Creatures

Each creature or is organized in the same general format, as outlined below.

Name: This is what the animal or creature is generally known by. The descriptive text may provide other names.

Description

Ferocity: This is the animal's percentile chance to hit with an attack

The animal is	Chance to hit
Threating	20+2d10%
Hostile	30 +2d10%
Dangerous	40+2d10%
Lethal	50+3d10%

Instinct: this is the animals Observation score

Movement: This is the creatures speed (the amount of distance it can cover in one round). If the creature has other methods of locomotion, these are given after (or in place of) this value.

Hit points:

Animal size	Range	Example
Small	2+d10	Dog
Medium	4+d10	Lion
Large	6+2d10	Gorilla
Huge	8+3d10	Elephant

Damage inflicted: based on attack type

Attack	Damage inflicted
Bash	5
Bite	3 small animal/ large
Constrict	4 each round
Gore	6
Hug	5 each round
Ink	Obscure sight for 1d10 rounds
Poison	Muscle save to take half damage 8
Rend	6
Shock	7
Spit	3
Sting	5
Swamp	Sinks any small craft unless a luck check is made
Trample	6

Skills: any abilities the creature or animal might have.

Level: the average level this creature is encountered at.

Sample creature

Name: Minotaur

Description: A seven feet tall bull-headed human which relies on its animal instincts and innate cunning to battle its foes. They prefer to remain underground and are very territorial about its hunting grounds.

Ferocity: 67%

Instinct: 59%

Movement: 30ft

Hit points: 22

Damage Inflicted: Gore or by Axe 5pts

Minotaur's prefer to charge into fist fighting range, where their great strength serves them well.

Skills: tracking 89%

Level: 3rd