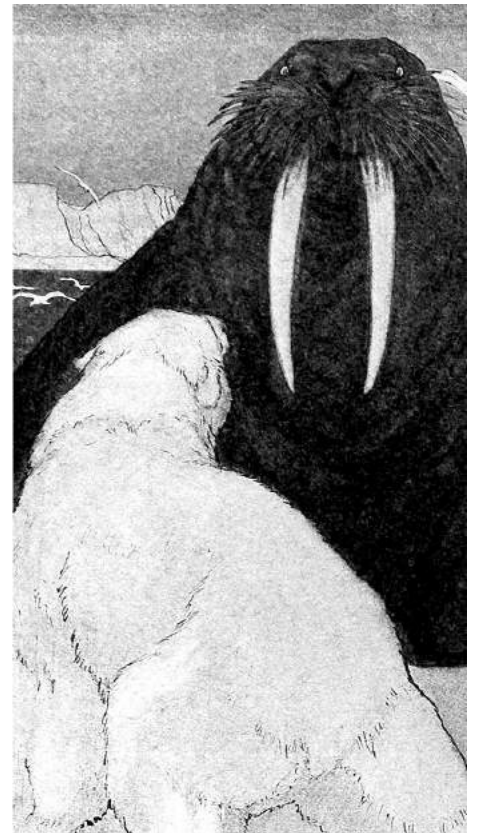
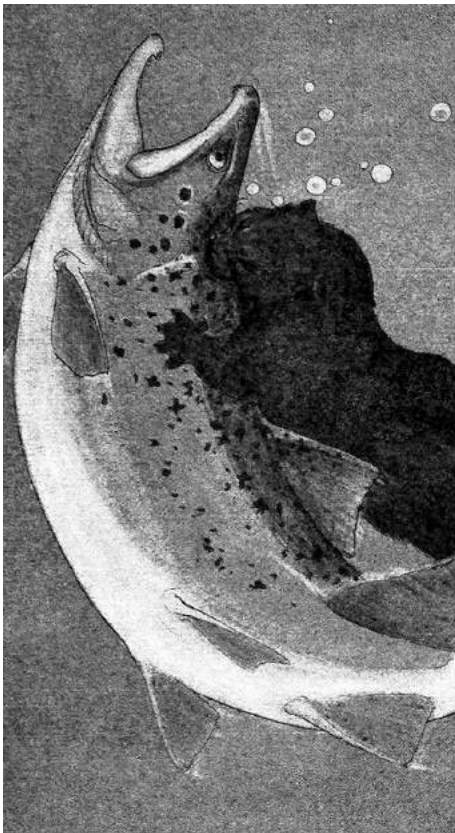


ANON'S

ANIMAL ALBUM

*An Unofficial Bestiary
for GURPS 4th Edition*



VOLUME 1:

LIVING ANIMALS

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INTRODUCTION

This is not a comprehensive guide to the animal kingdom. Numerous important and interesting creatures are completely absent. There are no beetles, starfish, or worms detailed in these pages. Rather, it is a compilation of animals which may be significant to characters during an adventure. In other words, animals which can threaten people or be of use to them.

Consequently, unusually aggressive, large, intelligent, or venomous beasts feature far more prominently than harmless ones, despite their relative rarity in real life. Likewise, the description of each animal emphasizes entertainment over education.

HOW TO USE THIS BOOK

REQUIRED BOOKS

In addition to the *GURPS Basic Set (4th Edition)*, *GURPS Powers: Enhanced Senses* and *GURPS Template Toolkit 2: Races* are absolutely essential for understanding the rules in this book. *GURPS Bio-Tech*, *GURPS Furrries*, *GURPS Martial Arts*, *GURPS Powers*, *GURPS Powers: Totems and Nature Spirits*, and *GURPS Power-Ups 2: Perks* are also needed for a few creatures.

ANIMAL DESCRIPTIONS

Each entry starts with the following information about the animal:

Diet: *Carnivores* eat mostly meat, *herbivores* eat mostly plants, and *omnivores* eat a mixed diet. A preferred type of food is noted in brackets. Most animals are able to eat other food, including some vegetation for carnivores, and small amounts of meat for herbivores.

Distribution: This is simply where the animal can be found. Animals only live in areas where there is a suitable habitat, so a jungle-dwelling species will not be found in Antarctica even if it has 'worldwide' distribution.

Habitat: The type of terrain that it lives in. Categories are the same as specialties for Survival skill (plus Urban, corresponding to the Urban Survival skill) and an animal with that skill will know it at the given level for every specialty which matches its habitats.

Niche: When the creature is active and how it feeds. The former can be *cathemeral* (active both day and night), *crepuscular* (active around dawn and dusk, sleeping during the day and night), *diurnal* (active during the day), or *nocturnal* (active at night). Feeding patterns are *browsers* (steady consumption of abundant food, such as grass or plankton), *foragers* (which wander in search of food, like bugs, carrion, or fruit, which needs little effort to take it once found), *ambush predators* (which wait for food to come to them), *pursuit predators* (which actively hunt their prey), and *pack hunters* (which form groups to hunt).

Size: An approximate size and weight for an average adult.

READING ANIMAL STATS

This supplement uses simplified stat blocks for ease of use, rather than full racial templates.

ST, DX, IQ, HT, HP, Will, Per, FP, Speed: Basic attributes and secondary characteristics which follow the usual GURPS rules.

Move: Move, with the medium or method of locomotion specified in parentheses. If there are two Move scores separated by a slash, the first is Basic Move, the second top speed with Enhanced Move (which is only detailed in traits if it has modifiers).

SM: Size Modifier. Note that this is already accounted for in the reach of attacks.

Dodge: This already includes any bonus for Combat Reflexes.

Parry: Only listed for animals which have arms or strikers to parry with. Already includes any bonus for Combat Reflexes.

DR: The natural DR of the creature, covering all locations except the eyes. This *always* has the Tough Skin limitation (but DR listed under traits may not).

Attacks: A number in brackets after the attack name indicates effective skill. Damage already accounts for modifiers from traits, skills, and so on. Any attack named 'bite' can also grapple and worry (*GURPS Martial Arts* p. 115). Any attack named 'claw' which does cutting or impaling damage can also be used for a Clawed Grapple (*GURPS Furrries* p. 17).

Traits: A list of important advantages, disadvantages, and features. Note that overall DR, Enhanced Move (without modifiers) and many traits which affect attacks are not listed here, as they are accounted for elsewhere in the description. Some other traits are also omitted for the sake of brevity, notably all Appearance, Lifespan, and Sleep related traits and any Wealth. See Chapter 6 for details of traits not in the *GURPS Basic Set*.

Skills: Skills of a typical adult (including trait bonuses). Note that Survival covers each specialty for the animal's habitat.

CHAPTER 1:

AMPHIBIANS AND REPTILES

Both amphibians and reptiles are cold-blooded and (usually) lay eggs, but they are only distantly related.

Amphibians have a complex life cycle, with slimy eggs hatching into soft-bodied, aquatic tadpoles before developing legs, lungs, and a rigid skeleton. A typical adult has a wide mouth, bulging eyes, broad neck, sprawling legs, and webbed feet. Their skin is permeable, making them vulnerable to water pollution and dehydration, but also allowing them to absorb oxygen through it.

Reptile eggs have shells, either hard or leathery, and their young are usually miniature versions of the adults. Their skin is covered in hard, impermeable scales which help retain moisture, but mean they can only breathe through their lungs. These adaptations let them thrive in a wide range of environments, from deserts to the sea, and consequently they come in many shapes and sizes, although big tails, gaping mouths, and bellies held close to the ground are common.

CROCODILIANS

With long jaws overflowing with teeth and skin covered with thick scales, even the smallest members of this order are scary. Crocodilians never quite stop growing and can live as long as humans, so some get very large, and very scary.

They are most dangerous in the water, where they can conceal themselves effectively by lurking just below the surface with only their high-set eyes and nostrils showing. On land they usually walk slowly with their bodies low to the ground, but they can rise into a ‘tall walk’ or even a gallop.

Although their bites are powerful, the muscles which open their jaws are much weaker and can be easily held shut. They cannot chew, so they roll their bodies to subdue anything that survived the initial bite and break food into pieces that can be swallowed.

Female crocodilians are protective of their young, spending months or years guarding them from predators, including others of their own kind. Babies may even be carried gently in their mother’s mouth.

Crocodilian: Amphibious; Bad Sight (Low Resolution); Born Biter 3; Discriminatory Smell; Doesn’t Breathe (Oxygen Storage, ×50); Limited Camouflage; Night Vision 3; Peripheral Vision; Rapid Healing; Reduced Consumption 1 (Cast-Iron Stomach); Resistant to Disease (+3); Striking ST 4 (Bite only); Quadruped; Wild Animal.

American Alligator

Diet: Carnivore (fish).

Distribution: South-eastern United States.

Habitat: Fresh-Water Lake, Swampland.

Niche: Cathemeral ambush predator.

Size: 10’ long; 400 lbs.

A big reptile with a broad snout, and dark gray or black scales on its back, fading to white on the belly. They will eat a wide variety of prey, taking it both in the water and on land. Some have even learned to lure birds by balancing sticks on their snouts. They are timid (despite having no natural predators as adults) and generally avoid humans, but attacks do happen, often by alligators which have been fed by people and learned to associate them with food.

Males prefer open water such as lakes, while females dig large holes in swampy ground and build their nests at the edges.

ST:	15	HP:	15	Speed:	6.00
DX:	12	Will:	10	Move:	4 (land)
IQ:	3	Per:	12		7 (water)
HT:	12	FP:	12	SM:	+2
Dodge:	9	Parry:	—	DR:	4

Bite (14): 2d cutting. Reach C.

Tail Lash (14): 1d+2 crushing. Reach C, 1. Limited Arc, Rear.

Traits: Cold Blooded (50°); Crocodilian; Fearfulness 1; Low Empathy.

Skills: Brawling-14; Stealth-15; Survival-13; Wrestling-13.

Sexual Dimorphism

Females (8’ long, 160 lbs.) have ST and HP to 11, SM +1, DR 3, and do 1d+1 damage with a bite, 1d with a tail lash.

SEXUAL DIMORPHISM

Many animals have significant differences between the sexes. They may be different sizes (typically the male is larger in species which bear live young, the reverse in egg-laying ones) or one sex (usually the male) may have special anatomy (such as horns) for competition. If they require different rules, the standard profile represents the male while females have a modified version.

If size is the only difference, this can also be used to give somewhat larger or smaller individuals of either sex to add a bit of variety. For example, the female American alligator profile could be used to represent a small male.

Nile Crocodile

Diet: Carnivore (antelope, carrion, and fish).

Distribution: Central, eastern, and western Africa.

Habitat: Fresh-Water Lake, River/Stream, Swampland.

Niche: Nocturnal ambush predator.

Size: 14' long; 770 lbs.

These exceptionally aggressive crocodiles are responsible for many human deaths. They kill more than they can consume, storing the excess underwater. By reptile standards they are sociable, sharing basking spots and even food. Their social hierarchy is based on size. When preying on fish, they use their tails to gather them together before eating.

In colder environments they may dig tunnels for shelter and the small population on Madagascar live in caves.

ST:	18	HP:	18	Speed:	6.00
DX:	12	Will:	12	Move:	4 (land)
IQ:	3	Per:	12		10 (water)
HT:	12	FP:	12	SM:	+2

Dodge:	9	Parry:	—	DR:	4
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Bite: 2d+1 cutting. Reach C.

Tail Lash: 1d+3 crushing. Reach C-1. Limited Arc, Rear.

Traits: Cold Blooded (65°); Crocodilian; Euryhaline.

Skills: Brawling-14; Fishing-12; Intimidation-12; Stealth-14; Survival-12; Wrestling-13.

Sexual Dimorphism

Females (10' long; 250 lbs.) have ST and HP 13, DR 3, and do 1d+2 damage with a bite, 1d+1 with a tail lash.

'I have often,' said Smee, 'noticed your strange dread of crocodiles.'

'Not of crocodiles,' Hook corrected him, 'but of that one crocodile.'

J. M. Barrie
Peter and Wendy

Exceptional Individuals

The largest Nile crocodiles (20' long; 2,400 lbs.) have ST and HP 27, SM +3, DR 6, and do 3d+3 damage with a bite, 3d+2 with a tail lash.

EXCEPTIONAL INDIVIDUALS

The profiles in this supplement represent typical members of their species, but fiction often features atypical animals. A section at the bottom of some profiles gives rules for the largest known examples. Any animal can also be made more dangerous by making it especially vicious (add or reduce the self control number for Bad Temper, Berserk, and Bloodlust) or cunning (add Tactics-10 or better, increase Stealth and Survival skills).



Saltwater Crocodile

Diet: Carnivore (large mammals).

Distribution: Eastern Indian and western Pacific oceans.

Habitat: River/Stream, Salt-Water Sea.

Niche: Nocturnal ambush predator.

Size: 15' long; 1,100 lbs.

Like other crocodiles, the 'saltie' can live happily in fresh water, but it prefers brackish estuaries and is the only crocodile which will regularly make long sea journeys.

Each individual occupies several hundred yards or even a few miles of territory, driving off same-sex rivals with threat displays or violence.

ST:	21	HP:	21	Speed:	6.00
DX:	12	Will:	12	Move:	4 (land)
IQ:	3	Per:	12		7 (water)
HT:	12	FP:	12	SM:	+2

Dodge:	9	Parry:	—	DR:	5
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Bite (14): 2d+3 cutting. Reach C.

Tail Lash: 2d+2 crushing. Reach C-1. Limited Arc, Rear.

Traits: Cold Blooded (65°); Crocodilian; Euryhaline; Loner (9); Low Empathy; Resistant to Poison (+3).

Skills: Brawling-14; Intimidation-12; Navigation (Sea)-10; Stealth-14; Survival-12; Wrestling-13.

Sexual Dimorphism

Females (10' long; 220 lbs.) have ST and HP 12, DR 3, and do 1d+1 damage with a bite, 1d with a tail lash.

Exceptional Individuals

The largest saltwater crocodiles (23' long; 2 tons) have ST and HP 32, SM +3, DR 7, and do 4d+2 damage with a bite, 3d+4 with a tail lash.

VARIANTS

In many cases an animal will have related species which are so similar they don't justify a separate profile. If any alterations to the rules are needed, they are summarized after the main profile.

CINEMATIC AND MYTHICAL VARIANTS

Many animals have tall tales about their behavior or abilities. In a fantasy campaign, these stories could be true, so descriptions and rules for some of the more notable examples are presented in boxes.

FROGS

The most successful group of modern amphibians. Adult frogs have no tails, instead using powerful hind legs to hop or swim. Prey are captured with long, sticky tongues.

Frog: Amphibious; Bad Sight (Low Resolution); Born Biter 3; Cold-Blooded (50°); Doesn't Breathe (Oxygen Absorption); Night Vision 3; Peripheral Vision; Quadruped; Wild Animal.

Cane Toad

Diet: Carnivore (carrion, insects, mollusks, and worms).

Distribution: Central, North, and South America. Introduced to Australia, Caribbean, and Pacific Islands.

Habitat: Plains, Woodlands.

Niche: Nocturnal ambush predator.

Size: 5" long; 3 lbs.

A large ground frog with lumpy, dry skin. Tough enough to survive in dry areas, quick-breeding, and happy to eat almost any animal small enough to swallow, it was deliberately introduced to many countries as a form of pest control. While they ate many vermin, their new ecosystems suffered badly.

ST:	3	HP:	3	Speed:	5.50
DX:	10	Will:	10	Move:	1 (land)
IQ:	2	Per:	10		1 (water)
HT:	12	FP:	12	SM:	-7

Dodge:	6	Parry:	—	DR:	0
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Bite (12): 1d-7 crushing. Reach C.

Poison Skin: 1d toxic (Blood Agent; Cyclic, 10 Minutes, 3 Cycles; Resistible, HT; Side Effect, Hallucinating). Anyone touching the toad is hit automatically (but only *affected* if they do so with their mouth, an open wound, or the like).

Traits: Frog; Limited Camouflage; Reduced Consumption 1 (Cast-Iron Stomach).

Skills: Brawling-12; Stealth-12; Survival-12.

Variants

Other large ground frogs like the edible African Bullfrog have a similar profile, but are usually less poisonous. Either remove poison entirely or reduce damage to 1 point.

Poison Dart Frog

Diet: Carnivore (insects).

Distribution: Tropical Central and South America.

Habitat: Jungle, Swampland.

Niche: Diurnal ambush predator.

Size: 2" long; 0.1 lbs.

Colorful little tree frogs, used to poison blowgun darts. They do not produce the poison themselves, but get it from insects they eat; captive frogs fed on other prey are harmless.

ST:	1	HP:	1	Speed:	5.00
DX:	10	Will:	10	Move:	1 (clinging)
IQ:	2	Per:	10		2 (land) 2 (water)
HT:	10	FP:	10	SM:	-9

Dodge:	6	Parry:	—	DR:	0
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Bite (12): 1d-8 crushing. Reach C.

Poison Skin: 1d toxic (Contact Agent; Cyclic, 10 seconds, 6 cycles; Resistible, HT-2; Side Effect, Paralysis). Anyone touching the frog is hit automatically.

Traits: Clinging; Frog; Super Jump 2.

Skills: Brawling-12; Climbing-12; Stealth-10; Survival-12.

Variants

Many small and medium-sized frogs are basically similar but either lack effective poison or have something much weaker (use the rules for cane toads). Less poisonous species often have Limited Camouflage. Remove clinging and Climbing for ground frogs. Larger frogs are ST and HP 2, SM -8.



LIZARDS

A large and diverse group of reptiles. Lizards typically have big tails, long bodies, and wide necks. Their scaly skin is sloughed off in patches as they grow. Although some lizards are cunning hunters, their social behavior is generally limited to mating and maintaining individual territory.

Lizard: Bad Sight (Low Resolution); Born Biter 2; Low Empathy; Peripheral Vision; Quadruped; Wild Animal.

Gecko

Diet: Carnivore (arachnids and insects).

Distribution: Tropical regions worldwide.

Habitat: Jungle, Urban.

Niche: Nocturnal forager.

Size: 4" long; 0.1 lb.

Small lizards noted for their extraordinary ability to cling to virtually any surface thanks to specialized scales on their feet. They can be surprisingly aggressive, biting humans who come too close, although they can barely break skin.

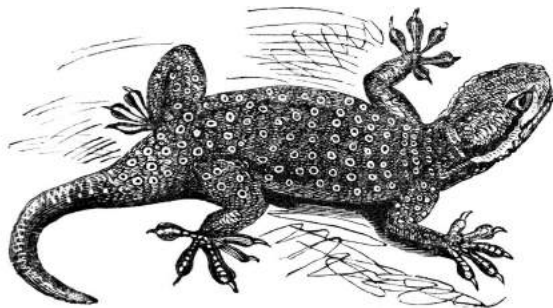
ST:	1	HP:	1	Speed:	5.50
DX:	11	Will:	11	Move:	2 (land)
IQ:	2	Per:	11		1 (water)
HT:	11	FP:	11	SM:	-7

Dodge: 8 **Parry:** — **DR:** 0

Bite (11): 1d-7 crushing. Reach C.

Traits: Clinging; Cold-Blooded (50°); Lizard; Night Vision 3.

Skills: Climbing-15; Stealth-12; Survival-12; Swimming-12.



Variants

The largest geckos have ST and HP 2.

Flying dragon lizards have Clinging (Clawed) and Flight (Air Move 6; Gliding; Winged).

Other small lizard species (such as wall lizards) have a similar profile but lack Clinging and have Land Move up to 5, often with Enhanced Move 1 (Costs Fatigue, 1 FP/second).

Basilisk lizards (30" long; 1 lb.) have ST and HP 2. They lack Clinging but have Walk on Liquid (Costs Fatigue, 3 FP/second). Sailfin lizards have the same traits plus Breath Holding 4, and are larger (3' long; 4 lbs.) with ST and HP 3, doing 1d-6 damage with their bites.

Gila Monster

Diet: Carnivore (eggs and rodents).

Distribution: Southern United States and northern Mexico.

Habitat: Desert, Woodlands.

Niche: Crepuscular forager.

Size: 15" long; 1 lb.

The largest lizard native to the United States is a bulky, slow creature with boldly patterned black and orange skin, covered in bead-like scales. Their excellent sense of smell and powerful claws are perfect for digging up small animals' nests, so that the monster can eat their eggs or young.

When threatened, they may bite and hold on tenaciously. As they have painful venom, this can be an unpleasant experience!

Suggested methods to remove a Gila monster have included placing a strong stick in the back of the lizard's mouth and pushing; the application of an open flame to the underside of the animal's jaw; immersion of the extremity (and lizard) in water; and the rather unwise suggestion of grasping the lizard by the tail and jerking it from the bite...

R L Smith
Venomous Animals of Arizona

ST:	2	HP:	2	Speed:	5.50
DX:	10	Will:	12	Move:	2 (land)
IQ:	3	Per:	12		
HT:	12	FP:	12	SM:	-4

Dodge: 8 **Parry:** — **DR:** 0

Bite (12): 1d-6 cutting with a 1 point toxic follow-up (Symptoms, 1/3 HP, Severe Pain; Onset, 1 minute; Resistible, HT). Reach C. Follow-up usable ten times a day.

Traits: Acute Smell 2; Burrower; Cold-Blooded (65°); Discriminatory Smell; Lizard.

