

Sample Yrth Weres

Below are two sample weres from Yrth. In both cases, the characters' designers have chosen to flesh out the their were-forms beyond the basic templates chosen. This has been done using both shared points and ordinary points to add extra abilities and skills to the were-forms. In both cases, also, extra disadvantages (worth no points) were taken to more clearly define the were-forms' personalities.

Geoff Moonrunner

Geoff is a 24-year-old Megalan mercenary adventurer, the son of a poor but free farm family. He's been a werewolf for more than 10 years, but he believes he acquired his lycanthropic nature (as well as the quasi-psychic advantages of his human form) in the womb, when his mother had brief contact with a powerful artifact of non-human magic while she was carrying him (a long story, not germane to the topic at hand).

Geoff keeps his lycanthropy a secret – when asked, he laughs off his self-appointed surname as the commemoration of the unfortunate end of an adolescent dalliance with a young lady; when her father caught them together, Geoff found himself running by the light of the moon. The event really happened, but it's not why Geoff chose his name. If his secret is discovered, Geoff's already rootless and disreputable lifestyle will usually allow him to simply relocate immediately to someplace he's not known, with a minimum of fuss or danger. His excessive love for beer and gold has put him in much more danger, with both sides of the law, than his were-form ever has. Despite these weaknesses, however, he has never failed to stand by a true companion or honest employer. He does not tolerate any casual or malicious cruelty to animals in his presence.

He's a decent swordsman, with experience as a soldier, watchman and bodyguard. His coat of chainmail and normal-quality pointed broadsword are his most prized possessions. Though an excellent horseman, he's never owned a horse.

He's secretly a bit of a romantic idealist, though he doesn't usually let it affect his outward behavior. Although (or perhaps because) he doesn't have a drop of talent in his body, he is fascinated by bardic performance, and idolizes any minstrels he may meet. He remains completely uninterested in any relationship with a woman that lasts longer than one night.

Though they don't think of one another as different people, Geoff's personality changes markedly when he's in wolf form. The wolf is, for one thing, a practical joker with a mean streak. Though it doesn't physically harm people without good reason, the wolf greatly enjoys destructive mischief like demolishing a chicken-house or scaring the wits out of a household full of elderly nuns. When it's not raising hell, the wolf spends its nights spying on people. Geoff shares the wolf's memories, and he has learned secrets both profitable and dangerous (often both at once) through the wolf's eyes. The wolf hates to turn back into Geoff, and has been known to exhaust itself, running frantically away from the sunrise, trying to prolong its change for just a few seconds.

A typical night's activity for the wolf is to first stalk and kill a meal (either livestock or wildlife), then spy on the locals until everyone interesting is asleep, then devote whatever time is left to mischief. The wolf is very conscientious about being in a remote or concealed location when the change is upon it.

Geoff is a 100-point character, suitable for use as a PC. His ST (cost 10 points) and 10 points of skills (noted with a "*") are shared between his forms.

Geoff Moonrunner, human form

ST 11 [shared] IQ 10 [0] Speed: 6
DX 13 [30] HT 11 [10] Move: 7
Dodge 7 Parry 7 Block 6
Damage: *Thrust* 1d-1; *Swing* 1d+2

Point Total: 57

Advantages
Absolute Direction [5]
Animal Empathy [5]
Danger Sense [15]
Were Form: Cyclic Change (1 night every month) [5]
Slow Regeneration (Not in the Presence of silver -10%) [9]

Disadvantages
Alcoholism (legal) [-15]
Code of Honor (loyalty to friends and employers and kindness to animals) (extra disadvantage, no bonus)
Greed [-15]
Secret: werewolf – possible death (extra disadvantage, no bonus)
Split Personality [-10]
Vulnerability to Silver [-10]

Skills
Brawling-14 [2]*, Broadsword-15 [8], Carousing-12 [4], Climbing-13 [2], Crossbow-14 [2], Fast Talk-11 [4], Jumping-14 [2]* Knife-14 [2], Polearm-12 [1], Riding (horse)-16 [1], Running-11 [4]*, Scrounging-11 [2], Shield-13 [1], Stealth-13 [2]*, Tracking-11 [4], Veterinary-13 [2].

Quirks
Wanderer [-1]
Closet romantic [-1]
Idolizes bards [-1]
Uninterested in female relationships [-1]
Starts fights when drunk [-1]

Geoff Moonrunner, werewolf form

ST 11 [shared] IQ 10 [0] Speed: 6.5
DX 14 [0] HT 12 [0] Move: 8
Dodge 8
PD 1 DR 3
Damage: *Thrust* 1d-1

Point Total: 23

Advantages
Yrth werewolf [58 points]

Disadvantages
Bully [-10]
Compulsive Behavior: Practical Joker [-10]
Greed (extra disadvantage, no bonus)
Impulsiveness (extra disadvantage, no bonus)
Odious Personal Habit: spies on people [-10]
Secret: Were (Possible Death) (extra disadvantage, no bonus)
Split Personality [-10]

Skills
Brawling-15 [2]*, Jumping-15 [2]*, Running-12 [4]*, Stealth-14 [2]*, Survival-12 [6], Tracking-12 (2 points, Rule of 12).

Quirks
Doesn't want to change back [-1]
Always careful about where it changes back [-1]
Enjoys a good hunt [-1]

Asheya the Tigress

Equally famed for her beauty and her cruelty, the Tigress is one of the most feared and least stable of the pirate captains of the Ring Isles (see p. F59). She flaunts her lycanthropy; why should she try to hide it, when she's already under sentence of death for literally dozens of atrocities she's committed in her human form? She's known throughout the world as "the Maneater."

Asheya is a devastatingly beautiful woman. Her most memorable feature is her luxuriant mane of hair – fiery orange with black highlights – that falls to the small of her back. Her eyes are emerald green. She's never been seen in a skirt or dress, but her shirts and breeches are cut to flatter her figure.

How she became a weretiger only she knows. Some say she made a bargain with the devil . . . She's been a pirate captain for more than a decade, but still looks 19.

Asheya has an unnatural taste for torture and bloody debauchery. She's smart enough, though, not to indulge herself with her crew. Not that she'll hesitate to keelhaul any bilge-rat who can't follow her stern discipline, but crew members die cleanly – no games. She gets little pleasure from tormenting women, children or the weak – she loves to break warriors and heroes.

She also takes normal lovers, but usually cuts them loose after a few weeks. She never kills her lovers unless they betray her.

On her change-nights she'll often lock herself in an underground room with some captive bravo and toy with him all night, making the kill just before dawn. Often she emerges in the morning with grave wounds requiring magical attention, but that only seems to increase her pleasure.

She's also been known to plan major battles for her change-night, so she can lead the attack in tiger form. In human form she's never without her sword and her whip. In battle she wears chainmail. She fights with a very fine pointed broadsword which is rumored to be enchanted.

Asheya is a 225-point character suitable for use as a villain or patron. The points for her IQ [30] and several skills (10 points, marked with a "*") are shared between her two forms. She's dangerous and insane, but she definitely has style.

Asheya the Tigress, human form

ST 12 [20]   IQ 13 [shared]   Speed: 6
DX 14 [45]   HT 10 [0]   Move: 6
Dodge 7   Parry 8   Block 8
Damage: *Thrust* 1d-1; *Swing* 1d+2

Point Total: 142

Advantages

Appearance: Very Beautiful [25]
Charisma +2 [10]
Combat Reflexes [15]
Literacy [10]
Were Form: Voluntary Change plus Cyclic Change (1 night every month) [10]
Slow Regeneration (Not in the Presence of Silver -10%) [9]

Disadvantages

Bloodlust (extra disadvantage, no bonus)
Fanaticism (self) [-15]
Megalomania [-10]
Pirate's Code of Honor (extra disadvantage, no bonus)
Sadism [-15]
Stubbornness (extra disadvantage, no bonus)
Vulnerability to Silver [-10]

Skills

Acrobatics-14 [4], Bard-13 [2], Boating-14 [2], Bow (long)-13 [2], Brawling-14 [1]*, Broadsword-15 [4], Climbing-13 [1]*, Dancing-13 [1], Disguise-13 [2], Escape-13 [2], Fast-Draw (Sword)-14 [1], First Aid-12 (½ point), Holdout-12 [2], Interrogation-13 [2], Jumping-13 (½ point), Knife-15 [2], Lasso-12 (½ point), Leadership-16 [4], Navigation-15 [8] Polearm-12 (½ point), Riding (horse)-12 (½ point), Savoir Faire-14 [2], Seamanship-14 [2], Sex Appeal-13 [2], Shield-14 [1] Stealth-14 [2]*, Streetwise-14 [4], Survival (Desert)-13 [2]*, Swimming-13 (½ point), Tactics-13 [4]*, Whip-14 [2].

