

SPYCRAFT 2.0: NEW SAMPLE NPCS

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Game Controls can use this collection of brand new sample NPC templates to populate their original mission designs or spice up a flagging session. All of the following templates follow the standard format established on pages 453–456 of the *Spycraft 2.0 Rulebook*.

SAMPLE STANDARD NPCS

Aquatic Warrior (Standard NPC — 66 XP): Init VI; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Acrobatics V, Athletics V; SZ M; Wealth: II; Weapons: III; Gear: II; Vehicle: II; Qualities: *aquatic*, *camouflaged* (aquatic), *feat* (Aquatic Training, Steel Rain, Trick Shot).

Arctic Warrior (Standard NPC — 70 XP): Init VI; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Athletics V, Survival VI; Wealth: II; Weapons: III; Gear: III; Vehicle: II; Qualities: *camouflaged* (arctic), *damage resistance 5* (cold), *feat* (Autofire Basics, Autofire Mastery, Arctic Training).

Astronaut (Standard NPC — 62 XP): Init IV; Atk III; Def VI; Resilience VI; Damage Save: V; Competence: IX; Skills: Acrobatics V, Athletics VII; Wealth: IV; Weapons: None; Gear: V; Vehicle: V; Qualities: *damage resistance 5* (vacuum), *feat* (Local Hero).

Bomb Technician (Standard NPC — 77 XP): Init V; Atk VI; Def V; Resilience VII; Damage Save: VI; Competence: VI; Skills: Notice VI, Science (Chemistry) IX, Search VII; Wealth: II; Weapons: III; Gear: IV; Vehicle: None; Qualities: *feat* (Explosive Basics, False Start, Scholar), *talented* (Daring).

Combat Engineer (Standard NPC — 68 XP): Init V; Atk VI; Def VI; Resilience V; Damage Save: V; Competence: VII; Skills: Science (Chemistry) V, Science (Engineering) VIII; Wealth: II; Weapons: I; Gear: V; Vehicle: None; Qualities: *feat* (Advanced Skill Mastery (Scholar)), Attention to Detail, False Start (Scholar), Mark of a Professional (Scholar), *prodigy*.

Combat Medic (Standard NPC — 76 XP): Init VI; Atk V; Def VI; Resilience VII; Damage Save: VI; Competence: VII; Skills: Acrobatics V, Medicine VII, Sneak V; Wealth: II; Weapons: II; Gear: V; Vehicle: None; Qualities: *feat* (Bandage, Combat Mobility, Examiner, False Start (Examiner), Mobile Defense), *prodigy*, *specialty* (Rescuer).

CSI (Standard NPC — 68 XP): Init III; Atk III; Def V; Resilience IV; Damage Save: IV; Competence: VIII; Skills: Analysis IX, Medicine VI, Search VII; Wealth: II; Weapons: I; Gear: V; Vehicle: III; Qualities: *class ability (flawless search)*, *feat* (Examiner, Forensic Genius), *prodigy*.

Desert Warrior (Standard NPC — 69 XP): Init VI; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Athletics V, Survival VI; Wealth: None; Weapons: III; Gear: II; Vehicle: II; Qualities: *camouflaged* (desert), *damage resistance 5* (heat), *feat* (All-Out Attack, Desert Training, Sword Basics).

Extreme Sportsman (Standard NPC — 85 XP): Init V; Atk III; Def VI; Resilience VII; Damage Save: VI; Competence: VI; Skills: Acrobatics VIII, Athletics VIII, Resolve IX, Survival VI; Wealth: II; Weapons: None; Gear: III; Vehicle: III; Qualities: *specialty* (Thrill-Seeker), *talented* (Daring), *tough* (1 additional save).

Feline Super Soldier (Standard NPC — 72 XP): Init VII; Atk VI; Def VII; Resilience V; Damage Save: V; Competence: VI; Skills: Acrobatics VII, Athletics V, Sneak VI; Wealth: I; Weapons: III; Gear: I; Vehicle: None; Qualities: *feat* (Equilibrium Basics, Equilibrium Mastery, Ghost Basics), *low-light vision*, *natural attack* (claws I), *superior attribute* (Dex 14).

Fighter Pilot (Standard NPC — 84 XP): Init VII; Atk VI; Def V; Resilience V; Damage Save: V; Competence: VII; Skills: Acrobatics V, Drive (Fixed-Wing Air Vehicles) IX; Wealth: III; Weapons: I; Gear: III; Vehicle: V; Qualities: *damage resistance 5* (fire), *feat* (Bail Out, Daredevil, Driving Instincts, Need for Speed, Offensive Driving), *specialty* (Pilot), *superior attribute* (Dex 16).