Skills: Brawling-12; Climbing-12; Survival-12; Tracking-18; Wrestling-12.

Variants

Mexican beaded lizards are slightly larger, found further south, and have paler scales, but are otherwise very similar.

MYTHICAL GILA MONSTERS

As with other venomous animals, the deadliness of the Gila Monsters bite was frequently exaggerated (increase damage to 1d). It was also claimed that it could spit venom (like a spitting cobra) or that its (foul smelling, but in reality harmless) breath could incapacitate or kill.

Deadly Breath (12): 1 point toxic (Respiratory Agent; Symptoms, 1/3 HP, Nausea). Jet (Range 2).

Green Iguana

Diet: Herbivore (fruit and leaves).

Distribution: Central America and north-eastern South America.

Habitat: Jungle, Swampland.

Niche: Nocturnal forager.

Size: 6' long; 12 lbs.

Big lizards which actually come in a wide variety of colors. They are often eaten by humans.

ST:	5	HP:	5	Speed:	5.50
DX:	10	Will:	10	Move:	5 (land)
IQ:	2	Per:	10		1 (water)
HT:	12	FP:	12	SM:	-1
Dodge:	8	Parry:	—	DR:	1

Claw (10): 1d-4 crushing. Reach C.

Traits: Burrower; Cold-Blooded (65°); Enhanced Move 1 (Land Move 10; Costs Fatigue, 1 FP/second); Lizard.

Skills: Climbing-12; Survival-12; Swimming-12.

Sexual Dimorphism

Females (4' long; 6 lbs.) have ST and HP 4 and do 1d-5 damage with their claws.

Variants

Many iguana species are similar. Smaller ones have ST and HP 3 or 4 and do only 1d-5 damage with their claws.

Marine Iguana

Diet: Herbivore (algae).

Distribution: Galapagos islands.

Habitat: Island/Beach.

Niche: Nocturnal forager.

Size: 6' long; 12 lbs.

A highly variable species with many subspecies. Most are a dull soot-black, but some have vivid red or turquoise patches. They live in large colonies of up to 1,000 animals, but have little social interaction beyond competition for mates.

ST:	5	HP:	5	Speed:	5.50
DX:	10	Will:	10	Move:	3 (land)
IQ:	2	Per:	10		2 (water)
HT:	12	FP:	12	SM:	-1
Dodge:	8	Parry:	—	DR:	1

Claw (10): 1d-4 crushing. Reach C.

Traits: Amphibious; Cold-Blooded (65°); Lizard.

Skills: Intimidation-10; Survival-12; Swimming-14.

Sexual Dimorphism

Females (4' long; 6 lbs.) have ST and HP 4 and do 1d-5 damage with their claws.

Water Monitor

Diet: Carnivore (carrion, fish, eggs, lizards, and rodents).

Distribution: South and south-eastern Asia.

Habitat: Jungle, Swampland.

Niche: Diurnal pursuit predator.

Size: 6' long; 35 lbs.

He lives most upon the Land, but will take the water and dive under it: hath a long blue forked tongue like a sting, which he puts forth and hisseth and gapeth, but doth not bite nor sting, tho the appearance of him would scare those that knew not what he was.

Robert Knox

An Historical Relation of the Island Ceylon in the East-Indies

Muscular, highly active lizards, with vertically flattened tails, triangular jaws full of slicing teeth, and forked tongues. They will eat almost any animal small enough to subdue and supplement their diet with carrion (including digging up graves). A monitor lizard can handle virtually any terrain. They dig burrows, climb trees, swim, and even break into buildings to eat pets and livestock.

ST:	7	HP:	7	Speed:	5.75
DX:	12	Will:	10	Move:	6 (land)
IQ:	3	Per:	12		6 (water)
HT:	11	FP:	11	SM:	±0
Dodge:	9	Parry:	—	DR:	1

Bite (14): 1d-3 cutting. Reach C, 1.

Claw (14): 1d-2 crushing. Reach C.

Tail Lash (14): 1d-2 crushing. Reach C, 1. Limited Arc, Rear.

Traits: Amphibious; Breath Holding 4; Burrower; Cold-Blooded (65°); Combat Reflexes; Discriminatory Smell; Lizard; Long Neck 1; Reduced Consumption 2 (Cast Iron Stomach); Resistant to Disease (+3); Super Climbing 2.

Skills: Brawling-14; Climbing-12; Survival-12; Swimming-12; Tracking-16.

Variants

The crocodile monitor of New Guinea and perentie of Australia are similar. Smaller species like the rock monitor of Sub-Saharan Africa (4' long; 12 lbs.) have ST and HP 5, SM -1, DR 0. Bite damage becomes 1d-4, bite reach C, claw and tail lash damage 1d-3.

Komodo dragons are much larger: 8' long; 170 lbs. Increase ST and HP to 11, SM to +1 and DR to 2. Change bite damage to 1d-1, claw and tail lash damage to 1d, claw reach to C, 1.

SALAMANDERS

Amphibians which superficially resemble lizards. All of them are poisonous, but few are dangerous if not eaten. Their ability to recover from injury is remarkable, regrowing even amputated limbs and destroyed organs.

Salamander: 360° Vision; Amphibious; Bad Sight (Low Resolution); Born Biter 1; Cold-Blooded (50°); Doesn't Breathe (Oxygen Absorption); Hard of Hearing; Night Vision 3; No Depth Perception; Regrowth; Quadruped; Slippery 2; Vibration Sense (water); Wild Animal.

Emperor Newt

Diet: Carnivore (insects).

Distribution: South-western China.

Habitat: River/Stream, Woodlands.

Niche: Nocturnal ambush predator.

Size: 8" long; 0.1 lbs.

When threatened, this black and orange newt can rotate its ribs to push through poison glands in its skin, giving it a row of sharp bone spikes on each side.

ST:	1	HP:	1	Speed:	5.50
DX:	10	Will:	10	Move:	2 (land)
IQ:	2	Per:	10		2 (water)
HT:	12	FP:	12	SM:	-9
Dodge:	6	Parry:	—	DR:	0

Sharp Ribs (6): Treat as Short Spines doing 1d-2 impaling with a 1d toxic follow-up (Cyclic, 10 Seconds, 6 Cycles; Resistible, HT-2). Free attack. +2 to hit enemies at the rear. Automatically hits anyone grappling or slamming the newt. Reach C. Follow-up usable once per day.

Traits: Salamander.

Skills: Brawling-12; Stealth-12; Survival-12.

Variants

Iberian ribbed newts are less poisonous (change toxic damage to 1 point, resistance roll to HT+2).

MYTHICAL SALAMANDERS

European folklore claimed the salamander could live in fire. Some accounts also said that it could extinguish flame, poisoned everything it touched, or had deadly breath (and could only be killed by trapping it in an enclosed space so that it poisoned itself).

Use a fire salamander without its usual attacks and add DR 6 (Limited, Burning) and Temperature Tolerance 10 (Heat) to allow surviving in fire. See Mythical Gila Monsters (p. 7) for killer breath and add Unkillable 2 (Achilles Heel, Suffocation). The poison dart frog (p. 6) has a suitably lethal touch and Create Fire 3 (Destruction only) covers putting out fires.

AMPHIBIAN EXTRACTS

Amphibians have poison glands in their skin and the toxins can often be gathered by humans for their own uses.

Poison dart frogs are of course used to coat arrows and blowpipe darts and in Europe witches were said to use toads and newts for poisoning as well as brewing potions.

Most amphibian toxins are well suited to use as blade venom: they adhere well, last a while, and act fast. Simply use the rules for the appropriate amphibian's poison as a follow-up.

There are also many stories (few of them credible) of people using them for recreational purposes. For example, dried cane toad skins are said to be smoked, and live ones licked, while fire salamanders are used to make Slovenian salamander brandy.

While some rare species might give a pleasant psychedelic experience, those described in this supplement are likely to cause painful muscle spasms, and potentially lethal respiratory failure alongside any hallucinations.

Fire Salamander

Diet: Carnivore (insects).

Distribution: Central, southern, and western Europe.

Habitat: River/Stream, Woodlands.

Niche: Nocturnal ambush predator.

Size: 8" long; 0.1 lbs.

Black and yellow markings warn potential predators away, but if they are not deterred, this salamander can spray poison from glands on its back.

ST:	1	HP:	1	Speed:	5.50
DX:	10	Will:	10	Move:	2 (land)
IQ:	2	Per:	10		2 (water)
HT:	12	FP:	12	SM:	-9
Dodge:	6	Parry:	—	DR:	0

Poison Skin: 1d toxic (Blood Agent; Cyclic, 10 Minutes, 3 Cycles; Resistible, HT; Symptoms, 1/3 HP, Hallucinating). Anyone touching the salamander is hit automatically.

Poison Spray: 1d toxic (Blood Agent; Cyclic, 10 Minutes, 3 Cycles; Resistible, HT; Symptoms, 1/3 HP, Hallucinating). Anyone within two yards of the salamander is attacked as for Bombardment at effective skill 8. Blood Agent works as Area Effect. Usable only once per day.

Traits: Salamander.

Skills: Brawling-12; Stealth-12; Survival-12.

Variants

Numerous other species of salamander are similar, but usually not capable of spraying poison. Many are less poisonous (reduce damage and improve resistance rolls).

SNAKES

Legless predatory reptiles, snakes' elongated forms are not only well suited to slithering through undergrowth, but also climbing trees, wriggling through water, and pursuing prey down burrows. Contrary to popular accounts, snakes do smell with their noses, but also transfer scent to special organs in the roofs of their mouths with their forked tongues.

Like many reptiles they can't chew their food, but they can dislocate their jaws to swallow things wider than themselves.

Fear of snakes (*ophidiophobia*) is a very common although most are harmless to humans. However, a few are genuinely dangerous and it can be hard to distinguish one from the other, especially when surprised!

Snake: Bad Sight (Low Resolution); Born Biter 2;
Discriminatory Smell; Hard of Hearing; Peripheral Vision;
Seismic Sense; Serpentine; Wild Animal.

Adder

Diet: Carnivore (lizards and rodents).

Distribution: Asia and Europe.

Habitat: Plains, Swamp, Woodlands.

Niche: Diurnal ambush predator.

Size: 2' long; 0.1 lbs.

A small viper with a wide body (by snake standards, at least). The females are tan with dark-brown diamond-shaped markings, while males are pale gray with black markings. Melanism (entirely black color) is common in females.

MYTHICAL ADDERS

The adder had an exaggerated reputation for deadliness in Europe, probably due to confusion with more dangerous foreign species.

Change the bite follow-up to 1d toxic damage (Cyclic, 10 seconds, 12 Cycles; Resistible, HT-4) to represent this.

They are timid but, due to their large numbers in populated areas, bites to humans are quite common. Their venom is relatively mild, only likely to kill children or the elderly.

ST:	1	HP:	1	Speed:	5.00
DX:	10	Will:	10	Move:	2 (land)
IQ:	2	Per:	10		
HT:	10	FP:	10	SM:	-6
Dodge:	8	Parry:	—	DR:	0

Bite (12): 1d-6 impaling with a 1 point toxic follow-up (Cyclic, 1 hour, 12 Cycles; Resistible, HT-2) and follow-up affliction (HT-2; Moderate Pain; Extended Duration, ×100). Reach C. Follow-ups usable once a day.

Traits: Cold-Blooded (50°); Snake.

Skills: Brawling-12; Survival-12; Swimming-12.

ENVENOMATION

Most venomous animals adjust the amount they inject to conserve their reserves, since venom typically replenishes slowly. For the sake of simplicity, the rules in this supplement generally assume that they use everything they have in a single strike, typical for a panicked animal acting against what they see as a mortal threat.

However, some animals will deliver a 'dry' bite or sting as a warning, or may not have venom available when encountered. If in doubt, roll 1d:

1	No venom available.
2-3	One non-venomous warning.
4-6	Full dose!

Note that the Emperor Newt and Gila Monster, along with their relatives, have no option to not use venom if available.

Black Mamba

Diet: Carnivore (birds and rodents).

Distribution: Sub-Saharan Africa.

Habitat: Woodlands.

Niche: Diurnal pursuit predator.

Size: 8' long; 3 lbs.

Large, aggressive, fast, and extremely venomous, the black mamba is the most feared snake in its range.

They are usually dark gray with a pale belly, although their scales may have a yellow tint or purple sheen. The name comes from their black mouths. Their bodies are slender, but they can expand their neck as a threat display, almost forming a hood like a cobra. The bite is nearly painless, with some victims not even realizing they had been bitten.

ST:	3	HP:	3	Speed:	6.00
DX:	12	Will:	12	Move:	5 (land)
IQ:	2	Per:	12		
HT:	12	FP:	12	SM:	-3
Dodge:	10	Parry:	—	DR:	0

Bite (14): 1d-5 impaling with a 1d toxic follow-up (Cyclic, 1 hour, 10 Cycles; Resistible, HT-4; Symptoms, ½ HP, Drowsiness). Reach C. Follow-up usable once a day.

Traits: Cold-Blooded (65°); Combat Reflexes; Snake.

Skills: Brawling-14; Climbing-14; Intimidation-12; Stealth-12; Survival-12.

Variants

For a large rattlesnake like the eastern diamondback (5' long; 3 lbs.) add Thermal Sense, remove Climbing, and change bite follow-up to 1d toxic damage (Cyclic, 1 hour, 10 Cycles; Resistible, HT-2; Symptoms, ½ HP, Severe Pain). Smaller rattlesnakes (4' long; 1.5 lbs.) are similar but have ST and HP 2 and do 1d-6 bite damage with a 1 point follow-up.

Krait

Diet: Carnivore (snakes).

Distribution: South Asia.

Habitat: Jungle, Plains.

Niche: Nocturnal pursuit predator.

Size: 3' long; 0.3 lbs.

Generally regarded as the most dangerous snake in India (home of many very dangerous snakes) the common krait is blue-black with a pale belly and banding.

Passive during the day, it becomes aggressive after dark. This makes it likely to bite when disturbed by a human who didn't see it. Worse, they can seek shelter inside houses and bite people in their sleep. Many victims die without even knowing they have been bitten.

ST:	1	HP:	1	Speed:	6.00
DX:	12	Will:	11	Move:	3 (land)
IQ:	2	Per:	11		
HT:	12	FP:	12	SM:	-5
Dodge:	10	Parry:	—	DR:	0

Bite (14): 1d-6 impaling with a 1 point toxic follow-up (Cyclic, 1 hour, 8 Cycles; Resistible, HT-4; Symptoms, ⅔ HP, Choking). Reach C. Follow-up usable once a day.

Traits: Cold-Blooded (65°); Combat Reflexes; Night Vision 3; Snake.

Skills: Brawling-14; Climbing-12; Survival-12; Swimming-14.

Rock Python

Diet: Carnivore (rodents).

Distribution: South and south-east Asia, Sub-Saharan Africa. Introduced to North America.

Habitat: Jungle, Plains, Swampland.

Niche: Nocturnal ambush predator.

Size: 10' long; 30 lbs.

A hefty constrictor with an irregular pattern of brown patches. They are generally sluggish animals, especially after feeding, although their bites are quick and hard to escape. Once they have a hold on their prey, they coil around, and squeeze until the struggling stops.

Being fairly docile, needing little care, and looking quite impressive, they make popular pets. The same qualities lead to them being farmed for skin to make clothing and accessories.

ST:	6	HP:	6	Speed:	5.25
DX:	10	Will:	11	Move:	2 (land)
IQ:	2	Per:	11		
HT:	11	FP:	11	SM:	-1
Dodge:	10	Parry:	—	DR:	1

Bite (12): 1d-4 cutting. Reach C.

Grapple (12): Effective ST 8 for attempts to break free, choke, or strangle. Reach C.

Squeeze: Only on a grappled foe of SM +2 or less. Quick contest, effective ST 8 vs. higher of victim's ST or HT. Does crushing damage equal to margin of victory *and* suffocation if successful.

Traits: Cold-Blooded (65°); Limited Camouflage; Thermal Sense; Snake.

Skills: Brawling-12; Climbing-12; Survival-12; Swimming-15; Wrestling-12.

Variants

For an anaconda (15' long; 110 lbs.), increase ST and HP to 10, bite damage to 1d-1, SM to ±0, and effective ST for grappling and squeezing to 12. Replace Thermal Sense with Night Vision 3.

Spitting Cobra

Diet: Carnivore (rodents).

Distribution: South and south-east Asia, Sub-Saharan Africa.

Habitat: Jungle, Plains.

Niche: Nocturnal pursuit predator.

Size: 4' long; 0.5 lbs.

Cobras are active hunters, famed for the hoods which they can inflate as a threat display. If the warning isn't enough, some species have an additional defense they can use before resorting to a bite. A stream of venom is projected out of the snake's mouth at the target's eyes.

ST:	2	HP:	2	Speed:	5.75
DX:	12	Will:	10	Move:	4 (land)
IQ:	2	Per:	13		
HT:	11	FP:	11	SM:	-4
Dodge:	10	Parry:	—	DR:	0

Bite (14): 1d-6 impaling with a 1d toxic follow-up (Cyclic, 10 minutes, 3 Cycles; Resistible, HT-4). Reach C. Follow-up usable once a day.

Spit (10): 1d toxic (Blood Agent; Resistible, HT-2). Jet (Range 2). Always performed as an All-Out Attack (Double) at the eyes (hit location penalty already included in effective skill). Usable once per day.

Traits: Cold-Blooded (65°); Combat Reflexes; Night Vision 3; Snake.

Skills: Brawling-14; Climbing-12; Intimidation-12; Stealth-12; Survival-12; Swimming-14.

Techniques: Targeted Attack (Spit/Eyes)-10

Variants

Other mid-sized cobras, such as the Indian cobra, would have a similar profile without the spit attack.

TURTLES

The hard scales of these reptiles have merged with their rib-cages, creating protective shells. Although they hamper movement, the shells provide excellent defense from predators.

Turtle: Cold-Blooded (50°); DR 2 (Body only); Hard of Hearing; Stretching 1 (Neck only); Wild Animal.

Brown Tortoise

Diet: Herbivore (Leaves).

Distribution: South Asia.

Habitat: Jungle, Woodlands.

Niche: Crepuscular browser.

Size: 22" long; 60 lbs.

Also known as the Asian forest tortoise, this is the only turtle which defends its eggs, which are laid in a mound of dead leaves. If a predator can not be driven off with ramming and biting, the tortoise simply crouches over her eggs, shielding them with her shell.

ST:	8	HP:	8	Speed:	4.75
DX:	8	Will:	10	Move:	1 (land)
IQ:	3	Per:	10		
HT:	11	FP:	11	SM:	-2
Dodge:	8	Parry:	—	DR:	2

Bite (8): 1d-4 crushing. Reach C.

Traits: Quadruped; Retraction; Turtle.

Skills: Survival-11.

Diamondback Terrapin

Diet: Carnivore (shellfish).

Distribution: Eastern coast of North America.

Habitat: Island/Beach, Swampland.

Niche: Diurnal forager.

Size: 7" long; 1.5 lbs.

A small turtle with a brown shell and mottled black and gray skin. Once commonly eaten, they are now a protected species. They are often kept as pets, despite being prone to biting.

ST:	2	HP:	2	Speed:	5.00
DX:	9	Will:	10	Move:	1 (land)
IQ:	3	Per:	10		4 (water)
HT:	11	FP:	11	SM:	-5
Dodge:	8	Parry:	—	DR:	1

Bite (11): 1d-6 crushing. Reach C.

Traits: Amphibious; Bad Temper (15); Euryhaline; Quadruped; Turtle.

Skills: Brawling-11; Survival-11.

Loggerhead Turtle

Diet: Carnivore (cnidarians and shellfish).

Distribution: Warm oceans and seas worldwide.

Habitat: Reef, Salt-Water Sea, Open Ocean.

Niche: Diurnal forager.

Size: 4' long; 300 lb.

Big sea turtles with hard brown shells and green scales elsewhere. They mostly feed on the sea bed in shallow water, grabbing slow-moving prey, but also take jellyfish in open water. Thick hide protects them from the jellies' stings.

ST:	13	HP:	13	Speed:	5.00
DX:	9	Will:	10	Move:	1 (land)
IQ:	3	Per:	10		5/10 (water)
HT:	11	FP:	11	SM:	+0
Dodge:	8	Parry:	—	DR:	2

Bite (9): 1d-1 crushing. Reach C, 1.

Traits: Breath Holding 6; High Pain Threshold; No Fine Manipulators; No Legs (Semi-Aquatic); Resistant to Poison (+3); Temperature Tolerance 12; Turtle.

Skills: Navigation (Sea)-12; Survival-10.

Variants

Leatherback turtles are even more massive (5' long; 800 lbs.) with ST and HP 19, doing 2d-2 bite damage. Increase SM to +1 and Breath Holding to 7. Add Pressure Support 2 to traits.

Snapping Turtle

Diet: Omnivore (carrion and small animals).

Distribution: Eastern North America.

Habitat: Fresh-Water Lake, River/Stream, Swampland.

Niche: Diurnal forager.

Size: 20" long; 13 lb.

A heavysset creature with a hooked beak, long tail, and extendable neck. They are famously aggressive, possibly encouraged by the knowledge that few opponents can penetrate their shells.

ST:	5	HP:	5	Speed:	5.00
DX:	9	Will:	10	Move:	1 (land)
IQ:	3	Per:	10		4 (water)
HT:	11	FP:	11	SM:	-2
Dodge:	8	Parry:	—	DR:	2

Bite (11): 1d-4 crushing. Reach C.