Quirks

Harsh, but never cruel to crew members [-1]

Doesn't drink [-1]
Never takes a lover for more than a month [-1]
Wears men's clothes [-1]
Never goes anywhere without her sword and whip [-1]

Asheya the Tigress, were-form

ST 30 [0]   IQ 13 [shared]   Speed: 6.25
DX 14 [0]   HT 11 [0]   Move: 7
Dodge 7
PD 1   DR 3
Damage: *Thrust* 3d; *Swing* 5d+2

Point Total: 42

Advantages

Weretiger [83 points]

Disadvantages

Bloodlust (extra disadvantage, no bonus)
Fanaticism (self) [-15]
Megalomania [-10]
Pirate's Code of Honor (extra disadvantage, no bonus)
Overconfidence (extra disadvantage, no bonus)
Odious Personal Habit: eats humans (extra disadvantage, no bonus)
Sadism [-15]
Stubbornness (extra disadvantage, no bonus)

Skills

Brawling-14 [1]*, Climbing-13 [1]*, Jumping-15 [2], Running-9 [1], Stealth-14 [2]*, Survival (Desert)-13 [2]*, Swimming-14 [1], Tactics-13 [4]*.

Quirks

Prefers to devour warriors [-1]
Hates to get dirty [-1]
Hates to get wet [-1]
Seldom makes a sound [-1]
Likes to be scratched between the ears [-1]

Lycanthropic Curses

The Werewolf from Hell

The were-form below is about as mean and tough as they come. It's based on the most extravagant monster-movie traditions. It would make an excellent villain in a *Horror* or *Supers* campaign. A were this terrifying should probably not be inflicted on a PC as a lycanthropic curse unless the characters are very tough, or the were-form manifests very seldom (one night a month or less).

No human form is described below. The GM can tack this were-form onto any hapless PC or NPC – preferably the one the adventurers will least suspect. The details of the were's change are also left undefined, but if it's at all voluntary, the were-form must take the Were Form super-advantage.

The wolf is an 750-point character, with 876 points in advantages, attributes and skills, and 126 points in intrinsic disadvantages. Note that attributes and some skills have been bought up from the wolf template's levels. The base cost of an Unpredictable Change to this form would be -50 points.

ST 15 [70]   IQ 12 [60]   Speed: 9.75
DX 16 [35]   HT 15/20 [40]   Move: 11
Parry 10   Dodge 9
PD 1   DR 2
Damage: *Thrust* 1d+1; *Swing* 2d+1

Point Total: 750

Advantages

Wolf template [27 points, p. 82]
Alertness +4 [20]
Claws [40]
Danger Sense [15]
DR +1 (total DR 2) [3]
Full Coordination/1 [50]
Immunity to Poison [15]
Increased Speed × 2 [50]
Invulnerability to all kinetic attacks [300]
Magic Resistance +5 [10]
Non-Reciprocal Damage [30]
Polarized Eyes [5]
Reciprocal Rest [15]
Recovery [10]

Regular Regeneration [25]
Silence +3 [15]
Wolf's Reputation bought back [15]

Disadvantages

Appearance: Hideous [-20]
Bad Temper [-10]
Bloodlust [-10]
Compulsive Behavior: Morally Opposed [-15]
Dread: Wolfsbane, 2-hex radius [-6]
Odious Personal Habit: eats humans [-15]
Overconfidence [-10]
Vulnerability to silver/negates Invulnerability [-10]
Wolf's Enhanced Move removed [-30, does not count towards disadvantage limit)

Skills

Brawling-18 [3]*, Camouflage-12 [1], Climbing-15 [1], Jumping-18 [4], Running-16 [4]*, Stealth-16 [0], Survival-13 [4], Swimming-16 [1], Tracking-14 [4]*, Traps-13 [4]. (*Bought up from template levels.)

Were-Shark

This is basically an ordinary large great white shark (see p. 31), except for the high IQ, Magic Resistance and Odious Personal Habit.

Were-sharks are found in Polynesian folklore. Obviously this lycanthropic curse is most appropriate for campaigns taking place in and around the sea. Alternately, with the right trigger condition (immersion in salt water is an obvious choice), this lycanthropic curse can be used to keep the character away from the sea, except at great peril.

An excellent trigger condition for this were-form's return to human form would be "after tasting human flesh." This is simultaneously appropriate to the nature of a curse, while ensuring that the change will usually take place within swimming distance of either the shore or a ship.

This were-form is a 324-point character, based on a 288-point shark template. The 15-point Odious Personal Habit is the only disadvantage in the list which is not intrinsic to the template. Base cost of an Unpredictable Change to this form is -50 points.

ST 50 [185]   IQ 8 [-15]   Speed: 6
DX 12 [20]   HT 12/37 [20]   Move: 9
Dodge 6
PD 1   DR 1
Damage: *Thrust* 5d+2

Point Total: 324

Advantages

Acute Taste and Smell +3 [6]
DR 1 [3]
+25 Extra Hit Points [125]
Increased Speed × 3 [75]
Magic Resistance +3 [6]
PD 1 [25]
Peripheral Vision [15]
Pressure Support (5×) [5]
Sharp Teeth [5]

Disadvantages

Appearance: Hideous [-20]
Bad Sight [-25]
Berserk [-15]
Bestial [-15]
Gluttony [-5]
Inconvenient Size [-10]
No Manipulators [-50]
Odious Personal Habit: eats humans [-15]

Skills

Survival-12 [2], Tracking-12 [2]. (Both bought with Rule of 12).

Were-Rat

This form represents the low end for lycanthropic curses. It would make an excellent (and fun to play) curse-form for a person with High Social Status, a strong Code of Honor, Honesty or Pacifism (in the grand Jekyll-and-Hyde tradition).

The were-form is envisioned as a rat-like human about 4½ feet tall, with a hairy face, pointed snout and ears, clawed hands and feet and a rat's tail. For all this, the were-rat can pass for a very small human in heavy disguise, if the lighting is poor (-4 to Disguise skill).

The were-rat is an accomplished thief, and would make an excellent assassin with the addition of a few missile-weapon skills appropriate to the campaign background.

This is a 163-point character, based on a Giant Rat template costing 98 points.

ST 8 [-15]   IQ 12 [20]   Speed: 7.5
DX 13 [30]   HT 17/9 [100]   Move: 7
Dodge 7   Block 9
PD 1   DR 1
Damage: *Thrust* 1d-3; *Swing* 1d-2

Were-Creatures

Point Total: 163

Advantages
Catfall [10]
Claws [15]
Combat Reflexes [15]
DR 1 [3]
Danger Sense [15]
Double-Jointed [5]
Night Vision [10]
PD 1 [25]
Perfect Balance [15]
Sharp Teeth [5]
Silence +2 [10]
Super Climbing × 5 [15]

Disadvantages
Appearance: Hideous [-20]

Bloodlust [-10]
Compulsive Behavior: Morally Opposed [-15]
Compulsive Lying [-15]
Gluttony [-5]
Greed [-15]
Jealousy [-10]
Kleptomania [-15]
Miserliness [-10]
Odious Personal Habit: crude and belligerent [-10]
Reduced Hit Points -8 [-40]

Skills
Acrobatics-13 [4], Brawling-15 [4], Climbing-14 [4], Disguise-13 [4], Holdout-13 [4], Intimidation-13 [4], Jumping-14 [2], Knife-14 [2], Knife Throwing-13 [1], Lockpicking-13 [4], Pickpocket-13 [4], Scrounging-13 [2], Stealth-14 [4], Streetwise-12 [2], Swimming-13 [1], Traps-13 [4].

Animal Forms

Were-Elephant

Avram Bey is a small man approaching middle years. He has no idea why, but certain men of the Bey family have always turned into elephants from sundown to dawn. Avram's grandfather was a were too, and so was one of his great-uncles, but no one among his father, three uncles, seven brothers and five sons is a were except Avram. His lost eye has nothing to do with his lycanthropy – he was kicked by a camel in his mid-20s.