Firefighter (Standard NPC — 69 XP): Init V; Atk III; Def IV; Resilience VII; Damage Save: VI; Competence: V; Skills: Athletics V, Science (Engineering) VI; Wealth: II; Weapons: None; Gear: IV; Vehicle: III; Qualities: *damage resistance 5* (fire), *fearless* +8, *feat* (Firefighter Training, Guts), *specialty* (Rescuer), *talented* (Fit).

Forest Warrior (Standard NPC — 62 XP): Init VI; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Athletics VI, Survival V; Wealth: None; Weapons: III; Gear: II; Vehicle: None; Qualities: *camouflaged* (forest), *feat* (Forest Training, Marksmanship Basics, Marksmanship Mastery).

Gambler (Standard NPC — 61 XP): Init V; Atk IV; Def VII; Resilience IV; Damage Save: V; Competence: VI; Skills: Bluff VI, Sense Motive VII, Streetwise VIII; Wealth: VI; Weapons: I; Gear: II; Vehicle: None; Qualities: *feat* (Card Shark, Charmer, Fence).

Guardian Geisha (Standard NPC — 84 XP): Init VII; Atk VI; Def VII; Resilience V; Damage Save: VI; Competence: V; Skills: Acrobatics VII, Blend VII; Wealth: III; Weapons: II; Gear: II; Vehicle: None; Qualities: *feat* (Concealed Carry, Knife Basics, Two-Weapon Basics, Wolf Pack Basics, Wolf Pack Mastery), *fleet* (+10 ft.), *minion*, *tough* (2 additional saves), *treacherous*.

Helicopter Pilot (Standard NPC — 74 XP): Init VI; Atk VII; Def V; Resilience V; Damage Save: V; Competence: VII; Skills: Drive (Rotor-Wing Air Vehicles) IX; Wealth: III; Weapons: I; Gear: III; Vehicle: V; Qualities: *feat* (Baby It, Daredevil, Defensive Driving, Demolition Derby), *specialty* (Pilot), *superior attribute* (Dex 16).

Jungle Warrior (Standard NPC — 67 XP): Init VI; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Acrobatics VI, Athletics V, Survival V; Wealth: None; Weapons: III; Gear: II; Vehicle: None; Qualities: *camouflaged* (jungle), *damage resistance* 5 (heat), *feat* (Equilibrium Basics, Equilibrium Mastery, Jungle Training).

Lupine Super Soldier (Standard NPC — 68 XP): Init V; Atk VI; Def V; Resilience VII; Damage Save: VI; Competence: VII; Skills: Notice VI, Survival VII; Wealth: I; Weapons: III; Gear: I; Vehicle: None; Qualities: *feat* (Tracking Basics, Tracking Mastery, Wolf Pack Basics), *improved scent*, *natural attack* (bite I), *superior attribute* (Str 12, Wis 12).

Mountain Warrior (Standard NPC — 69 XP): Init VI; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Athletics VII, Survival V; Wealth: None; Weapons: III; Gear: III; Vehicle: None; Qualities: *camouflaged* (mountain), *damage resistance* 5 (cold), *feat* (Mountain Training, Spider Basics, Spider Mastery).

NEST Agent (Standard NPC — 75 XP): Init VI; Atk VI; Def V; Resilience VII; Damage Save: VI; Competence: VIII; Skills: Athletics V, Intimidation V; Wealth: II; Weapons: III; Gear: IV; Vehicle: IV; Qualities: *damage resistance* 5 (contagion), *feat* (Containment Basics, Containment Mastery, NBC Training), *specialty* (Special Ops).

Night Fighter (Standard NPC — 63 XP): Init VI; Atk VII; Def VII; Resilience V; Damage Save: VI; Competence: VI; Skills: Acrobatics V, Sneak VI; Wealth: I; Weapons: III; Gear: II; Vehicle: None; Qualities: *feat* (Ghost Basics, Ghost Mastery, Night Training), *low-light vision*, *nocturnal*.

Pirate (Standard NPC — 70 XP): Init VI; Atk VII; Def V; Resilience VI; Damage Save: VI; Competence: V; Skills: Athletics VI, Drive (Standard Watercraft) V; Wealth: III; Weapons: II; Gear: II; Vehicle: V; Qualities: *feat* (CQB Basics, Dirty Fighting Basics, Equilibrium Basics, Spider Basics, Wolf Pack Basics), *specialty* (Sailor).