Traits: Amphibious; Bad Temper (12); Born Biter 1; Burrower; Loner (12); Reduced Consumption 1 (Cast-Iron Stomach); Quadruped; Turtle.

Skills: Brawling-11; Navigation (Land)-10; Survival-12.

CHAPTER 2: BIRDS

Bird feathers are complex structures, both providing insulation like mammals' fur, and forming the lifting surfaces of their wings. Maintaining them requires constant preening and birds can often be seen doing just that. Less obvious features which contribute to their success are extremely efficient lungs, good eyesight, and clever minds.

ALBATROSSES

Diet: Carnivore (fish and squid).

Distribution: Pacific and Southern Oceans.

Habitat: Island/Beach, Open Ocean.

Niche: Diurnal forager.

Size: 3' long, 7' wingspan; 8 lbs.

Long-winged seabirds, which can cover vast distances without landing. Their strong legs work well on land and water, but their weight makes take-off difficult, so they often rest on the surface until wind conditions are favorable.

Nesting in large colonies on remote islands, albatrosses generally return to their own birthplace to breed, despite the epic solitary journeys they make during their long lives.

ST:	4	HP:	4	Speed:	5.50
DX:	10	Will:	10	Move:	3 (land)
IQ:	3	Per:	10	8/32 (air)	3 (water)
HT:	12	FP:	12	SM:	-2

Dodge: 6 **Parry:** — **DR:** 0

Peck (12): 1d-5 large piercing. Reach C.

Traits: Amphibious; Flight (Cannot Hover; Winged); No Fine Manipulators; Peripheral Vision; Wild Animal.

Skills: Brawling-12; Navigation (Air)-14; Survival-12.

CORVIDS

The crow family includes many species noted for their great intelligence, including tool use. Most of them are highly social. They do well living alongside people, despite often being killed as pests, and can recognize individual humans.

Although they are technically songbirds, their hoarse cries are grating to most people. Each individual has its own distinctive repertoire of calls, but they are also excellent mimics and can even imitate human speech.

Most corvids have black feathers with an iridescent sheen, although hooded crows are gray on their torso, magpies have bold black-and-white markings, nutcrackers are brown, and the diminutive jays are very colorful.

Corvid: Avian; Bad Grip 1; Bestial; Curious (12); Disturbing Voice; Ham-Fisted 1; Reduced Consumption 2 (Cast-Iron Stomach); Ultravision.

OOH, SHINY!

Although collecting shiny items is a habit most associated with magpies, some individuals from most corvid species seem to share it. The objects are usually kept in a secret hiding place, to be taken out and played with only in private. If they discover evidence that another bird (or a human) has found their stash, they will move it to a new location. The reasons for this behavior are mysterious.

Bluejay

Diet: Omnivore (fruit, insects, seeds, and nuts).

Distribution: Eastern United States and southern Canada.

Habitat: Woodlands, Urban.

Niche: Diurnal forager.

Size: 10" long, 15" wingspan; 0.2 lbs.

Pretty birds with lavender-blue backs and pale gray undersides. A crest of feathers can be raised on the head when alarmed. They are noisy and make a wide range of calls, including imitating birds of prey, to check if any are nearby or scare other birds away from food.

Despite their small size, bluejays are highly territorial and aggressive, driving off predators, and killing smaller birds and bats. They will even try to chase humans away from their nest.

ST:	1	HP:	1	Speed:	6.00
DX:	13	Will:	12	Move:	12 (air)
IQ:	5	Per:	11		1 (land)
HT:	11	FP:	11	SM:	-5

Dodge: 9 **Parry:** — **DR:** 0

Claw (13): 1d-7 cutting. Reach C.

Peck (13): 1d-7 large piercing. Reach C.

Traits: Bad Temper (15); Corvid.

Skills: Intimidation-13; Mimicry (Bird Calls)-10; Survival-13.

Variants

Most jays and nutcrackers can use the same profile.

PECK OUT YOUR EYES!

When feeding on dead or helpless animals, crows are said to eat the eyes first. Cinematic ones will take the eyes out of more lively victims! Give such birds Brawling-15 (raising effective skill by 2 and damage by 1 for all attacks) and Eye-Pluck-11 (*GURPS Martial Arts* p. 72).

Carrion Crow

Diet: Omnivore (carrion).

Distribution: Western Europe.

Habitat: Plains.

Niche: Diurnal forager.

Size: 18" long, 3' wingspan; 1 lb.

It is better to fall in with crows than with flatterers; for in the one case you are devoured when dead, in the other case while alive.

Diogenes Laërtius
Lives and Opinions of Eminent
Philosophers: Antisthenes

Despite the name and reputation, carrion crows eat a wide variety of food, including fruit, nuts, and small invertebrates. Although they have individual nests, they are highly social and will cooperate to drive predators away, either in defense or to steal food. Young crows may remain with their parents for some time, helping to raise their younger siblings.

ST:	2	HP:	2	Speed:	6.00
DX:	13	Will:	11	Move:	15/30 (air)
IQ:	5	Per:	11		2 (land)
HT:	11	FP:	11	SM:	-4
Dodge:	9	Parry:	9	DR:	0

Claw (13): 1d-7 cutting. Reach C.

Peck (13): 1d-7 large piercing. Reach C.

Traits: Chummy; Corvid.

Skills: Intimidation-11; Survival-14.

Variants

This profile is suitable for most other crows, as well as choughs, jackdaws, magpies, and rooks.

A MURDER OF CROWS

While individual corvids are rarely aggressive, they get a lot bolder in numbers. A flock will often gang up to drive off predators.

It takes about a dozen birds to form a one-hex swarm (*GURPS Basic Set* p. 461). They do 1d large piercing per turn (armor gives normal protection) and are dispersed after losing 6 HP.

Raven

Diet: Omnivore (carrion).

Distribution: Asia, Europe, North Africa, and North America.

Habitat: Plains, Woodlands.

Niche: Diurnal forager.

Size: 2' long, 4' wingspan; 3 lb.

The largest corvids are bulky, with deep beaks, and shaggy feathers around their throats. They are less social than their smaller cousins, living as (mostly) monogamous couples with their young, but do form relationships (not always friendly) with neighboring ravens. Like other corvids, they are fierce in defense of their nests and will drop rocks on land predators which get too close.

ST:	3	HP:	3	Speed:	6.00
DX:	13	Will:	11	Move:	12/24 (air)
IQ:	5	Per:	12		2 (land)
HT:	11	FP:	11	SM:	-4
Dodge:	9	Parry:	9	DR:	0

Claw (13): 1d-6 cutting. Reach C.

Peck (13): 1d-6 large piercing. Reach C.

Traits: Corvid; Pressure Tolerant Lungs (Thin); Temperature Tolerance 2.

Skills: Dropping-13; Intimidation-11; Survival-14.

CRANES

Tall, elegant, birds, famed for their graceful movement.

Common Crane

Diet: Omnivore (amphibians, fruit, insects, roots, and tubers).

Distribution: Eurasia, the Middle East, and northern Africa.

Habitat: Plains, Swampland, Woodlands.

Niche: Diurnal forager.

Size: 4' tall, 7' wingspan; 12 lbs.

Stately, gray birds with a patch of crimson skin showing on top of their heads. They migrate to the northern part of their range to breed in summer, heading south again in winter.

ST:	5	HP:	5	Speed:	6.00
DX:	13	Will:	11	Move:	12/18 (air)
IQ:	3	Per:	11		6 (land)
HT:	11	FP:	11	SM:	-1
Dodge:	10	Parry:	—	DR:	0

Kick (13): 1d-3 crushing. Reach C, 1.

Peck (15): 1d-4 large piercing. Reach C.

Traits: Chummy; Combat Reflexes; Flight (Winged); Long Legs 1; Long Neck 1; No Fine Manipulators; Penetrating Voice; Terrain Adaptation (Mud); Wild Animal.

Skills: Brawling-15; Survival-11.

Variants

Brolga, red-crowned, and saurus cranes are similar. The smaller demoiselle (30" tall, 5' wingspan; 6 lbs.) and sandhill cranes have ST and HP 4, SM -2, doing 1d-4 damage with a kick and 1d-5 with a peck.

DOVES

A family of birds with bulky bodies and short beaks.

Pigeon

Diet: Omnivore (seeds).

Distribution: Worldwide.

Habitat: Island/Beach, Urban.

Niche: Diurnal forager.

Size: 13" long, 26" wingspan; 0.75 lbs.

Pigeons were the first birds to be domesticated and have been bred for food, sport, and carrying messages. The ancestral wild rock doves prefer to nest in sea cliffs, but feral pigeons find buildings to be a perfect substitute.

ST:	2	HP:	2	Speed:	6:00
DX:	12	Will:	12	Move:	9/18 (air)
IQ:	3	Per:	10		1 (land)
HT:	12	FP:	12	SM:	-4
Dodge:	9	Parry:	9	DR:	0

Peck (11): 1d-7 crushing. Reach C.

Traits: Avian; Bad Grip 2; Ham-Fisted 2; No Depth Perception; Peripheral Vision; Wild Animal.

Skills: Navigation (Air)-12; Survival-12; Urban Survival-12.

Variants

Many other doves, such as collared doves and wood pigeons, are very similar.

EAGLES

Larger relatives of hawks, eagles are apex predators, capable of killing prey much heavier than themselves. Most will also scavenge dead animals, including the kills of any predator they can drive away. As a threat to livestock, eagles are often killed by humans and many species are now endangered.

Eagle: Acute Vision 2; Avian; Ham-Fisted 2; Reduced Consumption 1 (Cast-Iron Stomach); Telescopic Vision 2; Wild Animal.

Golden Eagle

Diet: Carnivore (small mammals).

Distribution: Asia, Europe, North America.

Habitat: Mountain, Plains.

Niche: Diurnal pursuit predator.

Size: 3' long, 7' wingspan; 10 lbs.

A dark-brown bird with gold plumage on its neck. It is the eagle most commonly used in falconry.

They mate for life and the pair sometimes cooperate when hunting. Otherwise they are antisocial and each couple maintains a large territory where no other raptors are tolerated.

ST:	4	HP:	4	Speed:	6.00
DX:	12	Will:	11	Move:	15/60 (air)
IQ:	3	Per:	12		2 (land)
HT:	12	FP:	12	SM:	-2
Dodge:	9	Parry:	9	DR:	0

Peck (14): 1d-5 large piercing. Reach C.

Talon (14): 1d-5 cutting or impaling. Reach C.

Traits: Bad Temper (15); Eagle; Pressure Tolerant Lungs (Thin); Temperature Tolerance 3.

Skills: Brawling-14; Intimidation-12; Survival-12.

Variants

This profile can be used for other mid-sized eagles, although many would reduce air Move to 15/45 or 15/30. Smaller ones have ST and HP 3, SM -3.

*He watches from his mountain walls,
And like a thunderbolt he falls.*

Alfred Tennyson
The Eagle

White Tailed Eagle

Diet: Carnivore (fish and seabirds).

Distribution: Northern Asia, northern Europe.

Habitat: Island/Beach, Swampland, Woodlands.

Niche: Diurnal ambush predator.

Size: 3' long, 7' wingspan; 12 lbs.

A sea eagle with plumage which varies from near black at the wingtips, to pale brown on the body, and white on the tail. They mate for life and build very large nests, usually in trees but sometimes on cliffs.

Their distribution overlaps with that of the golden eagle. When conflicts between the two occur, the golden eagle usually dominates due to its greater aggression.

ST:	5	HP:	5	Speed:	5.50
DX:	11	Will:	10	Move:	11/22 (air)
IQ:	3	Per:	12		2 (land)
HT:	11	FP:	11	SM:	-2
Dodge:	9	Parry:	9	DR:	0

Peck (13): 1d-4 large piercing. Reach C.

Talon (13): 1d-4 cutting or impaling. Reach C.

Traits: Eagle; Good Grip 1; Temperature Tolerance 3.

Skills: Brawling-13; Survival-12.

Variants

The famous American bald eagle is extremely similar, differing mostly in plumage and distribution. Other large eagles can also use this profile.

FALCONS

Although they look similar to hawks and eagles, falcons are only distantly related. Unlike other raptors, they kill with notched beaks rather than their feet. Lightly-built but extremely fast, they specialize in taking small prey from the air or ground.

Falcon: Acute Vision 1; Avian; Ham-Fisted 2; Pressure Tolerant Lungs (Thin); Reduced Consumption 1 (Cast-Iron Stomach); Telescopic Vision 1; Wild Animal.

Gyr Falcon

Diet: Carnivore (small mammals).

Distribution: Arctic.

Habitat: Arctic, Mountain, Plains.

Niche: Diurnal pursuit predator.

Size: 22" long, 4' wingspan; 3 lbs.

A large falcon, with white plumage flecked with brown or gray. Its striking appearance and rarity made it very prestigious. In medieval Europe, it was reserved for royalty. To the east, Tianzou of Liao's excessive demands for them as tribute contributed to the rebellion which destroyed his empire.

ST:	3	HP:	3	Speed:	6.00
DX:	12	Will:	10	Move:	17/34 (air)
IQ:	3	Per:	12		1 (land)
HT:	12	FP:	12	SM:	-3
Dodge:	9	Parry:	9	DR:	0

Claw (14): 1d-5 cutting. Reach C.

Peck (14): 1d-5 large piercing. Reach C.

Traits: Falcon.

Skills: Brawling-14; Survival-12.

Variants

The saker falcon is extremely similar but lives further south.



Kestrel

Diet: Carnivore (rodents).

Distribution: Asia, Europe, northern Africa.

Habitat: Plains, Swampland.

Niche: Diurnal pursuit predator.

Size: 14" long, 29" wingspan; 0.4 lbs.

Small falcons, which often hunt by hovering low over open ground. According to the Book of St. Albans, children, servants, and knaves could only use kestrels for falconry.

ST:	1	HP:	1	Speed:	6.00
DX:	12	Will:	10	Move:	16/32 (air)
IQ:	3	Per:	11		1 (land)
HT:	12	FP:	12	SM:	-4
Dodge:	8	Parry:	9	DR:	0

Claw (14): 1d-6 cutting. Reach C.

Peck (14): 1d-6 large piercing. Reach C.

Traits: Falcon.

Skills: Brawling-14; Survival-12.

*Turning and turning in the widening gyre
The falcon cannot hear the falconer*

William Butler Yeats
The Second Coming

Peregrine Falcon

Diet: Carnivore (birds).

Distribution: Worldwide.

Habitat: Desert, Plains.

Niche: Crepuscular pursuit predator.

Size: 18" long, 3' wingspan; 2 lbs.

Famed for its speed, the peregrine is popular for falconry due to being easily trained and highly capable. They take prey in the air, crippling a wing with a talon before grabbing and carrying it (if small enough) to a suitable spot to kill and eat.

ST:	2	HP:	2	Speed:	6.00
DX:	12	Will:	10	Move:	25/100 (air)
IQ:	3	Per:	11		1 (land)
HT:	12	FP:	12	SM:	-4
Dodge:	9	Parry:	9	DR:	0

Claw (14): 1d-6 cutting. Reach C.

Peck (14): 1d-6 large piercing. Reach C.

Traits: Falcon.

Skills: Brawling-14; Survival-12.

Variants

Reduce air Move to 25/50 for most mid-sized falcons, such as hobbies, merlins, and prairie falcons.

GAMEFOWL

A large family of birds with plump bodies, small heads, and short wings, which prefer to stay on the ground.

Gamefowl: Domestic Animal *or* Wild Animal; No Depth Perception; No Fine Manipulators; Peripheral Vision.

Chicken

Diet: Omnivore (insects and seeds).

Distribution: South Asia. Introduced worldwide.

Habitat: Jungle, Woodlands.

Niche: Diurnal forager.

Size: 10" long, 2' wingspan; 3 lbs.

Selective breeding turned wild junglefowl into creatures optimized to produce eggs and meat, but barely able to fly.

ST:	3	HP:	3	Speed:	5.00
DX:	10	Will:	10	Move:	5 (air)
IQ:	2	Per:	10		5 (land)
HT:	10	FP:	10	SM:	-4

Dodge:	8	Parry:	—	DR:	0
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Peck (12): 1d-5 crushing. Reach C.

Spur (12): 1d-5 cutting. Reach C.

Traits: Enhanced Move 1 (Air Move 10; Handling Penalty, -2); Flight (Winged; Cannot Hover; Costs Fatigue, 1 FP/second); Gamefowl; Penetrating Voice.

Skills: Brawling-12.

Sexual Dimorphism

Hens lack Penetrating Voice and spurs.

Peafowl

Diet: Omnivore (insects and seeds).

Distribution: South Asia. Introduced worldwide.

Habitat: Woodlands.

Niche: Diurnal forager.

Size: 7' long, 5' wingspan; 9 lbs.

Peacocks have iridescent feathers and tails which can be raised in an impressive display. Peahens have drab brown plumage, although they are still elegant birds.

ST:	4	HP:	4	Speed:	5.00
DX:	10	Will:	10	Move:	5 (air)
IQ:	2	Per:	10		5 (ground)
HT:	10	FP:	10	SM:	-1

Dodge:	8	Parry:	—	DR:	0
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Peck (10): 1d-6 crushing. Reach C.

Spur (10): 1d-6 cutting. Reach C.

Traits: Flight (Winged; Cannot Hover); Gamefowl.

Skills: Survival-12.

Sexual Dimorphism

Peahens have no spurs, but get Limited Camouflage.

Pheasant

Diet: Omnivore (berries, insects and seeds).

Distribution: Central and eastern Asia. Introduced to Europe and North America.

Habitat: Plains, Woodlands.

Niche: Diurnal forager.

Size: 2' long, 2' 6" wingspan; 2.5 lbs.

One of the most hunted birds in the world, pheasants are often bred in captivity and have been introduced to many places specifically to be shot.

ST:	3	HP:	3	Speed:	5.00
DX:	10	Will:	10	Move:	10/30 (air)
IQ:	3	Per:	10		5 (land)
HT:	10	FP:	10	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Peck (10): 1d-6 crushing. Reach C.

Spur (10): 1d-6 cutting. Reach C.

Traits: Flight (Winged; Cannot Hover); Gamefowl.

Skills: Stealth-12; Survival-12.

Sexual Dimorphism

Females have no spurs, but get Limited Camouflage.

Variants

The pheasant's profile suits many medium-sized gamefowl such as grouse and junglefowl.

Turkey

Diet: Omnivore (nuts and seeds).

Distribution: North America. Introduced worldwide.

Habitat: Woodlands.

Niche: Diurnal forager.

Size: 3' long, 4' 6" wingspan; 13 lbs.

The largest gamefowl, with an ugly bald head. Turkeys are willing to fight larger animals to defend their young.

ST:	5	HP:	5	Speed:	5.00
DX:	10	Will:	10	Move:	12/24 (air)
IQ:	3	Per:	10		6/12 (land)
HT:	10	FP:	10	SM:	-2
Dodge:	8	Parry:	—	DR:	0

Peck (12): 1d-4 crushing. Reach C.

Spur (12): 1d-4 cutting. Reach C.

Traits: Flight (Winged; Cannot Hover); Gamefowl.

Skills: Brawling-12; Survival-12.

Variants

Adult domesticated turkeys are often too overweight to fly.

HAWKS

Like their close relatives, the eagles, hawks use their sharp eyes to locate prey before grabbing it in a high-speed dive. They are split into two sub-families, true hawks who mostly hunt in woodlands and buzzards who prefer open ground.

Hawk: Acute Vision 2; Avian; Ham-Fisted 2; Reduced Consumption 1 (Cast-Iron Stomach); Wild Animal.

Buzzard

Diet: Carnivore (carrion and rodents).

Distribution: Africa, Europe, central and western Asia.

Habitat: Plains.

Niche: Diurnal ambush predator.

Size: 20" long, 4' wingspan; 1.9 lbs.

An opportunistic hunter, the buzzard usually waits on a perch until it spots prey, at which point it swoops down for the kill.

European buzzards live there year-round, but others migrate between Africa and Asia with the seasons.

The term 'buzzard' can also mean a turkey vulture.

ST:	2	HP:	2	Speed:	6.00
DX:	13	Will:	10	Move:	12/24 (air)
IQ:	3	Per:	12		1 (land)
HT:	11	FP:	11	SM:	-3
Dodge:	9	Parry:	10	DR:	0

Claw (15): 1d-6 cutting. Reach C.

Peck (15): 1d-6 large piercing. Reach C.

Traits: Hawk.

Skills: Brawling-15; Survival-12.

Variants

This profile fits most small hawks and some more distantly related raptors like harriers and kites.

*She rears her young on yonder tree;
She leaves her faithful mate to mind 'em;
Like us, for fish she sails to sea,
And, plunging, shows us where to find 'em.
Yo, ho, my hearts! let's seek the deep,
Ply every oar, and cheerly wish her,
While slow the bending net we sweep,
God bless the fish-hawk and the fisher.*

Alexander Wilson
The Fisherman's Hymn

Goshawk

Diet: Carnivore (birds, rabbits, and squirrels).

Distribution: Europe, northern Asia, and North America.

Habitat: Woodlands.

Niche: Diurnal ambush predator.

Size: 2' long, 4' wingspan; 2.1 lbs.

A large but agile hawk, with gray and white plumage. It makes good use of concealment when hunting, maneuvering to put vegetation between its quarry and itself, then attacking from blind spots.