Since his culture is not known for its tolerance of the unusual, Avram has taken his family far from the city. He keeps a small desert caravanserai at an oasis on a secondary trade route. Though not affluent, he makes enough to keep his large family fed and comfortable. Like most members of the common classes in his country, he works himself unmercifully, putting in at least 10 hours of manual labor, followed by another two to four hours as a draft animal, every day except holy days. He does most of his resting in were-form, sleeping in a secluded stall in the caravanserai's barn.

Though the elephant is much less intelligent than Avram's human form, both forms share an intense love of their family and home. On more than one occasion desert raiders have attacked Avram's caravanserai. His usual method in such cases is to hide his women, then welcome the bandits, giving them whatever they want, leaving them no excuse for random violence and encouraging them to eat and drink themselves into a stupor. That night he will ambush the raiders in elephant form (bursting the wall of his own house, if necessary). So far, there has never been a survivor of such an attack.

Avram Bey, human form

ST 10 [0]	IQ 11 [10]	Speed: 4.75
DX 10 [0]	HT 9 [-10]	Move: 4
Dodge 4		

Damage: *Thrust* 1d-2; *Swing* 1d

Point Total: 100

Advantages
Animal Empathy [5]
Animal Form [100]

Disadvantages
Code of Honor (devout follower of local religion) [-10]
One Eye [-15]
Secret – were (utter rejection) [-10]
Skinny [-5]

Skills
Accounting-11 [4], Animal Handling-17 [8], Cooking-12 [2], Merchant-12 [4], Packing-17 [8], Professional Skill: Hostler-12 [4], Savoir-Faire-12 [2], Survival (Desert)-11 [2], Teamster-16 [2], Theology (Hobby)-10 [2].

Quirks
Doting father [-1]
Will question holy men for hours, if allowed [-1]
Polite to everyone [-1]

Avram Bey, were-form

Avram's were form is a bull elephant identical in all respects to the description found on p. 15 (ST 270, 45 HP), except that even in elephant form Avram still has only one eye, and this disadvantage allows the elephant to have an IQ of 7, and to keep the Animal Empathy advantage.

Skinchangers

Selkies

The Selkies are a magical sub-race of humanity with the ability to become seals at will, by putting on a sealskin. Selkies are always conceived while their parents are in human form, but are always born while their mother is in seal form. They are born in seal form, and gain their ability to shed their skin about the time human children learn to walk.

While growing, it is very important that a Selkie child spend a good deal of time in seal-form, lest they outgrow their seal skin and lose the ability to shapechange forever. A Selkie child parted from his second skin will lose his ability to change after 4d days.

An adult can also lose his powers, but only after 3d months without changing. Losing the second skin is particularly unthinkable to Selkie women, since pregnancy is almost always fatal if the Selkie mother can't change to give birth. (A caesarean section can sometimes be performed, on a successful roll vs. Surgery-10, plus the tech level of the surgeon performing the operation.)

Most Selkie tribes are nomadic, following the coast, and at least one or two levels below the tech level of the local humans. There are a few permanent settlements and advanced tribes.

Selkies have been persecuted by normal humans in the past, and have become Intolerant of non-Selkies. Most human coast-dwellers regard the Selkies as (at best) dangerous primitives or even (at worst) cannibals. These are exaggerations, but ones which the Selkies encourage to ensure their privacy.

Selkies prefer quiet, nonviolent lives, but they will not hesitate to defend their privacy forcibly. Nonetheless, most tribes will occasionally trade treasures of the sea for essential goods.

Selkie Characters

Selkies usually have the same ST, IQ and HT in both forms. The seal form is often a great deal more agile than the human form (+2 or more to DX). The were-form does not have to pay for human form skills it can't use (Bard, craft skills, weapon skills, etc.) and vice versa (underwater fishing, underwater acrobatics).

Human Form: All Selkies have an item-based Were Form advantage, with the limitation Takes 1d Minutes to Change; its base cost is 8 points. The gadget modifiers for their sealskins are Awkward, Can Be Stolen by stealth or trickery and Unique, for a final modifier of -40%. After rounding up, the final cost of the skin is 5 points. Selkie skins are not usable by anyone except their owners. Most Selkies have a -10 point Intolerance of all non-Selkies, though this disadvantage can be ignored or bought off on an individual basis.

As might be expected, all Selkies buy Swimming at DX or better. The Selkies possess the secret of Breath Control, though it is by no means universal.

Seal template: The Selkies' seal forms are Amphibious [20], with DX 12 [20], PD +1 [25], DR +1 [3] and Super Swimming × 1 [10]. They have No Fine Manipulators [-30], Reduced Move (land) × 3 [-15], Mute [-25] and Intolerance as above [-10]. The seal form also has Swimming at DX [1].

Base cost for the Selkie seal form is only -1 point. The final total of the seal form will get a -40% discount from the gadget modifier.

Sample Selkie: Gull

Gull is a young male Selkie in his 20s. After his tribe was killed by a sea-monster, he reluctantly decided to seek his fortune on land. He tries to keep his nature a secret from true humans. He chose the life of a roving adventurer because staying on the move makes it easier to keep his Secret.

He's a good-looking but shy young man. His distaste for the company of the humans around him makes him appear sullen. His weapons of choice are the traditional Selkie arms of knife and short spear (suitable for thrusting or short throws), and he keeps his sealskin with him in a large oiled pouch that hangs from his belt and never leaves his body (at night he uses it for a pillow). Gull will entertain any reasonable offer of employment, as long as it doesn't promise to take him too far from a major body of water. He will not be open to a sea-voyage, unless most of the people on board already know his Secret.

Gull is a 110-point character. His ST and HT together make for 20 shared points between his forms.

Gull, human form

ST 11 [shared]   IQ 10 [0]   Speed: 5.75
DX 12 [20]   HT 11 [shared]   Move: 5
Dodge 5   Parry 7
Damage: *Thrust* 1d-1; *Swing* 1d+1

Point Total: 50

Advantages
Appearance: Attractive [5]
Luck [15]
Selkie Skin (Were Form gadget) [5]

Disadvantages
Intolerance of non-Selkies [-10]
Odious Personal Habit: rude and sullen demeanor [-10]
Phobia: heights (mild) [-10]
Shyness (mild) [-5]
Stubbornness [-5]

Skills
Boating-12 [2], Brawling-14 [4], Breath Control-12 [16], Fishing-13 [6], Knife-14 [4], Scrounging-12 [4], Spear-13 [4], Spear Throwing-13 [2], Stealth-12 [2], Swimming-14 [4].

Quirks
Avoids red meat [-1]
Entertains secret crushes on attractive women [-1]
Collects unusual shells [-1]

Gull, seal-form

ST 11 [shared]   IQ 10 [0]   Speed: 6.25
DX 15 [+40]   HT 11 [shared] Move: 3 (land)
                                 12 (water)

Dodge 7
PD 1   DR 1
Damage: *Thrust* 1d-1; *Swing* 1d+1

Point Total: 40 (66 less 40% gadget discount)

Advantage
Luck [15]

Disadvantages
Selkie [-1]
Intolerance of non-Selkies [-10]
Phobia: Heights (mild) (extra disadvantage, no bonus)
Shyness (mild) [-5]
Stubbornness [-5]

Skills
Acrobatics-15 [4], Brawling-17 [4], Fishing-13 [6], Stealth-17 [8], Survival (underwater)-14 [10], Swimming-15 [0].

Jaguar Warriors

The Jaguar Warriors are a mystic brotherhood of shapeshifting shock troops in the service of an ancient but savage empire. They can take cat-form by donning a jaguar skin which they wear as a cape (their only garment, except for a weapons harness) in human form.

Jaguar Warriors are selected in infancy and raised with a combination of fierce exercise and combat training and an even more punishing regimen of religious and ceremonial preparations. The Jaguar Warrior knows nothing but violence. His only pastime is death, his only love war.

In training, Jaguar Warriors have a fatality of over 75% (many recruits are slain by their own teachers for some perceived weakness or soft-heartedness). Once they receive their cat skin (at age 17) and become shapeshifters, they are pampered and indulged by the empire (though they continue to train hard, to stay in fighting trim).