Piscine Super Soldier (Standard NPC — 66 XP): Init VII; Atk V; Def VIII; Resilience V; Damage Save: V; Competence: VI; Skills: Athletics VII, Notice VI; Wealth: I; Weapons: III; Gear: I; Vehicle: None; Qualities: *aquatic*, *feat* (Guts, Get Radical!, Wave Runner), *superior attribute* (+2 Dex, +2 Int).

Politician (Standard NPC — 80 XP): Init III; Atk I; Def III; Resilience II; Damage Save: II; Competence: IX; Skills: Bluff VII, Bureaucracy VIII, Impress VII, Manipulate VIII, Networking VII; Wealth: V; Weapons: None; Gear: III; Vehicle: II; Qualities: *feat* (Media Contacts, Political Clout, Silver Tongue), *specialty* (Celebrity), *superior attribute* (Cha 12), *talented* (Convincing).

Pugilist (Standard NPC — 80 XP): Init V; Atk VII; Def VI; Resilience VII; Damage Save: VII; Competence: IV; Skills: Athletics VII; Wealth: II; Weapons: None; Gear: II; Vehicle: None; Qualities: *damage reduction 2*, *feat* (Boxing Basics, Boxing Moves, Two-Hit Combo, Martial Arts (Constitution)), *superior attribute* (Str 16), *talented* (Fit), *tough* (2 additional saves).

Reptilian Super Soldier (Standard NPC — 65 XP): Init V; Atk VII; Def V; Resilience VII; Damage Save: VII; Competence: V; Skills: Athletics VI, Sneak VI; Wealth: I; Weapons: III; Gear: I; Vehicle: None; Qualities: *fast healing*, *feat* (Ambush Basics, Ghost Basics, Ghost Mastery), *superior attribute* (Dex 12).

Rodent Super Soldier (Standard NPC — 76 XP): Init VI; Atk IV; Def VII; Resilience VIII; Damage Save: IV; Competence: VII; Skills: Athletics VI, Search V, Sense Motive V; Wealth: I; Weapons: III; Gear: I; Vehicle: None; Qualities: *damage resistance 2* (subdual), *damage resistance 2* (falling), *feat* (Ambush Basics, Ambush Mastery, Horde Basics), *horde*, *minion*, *superior attribute* (Int 12, Wis 12).

Royal (Standard NPC — 59 XP): Init II; Atk II; Def IV; Resilience IV; Damage Save: III; Competence: IX; Skills: Cultures VII, Impress VII, Networking VI; Wealth: IX; Weapons: None; Gear: V; Vehicle: V; Qualities: *talented* (Privileged).

Space Warrior (Standard NPC — 71 XP): Init V; Atk VII; Def VI; Resilience VII; Damage Save: V; Competence: VIII; Skills: Acrobatics V, Athletics V; Wealth: None; Weapons: III; Gear: IV; Vehicle: IV; Qualities: *damage resistance 5* (vacuum), *feat* (Equilibrium Basics, Spider Basics), *low-light vision*.

Street Hustler (Standard NPC — 79 XP): Init III; Atk III; Def V; Resilience IV; Damage Save: IV; Competence: VIII; Skills: Bluff VIII, Impress VII, Networking VI, Sleight of Hand VI, Streetwise VII; Wealth: II; Weapons: I; Gear: III; Vehicle: I; Qualities: *feat* (Escape and Evasion Training, Fence, Street Contacts, Underworld Contacts), *specialty* (Grifter).

Swamp Warrior (Standard NPC — 65 XP): Init VI; Atk VII; Def VI; Resilience VII; Damage Save: VI; Competence: VI; Skills: Athletics VI, Survival VI; Wealth: None; Weapons: III; Gear: II; Vehicle: I; Qualities: *aquatic*, *camouflaged* (swamp), *feat* (Ambush Basics, Ambush Mastery, Swamp Training).

Urban Soldier (Standard NPC — 64 XP): Init VI; Atk VII; Def VI; Resilience VI; Damage Save: VI; Competence: VI; Skills: Blend V, Streetwise VI; Wealth: I; Weapons: III; Gear: II; Vehicle: II; Qualities: *feat* (Mingling Basics, Mingling Mastery, Urban Training).