ST:	3	HP:	3	Speed:	6.00
DX:	13	Will:	10	Move:	10/20 (air)
IQ:	3	Per:	12		2 (land)
HT:	11	FP:	11	SM:	-3
Dodge:	9	Parry:	10	DR:	0

Claw (15): 1d-5 cutting. Reach C.

Peck (15): 1d-5 large piercing. Reach C.

Traits: Hawk.

Skills: Aerobatics-15; Brawling-15; Stealth-14; Survival-12.

Variants

This profile suits many large hawks, although most of them lack Aerobatics and Stealth.

OSPREYS

Diet: Carnivore (fish).

Distribution: Worldwide.

Habitat: Island/Beach, Plains, Swampland.

Niche: Diurnal pursuit predator.

Size: 2' long, 5' wingspan; 3.5 lbs.

Close relatives of eagles and hawks, specialized for fishing. They typically cruise above water until they spot a fish, hover briefly, and then plunge in feet-first to seize their prey.

Osprey nests are very large, consisting of a pile of sticks and seaweed as much as two yards across and weighing 300 lbs. Nests on utility poles have caused fires and power outages.

ST:	3	HP:	3	Speed:	6.00
DX:	12	Will:	10	Move:	15/30 (air)
IQ:	3	Per:	12		1 (land)
HT:	12	FP:	12	SM:	-3
Dodge:	9	Parry:	10	DR:	0

Claw (14): 1d-5 cutting. Reach C.

Peck (14): 1d-5 large piercing. Reach C.

Traits: Avian; Good Grip 1; Ham-Fisted 2; Wild Animal.

Skills: Brawling-14; Survival-12; Wrestling-13.

OSTRICHES

Diet: Herbivore (seeds).

Distribution: Sub-Saharan Africa.

Habitat: Plains.

Niche: Diurnal forager.

Size: 7' tall; 240 lbs.

Tall, flightless birds. Their necks and heads have no contour feathers, exposing the hair-like down. Their muscular legs lack plumage altogether and terminate in two-toed feet. Their tail feathers, however, are large and highly sought after.

Large eyes (shaded with long lashes) make them good at spotting predators. When threatened they may attempt to hide by crouching low, run away, or defend themselves by kicking.

During winter, they travel alone or in pairs, but in summer they form nomadic flocks, led by a dominant female. They often travel with other grazing animals such as antelope or zebra.

They can be ridden, although only by a light rider, or used to draw carts, and are farmed for feathers, leather, and meat.

ST:	12	HP:	12	Speed:	6.00
DX:	12	Will:	10	Move:	7/21 (land)
IQ:	2	Per:	12		
HT:	12	FP:	12	SM:	±0

Dodge:	8	Parry:	—	DR:	1
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Kick (10): 1d crushing. Reach C-1.

Traits: Long Legs 1; Long Neck 1; No Fine Manipulators; Wild Animal.

Skills: Survival-12.

Variants

The related emu of Australia (5' tall; 75 lbs.) has ST and HP 8, Move 10/15, and does 1d-2 damage with a kick.

A male cassowary (5' tall; 70 lbs.) also has ST and HP 8, and Move 10/15, but does 1d-3 cutting or impaling with a kick. The larger female (6' tall; 130 lbs.) has ST and HP 10, Move 10/15, and does 1d-2 cutting or impaling with a kick.

OWLS

Few birds fly by night, but owls are supremely adapted to hunting in the dark. They have huge, immobile eyes, and flattened facial plumage which channels sound to their ears. Although this concentrates their senses in a narrow arc, flexible necks let them turn their heads to look behind.

Owls do not build nests, instead occupying abandoned ones, or natural shelters such as rock crevices, caves, or hollow trees.

Owl: Avian; Bad Sight (Farsighted); Double-Jointed (Neck Only); Ham-Fisted 2; Locational Hearing; Night Vision 3; No Peripheral Vision; Silence 2.

Barn Owl

Diet: Carnivore (bats and rodents).

Distribution: Worldwide.

Habitat: Desert, Plains, Swampland, Urban, Woodlands.

Niche: Nocturnal pursuit predator.

Size: 14" long, 3' wingspan; 1 lbs.

A common, mid-sized owl with brown and white plumage. Their pale faces, dark eyes, and shrieking cries make them quite disconcerting. If threatened they may lie on their back and flail with their talons.

ST:	2	HP:	2	Speed:	5.50
DX:	11	Will:	10	Move:	12/24 (air)
IQ:	3	Per:	12		1 (land)
HT:	11	FP:	11	SM:	-4

Dodge:	8	Parry:	9	DR:	0
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Claw (13): 1d-6 cutting. Reach C.

Peck (13): 1d-6 large piercing. Reach C.

Traits: Owl; Penetrating Voice; Temperature Tolerance 1.

Skills: Brawling-13; Stealth-14; Survival-12.

Variants

Grass owls, masked owls, and sooty owls are very similar.

Eurasian Eagle Owl

Diet: Carnivore (foxes, rabbits, and rodents).

Distribution: Central, eastern, and western Asia, Europe.

Habitat: Mountain, Plains, Woodlands.

Niche: Nocturnal pursuit predator.

Size: 2' long, 5' wingspan; 6 lbs.

As the name suggests, this is a large owl, about the size of an eagle. A tuft of feathers above each eye make it seem as if it is constantly scowling.

ST:	4	HP:	4	Speed:	5.50
DX:	11	Will:	10	Move:	10/20 (air)
IQ:	3	Per:	12		1 (land)
HT:	11	FP:	11	SM:	-3

Dodge:	8	Parry:	9	DR:	0
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Claw (13): 1d-6 cutting. Reach C.

Peck (13): 1d-6 large piercing. Reach C.

Traits: Owl; Temperature Tolerance 2.

Skills: Brawling-13; Stealth-14; Survival-12.

Variants

Reduce ST and HP to 3 for smaller species such as the great horned owl, spot-bellied eagle owl, and tawny owl. Do the same and increase Temperature Tolerance to 10 for a great gray owl or snowy owl.

PARROTS

While not quite as clever as crows, parrots are better at imitating human speech, making them popular pets. Their short, curved beaks are both sensitive and very strong.

Parrot: Avian; Bestial or Social Stigma (Valuable Property); Ham-Fisted 1; Hidebound; Ultravision.

Macaw

Diet: Herbivore (nuts and seeds).

Distribution: Central and South America.

Habitat: Jungle.

Niche: Diurnal forager.

Size: 30" long, 3' wingspan; 2 lbs.

Macaws are the most iconic parrots, with long tails and colorful plumage. Some species have bald faces with complex patterns of short feathers, unique to the individual.

ST:	3	HP:	3	Speed:	5.50
DX:	11	Will:	11	Move:	12/18 (air)
IQ:	5	Per:	11		1 (land)
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	8	DR:	0

Bite (11): 1d-3 crushing. Reach C.

Claw (11): 1d-5 crushing. Reach C.

Traits: Parrot; Striking ST 4 (Bite only).

Skills: Mimicry (Bird Calls)-10; Survival-12.

Parakeet

Diet: Herbivore (seeds).

Distribution: Australia. Introduced worldwide.

Habitat: Plains, Woodlands.

Niche: Diurnal forager.

Size: 7" long, 12" wingspan; 0.1 lbs.

Also known as budgerigars, the most popular pet parrots are small birds with fluffy plumage and an overbite. Wild parakeets have black and yellow heads and wings, and green torsos, while domesticated breeds are more variable.

ST:	1	HP:	1	Speed:	5.50
DX:	11	Will:	11	Move:	12/18 (air)
IQ:	5	Per:	11		1 (land)
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	8	DR:	0

Bite (11): 1d-5 crushing. Reach C.

Claw (11): 1d-6 crushing. Reach C.

Traits: Parrot; Striking ST 2 (Bite only).

Skills: Mimicry (Bird Calls)-10; Survival-12.

PENGUINS

These flightless black-and-white birds seem awkward and comical on land, but are agile predators underwater. They form large colonies, huddling together for warmth, and sometimes hunting in groups.

Penguin: Amphibious; Chummy; Doesn't Breathe (Oxygen Storage, ×25); No Fine Manipulators; Pressure Support 2; Wild Animal.

Banded Penguin

Diet: Carnivore (fish).

Distribution: Southern South America and South Africa.

Habitat: Island/Beach, Salt-Water Sea.

Niche: Diurnal pursuit predator.

Size: 2' tall; 9 lbs.

While penguins are usually associated with the frigid waters of the antarctic, the smaller species live in warmer climates further north. Named for the stripes running around their bellies, they are also known as jackass penguins due to their braying calls.

ST:	4	HP:	4	Speed:	6.00
DX:	12	Will:	10	Move:	1 (land)
IQ:	4	Per:	10		5 (water)
HT:	12	FP:	12	SM:	-3
Dodge:	9	Parry:	—	DR:	0

Peck (14): 1d-5 large piercing. Reach C.

Traits: Penguin; Temperature Tolerance 5.

Skills: Brawling-14; Navigation (Sea)-10; Survival-12.

Emperor Penguin

Diet: Carnivore (fish and squid).

Distribution: Antarctic coast.

Habitat: Arctic, Salt-Water Sea.

Niche: Diurnal pursuit predator.

Size: 4' tall; 75 lbs.

The largest and most iconic penguin, with a black face and yellow neck.

ST:	8	HP:	8	Speed:	6.00
DX:	12	Will:	10	Move:	1 (land)
IQ:	4	Per:	10		5 (water)
HT:	12	FP:	12	SM:	-1
Dodge:	9	Parry:	—	DR:	0

Peck (14): 1d-3 large piercing. Reach C.

Traits: Penguin; Temperature Tolerance 12; Terrain Adaptation (Ice and Snow).

Skills: Brawling-14; Survival-12.

PUFFINS

With their upright stance, short wings, webbed feet, and black and white plumage, puffins show many of the same adaptations that penguins do. Like penguins, they nest in large colonies and spend much of their time in the water. Unlike penguins, they retain the power of flight.

They spend most of the year far from land, but return to form breeding colonies.

Puffin

Diet: Carnivore (fish).

Distribution: Northern Atlantic and Pacific oceans.

Habitat: Island/Beach, Open Ocean, Salt-Water Sea.

Niche: Diurnal pursuit predator.

Size: 14" long, 14" wingspan; 1.5 lbs.

ST:	2	HP:	2	Speed:	6.00
DX:	12	Will:	10	Move:	14/28 (air)
IQ:	4	Per:	10	1 (land)	4 (water)
HT:	12	FP:	12	SM:	-4
Dodge:	9	Parry:	—	DR:	0

Peck (14): 1d-6 crushing. Reach C.

Traits: Amphibious; Breath Holding 1; Chummy; Flight (Winged; Cannot Hover); No Fine Manipulators; Pressure Support 1; Temperature Tolerance 10; Wild Animal.

Skills: Brawling-14; Survival-12.

SEAGULLS

Noisy, aggressive, and bold, gulls are often considered a nuisance by humans. No doubt they are unpopular with other species too, especially fish. They do manage to get along with each other though, forming large colonies, despite their eagerness to steal food, or even eat each others chicks.

As a scavenger, the Western Gull is impeccable. Wielding the besom of hunger, he and his kind sweep the beaches clean and purge the water-front of all pollution. But a scavenger is not necessarily a good citizen. Call him a ghoul, rather, for the Western Gull is cruel of beak and bottomless of maw. Pity, with him, is a thing unknown; and when one of their own comrades dies, these feathered jackals fall upon him without compunction...

William Leon Dawson
Birds of California

Herring Gull

Diet: Carnivore (birds, carrion, crustaceans, and fish).

Distribution: Asia, Europe, and North America.

Habitat: Island/Beach, Urban.

Niche: Diurnal forager.

Size: 2' long, 5' wingspan; 2.5 lbs.

A fairly typical gull, with a white head and underside, gray wings and back, yellow beak, and pink legs. They are a common sight on many coasts (and garbage dumps).

ST:	3	HP:	3	Speed:	6.00
DX:	11	Will:	11	Move:	10/20 (air)
IQ:	4	Per:	11	1 (land)	2 (water)
HT:	13	FP:	13	SM:	-3
Dodge:	9	Parry:	—	DR:	0

Peck (13): 1d-5 large piercing. Reach C.

Traits: Amphibious; Callous; Chummy; No Fine Manipulators; Wild Animal.

Skills: Brawling-13; Intimidation-12; Survival-13.

Variants

Most gulls are similar. Add Bad Temper (12) and increase Intimidation to 14 for the notoriously belligerent great skua.

SECRETARY BIRDS

Diet: Carnivore (arachnids, rodents, snakes).

Distribution: Sub-Saharan Africa.

Habitat: Plains.

Niche: Diurnal pursuit predator.

Size: 40" tall, 4' wingspan; 7 lbs.

Relatives of the eagles, hawks, and vultures, but with a very different look and lifestyle. Long-legged birds which spend a lot of time on the ground, they are named for their distinctive head feathers (making them look like a scribe with quills tucked behind his ear).

ST:	4	HP:	4	Speed:	6.00
DX:	13	Will:	12	Move:	9/18 (air)
IQ:	4	Per:	12		9/18 (land)
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	10	DR:	0

Kick (15): 1d-3 crushing. Reach C, 1.

Peck (15): 1d-4 large piercing. Reach C.

Traits: Acute Vision 2; Avian; Bad Grip 1; Ham-Fisted 2; Long Legs 1; Striking ST 1; Wild Animal.

Skills: Brawling-15; Survival-12.

Techniques: Kicking-15.

STORKS

Leggy wading birds with large bills. Although evolved for fishing in shallow water, storks are adaptable and will take many kinds of prey.

Stork: Born Biter 1; Flight (Winged); Long Legs 1; Long Neck 1; No Fine Manipulators; Wild Animal.

Marabou Stork

Diet: Carnivore (carrion).

Distribution: Sub-Saharan Africa.

Habitat: Plains, Swampland, Urban.

Niche: Diurnal forager.

Size: 5' tall, 8' wingspan; 15 lbs.

Ugly, filthy birds, with bald heads, dangling neck pouches, thin legs coated with white guano, and black, cloak-like wings. They are mostly scavengers, even eating old shoes and other garbage, but are happy to take live prey too. They often follow vultures to corpses and then muscle in on the meal.

ST:	5	HP:	5	Speed:	5.50
DX:	11	Will:	11	Move:	10/20 (air)
IQ:	3	Per:	11		4 (land)
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	—	DR:	0

Peck (11): 1d-4 large piercing. Reach C.

Traits: Bad Temper (12); Pressure Tolerant Lungs (Thin); Reduced Consumption 3 (Cast-Iron Stomach); Stork.

Skills: Survival-13.

White Stork

Diet: Carnivore (fish, frogs, insects, and rodents).

Distribution: Europe, North Africa, and the Middle East.

Habitat: Plains, Swampland, Urban.

Niche: Diurnal forager.

Size: 40" tall, 5' wingspan; 8 lbs.

White Storks have black tails and wingtips, and red legs and beaks, besides the eponymous white plumage.

When migrating, or wintering in Africa, they form huge flocks, but elsewhere live as couples. They mate for life, finding each other at their regular nest site each year.

ST:	4	HP:	4	Speed:	6.00
DX:	13	Will:	10	Move:	12/24 (air)
IQ:	3	Per:	12		4 (land)
HT:	11	FP:	11	SM:	-2
Dodge:	9	Parry:	—	DR:	0

Peck (15): 1d-4 large piercing. Reach C.

Traits: Stork.

Skills: Brawling-15; Navigation (Air)-12; Survival-12.

MYTHICAL WHITE STORKS

Ancient writers claimed that storks were devoted to their parents and were rewarded for this virtue by being transformed into humans on remote islands.

Muslims praised them because their migratory routes carried them over Mecca, imitating the *hajj*.

According to Slavic pagan mythology, storks carried souls of newborns into the world of the living. Distortion and bowdlerization eventually turned this into stories of them delivering infants.

Less favorable stories told that the storks' white feathers were made by God, but the black ones by the devil, giving it a mixed moral character. Deformed or stillborn children were blamed on incompetent storks dropping them.

SWALLOWS

Small, fast, and agile birds, specialized in catching insects on the wing.

Barn Swallow

Diet: Carnivore (flying insects).

Distribution: Worldwide.

Habitat: Plains, Urban, Woodlands.

Niche: Diurnal pursuit predator.

Size: 7" long, 13" wingspan; 0.05 lbs.

The swallow may fly south with the sun or the house martin or the plumber may seek warmer climes in winter yet these are not strangers to our land.

King Arthur (Graham Chapman) Monty Python and the Holy Grail

A very distinctive bird with metallic blue upper surfaces, beige underside, orange face, and forked tail. They are famously migratory, breeding in the northern hemisphere and traveling south for winter.

ST:	1	HP:	1	Speed:	6.25
DX:	14	Will:	10	Move:	11 (air)
IQ:	3	Per:	12		1 (land)
HT:	11	FP:	11	SM:	-6
Dodge:	9	Parry:	10	DR:	0

Traits: Acute Vision 2; Avian; Bad Grip 1; Enhanced Move 1 (Air Move 22; Handling Bonus, +2); Ham-Fisted 2; Peripheral Vision; Pressure Tolerant Lungs (Thin); Wild Animal.

Skills: Aerobatics-15; Navigation (Air)-10; Survival-13.

Variants

This profile fits most swallows and martens.

VULTURES

There are actually two families of bird known as vultures. Both are large carrion-eaters with little or no plumage on their heads, which travel long distances to find food. One notable difference is that old-world vultures rely only on sight to locate corpses, while new-world vultures can also find them by smell.

Vulture: Bad Grip 2; Flight (Winged; Cannot Hover); Foot Manipulators; Ham-Fisted 2; Long Neck 1; Peripheral Vision; Pressure Tolerant Lungs (Thin); Reduced Consumption 4 (Cast-Iron Stomach); Wild Animal.

*Never stoops the soaring vulture
On his quarry in the desert,
On the sick or wounded bison,
But another vulture, watching
From his high aerial look-out
Sees the downward plunge, and follows;
And a third pursues the second,
Coming from the invisible ether,
First a speck, and then a vulture,
Till the air is dark with pinions.*

Henry Wadsworth Longfellow
The Song of Hiawatha

Andean Condor

Diet: Carnivore (carrion).

Distribution: Western South America.

Habitat: Mountain, Plains.

Niche: Diurnal forager.

Size: 4' long, 11' wingspan; 24 lbs.

A huge new-world vulture which rides columns of warm air to stay aloft for hours. Favoring large mammal corpses, condors often follow smaller scavengers which they can drive away from their meal.

ST:	6	HP:	6	Speed:	6.00
DX:	11	Will:	11	Move:	7/28 (air)
IQ:	3	Per:	11		2 (land)
HT:	13	FP:	13	SM:	-1
Dodge:	9	Parry:	8	DR:	0

Claw (11): 1d-4 crushing. Reach C.

Peck (11): 1d-5 large piercing. Reach C.

Traits: Acute Vision 2; Discriminatory Smell; Vulture.

Skills: Intimidation-12; Navigation (Air)-10; Survival-12; Tracking-15.

Variants

The California condor is similar.

Griffon Vulture

Diet: Carnivore (carrion).

Distribution: Central Asia, North Africa, southern Europe, and the Middle East.

Habitat: Mountain, Plains.

Niche: Diurnal forager.

Size: 4' long, 9' wingspan; 19 lbs.

An iconic old-world vulture, with golden-brown plumage except for the short white down on the head and neck.

ST:	5	HP:	5	Speed:	6.00
DX:	11	Will:	10	Move:	11/22 (air)
IQ:	3	Per:	10		1 (land)
HT:	13	FP:	13	SM:	-1
Dodge:	9	Parry:	8	DR:	0

Claw (11): 1d-5 cutting. Reach C.

Peck (11): 1d-5 large piercing. Reach C.

Traits: Acute Vision 4; Vulture.

Skills: Navigation (Air)-8; Survival-13.

Turkey Vulture

Diet: Carnivore (carrion).

Distribution: North and South America.

Habitat: Desert, Mountain, Plains, Woodland.

Niche: Diurnal forager.

Size: 28" long, 6' wingspan; 4 lbs.

A bald, red head, and dark plumage give this new-world vulture a superficial resemblance to a turkey. They roost together in large colonies, but search for food alone, only congregating around big corpses.

ST:	3	HP:	3	Speed:	6.00
DX:	11	Will:	10	Move:	15/30 (air)
IQ:	3	Per:	10		2 (land)
HT:	13	FP:	13	SM:	-2
Dodge:	9	Parry:	8	DR:	0

Claw (11): 1d-5 crushing. Reach C.

Peck (11): 1d-6 large piercing. Reach C.

Traits: Acute Vision 1; Discriminatory Smell; Vulture.

Skills: Intimidation-12; Navigation (Air)-10; Survival-12; Tracking-15.

WATERFOWL

As the name implies, these are aquatic relatives of gamefowl, with webbed feet and flattened bills. Most have plump bodies, short wings, and bad attitudes. Many are farmed or hunted for their fatty meat, soft feathers, or flavorful eggs.

Waterfowl: Amphibious; Flight (Winged); No Fine Manipulators; Pressure Tolerant Lungs (Thin); Wild Animal.

Graylag Goose

Diet: Herbivore (grains and grass).

Distribution: Asia, Europe, and North Africa.