All Jaguars are at least 200-point characters, heavily specialized in combat skills. They can be used as enemies, or as rather one-dimensional player characters.

There are no Jaguar Warrior officers. They are commanded by the wizard-priests of the empire. These priests also possess the secrets of preparing the enchanted Jaguar skins and training the children to become shapeshifters.

In battle the Jaguar Warriors are skirmishers, supporting the main force by attacking the enemy's flank and rear alone or in small groups. The Jaguar Warriors attack with a single-minded viciousness, but will not hesitate to flee when the battle is hopeless. A common tactic is for the Jaguar Warriors to attack in human form in a group of about a dozen. Then, if the battle starts to go against them, they will throw their spears and transform, continuing the battle in were-form. Often the shock of the change is enough to completely demoralize the enemy. The Jaguar Warriors do not all change at once; rather one warrior will cover one or two of his comrades while they transform, then the jaguar will protect his former guardian while he changes.

The Jaguar Warriors are superstitiously but justifiably feared by all neighboring countries and enemies of the empire and its priesthood.

Jaguar Warrior Characters

Human Form: Jaguar Warriors have a gadget-based Were Form advantage, with the limitation Takes 1d Minutes (-20% discount), for a base cost of 8 points. Their jaguar skins have the

gadget modifiers Awkward, Breakable (DR 1, HP 10), Can Be Hit at -2 and Can Be Stolen by Stealth or Trickery, for total modifier of -40%. This makes the final cost of the jaguar skin 5 points after rounding. A jaguar skin is only usable by the warrior for whom it was made.

Jaguar Form: The jaguar template is: Attributes: ST +2 [20], DX 14 [45], IQ 4 [-50], HT 15 [60]. Advantages: PD +1 [25], DR +1 [3], Catfall [10], Claws [15], Combat Reflexes [15], Enhanced Move × 3 [30], 4 Legs [5], Increased Strength × 1 [30], Night Vision [10], Sharp Teeth [5], Silence +2 [10], Super Climbing × 9 [27] and Super Jumping × 1 [20]. Disadvantages: Mute [-25], No Fine Manipulators [-30] and Reputation -4: dangerous predator [-20]. Jaguar skills are Brawling-14 [1], Climbing-14 [2], Jumping-14 [2] and Swimming-15 [2]. Template cost for a jaguar is 212 points.

Jaguar Warriors must buy the were-form's IQ back to normal (usually +50 points), and must take Bloodlust [-10]. The base cost for a Jaguar Warrior character's were-form is 252 points. The final point total of the jaguar form gets a -40% discount from the gadget modifier.

Sample Jaguar Warrior

The Jaguar Warrior described below is a paragon of his brotherhood – a none-too-bright killing machine devoted only to combat.

He is a 200-point character. The 45 points for his DX are shared between the two forms. Also note that the cost of the Were Form super-advantage is paid by the jaguar form, the more expensive of the two.

Jaguar Warrior, human form

ST 12 [20]	IQ 10 [0]	Speed: 6.25
DX 14 [shared]	HT 11 [10]	Move: 6
Dodge 7	Parry 8	Block 8
Damage: *Thrust* 1d-1; *Swing* 1d+2		

Point Total: 46

Advantages

Combat Reflexes [15]
High Pain Threshold [10]
Reputation +3: Fearsome warrior with supernatural powers [15]

Disadvantages

Bloodlust [-10]
Bully [-10]
Fanaticism (wizard-priests) [-15]
Sense of Duty to brother jaguar warriors [-5]

Skills

Brawling-14 [1], Climbing-14 [2], Knife-14 [1], Jumping-15 [2], Shield-14 [1], Spear-15 [4], Spear Throwing-14 [1], Stealth-14 [2], Swimming-15 [2].

Quirks

Nowhere near imaginative enough to have quirks.

Jaguar Warrior, were-form

ST 22 [0]	IQ 10 [50]	Speed: 7.25
DX 14 [shared]	HT 15 [0]	Move: 10
Dodge 11	Parry 10	
PD 1	DR 1	

Damage: *Thrust* 2d; *Swing* 4d

Point Total: 109 (182 points less 40% gadget discount)

Advantages
Jaguar Skin (Were Form gadget) [5]
Jaguar template (212 points, less shared points in DX)

Disadvantages
Bloodlust [-10]
Bully [-10]
Fanaticism (wizard-priests) [-15]
Sense of Duty to brother jaguar warriors [-5]

Skills
Brawling-14 [0], Climbing-14 [0], Jumping-14 [0], Stealth-14 [0], Swimming-15 [0].

Miscellaneous Were Characters

Zedikiah the Were-Wasp

Since birth, Zedikiah was fascinated by insects. As a child, he spent hours just watching insects, or performing strange experiments on those he caught. As an adult, he squandered the family fortune on strange tomes of obscure insect lore. Over the years, the tomes became stranger and stranger, as Zedikiah expanded his interests to include wizardry and alchemy. The last of the fortune went to purchase a magical laboratory of remarkable completeness, and Zedikiah all but vanished from the eyes of the community for several years.

During that time Zedikiah made a momentous discovery -- using alchemy and magic he transformed himself into a were. Each night, from dusk to dawn, he becomes a human-sized wasp. Perhaps he dabbled in demonology as well, for his wasp form cannot come within 9 feet of any holy object or consecrated ground.

It was only then that Zedikiah's life really began. He lived his life at night, as an insect, avenging a thousand petty insults, real and imagined. He discovered in his were-form a taste for violence (and for human flesh) that his human form never imagined itself capable of. The wasp-form went from killing "enemies" to killing strangers, just for the thrill of it. Sometimes he robbed his enemies, when he needed money, but mostly he just killed and fed.

In his human form, Zedikiah has little of the wasp's savagery. He knows nothing of combat, and his first impulse when threatened will be to hide (until sundown!). Nonetheless, he is a powerful, if rather limited mage, who knows several dangerous or deadly spells that he will not hesitate to use if he must.

The community is aware of the existence of the giant wasp, but few suspect that it's anything other than a natural (if gargantuan) creature that somehow wandered into town. Nobody yet suspects Zed, the crazy bug-hermit in the big old house.

Zedikiah's were-form is based on the Giant Wasp (p. FB80). The template is as follows: Attributes are ST 14 [45], DX 14 [45], IQ 2 [-70], HT 12 [20]. Advantages are PD +3 [75], DR +3 [9], Acute Taste and Smell +3 [6], Clinging [25], Stinger [25], Venom (blood agent, 2d) [30] and Winged Flight [30]. Disadvantages are Mute [-25] and No Fine Manipulators [-30]. Skills are Climbing-14 [2] and Flight-14 [2]. The template cost is 189 points.

Zedikiah, human form

ST 9 [-10]	IQ 14 [45]	Speed: 5
DX 10 [0]	HT 9 [-10]	Move: 5
Dodge 5		

Damage: *Thrust* 1d-2; *Swing* 1d-1

Point Total: 74

Advantages
Magical Aptitude 3 [35]

Disadvantages
Secret: were-wasp -- possible death [-30]

Skills
Alchemy-15 [12], Artist-13 [2], Entomology-16 [8], Naturalist-12 [1], Research-13 [1].

Grimoire
25 points in spells, mostly Animal, Body Control and Food.

Quirks
Interested in nothing except insects
Nervous around women
Never laughs out loud
Hates people who try to sell him things
Always wears heavy clothing

Zedikiah, giant wasp form

ST 14 [0]	IQ 10 [70]	Speed: 6.5
DX 14 [0]	HT 12 [0]	Move: 6 (land)
		12 (flying)

Dodge 7 (land), 12 (flying)
PD 3   DR 3
Damage: *Thrust* 1d; *Swing* 2d

Point Total: 231

Advantages
Giant Wasp template (189 points)
Were Form: Cyclic Change (daily change lasting for the night, no voluntary change) [5]

Disadvantages
Appearance: Hideous (extra disadvantage, no bonus)
Bestial [-15]
Dread: Holy Objects, 3-hex radius, rare [-7]
Odious Personal Habit: eats humans [-15]

Skills
Flight-15 [4]

Lord Ramsgate: Were-Stag

In his youth, Lord Cerric Ramsgate lived for the hunt. He spent an absolute minimum of time on statecraft, and an absolute maximum on the chase.