Ursine Super Soldier (Standard NPC — 73 XP): Init V; Atk VIII; Def IV; Resilience VII; Damage Save: VII; Competence: V; Skills: Athletics VI, Intimidate VII; Wealth: I; Weapons: III; Gear: I; Vehicle: None; Qualities: *damage reduction 2*, *feat* (Berserker Basics, Berserker Mastery, Wrestling Basics), *natural attack* (squeeze II), *superior attribute* (Str 14).

Wealthy Socialite (Standard NPC — 66 XP): Init II; Atk I; Def III; Resilience IV; Damage Save: III; Competence: IX; Skills: Cultures VII, Manipulate VI, Networking VII; Wealth: X; Weapons: None; Gear: V; Vehicle: V; Qualities: *feat* (Silver Spoon, Well-Funded), *specialty* (Playboy), *talented* (Privileged).

Wrestler (Standard NPC — 78 XP): Init VI; Atk VII; Def VI; Resilience V; Damage Save: VII; Competence: VI; Skills: Acrobatics VI, Athletics IV; Wealth: I; Weapons: None; Gear: II; Vehicle: None; Qualities: *feat* (Brawling Moves, Spirit Moves, Wrestling Basics, Wrestling Moves), *superior attribute* (Str 16), *talented* (Grizzled), *tough* (2 additional saves).

SAMPLE SPECIAL NPCs

Business Tycoon/CEO (Special NPC — 160 XP): Init III; Atk III; Def IV; Resilience IV; v/wp: IV; Competence: VIII; Skills: Bureaucracy VIII, Intimidate IX, Manipulate X, Networking IX, Profession VI, Sense Motive VIII; Wealth: IX; Weapons: II; Gear: V; Vehicle: V; Qualities: *class ability* (*backup I, backup II, improved fortune* (1 die)), *feat* (Advanced Skill Mastery (Diplomat), Charmer, Hard Core, Political Clout, Political Favors, Silver Spoon, Silver Tongue, Undermine, Well-Funded), *mastermind*, *specialty* (Financier), *superior attribute* (Wis 16, Cha 16), *talented* (Shrewd).

Invisible Man (Special NPC — 114 XP): Init VI; Atk VII; Def VII; Resilience IV; v/wp: IV; Competence: VII; Skills: Acrobatics VI, Athletics VI, Blend IX, Notice VI, Sneak IX; Wealth: II; Weapons: III; Gear: III; Vehicle: II; Qualities: *feat* (Faceless, Finesse Basics, Garrote Style, Ghost Basics, Ghost Mastery, Knife Style, Mingling Basics, Mingling Mastery, Traceless, Zeroed), *henchman*, *superior attribute* (Dex 16), *talented* (Clever).

Presidential Candidate (Special NPC — 152 XP): Init III; Atk II; Def IV; Resilience IV; v/wp: III; Competence: IX; Skills: Bureaucracy X, Cultures VII, Impress VII, Manipulate VIII, Networking VII, Sense Motive VIII; Wealth: VI; Weapons: None; Gear: V; Vehicle: IV; Qualities: *class ability* (*behind the scenes I, behind the scenes II, bald-faced lie 1/session*), *feat* (Gorgeous, Government Contacts, Political Clout, Political Favors, Political Immunity, Silver Tongue, "The Look," Undermine, Venomous Dialogue), *mastermind*, *specialty* (Suit), *superior attribute* (Int 14, Cha 18), *talented* (Convincing).

Serial Killer (Special NPC — 98 XP): Init VII; Atk VII; Def VI; Resilience VI; v/wp: VII; Competence: VIII; Skills: Blend VIII, Intimidate VIII, Tactics V; Wealth: III; Weapons: II; Gear: II; Vehicle: None; Qualities: *fearsome*, *feat* (Ambush Basics, Ambush Mastery, Black Cat, Mingling Basics, Mingling Mastery), *story-critical* (d10), *treacherous*, *unnerving* (3d4).

Two-Fisted Gunslinger (Special NPC — 72 XP): Init VII; Atk VII; Def VI; Resilience V; v/wp: V; Competence: V; Skills: Acrobatics VI, Athletics VI; Wealth: II; Weapons: 2 × II; Gear: III; Vehicle: II; Qualities: *feat* (Bullseye, Combat Mobility, CQB Basics, CQB Mastery, Mobile Defense, Mobile Offence, Two-Weapon Basics, Two-Weapon Mastery, Weapon Focus (Handgun)), *superior attribute* (Dex 16).