Habitat: Fresh-Water Lake, Island/Beach, Plains, Swampland.

Niche: Diurnal browser.

Size: 32" long, 5' wingspan; 7 lbs.

Heavysset gray-brown geese with orange bills and legs.

ST:	4	HP:	4	Speed:	5.50
DX:	11	Will:	12	Move:	11/44 (air)
IQ:	3	Per:	11	3 (land)	2 (water)
HT:	11	FP:	11	SM:	-2
Dodge:	8	Parry:	—	DR:	0

Peck (13): 1d-5 crushing. Reach C.

Traits: Bad Temper (12); Long Neck 2; Penetrating Voice; Waterfowl.

Skills: Brawling-13; Intimidation-12; Navigation (Air)-10; Survival-12.

Variants

Most geese, including domesticated ones, are similar.

Mallard

Diet: Omnivore (grass, slugs, and worms).

Distribution: Worldwide.

Habitat: Fresh-Water Lake, Plains, River/Stream, Swampland.

Niche: Diurnal forager.

Size: 2' long, 3' wingspan; 2.5 lbs.

Brown ducks with yellow bills, red legs and blue streaks on their wings. Drakes have green heads and white collars. Almost all domesticated ducks are descended from mallards, although they may look rather different.

ST:	3	HP:	3	Speed:	5.50
DX:	11	Will:	10	Move:	16/32 (air)
IQ:	3	Per:	11	3 (land)	2 (water)
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Peck (11): 1d-6 crushing. Reach C.

Traits: Waterfowl.

Skills: Navigation (Air)-10; Survival-12.

Variants

Numerous other ducks have similar profiles. Smaller species reduce ST and HP to 2, SM to -4, and peck damage to 1d-7.

Mute Swan

Diet: Herbivore (aquatic plants).

Distribution: Asia, Europe, and North Africa. Introduced to North America.

Habitat: Fresh-Water Lake, River/Stream, Swampland.

Niche: Diurnal browser.

Size: 5' long, 8' wingspan; 24 lbs.

These quiet swans have white feathers, black faces and legs, and orange bills. They nest in mounds they build in shallow water and defend their territory fiercely. Animals they feel threatened by may be pecked, shoved with wings, picked up and thrown, or dragged into the water and drowned.

They mate for life and go through a lengthy grieving process if their mate or offspring die.

ST:	6	HP:	6	Speed:	5.50
DX:	11	Will:	11	Move:	7/28 (air)
IQ:	3	Per:	11	3 (land)	2 (water)
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	8	DR:	1

Peck(13): 1d-4 crushing. Reach C, 1.

Wing Strike (13): 1d-3 crushing. Reach C, 1.

Traits: Bad Temper (15); Long Neck 3; Waterfowl.

Skills: Brawling-13; Intimidation-12; Navigation (Air)-10; Survival-12; Wrestling-13.

Variants

Many other swans such as the whooper swan and trumpeter swan are similar. Smaller species like the black swan reduce ST and HP to 5.

CINEMATIC AND MYTHICAL SWANS

A common old-wives-tale says that a blow from a swan's wing can break a grown man's arm. In reality, although their wings are powerful and have bony spurs to assist striking, the delicate wing bones would break first.

A cinematic swan wing does 1d-2 crushing, with Reach C, 1. Using an all-out-attack (strong) to raise this to 1d crushing is just enough to break an average human arm.

Ancient writers held more romantic notions about them. The Greeks said that swans sung only once, just before their deaths, but that it was the sweetest song of all birds.

Their white, water-repellent feathers made them a symbol of purity to Christians and Hindus, and numerous characters in folk-tales from around the world turn into swans, both deliberately and as the result of curses.

CHAPTER 3:

FISHES

Aquatic vertebrates with fins and gills, fishes are found almost everywhere on Earth, from the ocean depths to mountain streams. They are divided into three classes; cartilaginous and jawless fish have skeletons made entirely of cartilage, while bony fish have true bones (usually a lot of small ones).

*Master, I marvel how the fishes live,
in the sea.*

*Why, as men do a-land:
the great ones eat up the little ones.*

William Shakespeare
Pericles, Prince of Tyre

BARRACUDAS

Slender but brutal-looking fish with a complicated array of menacing teeth. They usually hunt alone near the surface of deep water, but will sometimes come close to shore or form shoals. Some will even herd other fish into shallow water when gorged and guard them until they feel hungry again. Attacks on humans are rare, usually the result of poor visibility.

Great Barracuda

Diet: Carnivore (fish).

Distribution: Tropical seas worldwide.

Habitat: Reef, Salt-Water Sea.

Niche: Diurnal pursuit predator.

Size: 32" long; 13 lbs.

ST:	5	HP:	5	Speed:	6.00
DX:	13	Will:	11	Move:	6/12 (water)
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	-2

Dodge:	9	Parry:	—	DR:	0
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Bite (15): 1d-4 cutting. Reach C.

Traits: Born Biter 2; Cold Blooded (65°); Fish; Peripheral Vision; Pressure Support 1; Temperature Tolerance 5.

Skills: Brawling-15; Survival-13.

Exceptional Individuals

The oldest and largest great barracudas get very big (10' long; 400 lbs.) with ST and HP 15, SM +1, DR 1, doing 1d+1 damage with a bite.

Variants

Mediterranean and Pacific barracudas are generally similar (but don't grow to the same exceptional sizes).

BILLFISHES

A loosely-related group of fishes with a common body plan, including distinctive blade-like snouts which are used to slash at prey. They have prominent dorsal fins which can be retracted into grooves on their backs when swimming fast.

Commonly fished for food and sport, billfish can be dangerous prey, potentially causing serious injury with their bills while thrashing. They can also puncture boat hulls in accidental collisions.

Swordfish

Diet: Carnivore (fish and squid).

Distribution: Worldwide.

Habitat: Open Ocean.

Niche: Nocturnal pursuit predator.

Size: 10' long; 430 lbs.

Like their relatives, the barracudas, swordfish usually hunt alone near the surface of deep water, but are highly adaptable. Although cold-blooded, they keep their brains and eyes warm, giving them keen vision and fast reflexes.

ST:	15	HP:	15	Speed:	6.00
DX:	11	Will:	10	Move:	11 (water)
IQ:	3	Per:	12		
HT:	13	FP:	13	SM:	+2
Dodge:	10	Parry:	10	DR:	0

Bill (13): 1d+3 cutting. Reach C, 1.

Traits: Cold Blooded (50°); Combat Reflexes; Fish; Peripheral Vision; Pressure Support 2; Temperature Tolerance 13.

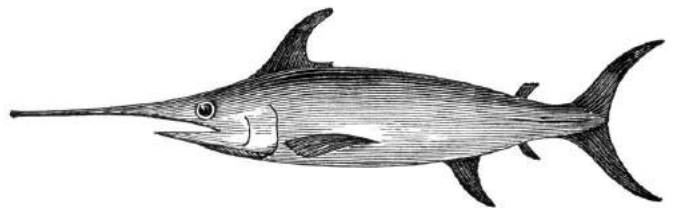
Skills: Brawling-13; Survival-12.

Exceptional Individuals

The biggest swordfish (15' long; 1,400 lbs.) have ST and HP 22, doing 2d+4 damage with their bills.

Variants

Smaller billfish, like most marlins, have ST and HP 14, SM+1, and do 1d cutting with their bills.



BLUEFISH

Diet: Carnivore (crabs, fish, and squid).

Distribution: Atlantic, Indian, and South Pacific oceans, and Arabian, Black, Caribbean, and Mediterranean seas.

Habitat: Salt-Water Sea.

Niche: Diurnal pack hunter.

Size: 2' long; 4 lbs.

Highly social predators. Those who can't find a school of their own species will associate with billfish or sharks instead. They are prone to feeding frenzies.

ST:	3	HP:	3	Speed:	5.50
DX:	11	Will:	11	Move:	5 (water)
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Bite (13): 1d-5 cutting. Reach C.

Traits: Berserk (Battle Rage) (12); Born Biter 2; Fish; Peripheral Vision; Temperature Tolerance 9.

Skills: Brawling-13; Survival-12.

CATFISHES

Bottom-feeders with large barbels, resembling cats' whiskers.

Catfish: Bad Sight (Low Resolution); Born Biter 1; Cold Blooded (50°); Cutaneous Chemical Sense; Fish; Limited Camouflage; Peripheral Vision; Slippery 1; Subsonic Hearing; Weak Bite.

Electric Catfish

Diet: Carnivore (fish).

Distribution: Central and western Africa, and Nile river.

Habitat: Fresh Water Lake, River/Stream.

Niche: Nocturnal ambush predator.

Size: 20" long; 3 lbs.

Plump, sausage-shaped fish which can produce a strong electrical jolt to stun predators or prey.

ST:	3	HP:	3	Speed:	5.50
DX:	10	Will:	10	Move:	2 (water)
IQ:	3	Per:	10		
HT:	12	FP:	12	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Bite (10): 1d-8 crushing. Reach C.

Electric Shock: Affliction (HT; Stun; Area Effect, 2 yards; Dissipation; Emanation; Takes Recharge, 15 seconds).

Traits: Catfish.

Skills: Stealth-12; Survival-12.

Wels Catfish

Diet: Carnivore (birds, crustaceans, fish, and worms).

Distribution: Western Asia and Central and Eastern Europe.

Habitat: Fresh Water Lake, River/Stream.

Niche: Nocturnal ambush predator.

Size: 5' long; 100 lbs.

Long, slender fish which live in shelters like the overhang of riverbanks or sunken trees. They can lunge out of the water to grab prey from the land and have dragged people into rivers.

ST:	9	HP:	9	Speed:	5.50
DX:	10	Will:	10	Move:	2 (water)
IQ:	3	Per:	10		
HT:	12	FP:	12	SM:	±0
Dodge:	8	Parry:	—	DR:	0

Bite (10): 1d-5 crushing. Reach C.

Traits: Catfish.

Skills: Stealth-12; Survival-12; Wrestling-12.

Exceptional Individuals

Some grow very big (16' long; 660 lbs.) with ST and HP 17, SM +2, doing 2d-6 damage with a bite.

EELS

So elongated that they resemble snakes.

Giant Moray

Diet: Carnivore (crustaceans, fish, and octopuses).

Distribution: Indian and western Pacific oceans.

Habitat: Reef, Tropical Lagoon.

Niche: Nocturnal ambush predator.

Size: 9' long; 65 lbs.

Bulky eels which lurk in burrows and crevices. Sticking a hand into a hole occupied by one can lead to losing fingers!

They have two sets of jaws, the outer ones for holding prey in place while the inner set tear chunks of flesh away.

ST:	8	HP:	8	Speed:	6.00
DX:	12	Will:	12	Move:	2 (water)
IQ:	3	Per:	10		
HT:	12	FP:	12	SM:	-1
Dodge:	9	Parry:	—	DR:	0

Bite (14): 1d-3 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Born Biter 2; Cold Blooded (50°); Discriminatory Smell; Double-Jointed; Fish; Slippery 2.

Skills: Brawling-14; Stealth-13; Survival-11; Wrestling-12.

Variants

Other large eels, like congers are similar.

ELECTRIC EELS

Diet: Carnivore (crustaceans and fish).

Distribution: North-eastern South America.

Habitat: River/Stream.

Niche: Nocturnal ambush predator.

Size: 7' long; 45 lbs.

Not actually eels, although they look similar. Unlike most fish, they need to breath air regularly.

ST:	7	HP:	7	Speed:	5.50
DX:	10	Will:	10	Move:	4 (water)
IQ:	3	Per:	10		
HT:	12	FP:	12	SM:	-1
Dodge:	8	Parry:	—	DR:	0

Electric Shock: 1d FP (Area Effect, 2 yards; Dissipation; Emanation; Side-Effect, Seizure; Costs Fatigue, 1 FP).

Traits: Active Electroreception; Bad Sight (Low Resolution); Breath Holding 4; Ichthyoid; Injury Tolerance (No Neck); Lateral Line; Wild Animal.

Skills: Stealth-12; Survival-12.

LAMPREYS

Long, slimy, jawless fishes. Their circular, sucking mouths are lined with teeth and have barbed tongues.

Sea Lamprey

Diet: Carnivore (fish).

Distribution: Northern Atlantic Ocean and Mediterranean Sea.

Habitat: River/Stream, Salt-Water Sea.

Niche: Nocturnal ambush predator.

Size: 22" long; 3.5 lbs.

Parasites which take a bite of flesh and then suck blood from the wound. They usually eat their fill and detach without killing the host, but smaller victims, or those bitten by multiple lampreys (they like to congregate) may die.

They spend most of their lives in shallow coastal waters, but migrate into rivers to breed.

ST:	3	HP:	3	Speed:	5.50
DX:	10	Will:	10	Move:	1 (water)
IQ:	2	Per:	10		
HT:	12	FP:	12	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Bite (9): 1d-8 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Cold Blooded (50°); Double Jointed; Euryhaline; Ichthyoid; No Depth Perception; Peripheral Vision; Slippery 4; Temperature Tolerance 10; Weak Bite.

Skills: Stealth-12; Survival-12; Wrestling-12.

PIKE

Freshwater predators with underbites and dorsal fins set far back on their long, narrow bodies.

Northern Pike

Diet: Carnivore (fish).

Distribution: Northern Asia, Europe, and North America.

Habitat: Fresh-Water Lake; River/Stream.

Niche: Diurnal ambush predator.

Size: 20" long; 2 lbs.

ST:	3	HP:	3	Speed:	5.50
DX:	11	Will:	11	Move:	5 (water)
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Bite (13): 1d-5 cutting. Reach C.

Traits: Born Biter 2; Cold Blooded (50°); Fish; Limited Camouflage; Loner (12); Peripheral Vision; Temperature Tolerance 12.

Skills: Brawling-13; Stealth-12; Survival-12.

Exceptional Individuals

The biggest pike (5' long; 60 lbs.) have ST and HP 8, SM -1, and do 1d-3 damage with a bite.

PIRANHAS

Stubby fish with short, pouting jaws. Piranhas congregate as a defense against predators, rather than to kill large prey as portrayed in fiction. They will only attack big land animals when stressed, starving, or defending their young.

Red Bellied Piranha

Diet: Omnivore (carrion, fish, and seeds).

Distribution: South America.

Habitat: River/Stream.

Niche: Diurnal ambush predator.

Size: 14" long; 3 lbs.

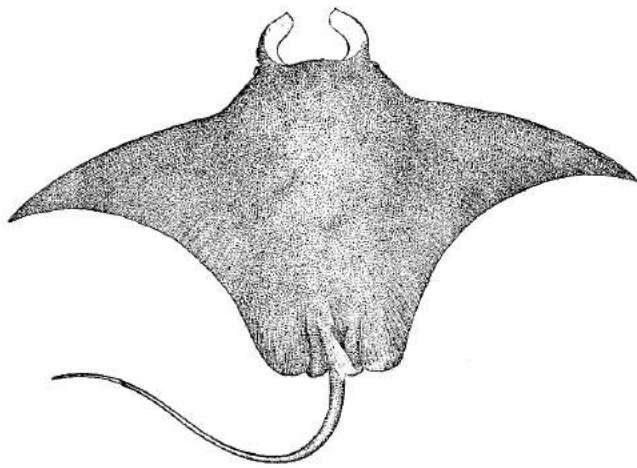
ST:	3	HP:	3	Speed:	5.50
DX:	11	Will:	10	Move:	6/12 (water)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Bite (13): 1d-4 cutting. Reach C.

Traits: Fish; Peripheral Vision; Striking ST 2 (Bite only).

Skills: Brawling-13; Survival-12.

Piranhas can form swarms (*GURPS Basic Set* p. 461) of about a dozen fish per hex. They do 1d cutting damage per turn and are dispersed by 12 HP of injury.



Oceanic Manta Ray

Diet: Carnivore (plankton, small crustaceans and fish).

Distribution: Tropical oceans worldwide.

Habitat: Salt-Water Sea, Open Ocean.

Niche: Cathemeral browser.

Size: 5 yards across; 1.5 tons.

The largest of the devil rays, named for the horn-shaped fins they use to channel food into their mouths. Unlike most rays, they swim near the surface, and even leap out of the water.

ST:	29	HP:	29	Speed:	5.00
DX:	9	Will:	10	Move:	5 (water)
IQ:	3	Per:	10		
HT:	11	FP:	11	SM:	+3
Dodge:	8	Parry:	—	DR:	2

Bite (9): 3d-7 crushing. Reach C.

Traits: Cold Blooded (50°); Pressure Support 1; Ray; Temperature Tolerance 10.

Skills: Survival-12.

Roughtail Stingray

Diet: Carnivore (crustaceans, fish, squid, and worms).

Distribution: Atlantic coastal waters and Mediterranean Sea.

Habitat: Salt-Water Sea.

Niche: Nocturnal ambush predator.

Size: 8' long; 170 lbs.

Once they have buried their kite-shaped bodies in sand, these big rays are almost invisible, with only their eyes protruding. If disturbed, they will stab whatever startled them with the sharp spike above their tail. This most often happens to people when they accidentally tread on the ray, resulting in leg wounds.

ST:	11	HP:	11	Speed:	5.50
DX:	11	Will:	10	Move:	5
IQ:	3	Per:	10		
HT:	11	FP:	11	SM:	+1
Dodge:	8	Parry:	—	DR:	1

Bite (13): 1d-3 crushing. Reach C.

Sting (13): 1d impaling with follow-up affliction (HT-2; Moderate Pain; Extended Duration, ×30). Reach C. Limited Arc, Rear. Follow-up usable once per day.

Traits: Cold Blooded (65°); Limited Camouflage; Pressure Support 2; Ray; Temperature Tolerance 5.

Skills: Brawling-13; Camouflage-12; Stealth-12; Survival-12.

Exceptional Individuals

The largest specimens (14' long; 800 lbs.) have ST and HP 19, SM +2, DR 2, and do 2d-5 damage with a bite, 2d+3 with their stings.

RAYS

Extremely flat and wide cartilaginous fish with thin tails, eyes on top of their bodies, and mouths below.

Ray: 360° Vision; Bad Sight (Low Resolution); Colorblindness; Discriminatory Smell; Fish; Night Vision 3; Passive Electroreception; Weak Bite; Wild Animal.

Atlantic Torpedo

Diet: Carnivore (fish).

Distribution: Atlantic Ocean and Mediterranean Sea.

Habitat: Salt-Water Sea.

Niche: Nocturnal ambush predator.

Size: 3' long; 30 lbs.

A rounded ray which lives on the sea floor in coastal waters. Like electric catfish they generate electric shocks to capture prey and defend themselves.

ST:	6	HP:	6	Speed:	5.50
DX:	10	Will:	10	Move:	4 (water)
IQ:	3	Per:	10		
HT:	12	FP:	12	SM:	-1
Dodge:	8	Parry:	—	DR:	1

Bite (12): 1d-6 cutting. Reach C.

Electric Shock: Affliction (HT-1; Stun; Area Effect, 2 yards; Dissipation; Emanation; Takes Recharge, 5 seconds).

Traits: Cold Blooded (50°); Limited Camouflage; Pressure Support 1; Ray; Temperature Tolerance 10.

Skills: Brawling-12; Stealth-12; Survival-12.

Variants

Smaller relatives such as the common torpedo and marbled electric ray reduce ST and HP to 3, SM to -3, bite damage to 1d-7, and change electric shock resistance roll to HT.

SHARKS

Cartilaginous fish with elongated oval bodies, large fins (including their famous triangular dorsal fins, which can sometimes be seen above the surface), and skin covered in sharp denticles which both reduce drag and discourage parasites. Light, flexible skeletons and fatty livers give them close to neutral buoyancy without the need for swim bladders, although they sink slowly if they stop swimming.

Shark teeth are embedded in their gums rather than fixed to the jaw, so they are easily lost. Rows of replacement teeth lie behind the main ones, moving forward when needed.

Although often described as idiotic eating machines, many sharks have large brains and display complex behavior.

Shark: Colorblindness; Discriminatory Smell; Fish; High Pain Threshold; Low Empathy; Passive Electroreception; Peripheral Vision; Wild Animal.

Bull Shark

Diet: Carnivore (fish).

Distribution: Warm coastal waters worldwide.

Habitat: Fresh-Water Lake, River/Stream, Salt-Water Sea.

Niche: Cathemeral pursuit predator.

Size: 8' long; 250 lbs.

Known by many local names such as the Lake Nicaragua shark and the Zambezi shark, due to its willingness to swim far inland. Populations are also found in the Amazon, Ganges, Mississippi, and Tigris rivers.

They are stout sharks with broad snouts and aggressive temperaments. Although only the largest crocodiles and sharks prey on adults, juveniles are more vulnerable and stick to fresh water where big predators are less common. They can be hard to spot in the muddy water they prefer.

ST:	13	HP:	13	Speed:	6.00
DX:	12	Will:	12	Move:	6 (water)
IQ:	3	Per:	12		
HT:	12	FP:	12	SM:	+1
Dodge:	9	Parry:	—	DR:	1

Bite (14): 1d+1 cutting. Reach C.

Traits: Bad Sight (Nearsighted); Bad Temper (12); Born Biter 2; Cold Blooded (50°); Enhanced Move 1 (Water Move 12; Costs Fatigue, 1 FP/second); Euryhaline; Nictitating Membrane 1; No Depth Perception; Pressure Support 1; Reduced Consumption 2 (Cast-Iron Stomach); Shark; Striking ST 2; Stubbornness; Temperature Tolerance 5.