One fall day, in his early 20s, Lord Ramsgate ran down and killed the most beautiful buck he'd ever saw. As he was preparing to gut the stag, however, he was confronted by a beautiful woman wearing garments made of leaves and vines. The nymph told Lord Ramsgate that he had slain a mystical creature – the lord of the forest – and for that sin he would be condemned to know what it was like to be the hunted. Then the nymph and the stag both vanished.

Lord Ramsgate was terrified, but when nothing happened for several days he began to put the incident out of his mind.

Then, on the night of the autumnal equinox, Lord Ramsgate vanished. Fortunately his young wife was pregnant at the time, so the succession seemed assured. His liege men searched for their lord for weeks but he could not be found. Over the winter, the men of Ramsgate Castle forgot their worries in the pursuit of a handsome stag that had been spotted near the castle. Though chased many times, the clever beast was never brought down.

Then, on the night of the Winter Solstice, Lord Ramsgate walked into his hall, filthy, scarred and shivering in the cast-off rag that was his only garment. He told his men that he had been the magnificent stag they had pursued so diligently for the last three months!

The next year, the change was repeated at the same time. Lady Ramsgate tried to keep her husband safely stabled at the castle for the winter, but the were-stag could not endure confinement of any sort, and escaped at the first opportunity.

Now Lord Ramsgate roams his lands at will in the winter, in his stag form. Deer hunting has been sternly outlawed while his lordship is in were form, but the stag is still hunted, by the ignorant, by poachers and sometimes by his political enemies.

The rest of the year, Lord Ramsgate is known far and wide as a wise and patient ruler, with a notable compassion for the ordinary people and wild creatures of his realm. He hunts seldom, and then confines his activities to falconry and wild boars.

Lord Ramsgate's were-form is based on a Stag template: Attributes are DX 12 [20], IQ 4 [-50] and HT 13 [30]. Advantages are PD +1 [25], DR +1 [3], Alertness +4 [20], 4 Legs [5], Increased Strength [30] and Striker: Impaling [45]. Disadvantages are Inconvenient Size [-10], Mute [-25] and No Fine Manipulators [-30]. Skills are Brawling-12 [1] and Running-13 [4]. Template cost for a Stag is 68 points.

Lord Ramsgate is a 175-point character. His DX is shared points between his forms.

Lord Ramsgate, human form

ST 11 [10]   IQ 11 [10]   Speed: 5.5
DX 12 [shared] HT 10 [0]   Move: 5
Dodge 5   Parry 6   Block 6
Damage: *Thrust* 1d-1; *Swing* 1d+1

Point Total: 20

Advantages

Animal Empathy [5]
Charisma +1 [5]
Status 4 [20]

Disadvantages

Code of Honor (be a wise and just ruler, defend the realm, honor the king) [-15]
  Honesty [-10]
  Sense of Duty (his subjects) [-10]
  Stubbornness [-5]

Skills

Animal Handling-13 [1], Bard-11 [1], Broadsword-13 [4], Climbing-12 [2], Diplomacy-11 [4], Falconry-14 [1], Knife-12 [1], Lance-13 [4], Leadership-11 [2], Riding-15 [1], Shield-12 [1], Survival (forest)-11 [2], Swimming-12 [1], Tactics-10 [2], Tracking-14 [8].

Quirks

Pious [-1]
Soft spoken [-1]
Sympathetic to social inferiors [-1]
Loves a good joke [-1]
Never hunts deer [-1]

Lord Ramsgate, stag form

ST 20 [0]   IQ 8 [+35]   Speed: 6.25
DX 12 [shared] HT 13 [30]   Move: 7
Dodge 7
PD 1   DR 1
Damage: *Thrust* 2d-1; *Swing* 3d+2

Point Total: 90

Advantages

Were Form: Cyclic Change (Annual change lasting 3 months, no voluntary change) [5]
Stag template [68 points, less shared points from DX].

Disadvantages

Phobia: Enclosed Spaces (Severe) [-30]
Shyness, Severe [-10]

Skills

Brawling-15 [4], Camouflage-12 (2 points, Rule of 12), Running-13 [0], Stealth-14 [4], Survival-12 (2 points, Rule of 12).

ALPHABETICAL CHART

Creature	ST	DX	IQ	HT	Mv/Dodge	PD/DR	Damage	Reach	Size	Page
Agropelter	6-8	14	5	14/7-9	10/7	0/0	1d-4 cr#	R, C	1	6
Alligator	18-24	12	3	12/20-26	7/6#	3/4#	1d+1 cut	C#	4-6	6
Allosaurus	75-100	14	3	14/40-50	7/7	2/2	4d imp#	C, 1	12+	41
Ankylosaurus	40-50	11	3	15/40-45	4/0	4/6	3d cr	1, 2	20+	41
Ant, Giant	6-12	12	2	10-15	6/6	2/2	1d-2 cr#	C	2	6
Antelope	15-20	15	4	14-17	18/9	0/0	1d+1 imp#	C	2	7
Aurochs	48-60	9	4	13-16	8/4	1/1	1d+2 imp#	C	3	7
Baboon	9-11	14	6	16/8-10	12/7	0/0	1d-2 cut	C	1	7
Badger	5-7	13	4	16/8-10	6/6	1/1	1d-3 cut	C	<1	7
Barracuda, Great	16-20	15	3	12/16-20	12/7	1/1	1d cut	C	3	8
Bat	1-2	13	4	13/2	12/6	0/0	1d-5 cut	C	<1	8
Bear, Black	14-17	13	5	14/14-18	7/6	1/2	1d cr#	C	2#	8
Bear, Brown	15-19	13	5	14/16-20	7/6	1/2	1d cr#	C	2#	9
Bear, Grizzly	22-28	13	5	14/18-22	8/6	1/2	1d+2 cr#	C, 1	2#	9
Bear, Kodiak	27-33	13	5	15/20-24	7/6	1/2	2d-2 cr#	C, 1	3#	9
Bear, Sun	12-15	13	5	11-14	7/6	1/2	1d-1 cr#	C, 1	2#	9
Bear-Dog, Giant	45-55	11	3	13/48-60	7/5	2/2	2d+2 imp	C, 1	4	9
Beaver	1-2	12	4	12/3-4	6/7	1/1	1d-2 cr	C	<1	9
Bison	48-70	10	4	15/20-25	13/6	1/2	1d imp#	C	3-4	9
Brontosaurus	300+	9	3	17/100+	5/0#	2/3	4d cr	1-8	28+	41
Camel	40-60	9	4	12-15	6/4	1/1	1d+1 cr#	C	3	45
Cape Hunting Dog	4-6	13	5	10-12	10/6	1/1	1d-3 cut	C	1	10
Caribou	20-25	15	4	14/13-16	12/7	1/2	1d+1 imp#	C	3	10
Cat	2-4	14	5	13/2-3	10/7	0/0	1d-4 cut	C	<1	45
Cattle	40-80	8-9	4	14-17	8/4	0/0	1d+1 imp#	C	3	45
Cave Bear	27-33	12	5	14/24-30	7/6	1/2	2d-2 cr#	C, 1	3#	10
Cave Lion	34-42	12	4	15/24-30	9/6	2/2	2d cut	C	2	10
Centipede, Giant	40-50	14	2	15/25-35	6/5	1/2	*	C	5-8	11
Ceratosaurus	50-65	14	3	13/32-40	6/7	2/2	3d-1 imp#	C, 1	9+	42
Cheetah	16-20	14	4	13-16	30/10	0/0	1d cut	C	2	11
Chicken	1-2	13	4	12/1-2	7/6#	0/0	1d-5 imp	C	<1	46
Chimpanzee	14-18	14	6	12-14	7/7	0/0	1d-1 cut	C	1	11
Coyote	4-6	14	6	14/8-10	9/7	1/1	1d-3 cut	C	1	11
Creodont	18-22	12	3	13-16	7/6	1/1	1d+1 cut	C	2	11
Crocodile	20-28	14	3	13/24-30	8/7#	3/4#	1d+2 cut	C#	5-7	11
Crocodile, Giant	48-58	13	3	14/40-50	8/6#	3/4#	3d-2 cut	C#	14-17	12
Deer	5-14	15	4	13/6-8	9/7	0/0	1d imp#	C	2	12
Deinonychus	15-18	14	3	13/12-14	12/7	1/1	1d+2 imp#	C, 1	2-3	42
Dhole	4-6	13	5	15/7-10	8/6	1/1	1d-3 cut	C	1	12
Diatryma	30-38	14	3	16/24-30	14/7	1/1	2d+1 imp#	C, 1	1	12
Didi	16-20	14	6	13/14-18	8/7	1/1	1d cut#	C, 1	1	13
Dingo	7-9	13	5	10-12	10/6	1/1	1d-3 cut	C	1	13
Dinohyus	40-50	12	3	15/44-55	8/6	2/3	2d+1 cut#	C	4	13
Dire Wolf	13-16	12	4	13-17	7/6	1/1	1d cut	C	1	13
Dog	1-12	11-12	5	12-15/4-12	4-12/6	0/0#	*	C	<1 to 2	45
Donkey	20-30	10	4	10-13	10/6	1/1	1d-1 cr#	C, 1	2	45
Dragonfly, Giant										
Adult	16-20	15	2	12-14	20/10	1/2	1d cut	C	2	13
Larva	12-16	16	2	10-14	6/8	1/2	1d imp	C, 1	2	13
Duck	1-2	14	4	14/1-2	4-10/7#	0/0	1d-5 cr	C	<1	46
Duckbill	8-50	14	3	15/7-35	12-16/7	1/1	-#	C, 1	20+	42
Eagle	4-5	12	4	13/4-5	18/9#	0/0	1d cut	C	<1	14
Eland	32-40	14	4	13-16	16/8	0/0	1d+2 imp#	C	3-4	14
Elasmotherium	300+	9	4	17/60-75	10/5	3/4	3d+2 cr	C, 1, 2	13	14
Electric Eel	5-7	9	3	12/6-8	7/4	0/0	1d#	C, 1	2-3	14
Electric Ray	4-6	12	3	12-16	8/6	0/0	*	C, 1-3	1-2	14
Elephant	250-300	12	6	17/40-50	8/0#	3/4	3d cr#	C, 1, 2	10+	15
Falcon	1-3	15	4	12/3-5	20/10	0/0	1d-2 cut	C	<1	15