Undercover Cop (Special NPC — 95 XP): Init V; Atk VI; Def VII; Resilience VI; v/wp: V; Competence: X; Skills: Bluff VII, Impress VII, Investigation V, Streetwise V; Wealth: II; Weapons: I; Gear: III; Vehicle: III; Qualities: *class ability* (*cold read 1/session, quick change 2/session*), *feat* (Actor, Charmer, Mark), *seductive*, *superior attribute* (Cha 16), *talented* (Convincing).

SAMPLE ANIMALS

Allosaurus (Animal — 89 XP): Init II; Atk V; Def V; Resilience IV; Damage Save: VII; Skills: Notice III; Qualities: *fleet* (50 ft.), *hulking* (Huge), *improved scent*, *low-light vision*, *natural attack* (bite V, claw III, trample V), *superior attribute* (Str 24, Con 16).

Ankylosaurus (Animal — 120 XP): Init I; Atk IV; Def X; Resilience VII; Damage Save: VIII; Skills: Notice I; Qualities: *damage reduction* 4, *hulking* (Huge), *improved scent*, *inferior attribute* (Dex 6), *low-light vision*, *natural attack* (tail slap IV, trample V), *sluggish* (20 ft.), *superior attribute* (Str 28, Con 26), *tough* (3 additional saves).

Cryptoclidus (Animal — 70 XP): Init VI; Atk V; Def IX; Resilience VI; Damage Save: VII; Skills: Notice V, Sneak I; Qualities: *fleet* (60 ft. when swimming), *hulking* (Large), *improved scent*, *low-light vision*, *natural attack* (bite II), *superior attribute* (Str 18, Con 16).

Deinonychus (Animal — 116 XP): Init V; Atk VI; Def X; Resilience VI; Damage Save: V; Skills: Athletics X, Notice VIII, Sneak VII, Survival IX; Qualities: *feat* (Tracking Basics), *fleet* (60 ft.), *hulking* (Large), *improved scent*, *low-light vision*, *natural attack* (claw I, bite II, talon V), *superior attribute* (Str 18, Con 18), *unnerving* (1d4).

Elasmosaurus (Animal — 96 XP): Init III; Atk V; Def IV; Resilience VII; Damage Save: V; Skills: Athletics III, Notice I; Qualities: *camouflaged* (aquatic), *diving*, *fleet* (50 ft. when swimming), *hulking* (Huge), *improved scent*, *low-light vision*, *natural attack* (bite V), *sluggish* (20 ft. when on land), *superior attribute* (Str 26, Con 22), *tough* (2 additional saves).

Dog, Guard (Animal — 45 XP): Init III; Atk V1; Def V; Resilience IV; Damage Save: III; Skills: Athletics I, Notice III; Qualities: *attack on command*, *feat* (Wolf Pack Basics), *fleet* (40 ft.), *guard on command*, *improved scent*, *natural attack* (bite III), *superior attribute* (Int 12).

Dog, Police (Animal — 47 XP): Init III; Atk V1; Def V; Resilience IV; Damage Save: III; Skills: Athletics I, Notice III; Qualities: *attack on command*, *feat* (Wolf Pack Basics), *fleet* (40 ft.), *improved scent*, *natural attack* (bite III), *seek on command*, *subdue on command*, *superior attribute* (Int 12).

Dog, Rescue (Animal — 50 XP): Init III; Atk IV; Def V; Resilience VI; Damage Save: IV; Skills: Athletics I, Notice III; Qualities: *feat* (Tracking Basics, Wolf Pack Basics), *fleet* (40 ft.), *improved scent*, *natural attack* (bite III), *rescue*, *retrieve on command*, *seek on command*, *superior attribute* (Int 12).

Dragon (Animal — 224 XP): Init II; Atk VIII; Def VI; Resilience VIII; Damage Save: X; Skills: Notice VII, Survival VII; Qualities: *Achilles heel* (cold), *augmented* (III), *damage reduction* 8, *damage resistance* 8 (fire), *fearsome*, *fleet* (40 ft.), *flight* (140 ft.), *hulking* (Huge), *improved scent*, *improved sight*, *low-light vision*, *natural attack* (bite V, claws IV, tail slap IV, talon IV), *superior attribute* (Str 30, Con 21), *tough* (5 additional saves), *treacherous*, *unnerving* (3d4).

Monkey, Trained (Animal — 41 XP): Init III; Atk I; Def III; Resilience III; Damage Save: II; Skills: Acrobatics V, Athletics VII, Notice I, Sleight of Hand I, Sneak VI; Qualities: *entertain on command*, *feat* (Spider Basics, Spider Mastery, Spider Supremacy), *natural attack* (bite I), *open doors*, *retrieve on command*, *superior attribute* (Int 14), *undersized* (Tiny).