Skills: Brawling-14; Stealth-14; Survival-12; Tracking-16.

Exceptional Individuals

The biggest bull sharks (10' long; 700 lbs.) have ST and HP 18, SM +2, and do 2d damage with their bites.

Cookiecutter Shark

Diet: Carnivore (fish and marine mammals).

Distribution: Warm oceans worldwide.

Habitat: Open Ocean.

Niche: Nocturnal ambush predator.

Size: 15" long; 1 lbs.

This bug-eyed monster shows that even small sharks can be horrifying. Luminous counter-shading make it hard to spot, allowing it to sneak up and fasten on with sucking lips before carving out a chunk of flesh with its scoop-shaped jaws and fleeing.

ST:	2	HP:	2	Speed:	5.50
DX:	11	Will:	11	Move:	8 (water)
IQ:	2	Per:	11		
HT:	11	FP:	11	SM:	-4
Dodge:	8	Parry:	—	DR:	1

Bite (14): 1d-6 cutting. Reach C.

Traits: Bad Sight (Nearsighted); Born Biter 2; Chameleon 1 (Accessibility, Only underwater); Cold Blooded (65°); Enhanced Move 1 (Water Move 16; Costs Fatigue, 1 FP/second); Loner (12); Night Vision 3; Pressure Support 2; Shark; Temperature Tolerance 5.

Skills: Brawling-14; Stealth-12; Survival-14; Tracking-16.

Great Hammerhead

Diet: Carnivore (fish).

Distribution: Tropical waters worldwide.

Habitat: Salt-Water Sea, Open Ocean.

Niche: Nocturnal pursuit predator.

Size: 13' long; 900 lbs.

Named for their distinctive wide heads, hammerhead sharks are surprisingly nimble for their size (the head may help with steering). They are more social than most sharks, gathering in schools during the day.

ST:	19	HP:	19	Speed:	6.00
DX:	13	Will:	11	Move:	6 (water)
IQ:	3	Per:	13		
HT:	11	FP:	11	SM:	+3
Dodge:	9	Parry:	—	DR:	1

Bite (15): 2d cutting. Reach C.

Traits: Born Biter 1; Cold Blooded (50°); Enhanced Move 1 (Water Move 12; Costs Fatigue, 1 FP/second; Handling Bonus, +1); Night Vision 3; Nictitating Membrane 1; Pressure Support 1; Resistant to Poison (+3); Shark.

Skills: Brawling-15; Navigation (Sea)-10; Stealth-12; Survival-14; Tracking-16.

Great White Shark

Diet: Carnivore (fish and marine mammals).

Distribution: Worldwide.

Habitat: Salt-Water Sea.

Niche: Cathemeral pursuit predator.

Size: 13' long; 1,300 lbs.

Famous for spectacular attacks, where they rise from under their prey and lift it out of the water with the force of impact. Great whites are surprisingly fussy eaters; if the taste or texture of food doesn't match their usual prey, they reject it. This means a human may only need to survive one bite (although one is more than enough)!

ST:	22	HP:	22	Speed:	6.00
DX:	11	Will:	11	Move:	8 (water)
IQ:	3	Per:	12		
HT:	13	FP:	13	SM:	+2
Dodge:	9	Parry:	—	DR:	2

Bite (13): 2d+3 cutting. Reach C.

Traits: Born Biter 2; Enhanced Move 1 (Water Move 16; Costs Fatigue, 1 FP/second); Night Vision 3; Pressure Support 2; Shark; Striking ST 3; Temperature Tolerance 10.

Skills: Brawling-13; Navigation (Sea)-10; Stealth-12; Survival-12; Tracking-16.

Sexual Dimorphism

Females are larger (15' long; 1 ton). Raise ST and HP to 25 and bite damage to 3d+1.

Exceptional Individuals

The biggest great whites (20' long; 2.5 tons) have ST and HP 34, SM +3, DR 3, and do 4d+3 damage with a bite.

You're gonna need a bigger boat.

Chief Brody (Roy Scheider)
Jaws

Variants

Mako sharks (8' long; 150 lbs.) have ST and HP 11, SM +1, DR 1, and Striking ST 2. Their bites do 1d damage.

Oceanic Whitetip Shark

Diet: Carnivore (fish and squid).

Distribution: Tropical waters worldwide.

Habitat: Open Ocean.

Niche: Cathemeral pursuit predator.

Size: 9' long; 160 lbs.

Also known as the lesser white shark, easily recognized by its long, rounded, and white tipped fins. They usually swim close to the surface, trailing schools of prey, or other predators to scavenge scraps from.

They also follow ships, which provide food in the form of garbage, bycatch, and sometimes unlucky sailors. They may be responsible for more human deaths than great whites, although most would have gone unrecorded, far from land.

ST:	11	HP:	11	Speed:	6.00
DX:	12	Will:	12	Move:	8 (water)
IQ:	3	Per:	12		
HT:	12	FP:	12	SM:	+1
Dodge:	9	Parry:	—	DR:	1

Bite (14): 1d-1 cutting. Reach C.

Traits: Bad Sight (Nearsighted); Cold Blooded (50°); Curious (12); Enhanced Move 1 (Water Move 16; Costs Fatigue, 1 FP/second); Gluttony (12); Night Vision 3; Nictitating Membrane 1; Pressure Support 1; Reduced Consumption 2 (Cast-Iron Stomach); Shark.

Skills: Brawling-14; Stealth-12; Survival-14; Tracking-16.

Variants

Blue and silky sharks are close relatives of oceanic whitetips which are about the same size and share their profile.

Tiger Shark

Diet: Carnivore (carrion, crustaceans, fish, and turtles).

Distribution: Tropical coastal waters worldwide.

Habitat: Reef, Salt-Water Sea.

Niche: Nocturnal pursuit predator.

Size: 12' long; 1,100 lbs.

A larger relative of the bull shark and oceanic whitetip, also known as the leopard shark (a name shared with two other species). They will eat almost anything, including indigestible metal and plastic items, leading them to be called 'swimming garbage dumps'.

ST:	21	HP:	21	Speed:	6.00
DX:	11	Will:	11	Move:	8 (water)
IQ:	3	Per:	12		
HT:	13	FP:	13	SM:	+2
Dodge:	9	Parry:	—	DR:	1

Bite (13): 2d+1 cutting. Reach C.

Traits: Bad Sight (Nearsighted); Born Biter 2; Cold Blooded (65°); Enhanced Move 1 (Water Move 16; Costs Fatigue, 1 FP/second); Gluttony (12); Night Vision 3; Nictitating Membrane 1; Pressure Support 1; Reduced Consumption 2 (Cast-Iron Stomach); Shark; Temperature Tolerance 4.

Skills: Brawling-13; Stealth-12; Survival-12; Tracking-16.

Exceptional Individuals

A very big tiger shark (16' long; 1 ton) would have ST and HP 25, SM +3, and do 2d+3 damage with a bite.

CHAPTER 4:

INVERTEBRATES

Spineless animals are far more common than vertebrates, but most of them are so small that they are easily overlooked, so humans pay less attention to them. They come in an astonishing variety of forms, often going through several radically different ones in the course of their lives.

Those which are large or dangerous enough to notice are often loathed, due to their alien appearance and habits.

ARACHNIDS

Few creatures inspire as much fear in humans as arachnids, despite the fact that almost all are harmless. The combination of eight many-jointed legs, clusters of tiny lidless eyes, and bristly hair trigger a deep revulsion for many people.

Arachnid mouth-parts (*chelicerae*) tend to be highly specialized, such as hollow fangs or tearing claws.

Arachnid: Clinging; Cold-Blooded (50°); Extra Legs (Eight Legs); Injury Tolerance (No Head; No Neck); Simple Eyes; Whiskers; Wild Animal.

Brazilian Wandering Spider

Diet: Carnivore (amphibians and insects).

Distribution: Central and South America.

Habitat: Jungle.

Niche: Nocturnal pursuit predator.

Size: 6" across; 0.1 lbs.

Most big spiders aren't very toxic. Members of the genus *phoneutria* are an exception. Their bites are potentially fatal and their nomadic lifestyle can easily lead to them sheltering for the day in places where they may encounter people, such as inside clothing, food storage, and vehicles.

ST:	1	HP:	1	Speed:	5.50
DX:	10	Will:	12	Move:	1 (land)
IQ:	1	Per:	12		
HT:	12	FP:	12	SM:	-5
Dodge:	8	Parry:	—	DR:	0

Bite (12): 1d-6 impaling with 1d toxic follow-up (Cyclic, 1 Hour, 6 Cycles; Symptoms, ½ HP, Moderate Pain; Resistible, HT-2). Reach C. Follow-up usable only once a day. Effective skill 6 if unable to detect target with Vibration Sense.

Traits: Arachnid; Horizontal; No Fine Manipulators.

Skills: Brawling-12; Climbing-12; Stealth 12; Survival-12.

Variants

Change follow-up to Affliction (HT-2; Moderate Pain; Extended Duration, ×30) for a typical tarantula.

Fat-Tail Scorpion

Diet: Carnivore (insects and lizards).

Distribution: North Africa, the Middle East, and central Asia.

Habitat: Desert.

Niche: Nocturnal ambush predator.

Size: 3" long; 0.05 lbs.

As the name suggests, these scorpions have large stingers, which deliver a dangerous mix of toxins. They also have fairly big pincers and an alarming tendency to attack anything they perceive as a threat (which, given their eyesight and intellect, means anything large moving nearby) or food (anything small moving nearby). Ruined buildings provide perfect shelter during the day, so they are often encountered there.

ST:	1	HP:	1	Speed:	6.00
DX:	12	Will:	12	Move:	1 (land)
IQ:	1	Per:	10		
HT:	12	FP:	12	SM:	-8
Dodge:	9	Parry:	10	DR:	0

Pinch (14): 1d-6 crushing. Reach C. Effective skill is 8 if unable to detect target with Vibration Sense.

Sting (14): 1d-5 piercing with 1 point toxic follow-up (Cyclic, 1 Hour, 24 Cycles; Resistible, HT-2) and follow-up affliction (HT-2; Severe Pain; Extended Duration, ×100). Reach C. Follow-ups usable only once a day. Effective skill 8 if unable to detect target with Vibration Sense.

Traits: Arachnid; Good Grip 1; Ham-Fisted 2.

Skills: Brawling-14; Climbing-14; Stealth-12; Survival-12; Wrestling-13.

Variants

Many species of scorpion are just as nasty. Less dangerous ones have milder venom: typically 6 Cycles, Resistible with an unmodified HT roll on the toxic damage, same affliction.

CENTIPEDES

If there's anything people hate more than arachnids and snakes, it's these creatures which seem to combine the worst features of both! With their long, slithery bodies, many legs, segmented exoskeletons, and venomous fangs they look truly hideous. They have two long antennae on their heads and two modified legs serving a similar purpose on the rear end.

Despite the name, no centipede has exactly 100 legs; the number varies by species, usually adding more as they grow. Fortunately, *most* centipedes don't grow very large...

Giant Centipede

Diet: Carnivore (Amphibians, Insects, and Lizards).

Distribution: South America.

Habitat: Jungle.

Niche: Nocturnal pursuit predator.

Size: 10" long; 0.1 lbs.

Small centipedes are bad enough, but these horrors get as long as a human forearm and prey on small vertebrates. Due to lacking the waxy cuticle of most centipedes, they live in moist undergrowth to avoid dehydration.

ST:	1	HP:	1	Speed:	5.50
DX:	12	Will:	10	Move:	1 (land)
IQ:	1	Per:	10		
HT:	10	FP:	10	SM:	-5
Dodge:	8	Parry:	—	DR:	0

Bite (8): 1d-6 cutting with 1 point toxic follow-up (Cyclic, 1 Hour, 12 Cycles; Resistible, HT-1) and follow-up affliction (HT-2; Severe Pain; Extended Duration, ×30). Reach C. Follow-ups usable only once a day. Effective skill includes -6 for Blindness.

Traits: Born Biter 1; Clinging; Extra Legs (42 or 46 Legs; Cannot Kick); Feelers; Flexibility; Hard of Hearing; Injury Tolerance (No Neck); No Fine Manipulators; Numb; Simple Eyes; Vulnerability (Dehydration, ×2); Wild Animal.

Skills: Brawling-14; Survival-12.

CNIDARIANS

Simple creatures, mostly made of lifeless jelly surrounded by an envelope of living cells, with no circulatory system, or brain, and only rudimentary digestive tracts. Their life cycles are bizarre and complex, with different forms being used not only for different stages of development in each animal, but also in different generations (even alternating between sexual and asexual reproduction).

Many are immobile, such as sea anemones and corals, but the most dangerous are translucent free-swimming forms which are hard to spot in water. They usually have long tendrils covered in tiny barbs called cnidocytes. If these penetrate the skin, they will deliver a dose of painful venom.

A cnidarian's tendrils are not considered body parts for the purpose of attacks. They are too small and numerous to be practical to destroy, and continue to sting long after being detached from the body.

Cnidarian: Blindness; Chameleon 2 (Accessibility, Only underwater); Cold-Blooded (50°); Deafness; Doesn't Breathe (Oxygen Absorption); Injury Tolerance (No Head; No Neck; No Vitals); Invertebrate; No Manipulators; Wild Animal.

Echizen Jellyfish

Diet: Carnivore (plankton).

Distribution: North-west Pacific.

Habitat: Open Ocean.

Niche: Cathemeral browser.

Size: 6' across; 400 lbs.

Rhizostome jellyfish have a domed bell which contracts to drive them through the water and eight 'arms' which branch into numerous small tendrils to sting and draw prey into the central mouth.

Echizen jellyfish are among the largest and most dangerous. Population blooms can deplete fish stocks and make fishing difficult, even capsizing boats by overloading nets. They are edible, but not the tastiest jellyfish and careless preparation can cause poisoning.

ST:	15	HP:	15	Speed:	5.00
DX:	8	Will:	10	Move:	1 (water)
IQ:	0	Per:	8		
HT:	12	FP:	12	SM:	+2
Dodge:	—	Parry:	—	DR:	0

Stinging Tendrils (12): 1d toxic (Cyclic, 1 Hour, 3 Cycles; Symptoms, ½ HP, Severe Pain; Armor Divisor (0.5); Resistible, HT). Anything in the water within 1 yard of the jellyfish's body is attacked as for Bombardment at effective skill 12.

Traits: Cnidarian; No Legs (Aquatic).

Variants

Lion's Mane jellyfish are nearly as heavy but have longer and less venomous tendrils. Change damage to 1 point, attacking anything within 20 yards at effective skill 8.

More typical jellyfish are far smaller, but are otherwise similar. An average one might be 6" across and weight 1 lb. Change ST and HP to 2 and SM to -4. The stinging tendrils have effective skill 8 and do 1 point of damage.

Jellyfish Swarm

It is possible for a number of small jellyfish to be treated as a swarm (*GURPS Basic Set* p. 461). They will not pursue, but anyone swimming through them takes 1d toxic damage, Resistible with a HT roll, with Severe Pain as a Symptom at ½ HP. They are dispersed after losing 12 HP.

DETAILED STINGS

Many stinging creatures in this supplement have attacks which cause Severe Pain as a Symptom after loss of ½ HP. This makes the effect simple to manage in play but if more detail is wanted, it can be changed to Moderate Pain at ½ HP, Severe Pain at ¼ HP, and Terrible Pain at ⅓ HP.

Portuguese Man o' War

Diet: Carnivore (plankton).

Distribution: Tropical waters worldwide.

Habitat: Salt-Water Sea, Open Ocean.

Niche: Cathemeral browser.

Size: 1' long, 24' tendrils; 10 lbs.

Each Man o' War is a collection of zooids, which aren't quite animals in their own right but are more distinct than the organs of a single animal. Each zooid takes on a specialized role and they can not survive without each other. Together, they form a gas-filled body which floats near the surface, a fleshy 'sail', and many thin tendrils which hang below to capture prey.

ST:	4	HP:	4	Speed:	5.00
DX:	8	Will:	10	Move:	0 (water)
IQ:	0	Per:	8		
HT:	12	FP:	12	SM:	-3
Dodge:	—	Parry:	—	DR:	0

Stinging Tendrils (8): 1d toxic (Cyclic, 1 Hour, 3 Cycles; Symptoms, 1/3 HP, Severe Pain; Armor Divisor (0.5); Resistible, HT). Anything in the water within 8 yards of the Man o' War's body is attacked as for Bombardment at effective skill 8.

Traits: Cnidarian; No Legs (Aquatic, Passive); Sails.

Sea Wasp

Diet: Carnivore (fish).

Distribution: South-west Pacific.

Habitat: Open ocean.

Niche: Diurnal ambush predator.

Size: 1' across, 12' tendrils; 4 lbs.

Box jellyfish are named for their roughly cube-shaped bell. At the corners of the bell, four clusters of stinging tendrils trail behind it. Each side has a cluster of eyes, including some which are very complex for a creature with no brain.

The sea wasp is a large box jellyfish with powerful venom, responsible for more human deaths than any of its relatives.

ST:	3	HP:	3	Speed:	5.00
DX:	9	Will:	10	Move:	2 (water)
IQ:	1	Per:	8		
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Stinging Tendrils (10): 1d toxic (Cyclic, 1 Minute, 5 Cycles; Armor Divisor (0.5); Resistible, HT-1; Symptoms, 1/3 HP, Severe Pain). Anything in the water within 4 yards of the jellyfish's body is attacked as for Bombardment at effective skill 10.

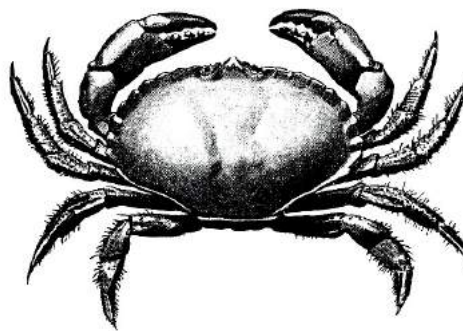
Traits: Cnidarian; Detect Light (Precise); No Legs (Aquatic).

DECAPODS

Crustaceans with ten legs, the first two often adapted into grasping claws. They also have four long antennae and a bewildering array of smaller appendages, mostly mouth-parts.

Most of them are bottom-dwelling marine scavengers, but are able to survive some time out of the water. Some species are entirely terrestrial as adults, although their young are aquatic.

Decapod: Cancroid; DR 1 (Torso only); Feelers; Injury Tolerance (No Head; No Neck); Numb; Reduced Consumption 3 (Cast-Iron Stomach); Regrowth; Simple Eyes; Wild Animal.



Brown Crab

Diet: Carnivore (shellfish).

Distribution: North-east Atlantic.

Habitat: Salt-Water Sea.

Niche: Nocturnal ambush predator.

Size: 9" across; 1.5 lbs.

A common crab which lives in shallow water, burying itself in sand during the day and hunting at night. Its carapace resembles a pie-crust with a scalloped edge. One of the most popular crabs for human consumption, it is also a favorite of the common octopus (p. 35).

ST:	2	HP:	2	Speed:	5.25
DX:	10	Will:	10	Move:	1 (land)
IQ:	1	Per:	10		
HT:	11	FP:	11	SM:	-4
Dodge:	8	Parry:	9	DR:	0

Pinch (6): 1d-5 crushing. Reach C. Effective skill includes -6 for Blindness.

Traits: Burrower; Decapod; Doesn't Breathe (Gills only); Oxygen Storage, x300.

Skills: Brawling-12; Survival-12; Wrestling-12.

Minor Variants

Numerous other crab species have similar profiles, with smaller ones reducing ST and HP to 1 and SM to -5 or -6.

Coconut Crab

Diet: Omnivore (carrion, fruit, and nuts).

Distribution: South Indian and Pacific oceans.

Habitat: Island/Beach.

Niche: Nocturnal forager.

Size: 2' across; 3 lbs.

As the name suggests, these crabs have claws (the left a little bigger than the right) which can tear open coconuts, although they eat all kinds of food, including live prey. They are notorious for breaking into human food stores, leading to the nickname 'robber crab'.

ST:	3	HP:	3	Speed:	5.00
DX:	9	Will:	12	Move:	2 (land)
IQ:	1	Per:	10		
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	8	DR:	0

Pinch (5): 1d-3 crushing. Reach C. Effective skill includes -6 for Blindness.

Traits: Arm ST 2; Decapod; Discriminatory Smell; Loner (9).

Skills: Brawling-11; Climbing-12; Survival-12; Wrestling-11.

European Lobster

Diet: Omnivore (carrion, shellfish, mollusks, and worms).

Distribution: North-east Atlantic and Mediterranean sea.

Habitat: Salt-Water Sea.

Niche: Nocturnal forager.

Size: 15" long; 4 lbs.

Crawling across the sea bed in shallow water, lobsters eat whatever they can find. If anything threatens to eat them, they can swim quickly backwards with their tails, or retaliate with powerful claws (one blunt, one sharp).

ST:	3	HP:	3	Speed:	5.50
DX:	10	Will:	10	Move:	1 (land)
IQ:	1	Per:	12		5 (water)
HT:	12	FP:	12	SM:	-4
Dodge:	8	Parry:	9	DR:	0

Crusher Claw (6): 1d-4 crushing. Reach C. Effective skill includes -6 for Blindness.

Pincher Claw (6): 1d-5 cutting. Reach C. Effective skill includes -6 for Blindness.