Creature	ST	DX	IQ	HT	Mv/Dodge	PD/DR	Damage	Reach	Size	Page
Ferret	1	15	5	12/3-4	9/7	0/0	1d-4 cr	C	<1	15
Flying Snake	<1	15	3	12/3	10/7	0/0	1d-5 cr	C	2	15
Flying Turtle	1	15	4	11/4	20/10	3/4	1d-2 imp#	C	<1	16
Fox	3-4	14	5	12/5-7	10/7	1/1	1d-4 cut	C	1	15
Gila Monster	2#	13	3	13/3	1/6	2/1	*	C	<1	15
Glashan	12-14	12	7	13-16	7/6	1/0	*	C	1	16
Glyptodont	25-35	9#	3	17/25-30	3/4	4/7	2d-2 imp	1	11	17
Goat	8-12	13	4	15/6-10	9/6	1/0	*	C	1	46
Goose	1-3	14	4	14/3-5	7/7#	0/0	1d-4 cr	C	<1	46
Gorilla	20-24	13	6	14/16-20	7/6	1/1	1d cut#	C, 1	1	17
Gumberoo	38-46	13	4	16/24-30	8/6	4/7#	2d+2 cut#	C	2	17
Hippopotamus	100-125	8	4	16/32-40	4/4	2/3	5d cr	C	10	18
Horse, Cavalry	32-40	9	4	12-15	16/8	0/0	1d+2 cr#	C, 1	3	46
Horse, Draft	50-60	9	4	13-16	12/6	0/0	1d+2 cr#	C, 1	3	46
Horse, Heavy War	40-50	9	4	12-15	14/7	0/0	1d+2 cr#	C, 1	3	46
Horse, Race	26-32	9	4	12-14	18/9	0/0	1d cr#	C, 1	3	46
Horse, Saddle	28-35	9	4	12-14	12/6	0/0	1d cr#	C, 1	3	46
Hyena	9-18	13	4	12/13-16	16/8	1/1	1d cut	C	2	18
Irish Elk	24-30	12	4	14/13-16	10/7	1/1	1d+2 imp	C	3	18
Jackal	2-5	14	5	12/5-7	9/7	0/0	1d-3 cut	C	1	18
Jackalope	1-2	14	3	15/2-4#	14/7	0/0	1d-5 imp	C	<1	18
Jaguar	16-28	14	4	15/14-18	10/7	1/1	1d+2 cut	C	2	19
Jellyfish	<1	9	2	15/2-8	3/0	0/0	*	C	<1-3	19
Kangaroo	10-12	15	4	13-16	15/7	1/1	1d+2 cut	C	2	19
Killer Whale	40-70	13	8	15/20-30	15/7	0/1	2d+2 cut	C	19-28	20
Komodo Dragon	16-20	14	3	16/16-20	9/7	1/2	1d cut	C	4	20
Leech	<1	<1	2	15/1	0/0	0/0	*	C	<1	20
Leopard	20-25	14	5	15/14-17	9/7	1/1	1d+1 cut	C	2	20
Lion	24-30	13	4	15/16-20	10/6	1/1	2d-2 cut	C	2	21
Llama	16-20	11	4	12-15	13/6	2/1	–	–	2	47
Lynx	4-6	15	4	14/7-9	10/7	0/0	1d-3 cut	C	1	21
Mammoth	225-275	12	4	17/40-50	8/0	3/5	3d cr	C, 1, 2	10	21
Mantis, Giant	30-36	15	2	15/16-20	5/7	3/3	2d-1 cut#	C, 1	3	22
Mastodon	175-200	12	4	17/30-40	8/0	3/4	3d cr#	C, 1, 2	10	22
Megatherium	80-100	9	3	16/50-60	3/4	1/1	3d cut	C, 1, 2	13	22
Mngwa	21-27	14	5	15/16-20	10/7	1/1	1d+2 cut	C	2	22
Mokole-Mbembe	200-250	11	3	16/38-46	5/5	2/2	2d cr#	C,1#	10	23
Mongoose	1	16	4	15/3-5	10/8	0/0	1d-4 cr	C	<1	23
Monitor Lizard	3-9	13	3	12-14	7/6	1/2	1d-3 cut	C	2-3	23
Monkey, New World	2	15	6	13/2-3	8/7	0/0	1d-5 cr	C	<1	23
Monkey, Old World	3	15	6	13/3-5	8/7	0/0	1d-4 cr	C	<1 to 1	24
Moose	40-50	13	4	15/16-20	12/6	1/2	1d+2 cr#	C	3	24
Moray Eel	1-20	12	3	12-16	5/6	0/0	*	C	<1 to 3	24
Mule	30-40	10	4	12-14	8/5	0/0	1d cr#	C, 1	2	47
Nandi Bear	32-40	14	5	15/24-30	8/7	2/2	2d cut	C, 1	2#	24
Ocelot	2-6	14	4	14/8-10	10/7	1/1	1d-3 cut	C	1	25
Octofly	8-10	13	4	12/16-20	5/6	2/3	*	C	2	25
Octopus, Giant	6-16	14	3	12/12-32	9/7	1/1	1d+2 cut#	C, 1, 2	1-7	25
Ostrich	20-24	15	3	15/14-18	15/7	0/0	1d+1 imp	C, 1	1	25
Otter	3-4	14	4	11/5-6	6/7	0/0	1d-3 cut#	C	1	26
Owl	2	14	4	12/5-7	17/10	0/0	1d-3 cut	C	1	26
Pangolin	3-7	12	3	12/3-5	3/6	2/3	1d-4 cut	C, 1	1	26
Peccary	7-9	14	6	10-12	8/7	1/1	1d-3 cut	C	1	27
Penguin	1-2	10	3	11/3-4	5/6	1/1	1d-4 imp	C	<1	27
Pig	10-20	11	6	15/10-13	7/5	1/1	–	–	1-2	47
Piranha	ST: 1-2	13	3	13/3	7/6	0/0	1d-5 cut	C	<1	27
Plesiosaur	14-30	14	3	14/10-25	7/7	1/1	1d+1 imp	C, 1-7	3-30	42
Poisonous Fish	0-2	12	2	15/2-8	7-20/6-10	0/0	*	C	<1	27
Polar Bear	27-33	13	5	15/18-24	7/6#	1/2	2d-2 cr#	C, 1	3#	27
Pony	24-30	10	4	11-13	13/6	0/0	1d-2 cr#	C, 1	2	46
Porcupine	2-3	10	3	13/3-5	2/5	3/2	*	C	<1	28
Porpoise	16-20	12	8	12-14	12/7	0/0	1d cr#	C	2-3	28
Pteranodon	3-5	14	4	13/5-7	14/7#	0/0	1d-3 cr	C	2	42
Puffin	1	10	3	14/7-9	10/7	0/0	1d-4 cut	C	<1	28