Octopus, Giant (Animal — 98 XP): Init III; Atk V; Def IX; Resilience VII; Damage Save: VII; Skills: Athletics V, Notice II, Sneak V; Qualities: *aquatic*, *camouflaged* (aquatic), *feat* (Combat Instincts, Opportunist, Submission Basics, Wrestling Basics), *hulking* (Large), *low-light vision*, *natural attack* (bite I, slap I, squeeze IV), *superior attribute* (Str 20), *tough* (1 additional save).

Porpoise/Dolphin (Animal — 55 XP): Init IV; Atk IV; Def VI; Resilience VII; Damage Save: IV; Skills: Athletics V, Notice IV; Qualities: *diving*, *feat* (Finesse Basics), *fleet* (80 ft. when swimming), *improved hearing*, *low-light vision*, *superior attribute* (Dex 16).

Seismosaurus (Animal — 134 XP): Init I; Atk IV; Def IV; Resilience X; Damage Save: X; Skills: Notice I; Qualities: *hulking* (Colossal), *improved scent*, *inferior attribute* (Dex 8), *low-light vision*, *natural attack* (slap V, trample V), *sluggish* (20 ft.), *superior attribute* (Str 40, Con 28), *tough* (3 additional saves).

Spinosaurus (Animal — 139 XP): Init II; Atk VI; Def IV; Resilience VII; Damage Save: VII; Skills: Notice II; Qualities: *fearsome*, *hulking* (Gargantuan), *improved scent*, *low-light vision*, *natural attack* (bite V, claw V, trample V), *sluggish* (20 ft.), *superior attribute* (Str 36, Con 22), *tough* (2 additional saves).

Snake, Constrictor (Animal — 58 XP): Init III; Atk IV; Def V; Resilience VII; Damage Save: V; Skills: Athletics V, Notice III, Sneak III; Qualities: *hulking* (Large), *improved scent*, *natural attack* (bite I, squeeze I), *sluggish* (20 ft.), *superior attribute* (Str 18), *tough* (1 additional save).

Snake, Viper (Animal — 46 XP): Init VII; Atk V; Def VI; Resilience V; Damage Save: IV; Skills: Athletics V, Notice IV; Qualities: *feat* (Finesse Basics), *improved scent*, *inferior attribute* (Str 6), *natural attack* (poison III), *sluggish* (20 ft.), *superior attribute* (Dex 16), *undersized* (Small).

Squid, Giant (Animal — 105 XP): Init III; Atk IV; Def VI; Resilience VII; Damage Save: VII; Skills: Athletics III, Notice III; Qualities: *aquatic*, *feat* (Combat Instincts, Guts, Opportunist, Submission Basics, Wrestling Basics), *fleet* (80 ft.), *hulking* (Huge), natural attack (bite IV, slap I, squeeze I), *superior attribute* (Str 26), *tough* (2 additional saves).

Triceratops (Animal — 114 XP): Init I; Atk IV; Def VI; Resilience VII; Damage Save: VI; Skills: Notice III; Qualities: *hulking* (Huge), *improved scent*, *inferior attribute* (Dex 8), *low-light vision*, natural attack (gore V, trample V), *superior attribute* (Str 30, Con 24), *tough* (4 additional saves).

Tyrannosaurus (Animal — 105 XP): Init II; Atk VI; Def II; Resilience VI; Damage Save: VI; Skills: Notice II; Qualities: *fearsome*, *fleet* (40 ft.), *hulking* (Huge), *improved scent*, *low-light vision*, natural attack (bite V), *superior attribute* (Str 28, Con 20), *tough* (3 additional saves), *unnerving* (2d4).

Whale, Baleen (Animal — 91 XP): Init II; Atk IV; Def VI; Resilience VII; Damage Save: VIII; Skills: Athletics III, Notice III; Qualities: *diving*, *fleet* (40 ft. when swimming), *hulking* (Gargantuan), *improved hearing*, *low-light vision*, natural attack (slap III), *superior attribute* (Str 32), *tough* (2 additional saves).

Whale, Killer (Orca) (Animal — 79 XP): Init III; Atk IV; Def VI; Resilience VII; Damage Save: VI; Skills: Athletics III, Notice III; Qualities: *diving*, *fleet* (50 ft. when swimming), *hulking* (Huge), *improved hearing*, *low-light vision*, natural attack (bite IV), *superior attribute* (Str 26), *tough* (1 additional save).