Traits: Amphibious; Decapod; Doesn't Breathe (Gills only; Oxygen Storage, ×50).

Skills: Brawling-12; Survival-12; Swimming-14; Wrestling-12.

Variants

American lobsters are almost identical.

EUSOCIAL INSECTS

Few insects are individually capable of threatening a large animal, except as disease carriers. However some insects don't act as individuals but as colonies. Generally, a colony contains only a single queen, who lays all the eggs, numerous sterile workers, and sometimes a few fertile male drones.

In combat, social insects form swarms (*GURPS Basic Set* p. 461). Highly venomous species do 1 point of toxic damage per turn, Resistible with a HT roll, with Severe Pain as a Symptom at 1/3 HP. Less deadly ones might only have an Affliction (HT; Severe Pain). All of them infiltrate unsealed armor (in 5 seconds) and clothing (2 seconds) to get directly to the skin.

Ant swarms crawl at Move 1, while other insects fly at Move 6. Any of them are dispersed after losing 12 HP.

Ants

Only fertile ants have wings and they lose them soon after mating. Otherwise, they get about by crawling, leaving pheromone trails for each other to follow. A few are nomadic, but most live in underground tunnels. Different species eat a variety of foods, some farming fungus, others being voracious carnivores. Many of them engage in warfare against other ants, even taking their workers as slaves.

Some species have specialize soldier castes in addition to workers, which are generally larger and armed with more formidable mandibles. The most threatening to humans are ones which also have venomous stings in their abdomens.

CINEMATIC ANTS

In fiction, dangerous ants don't just cause shallow bites aggravated with venom, they chew their victims down to the bone! They do 1 point of corrosion damage per turn.

Honey Bees

Nectar gathered from flowers is processed by bees into honey for storage. Honey is a valuable resource for them, but such a store is a tempting target for other animals (especially bears and honey badgers), so the bees must defend it. They do so with barbed stings, which tear out of the bee when embedded in the soft tissue of a large animal, killing the bee but leaving its venom glands attached to the stinger.

Hornets and Wasps

Looking like sleek, evil versions of bees (or colorful, winged ants), wasps (a hornet is just a big wasp) have a bad reputation for individual aggression, but will usually only attack large creatures *en masse* if defending their nest. However, they are prone to consider anything approaching their home a threat.

They are attracted to any food rich in sugar, such as fruit and candy, but also prey on other insects, even raiding bee hives.

OCTOPUSES

Aquatic mollusks with soft bodies and eight arms. The inner side of each arm is covered with adhesive suckers and the rest of their skin can change color and texture. Octopuses have poor proprioceptive sense and so need to be able to see their body parts to understand their position. An octopus can squeeze through extremely small gaps, limited only by the size of its eyes and beak. They are all venomous, but in most species it is harmless to humans.

An octopus usually moves by crawling along with its arms, but can also swim or propel itself quickly through the water with jets from a siphon below its mouth which can also squirt a cloud of 'ink' (a mixture of mucous and melanin) to confuse predators.

Octopuses have some of the largest brain-to-body-mass ratios among invertebrates, greater than many vertebrates. However, the majority of their neurons are not in their brains, but in their arms, which can keep moving even after being severed.

Octopus: Clinging; Color Blind; Cutaneous Chemical Sense; Cold-Blooded (65°); Doesn't Breathe (Gills only; Oxygen Storage, ×25); Double-Jointed; Good Grip 2; Ham-Fisted 1; Injury Tolerance (Independent Body Parts, No Reattachment; No Neck); Loner (12); Move (water) +8 (Costs Fatigue, 1 FP/second); No Skull DR; Octopod; Peripheral Vision; Pressure Support 2; Regrowth (Limbs Only); Semi-Aquatic; Stretching 1; Temperature Tolerance 10; Wild Animal.

Common Octopus

Diet: Carnivore (shellfish).

Distribution: Warm and temperate coasts worldwide.

Habitat: Reef, Salt-Water Sea.

Niche: Crepuscular ambush predator.

Size: 3' long; 10 lbs.

A fairly average octopus, mostly notable for its large population. It is the octopus most commonly eaten by humans (and Conger Eels) and the most studied by science.

ST:	4	HP:	4	Speed:	6.00
DX:	13	Will:	10	Move:	1 (clinging)
IQ:	4	Per:	10	1 (land)	4 (water)
HT:	11	FP:	11	SM:	-2
Dodge:	9	Parry:	10	DR:	0

Bite (13): 1d-6 large piercing. Reach C.

Grapple With All Arms (27): Effective ST 18 for attempts to break free, choke, or strangle. Reach C.

Traits: Chameleon 3; Ink Cloud 4; Octopus.

Skills: Stealth-15; Wrestling-15.

Greater Blue Ringed Octopus

Diet: Carnivore (crustaceans).

Distribution: Indian and western Pacific oceans.

Habitat: Bank, Reef.

Niche: Cathemeral ambush predator.

Size: 4" long; 0.2 lbs.

Tiny, but deadly. Blue ringed octopus venom is painless, but causes gradual paralysis, eventually killing by suffocation as it shuts down the lungs.

ST:	1	HP:	1	Speed:	5.75
DX:	12	Will:	10	Move:	1 (clinging)
IQ:	3	Per:	10	1 (land)	2 (water)
HT:	11	FP:	11	SM:	-7
Dodge:	8	Parry:	10	DR:	0

Bite (12): 1d-7 large piercing with 1d-1 fatigue follow-up (Cyclic, 1 Hour, 24 cycles; Resistible, HT-5; Hazard, Suffocation; Symptoms, ⅔ FP, Quadriplegic). Reach C.

Traits: Chameleon 1; Ink Cloud 2; Octopus.

Skills: Stealth-14.

Pacific Giant Octopus

Diet: Carnivore (crustaceans).

Distribution: Northern Pacific.

Habitat: Reef, Salt-Water Sea.

Niche: Cathemeral ambush predator.

Size: 8' long; 33 lbs.

The largest known octopus lives in temporary dens, usually small underwater caves which it fortifies with rocks and debris. From there it emerges for short hunting trips several times a day. Its venom can cause inflammation lasting weeks.

ST:	6	HP:	6	Speed:	5.75
DX:	12	Will:	11	Move:	1 (clinging)
IQ:	4	Per:	12	1 (land)	4 (water)
HT:	11	FP:	11	SM:	±0
Dodge:	8	Parry:	10	DR:	0

Bite (12): 1d-4 large piercing with follow-up affliction (HT; Moderate Pain; Extended Duration, ×10,000). Reach C.

Grapple With All Arms (26): Effective ST 20 for attempts to break free, choke, or strangle. Reach C.

Traits: Chameleon 2; Ink Cloud 6; Octopus.

Skills: Stealth-14; Wrestling-14.

Exceptional Individuals

The largest Pacific giant octopuses really live up to the name (15' long; 600 lbs.) with ST and HP 17, SM +2, doing 1d+2 damage with a bite and having effective ST 31 for attempts to break free, choke, or strangle. Increase Ink Cloud to 10.

SQUID

Like their relatives, the octopuses, squid are intelligent aquatic mollusks with eight arms covered in suckers, color changing skin, venomous (but usually only slightly so) beaks, and ink sacs. Unlike octopuses, they have a rudimentary skeleton (a single bone), fins, two long tentacles, and a streamlined form suited for jet-propelled swimming rather than crawling.

Squid: 360° Vision; Chameleon 1 (Accessibility, Only in dim light); Callous; Cold-Blooded (50°); Color Blind; Doesn't Breathe (Gills only; Oxygen Storage, ×100); Extra Arms 6 (Extra-Flexible; Short); Extra Arms 2 (Extra-Flexible; Long 2); Extra-Flexible Arms 2; Good Grip 2; Ham-Fisted 2; Injury Tolerance (Independent Body Parts, No Reattachment; No Neck); Invertebrate; No Depth Perception; No Legs (Aquatic); No Skull DR; Pressure Support 2; Regrowth (Limbs Only); Short Arms; Slippery 1; Temperature Tolerance 15; Wild Animal.

Giant Squid

Diet: Carnivore (fish and squid).

Distribution: Worldwide.

Habitat: Open Ocean.

Niche: Cathemeral pursuit predator.

Size: 36' long; 330 lbs.

A poorly studied species, due to spending most of its time in deep water. Most giant squid encountered by humans are either dead or dying (which may explain accounts of aggressive behavior from them).

In the dark deep ocean, their huge eyes allow them to spot prey before they are spotted. The only thing large and capable of diving deep enough to hunt them is a sperm whale (p. 69) and scars on whales show that the squid will fight back even against such a massive adversary.

ST:	14	HP:	14	Speed:	6.00
DX:	10	Will:	12	Move:	6 (water)
IQ:	4	Per:	12		
HT:	14	FP:	14	SM:	+3
Dodge:	9	Parry:	9	DR:	1

Bite (12): 1d large piercing. Reach C.

Tentacle Strike (12): 1d cutting or impaling. Reach C-5.

Traits: Ink Cloud 10; Night Vision 8; Squid.

Skills: Brawling-12; Stealth-10; Wrestling-12.

Variants

The colossal squid (36' long; 1,000 lbs.) has shorter tentacles, but a more massive body. It has ST and HP 20, and does 2d-1 damage with a bite or tentacle strike.

As with a low sucking sound it slowly disappeared again, Starbuck still gazing at the agitated waters where it had sunk, with a wild voice exclaimed 'Almost rather had I seen Moby Dick and fought him, than to have seen thee, thou white ghost!'

'What was it, Sir?' said Flask.

'The great live squid, which, they say, few whale-ships ever beheld, and returned to their ports to tell of it.'

Herman Melville
Moby Dick or, the Whale

Humboldt Squid

Diet: Carnivore (fish and squid).

Distribution: Eastern Pacific.

Habitat: Open Ocean.

Niche: Nocturnal pack hunter.

Size: 5' long; 50 lbs.

Gathering in groups several hundred strong, these squid are feared, due to their size, clawed suckers, and alarming habit of jumping out of the water, but there have been no known human fatalities and most injuries happen when capturing them. Attacks on each other are a regular occurrence, however, as they are enthusiastic cannibals.

Humboldt squid are also known as red devils since they can change their skin from white to red (which looks black in moonlight or underwater). During the day, they hide in cold, deep water, often the 'oxygen minimum zone' between 700' and 1,500', where predatory fish can't follow. At night, they rise to feed near the surface.

ST:	7	HP:	7	Speed:	6.00
DX:	11	Will:	11	Move:	7 (water)
IQ:	4	Per:	11		
HT:	13	FP:	13	SM:	-1
Dodge:	9	Parry:	9	DR:	0

Bite (13): 1d-3 large piercing. Reach C.

Tentacle Strike (13): 1d-3 cutting. Reach C, 1.

Traits: Bloodlust (12); Ink Cloud 5; Night Vision 4; Signals (Color Changes); Squid; Super Jump 1.

Skills: Aquabatics-12; Brawling-13; Stealth-11; Wrestling-13.

Variants

Japanese flying squid (2' long; 1 lbs.) are a smaller species which is frequently eaten by humans. They have ST and HP 2, SM -4 and do 1d-6 damage with a bite or tentacle strike. Many other small squid species would have similar rules, but lack Super Jump.

CHAPTER 5:

MAMMALS

Warm-blooded creatures, which give birth to live young, and feed them with milk. Most mammals have furry pelts, upright postures, external ears, and thin tails.

ANTELOPES

A poorly defined group of animals, related to cattle, goats, and sheep. All of them have thin but powerful legs, short fur, and horns (on adult males at least).

Antelope: DR 3 (Skull only); Discriminatory Smell;

Fearfulness 2; Long Neck 1; Parabolic Hearing 2; Peripheral Vision; Temperature Tolerance 1; Quadruped; Ultrahearing; Wild Animal.

MYTHICAL ANTELOPES

Medieval bestiaries described the antelope as a deer-like animal with saw-blade horns to cut down trees. Despite this, it would often become entangled by the herecine (*GURPS Fantasy* p. 47). Use the profile of an impala with its horns' damage type changed to cutting.

Chamois

Diet: Herbivore (grass).

Distribution: Southern Europe.

Habitat: Mountain.

Niche: Diurnal browser.

Size: 4' long; 85 lbs.

Closely related to goats, which is apparent both from their appearance and habits. They have thicker fur than other antelopes, small back-curved horns, stub tails, and striped faces. Females live in small herds, while males are solitary.

Due to being both delicious and the source of very nice leather, they were hunted until populations dwindled to the point that conservation efforts were needed.

ST:	9	HP:	9	Speed:	6.00
DX:	13	Will:	10	Move:	7/14 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	9	DR:	1

Horns (13): 1d-1 crushing. Reach C.

Traits: Antelope; Pressure Tolerant Lungs (Thin).

Skills: Climbing-12; Jumping-14; Survival-12.

Gnu

Diet: Herbivore (grass).

Distribution: Southern Africa.

Habitat: Plains.

Niche: Diurnal browser.

Size: 6' long; 400 lbs.

Also known as wildebeest, these ungainly but swift creatures look a little like skinny cattle. Cows and young bulls form small single-sex herds. The strongest bulls establish their own territory, each with a female herd as his harem.

ST:	15	HP:	15	Speed:	5.25
DX:	10	Will:	10	Move:	4/16 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	±0
Dodge:	8	Parry:	8	DR:	1

Hoof (10): 1d+1 crushing. Reach C.

Horns (10): 1d+2 impaling. Reach C, 1.

Traits: Antelope.

Skills: Navigation (Land)-9; Running-12; Survival-12.

Impala

Diet: Herbivore (grass).

Distribution: Eastern and southern Africa.

Habitat: Woodlands.

Niche: Diurnal browser.

Size: 4' long; 140 lbs.

Resembling a deer with double-curved horns instead of antlers, impalas have a similar social structure to gnus, although the female herds are larger.

ST:	10	HP:	10	Speed:	6.00
DX:	13	Will:	10	Move:	5/20 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	9	DR:	1

Hoof (13): 1d-3 crushing. Reach C.

Horns (13): 1d-1 impaling. Reach C.

Traits: Antelope.

Skills: Jumping-14; Running-14; Survival-12.

Sexual Dimorphism

Females are 100 lbs. Reduce ST and HP to 9 and remove horns attack.

Springbok

Diet: Herbivore (shrubs).

Distribution: Southern Africa.

Habitat: Desert, Plains.

Niche: Crepuscular browser.

Size: 4' long; 75 lbs.

A small, elegant antelope with a long neck and horns which curve back and inwards. Herds may be all-female, all-male, or a dominant male with a small harem. They are popular in game farms, where wild animal populations are contained in protected areas and then hunted.

ST:	8	HP:	8	Speed:	6.00
DX:	13	Will:	10	Move:	7/28 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	9	DR:	1

Horns (13): 1d-2 crushing. Reach C.

Hoof (13): 1d-3 crushing. Reach C.

Traits: Antelope; Reduced Consumption 1 (Water only).

Skills: Jumping-14; Running-14; Survival-12.

Variants

Many species of gazelle would have identical profiles.

APES

Closely related to monkeys although apes have no tails and tend to be larger and smarter. All apes have keen eyes protected by bony sockets, flat nails rather than claws on their fingers and toes, and expressive faces. Non-human apes have powerful arms and dexterous feet, well suited to climbing, but less so to walking.

They can easily be taught many tricks and were popular for entertainment and research until ethical concerns made people wary of exploiting such intelligent animals. Although capable of basic tool use, in the wild they make nothing more complex than sharpened sticks for gathering food. In combat they favor grappling and biting over striking.

Ape: Born Biter 1; Extra Arms 2 (Foot Manipulators); Ham-Fisted 1; Semi-Upright; Wild Animal.

MYTHICAL APES

Apes (and monkeys such as the Barbary macaque) were said to compulsively imitate humans and a hunter could fool them by pretending to cut his own throat or wash his eyes with quicklime. Having observed this, an ape would carry out the action for real, injuring or killing itself. Allegorically, these apes represented sinners, fooled into damning themselves by the devil.

Chimpanzee

Diet: Omnivore (Fruit).

Distribution: Central and western Africa.

Habitat: Woodland.

Niche: Diurnal forager.

Size: 4' tall; 110 lbs.

Our closest relatives can be just as vicious and unpredictable as humans. Their small groups are led by a dominant males and each group is part of a larger community.

Spending most of the day on the ground, they retreat into trees at night. Each adult makes a fresh nest in a new location every night, with infants sharing their mother's nest.

ST:	10	HP:	10	Speed:	6.00
DX:	12	Will:	10	Move:	7 (land)
IQ:	6	Per:	10		
HT:	12	FP:	12	SM:	-1
Dodge:	9	Parry:	9	DR:	1

Bite (12): 1d-3 cutting. Reach C.

Grapple (13): Effective ST 14. Reach C.

Traits: Ape; Arm ST 3; Brachiator; Chummy; Super Climbing 2.

Skills: Acrobatics-13; Climbing-15; Intimidation-12; Survival-12; Wrestling-13.

Gibbon

Diet: Omnivore (fruit, insects, and leaves)

Distribution: South-east Asia

Habitat: Jungle.

Niche: Diurnal forager.

Size: 2' tall; 13 lbs.

The 'lesser apes' are smaller and less clever than their relatives, but more agile, spending most of their lives swinging between trees. They do not make nests but instead sleep crouched on branches.

Unlike most apes, they form long-term monogamous couples. They are extremely vocal, especially in the morning, and often perform 'duets' where they sing to each other.

ST:	5	HP:	5	Speed:	6.00
DX:	13	Will:	10	Move:	6 (land)
IQ:	4	Per:	12		12 (brachiating)
HT:	11	FP:	11	SM:	-3
Dodge:	9	Parry:	9	DR:	0

Bite (13): 1d-5 cutting. Reach C.

Traits: Ape; Arm ST 1; Brachiator; Perfect Balance; Super Climbing 5.

Skills: Acrobatics-15; Climbing-16; Jumping-14; Survival-12.

Gorilla

Diet: Herbivore (fruit and leaves).

Distribution: Central Africa.

Habitat: Jungle, Woodlands.

Niche: Diurnal forager.

Size: 5' tall; 400 lbs.

Too big to climb most trees, gorillas rely on size and strength for defense. Each small group is led by the strongest male, who will protect them aggressively.

Rather than occupying a fixed territory, they strip an area of food and move, returning when the vegetation has recovered.

ST:	15	HP:	15	Speed:	6.00
DX:	12	Will:	10	Move:	7 (land)
IQ:	6	Per:	10		
HT:	12	FP:	12	SM:	±0
Dodge:	9	Parry:	9	DR:	1

Bite (12): 1d cutting. Reach C.

Grapple (14): Effective ST 19. Reach C.

Traits: Ape; Arm ST 3; Bad Temper (12); Chummy.

Skills: Climbing-13; Intimidation-13; Stealth-12; Survival-12; Wrestling-14.

Sexual Dimorphism

Females are 4' 6" tall, 200 lbs. Reduce ST and HP to 12. Change bite damage to 1d-3 and effective grappling ST to 16. Remove Bad Temper from traits.

Orangutan

Diet: Herbivore (fruit).

Distribution: Borneo and Sumatra.

Habitat: Jungle.

Niche: Diurnal forager.

Size: 4' 6" tall; 165 lbs.

The only solitary apes, orangutans arrange the spacing of their territories through hooting calls. Spending most of their lives in the trees, their waddling gait is more suited to branches than flat ground.

Long, sparse, red hair covers most of their bodies. A dominant male orangutan grows distinctive cheek flanges, which attract females. Other males in the same area will not grow them, but once he gets too old to fight, his will shrivel and another male's develop as he expands his range.

ST:	11	HP:	11	Speed:	5.50
DX:	11	Will:	10	Move:	4 (land)
IQ:	6	Per:	11		4 (brachiating)
HT:	11	FP:	11	SM:	±0
Dodge:	8	Parry:	8	DR:	1

Bite (11): 1d-2 cutting. Reach C.

Traits: Ape; Arm ST 4; Brachiator; Super Climbing 5.

Skills: Climbing-15; Survival-12.

Sexual Dimorphism

Females are 4' tall, 80 lbs. Reduce ST and HP to 9. Change bite damage to 1d-3. Reduce Arm ST to 3.

The ape, vilest of beasts, how like to us.

Quintus Ennius

BADGERS

Closely related to otters, weasels, and wolverines, badgers are stocky burrowing animals with short legs and thick, loose hides.

Badger: Acute Smell 2; Bad Sight (Low Resolution); Berserk (12); Born Biter 1; Burrower; Colorblindness; Discriminatory Smell; Flexibility; High Pain Threshold; Quadruped; Slippery 2; Whiskers; Wild Animal.

American Badger

Diet: Carnivore (small mammals and snakes).

Distribution: North America.

Habitat: Plains.

Niche: Nocturnal pursuit predator.

Size: 2' long; 17 lbs.

American badgers have a thick coat of grizzled fur, with dark patches on the face and a white stripe running down the back.

They are solitary animals which generally hunt below ground, digging tunneling prey out of their homes, and sometimes cooperate with coyotes. If prey flees underground, the badger will follow. If it makes a run for it, the coyote will give chase.

Burrows are simple and occupied only briefly, but each badger has many in its territory.

ST:	5	HP:	5	Speed:	6.00
DX:	11	Will:	13	Move:	4 (land)
IQ:	4	Per:	11		
HT:	13	FP:	13	SM:	-2
Dodge:	9	Parry:	—	DR:	2

Bite (13): 1d-4 cutting. Reach C.