Creature	ST	DX	IQ	HT	Mv/Dodge	PD/DR	Damage	Reach	Size	Page
Puma	8-22	14	5	15/13-19	10/7	1/1	1d cut	C	2	28
Quetzalcoatlus	7-9	14	4	11-13	12/6	0/0	1d imp	C	4	42
Rabbit	1-2	14	3	14/2-4	14/7	0/0	1d-5 cut	C	<1	29
Raccoon	3-5	14	6	14/5-8	6/7	1/1	1d-4 cut	C	<1	29
Rat, Giant	6-12	13	4	17/8-10	7/6	1/1	1d-2 cut	C	1	29
Rhinoceros	125-150	9	4	17/40-50	14/7	2/3	2d+1 cr#	C	10	29
Sabertoothed Tiger	26-32	12	4	14/20-24	8/6	1/1	2d+1 imp	C	2	30
Scimitar Cat	22-28	13	4	15/20-24	9/6	2/2	1d+2 cut	C	2	30
Scorpion, Giant	12-14	15	2	13-16	8/7	3/4	*	C, 1	2	30
Seal	8-16	12	5	12-16	12/8	0/0	1d-3 cut	C	2-3	31
Shagamaw	12-15	15	4	10-12	11/7	0/0	—	—	1	31
Shark, Great White	40-50	12	3	12/35-45	9/6	1/1	2d+1 cut	C	5-10	31
Shark, Medium (FW)	24-30	13	3	12/20-25	9/6	1/1	2d-2 cut	C	3-5	31
Sheep	6-18	13	4	15/6-8	8/6	2/1	1d-3 cr	C	1	47
Skunk	3-4	14	4	12/3-5	3/5	0/0	*	R, C	<1	31
Sloth	8-9	11	5	13/10	9/7	1/1	1d+1 cut	C	1	32
Snake, Constrictor	12-24	13	3	15/15-30	2-4/6	0/0	*	C	5-11	32
Snake, Poisonous	2-15	13	3	15/2-20	2-4/6	0/0	*	C	<1-4	32
Snolligoster	14-18	13	3	13/14-18	4/6#	2/2	1d+2 imp#	C	3	33
Spider, Giant	12-40	15	2	14/10-35	4-12/7	2/2	*	C	1-7	34
Stegosaurus	75-100	8	3	15/50-65	4/4	2/3	3d imp	1, 2	12+	43
Sting Ray	3-10	13	3	14/4-20	3/6	0/0	*	C, 1	1-19	35
Strong Toad	2	8	3	12/3	1/4	3/8#	*	R	<1	35
Swamp Ghost	16-20	14	5	12-15	10/7#	1/1	1d cut	C	2	35
Tasmanian Devil	4-6	13	4	15/8-10	4/6	0/0	1d-2 cut	C	1	36
Tazelwurm	<1	13	3	14/3-5	18/9#	0/0	*	C	<1	36
Terror Cat	10-16	12	3	15/16-20	6/6	1/2	1d+2 imp	C	1	36
Tiger	35-40	14	4	15/20-25	10/7	1/1	2d cut	C	2	36
Titanotherium	250+	10	3	17/55-70	9/5	2/3	3d cr	C	15	37
Triceratops	200+	12	3	17/50-75	10/6	2/2#	5d imp	C	15+	43
Tripodero	10-12	14	4	11-13	12/7	1/1	1d+1 cr#	R, C	3#	37
Tyrannosaurus	100-150	15	3	15/50-75	9/7	2/2	5d+2 imp	C, 1, 2	19+	43
Water Buffalo	55-70	9	4	13-16	7/4	1/1	1d+2 imp#	C	3	47
Whale	50-150	13	8	14/20-70	10/7	4/6-13	*	C, 1-7	3-35	37
Whirling Whimpus	15-18	14	3	12-15	*	7/1#	3d cr	C, 1	1	37
Wild Boar	20-24	14	6	15/20-25	8/7	1/2	1d+1 cut#	C	2	38
Wisent	48-70	10	4	15/20-25	13/6	1/2	1d imp#	C	3-4	38
Wolf	8-10	14	5	11-13	9/7	1/1	1d-2 cut	C	1	38
Wolverine	10-12	12	5	10-12	8/6	1/2	1d-2 cut	C	1	39
Wolverine, Ice Age	13-16	12	5	12-14	8/6	2/2	1d cut	C	1	39
Woolly Rhinoceros	120-150	9	4	17/40-48	13/6	3/3	2d+1 cr#	C	10	39
Yeti	18	12	8	10/20	7/7	2/3	3d cr	C	1?	39

HABITAT CHART

Aquatic, Fresh-Water

Animal	Page	Animal	Page	Animal	Page
Alligator	6	Hippopotamus	18	Shark, Fresh-Water	31
Beaver	9	Leech	20	Snake, Constrictor	32
Crocodile	11	Mokole-Mbembe	23	Snake, Poisonous	32
Crocodile, Giant	12	Monitor Lizard	23	Snolligoster	33
Dragonfly, Giant (larva)	13	Otter	26	Whale	37
Electric Eel	14	Piranha	27		

Aquatic, Salt-Water

Animal	Page	Animal	Page	Animal	Page
Barracuda, Great	8	Octopus, Giant	25	Seal	31
Electric Ray	14	Penguin	27	Shark, Great White	31
Jellyfish	19	Poisonous Fish	27	Shark, Medium	31
Killer Whale	20	Polar Bear	27	Sting Ray	35
Moray Eel	24	Porpoise	28	Whale	37

Arctic

Animal	Page	Animal	Page	Animal	Page
Caribou	10	Penguin	27	Wolf	38
Dire Wolf	13	Polar Bear	27	Wolverine	39
Falcon	15	Puffin	28	Wolverine, Ice Age	39
Mammoth	21	Rabbit	29	Woolly Rhinoceros	39

Desert

Animal	Page	Animal	Page	Animal	Page
Antelope	7	Kangaroo	19	Peccary	27
Cheetah	11	Leopard	20	Puma	28
Coyote	11	Lion	21	Sabertoothed Tiger	30
Flying Turtle	16	Mongoose	23	Scorpion, Giant	30
Fox	16	Monitor Lizard	23	Skunk	31
Gila Monster	16	Ocelot	25	Snake, Poisonous	32
Hyena	18	Octofly	25	Tripodero	37
Jackal	18	Ostrich	25		
Jaguar	19	Owl	26		

Forest

Animal	Page	Animal	Page	Animal	Page
Agropelter	6	Falcon	15	Porcupine	28
Alligator	6	Ferret	15	Puma	28
Ant, Giant	6	Flying Turtle	16	Rabbit	29
Antelope	7	Fox	16	Raccoon	29
Aurochs	7	Glashan	16	Rat, Giant	29
Baboon	7	Gumberoo	17	Sabertoothed Tiger	30
Badger	7	Hippopotamus	18	Scimitar Cat	30
Bat	8	Hyena	18	Scorpion, Giant	30
Bear, Black	8	Jackal	18	Shagamaw	31
Bear, Brown	8	Kangaroo	19	Shark, Medium (or FW)	31
Bear, Grizzly	9	Leech	20	Skunk	31
Bear, Kodiak	9	Leopard	20	Sloth	32
Bear, Sun	9	Lynx	21	Snake, Constrictor	32
Bear-Dog, Giant	9	Mammoth	21	Snake, Poisonous	32
Beaver	9	Mantis, Giant	22	Snolligoster	33
Cave Bear	10	Mastodon	22	Spider, Giant	34
Centipede, Giant	11	Megatherium	22	Tasmanian Devil	36
Coyote	11	Mokole-Mbembe	23	Tiger	36
Crocodile	11	Mongoose	23	Tripodero	37
Crocodile, Giant	12	Monitor Lizard	23	Whale	37
Deer	12	Moose	24	Whirling Whimpus	37
Dinohyus	13	Ocelot	25	Wild Boar	38
Dire Wolf	13	Otter	26	Wisent	38
Dragonfly, Giant (larva)	13	Owl	26	Wolf	38
Eagle	14	Peccary	27	Wolverine	39
Electric Eel	14	Piranha	27	Wolverine, Ice Age	39

Jungle

Animal	Page	Animal	Page	Animal	Page
Ant, Giant	6	Gorilla	17	Monkey, Old World	24
Antelope	7	Hyena	18	Nandi Bear	24
Baboon	7	Jackal	18	Ocelot	25
Bat	8	Jaguar	19	Octofly	25
Bear, Sun	9	Komodo Dragon	20	Pangolin	26
Bear-Dog, Giant	9	Leopard	20	Peccary	27
Centipede, Giant	11	Lion	21	Puma	28
Chimpanzee	11	Mantis, Giant	22	Sloth	32
Deer	12	Megatherium	22	Snake, Constrictor	32
Dhole	12	Mngwa	22	Snake, Poisonous	32
Didi	13	Mongoose	23	Spider, Giant	34
Elephant	15	Monitor Lizard	23	Tiger	36
Flying Snake	15	Monkey, New World	23		

Mountain

Animal	Page	Animal	Page	Animal	Page
Antelope	7	Eagle	14	Puma	28
Bear, Black	8	Falcon	15	Scimitar Cat	30
Bear, Brown	8	Fox	16	Snake, Poisonous	32
Bear, Grizzly	9	Glashan	16	Tasmanian Devil	36
Bear, Kodiak	9	Gorilla	17	Tazelwurm	36
Cape Hunting Dog	10	Jaguar	19	Tiger	36
Cave Bear	10	Kangaroo	19	Wolf	38
Cave Lion	10	Leopard	20	Wolverine	39
Coyote	11	Lion	21	Wolverine, Ice Age	39
Deer	12	Moose	24	Yeti	39
Dire Wolf	13	Owl	26		

Plains

Animal	Page	Animal	Page	Animal	Page
Ant, Giant	6	Elasmotherium	14	Ostrich	25
Antelope	7	Elephant	15	Owl	26
Aurochs	7	Falcon	15	Puma	28
Baboon	7	Ferret	15	Rabbit	29
Bear-Dog, Giant	9	Flying Turtle	16	Raccoon	29
Bison	9	Fox	16	Rat, Giant	29
Cape Hunting Dog	10	Glyptodont	17	Rhinoceros	29
Caribou	10	Hyena	18	Sabertoothed Tiger	30
Cave Lion	10	Jackal	18	Scimitar Cat	30
Cheetah	11	Jackalope	18	Skunk	31
Coyote	11	Jaguar	19	Snake, Constrictor	32
Creodont	11	Kangaroo	19	Snake, Poisonous	32
Deer	12	Leopard	20	Terror Cat	36
Dhole	12	Lion	21	Titanotherium	37
Diatryma	12	Mammoth	21	Wisent	38
Dingo	13	Mongoose	23	Wolf	38
Dire Wolf	13	Moose	24	Woolly Rhinoceros	39
Eland	14	Octofly	25		

Subterranean

Animal	Page	Animal	Page	Animal	Page
Bat	8	Rat, Giant	29	Spider, Giant	34
Centipede, Giant	11	Scorpion, Giant	30		

Swamp

Animal	Page	Animal	Page	Animal	Page
Alligator	6	Dragonfly, Giant (larva)	13	Octofly	25
Antelope	7	Irish Elk	18	Puma	28
Bat	8	Leech	20	Rat, Giant	29
Bear, Brown	8	Mantis, Giant	22	Scorpion, Giant	30
Centipede, Giant	11	Mokole-Mbembe	23	Snake, Constrictor	32
Coyote	11	Monitor Lizard	23	Snake, Poisonous	32
Crocodile	11	Moose	24	Snolligoster	33
Crocodile, Giant	12	Nandi Bear	24	Spider, Giant	34
Dragonfly, Giant	13	Ocelot	25	Swamp Ghost	35

Habitat Chart

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Please note that page numbers and statistics for individual animals can be found in the *Alphabetical Chart*, pp. 123-125.
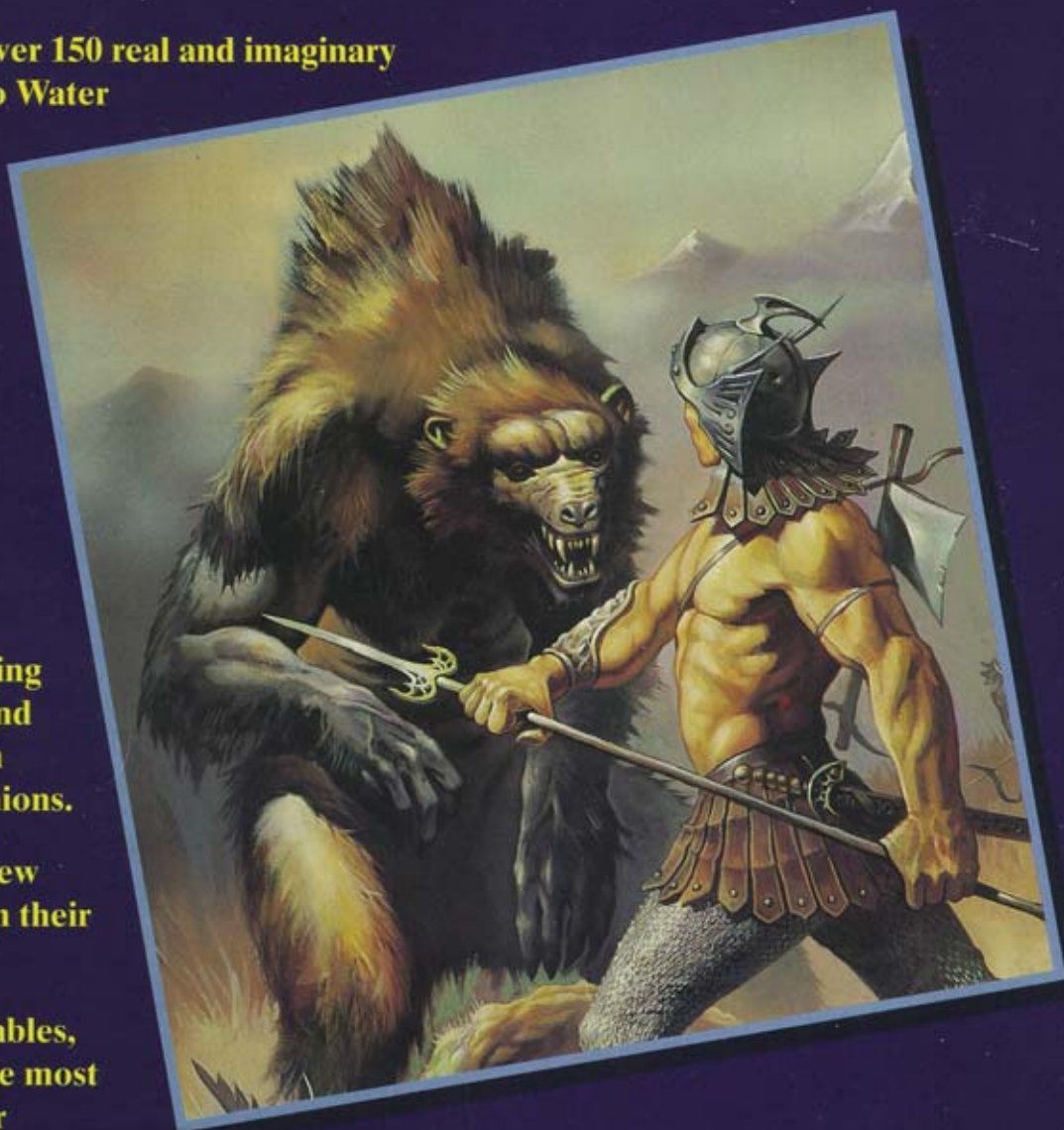
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