Claw (13): 1d-4 crushing. Reach C.

Traits: Badger; Resistant to Poison (+3); Temperature Tolerance 1.

Skills: Brawling-13; Escape-15; Survival-12; Tracking-15.

Variants

Increase ST and HP to 6 and add Climbing-12 for the infamous honey badger or *ratel* found in Africa, the Middle East, and southern Asia.

European Badger

Diet: Omnivore (carrion, cereal, fruit, insects, worms).

Distribution: Europe.

Habitat: Woodlands.

Niche: Nocturnal forager.

Size: 3' long; 25 lbs.

Dignified looking animals with sharp black and white stripes on their tapered heads. The rest of their fur is gray, darker on the legs and pale on their short tails. When wounded or mating, they scream with an almost human voice.

*He that would hunte a Badgerde, must seeke
the earthes and burrowes where they lie...*

George Gascoigne *The Noble Arte of Venerie or Hunting*

They live in small groups, in a communal *set*. Sets are occupied by successive generations (possibly for centuries) and can get very large, often also hosting rabbits and red foxes. Badgers who die in a set may be entombed as their relatives seal them in an unoccupied chamber.

ST:	6	HP:	6	Speed:	6.00
DX:	11	Will:	13	Move:	4 (land)
IQ:	4	Per:	10		
HT:	13	FP:	13	SM:	-2
Dodge:	9	Parry:	—	DR:	2

Bite (13): 1d-4 cutting. Reach C.

Claw (13): 1d-4 crushing. Reach C.

Traits: Badger; Temperature Tolerance 1.

Skills: Brawling-13; Survival-12; Swimming-12.

Variants

The rare hog badger of eastern Asia, named for its piggish snout, would have a similar profile.

Asian badgers are closely related to European ones, but smaller (2' long; 13 lbs.), reducing ST and HP to 5.

BATS

The only mammals capable of powered flight. Most hunt flying insects, using sonar to find them even in complete darkness. Larger species (megabats) are fruit eaters.

Like other nocturnal flying creatures (such as owls), bats are associated with magic, death and misfortune. Although feared by many people, no bat is a threat to humans except as a disease carrier.

Bat: Bad Sight (Low Resolution); Clinging (Clawed); Ham-Fisted 2; Night Vision 3; Ultrahearing; Vespertilian; Wild Animal.

Common Noctule

Diet: Carnivore (insects).

Distribution: Central Asia and Europe.

Habitat: Woodlands.

Niche: Nocturnal pursuit predator.

Size: 5" long, 16" wingspan; 0.1 lbs.

An unremarkable little bat with pale brown fur. They roost alone in tree holes, though females form colonies to raise pups.

ST:	1	HP:	1	Speed:	6.00
DX:	13	Will:	10	Move:	9 (air)
IQ:	3	Per:	12	1 (clinging)	1 (land)
HT:	11	FP:	11	SM:	-7
Dodge:	9	Parry:	10	DR:	0

Bite (15): 1d-6 crushing. Reach C.

Traits: Bat; Enhanced Move 1 (Air Move 18; Handling Bonus, +2); Sonar (Air only).

Skills: Brawling-15; Climbing-14; Stealth-13; Survival-12.

Variants

All insect-hunting bats (and even those large enough to prey on birds, frogs, and other bats, like the spectral bat) have a similar profile.

The blood-drinking vampire bats of Central and South America have Discriminatory Smell and Tracking-16.

Indian Flying Fox

Diet: Herbivore (fruit and nectar).

Distribution: South Asia.

Habitat: Jungle, Swampland, Urban.

Niche: Nocturnal forager.

Size: 8" long, 3' 6" wingspan; 2.5 lbs.

Named for their orange fur and canine faces, these fruit-bats roost in treetop colonies. A colony may have thousands of bats, but they forage alone.

ST:	3	HP:	3	Speed:	5.50
DX:	11	Will:	10	Move:	4/8 (air)
IQ:	3	Per:	12	1 (clinging)	1 (land)
HT:	11	FP:	11	SM:	-6
Dodge:	9	Parry:	10	DR:	0

Bite (11): 1d-5 crushing. Reach C.

Traits: Bat; Discriminatory Smell.

Skills: Climbing-14; Navigation (Air)-10; Survival-13.

Variants

Many other fruit-bats could use the same profile. Smaller species have ST and HP of 1 or 2 and reduce bite damage to 1d-6.

BEARS

Bulky animals with rounded ears and short tails. Bears look cute, but long teeth and claws, combined with strength, keen senses, and cleverness, make them very dangerous.

If captured young, a bear can be tamed and trained to perform many tricks, including serving as a draft animal. As they get older, however, they become harder to control.

Bear: Acute Smell 2; Born Biter 1; Discriminatory Smell; Night Vision 2; No Fine Manipulators; Semi-Upright; Ultrahearing; Wild Animal.

American Black Bear

Diet: Omnivore (carrion, fruit, insects, nuts, and rodents).

Distribution: North America.

Habitat: Woodlands.

Niche: Diurnal forager.

Size: 6' long; 250 lbs.

Black bears will usually retreat if they feel threatened. Attacks on humans are normally hungry bears deliberately hunting those that seem vulnerable. They can often be dissuaded by a show of force, even from smaller animals.

ST:	13	HP:	13	Speed:	6.00
DX:	11	Will:	12	Move:	8/16 (land)
IQ:	4	Per:	10		
HT:	13	FP:	13	SM:	±0
Dodge:	9	Parry:	—	DR:	2

Bite or Claw (13): 1d cutting. Reach C.

Traits: Bear; Fearfulness 3; Temperature Tolerance 1.

Skills: Brawling-13; Climbing-11; Intimidation-11; Stealth-11; Survival-12.

Sexual Dimorphism

Females (5' long; 170 lbs.) have ST and HP 11. Reduce damage for bite and claw to 1d-1.

Variants

Asian black bears are similar. For a sloth bear, change claw damage to crushing and exchange Fearfulness for Bad Temper (9).

Brown Bear

Diet: Omnivore (carrion, fish, fruit, insects, roots, and nuts).

Distribution: Europe, northern Asia and North America.

Habitat: Plains, Woodlands.

Niche: Crepuscular forager.

Size: 8' long; 480 lbs.

Brown bears react to threats with aggression, so they are difficult to scare off and chase those who flee. They will however avoid humans unless they smell food or are used to being fed.

ST:	16	HP:	16	Speed:	6.00
DX:	11	Will:	11	Move:	5/15 (land)
IQ:	4	Per:	10		
HT:	13	FP:	13	SM:	+1
Dodge:	9	Parry:	—	DR:	2

Bite or Claw (13): 1d+1 cutting. Reach C, 1.

Traits: Bear; Bad Temper (9); Temperature Tolerance 2.

Skills: Brawling-13; Intimidation-11; Stealth-11; Survival-12.

Sexual Dimorphism

Females (7' long; 340 lbs.) have ST and HP 14 and Bad Temper (15). Reduce damage for bite and claw to 1d.

Exceptional Individuals

The largest subspecies of brown bear is the Kodiak bear, which can grow very big indeed (11' long; 1,500 lbs.) with ST and HP 23, SM +2, and DR 3, doing 2d+2 damage with a bite or claw.

Polar Bear

Diet: Carnivore (seals).

Distribution: Arctic circle.

Habitat: Arctic.

Niche: Diurnal ambush predator.

Size: 9' long; 1,100 lbs.

Polar bears have long necks and narrow heads, ideal for snatching seals through holes in the ice. The only creature they fear is the walrus, and they still prey on pups given the opportunity. They will not hesitate to kill and eat humans.

Their translucent fur traps heat so effectively that they can suffer heat exhaustion in freezing conditions and have to swim in icy water to cool off. It also acts as camouflage against infravision, but is highly visible to ultravision.

ST:	21	HP:	21	Speed:	6.00
DX:	11	Will:	11	Move:	6/12 (land)
IQ:	4	Per:	10		3 (water)
HT:	13	FP:	13	SM:	+1
Dodge:	9	Parry:	—	DR:	2

Bite or Claw (13): 2d+1 Cutting. Reach C, 1.

Traits: Bear; Limited Camouflage; Long Neck 1; Temperature Tolerance 4; Terrain Adaptation (Ice).

Skills: Brawling-13; Climbing-11; Stealth-13; Survival-13; Swimming-13.

Sexual Dimorphism

Females (7' long; 450 lbs.) have ST and HP 15. Reduce damage for bite and claw to 1d+1.

Exceptional Individuals

A very big polar bear (11' long; 1 ton) would have ST and HP 25, SM +2, and DR 3, doing 2d+3 damage with a bite or claw.

BISON

Also known as buffalo (although they shouldn't be confused with their relatives, cape or water buffalo). Whatever the name, they look like cattle with massive woolly heads and forequarters.

American Bison

Diet: Herbivore (grass).

Distribution: North America.

Habitat: Plains.

Niche: Diurnal browser.

Size: 10' long; 1,700 lbs.

They form herds centered around mature cows with their young. Bulls form small 'bachelor' groups or live alone, until breeding season when they compete for territory and mates.

No American predator can take a healthy adult, but wolves will pick off young or sickly individuals. Humans almost hunted them to extinction by the early twentieth century, but conservation and farming have helped their population recover.

It is possible to train them as steeds or draft animals, although few have done so.

ST:	23	HP:	23	Speed:	5.50
DX:	9	Will:	12	Move:	5/20 (land)
IQ:	3	Per:	12		
HT:	13	FP:	13	SM:	+2
Dodge:	8	Parry:	8	DR:	2

Horns (11): 2d+5 impaling. Reach C.

Trample (11): 2d+5 crushing. Only against SM ±0 or smaller (SM +1 if prone).

Traits: Bad Temper (15); Bad Sight (Low Resolution); DR 6 (Skull only); Quadruped; Wild Animal.

Skills: Brawling-11; Survival-12.

Sexual Dimorphism

Females (8' long; 1,100 lbs.) have ST and HP to 21, doing 2d+4 damage with their horns and trample. Replace Bad Temper with Chummy.

Exceptional Individuals

The largest bison recorded (11' long; 2,800 lbs.) would have ST and HP 28, DR 3, doing 3d+5 damage with horns or trample.

Variants

European wood bison, also known as *wisent* or *zubr*, are virtually identical.

The gaur or Indian bison is even larger. Bulls (10' long; 1 ton) have ST and HP 25, doing 2d+6 damage with horns or trample. Cows (9' long; 1,500 lbs.) have the same profile as bison bulls.

CAMELS

With their fatty humps, sinuous necks, scrawny legs, and big feet, camels look ridiculous, but they are perfectly adapted to life in an arid climate and highly valued by desert people.

Humans have domesticated camels for thousands of years. In fact, most wild camels are descended from domesticated animals. They can be ridden, used as beasts of burden, milked, eaten, sheared, or skinned for leather. While not ideal for any of those purposes, their versatility and the difficulty of raising anything else in a desert mean they are still popular.

The camel has its own method of protesting against unreasonable treatment: it dies.

George Gerster
Sahara

Camels are notorious for spitting, which is especially disgusting because their spit is not just saliva but also half-digested cud. They spit on each other to establish dominance.

Arabian Camel

Diet: Herbivore (grass and shrubs).

Distribution: Southern Asia, North Africa, and the Middle East. Introduced to Australia.

Habitat: Desert.

Niche: Diurnal browser.

Size: 11' long; 1,100 lbs.

Distinguished by a single, firm hump and short hair.

ST:	21	HP:	21	Speed:	4.75
DX:	9	Will:	11	Move:	8/16 (land)
IQ:	3	Per:	12		
HT:	10	FP:	10	SM:	+2
Dodge:	8	Parry:	—	DR:	2

Bite or Kick (9): 2d-1 crushing. Reach C-2.

Traits: Bad Sight (Low Resolution); Bad Temper (15); Discriminatory Smell; Domestic Animal; Long Neck 1; Night Vision 1; Nutritional Reserve 50; Parabolic Hearing 1; Peripheral Vision; Quadruped; Reduced Consumption 1 (Cast Iron Stomach); Reduced Consumption 2 (Water Only); Stubbornness; Temperature Tolerance 2; Terrain Adaptation (Sand).

Skills: Survival-13.

Variants

Well-bred Arabian camels are known as dromedaries and have Move 9/18.

Increase Temperature Tolerance to 6 for the two-humped, hairy bactrian camel of Central Asia.

CATS

One of the most successful families of predator, cats are masters of stealth, quick, agile, and armed with formidable natural weapons. They have short muzzles, long tails, and tongues covered in tiny barbs. Unlike most carnivores, cats have trouble digesting anything but meat.

Traits: Augmented Pinnae; Born Biter 2; Catfall; Combat Reflexes; Discriminatory Smell; Flexibility; Limited Camouflage; Quadruped; Silence 1; Ultrahearing; Whiskers; Wild Animal (or Domestic Animal for pet housecats).

Cheetah

Diet: Carnivore (antelope).

Distribution: Sub-Saharan Africa and Iran. Previously Central and Southern Asia, Europe, the Middle East, and North Africa.

Habitat: Desert, Plains.

Niche: Diurnal pursuit predator.

Size: 4' long; 90 lbs.

Cheetahs are built for speed and it shows in their lean bodies. They usually hunt small antelope, stalking, then sprinting, tripping their quarry, and finally strangling it with their jaws. Even after a kill, cheetahs may be denied a meal, as hyenas or lions often steal it.

Female cheetahs live alone with their cubs, but males may form small groups for hunting and defending territory.

ST:	9	HP:	9	Speed:	6.00
DX:	13	Will:	10	Move:	7/14 (land)
IQ:	4	Per:	12		
HT:	10	FP:	10	SM:	-1
Dodge:	10	Parry:	—	DR:	0

Bite (15): 1d-2 cutting. Reach C.

Traits: Cat; Enhanced Move 1 (Land Move 28; Costs Fatigue, 1 FP/second).

Skills: Brawling-15; Running-16; Stealth-14; Survival-12.

Cougar

Diet: Carnivore (large mammals).

Distribution: North and South America.

Habitat: Desert, Mountain, Woodlands.

Niche: Crepuscular ambush predator.

Size: 5' long; 140 lbs.

Also called the mountain lion or puma, the cougar is even sneakier than most cats. It stalks close to prey, leaps onto their back, and kills with a bite to the neck. They favor mid-sized prey like goats but will take almost anything.

They are solitary animals. One large animal can feed a cougar for several weeks, although this will require storing it in a hiding spot and returning periodically.

ST:	10	HP:	10	Speed:	6.00
DX:	13	Will:	10	Move:	8/16 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	±0
Dodge:	10	Parry:	—	DR:	1

Bite or Claw (15): 1d-2 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Cat; Loner (12); Night Vision 3.

Skills: Brawling-15; Climbing-13; Jumping-17; Stealth-16; Survival-13.

Variants

This profile is also suitable for leopards, which occupy forests in Sub-Saharan Africa, the Arabian Peninsula, and south Asia. The jungle-dwelling jaguar of Central and South America is a little larger (6' long; 160 lbs.). Increase ST and HP to 11, change bite and claw damage to 1d-1.

The African caracal and serval and the American ocelot are smaller (3' long; 26 lbs.) but otherwise similar. Reduce ST and HP to 6, change bite and claw damage to 1d-4.

Eurasian Lynx

Diet: Carnivore (carrion, deer, and small mammals).

Distribution: Northern Asia and Europe.

Habitat: Mountain, Plains, Woodlands.

Niche: Nocturnal pursuit predator.

Size: 40" long; 45 lbs.

Lynx have distinctive tufted ears, short tails, and fur which changes from brown to silver in winter. They are secretive and solitary, avoiding humans but sometimes preying on livestock.

They often squabble with eagle owls, foxes, golden eagles, and wild boar over kills. Larger opponents like bears and wolves will steal the kill and eat the lynx if it doesn't flee fast enough!

ST:	7	HP:	7	Speed:	6.00
DX:	13	Will:	10	Move:	7 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	10	Parry:	—	DR:	1

Bite or Claw (15): 1d-3 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Cat; Enhanced Move 1.5 (Land Move 21; Costs Fatigue, 1 FP/second); Night Vision 3; Temperature Tolerance 6; Terrain Adaptation (Snow).

Skills: Brawling-15; Climbing-14; Stealth-14; Survival-12.

Variants

American bobcats ('red lynx'), Canada, and Iberian lynx are all smaller (20" long; 20 lbs.). Reduce ST and HP to 5 and SM to -2. Change bite and claw damage to 1d-4.

Housecat

Diet: Carnivore (birds and rodents).

Distribution: Africa, Central Asia, and the Middle East. Introduced worldwide.

Habitat: Mountain, Plains, Urban, Woodlands.

Niche: Crepuscular pursuit predator.

Size: 18" long; 9 lbs.

Domestic cats are still very much like their wild ancestors.

They may tolerate other cats in their territory and even form colonies where they share shelter, but hunt alone. Anything new in their territory is carefully investigated and, if found to be threatening, avoided.

Cats will hunt even when well fed and enjoy playing with their food before killing it. When introduced to new areas they have a huge impact on prey populations.

ST:	4	HP:	4	Speed:	6.00
DX:	14	Will:	11	Move:	3 (clinging)
IQ:	4	Per:	12		7/14 (land)
HT:	10	FP:	10	SM:	-4
Dodge:	10	Parry:	—	DR:	0

Bite or Claw (16): 1d-5 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Cat; Clinging (Clawed); Night Vision 3; Sadism (15).

Skills: Brawling-16; Climbing-13; Stealth-14; Survival-11.

Variants

Numerous small wild cat species are similar, including the African wildcat, European wildcat, and margay. Change Domestic Animal to Wild Animal and raise Survival to 13. Slightly larger species such as the jungle cat (26" long; 15 lbs.) have ST and HP 5, SM -3, and do 1d-4 damage with a bite or claw. The Andean mountain cat and pampas cat add Pressure Tolerant Lungs (Thin) to traits, as does the Chinese mountain cat, which is as large as the jungle cat.

Lion

Diet: Carnivore (large mammals).

Distribution: Sub-Saharan Africa.

Habitat: Plains, Woodlands.

Niche: Cathemeral pack hunter.

Size: 6' long; 420 lbs.

Very large, heavyset cats with pale gold fur, rounded ears, and thin tails ending in distinctive tufts. A pride of lions consists of one or more males and a larger number of females with their cubs. Male lions have distinctive manes of hair around their throats and are notoriously lazy, letting their females do most of the hunting. Males with no pride live alone or in small coalitions, often wandering long distances, while prides have set territories.

ST:	15	HP:	15	Speed:	6.00
DX:	13	Will:	11	Move:	8
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	+1
Dodge:	10	Parry:	—	DR:	1

Bite or Claw (15): 1d+1 cutting. Reach C, 1.

Traits: Bad Sight (Low Resolution); Cat; DR 1 (Neck only); Enhanced Move 1.5 (Land Move 24; Costs Fatigue, 1 FP/second); Laziness; Night Vision 3.

Skills: Brawling-15; Running-14; Stealth-13; Survival-13.

Sexual Dimorphism

Female lions are smaller (5'6" long; 270 lbs.). Reduce ST and HP to 13. Change Bite and Claw damage to 1d. Remove neck DR and Laziness from traits.

Tiger

Diet: Carnivore (large mammals).

Distribution: Northeastern and South Asia.

Habitat: Jungle, Woodlands.

Niche: Diurnal ambush predator.

Size: 7' long; 520lbs.

The largest living cats, with distinctive black-striped orange and white fur. They are solitary, but allow their territories to overlap and are friendly to their neighbors (even sharing food). Tigers prefer to strangle large prey, but will happily take smaller animals, dispatching them with a bite to the spine or swipe of their claws.

ST:	16	HP:	16	Speed:	6.00
DX:	13	Will:	11	Move:	10
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	+1
Dodge:	10	Parry:	—	DR:	1

Bite or Claw (15): 1d+1 cutting. Reach C, 1.

Traits: Cat; Enhanced Move 1 (Land Move 20; Costs Fatigue, 1 FP/second); Night Vision 3; Super Climbing 3; Temperature Tolerance 2.

Skills: Brawling-15; Climbing-15; Stealth-15; Survival-13; Swimming-13; Wrestling-15.

Sexual Dimorphism

Females are smaller (6' long; 310 lbs.). Reduce ST and HP to 14. Change Bite and Claw damage to 1d.

Variants

Snow leopards (4' long; 80 lbs.) are actually more closely related to tigers than leopards. Change ST and HP to 9, SM to -1, bite and claw damage to 1d-2, reach to C. Increase Temperature Tolerance to 4, add Terrain Adaptation (Snow), and remove Swimming skill.

CATTLE

Domesticated relatives of bison, water buffalo, and yaks, cattle share their overall body plan of a boxy torso, sturdy legs ending in cloven hooves, small, tufted tail, thick neck, and heavy skull with curved horns. Although expensive to keep, their high-quality meat, milk, and leather make them a valuable commodity.

Ox

Diet: Herbivore (clover and grass).

Distribution: Worldwide.

Habitat: Plains.

Niche: Diurnal browser.

Size: 8' long; 1,500 lbs.

Oxen are castrated bulls, used to draw carts and plows, or occasionally ridden. They are strong and steady, but slower than horses.

ST:	23	HP:	23	Speed:	5.00
DX:	8	Will:	9	Move:	5/10 (land)
IQ:	3	Per:	10		
HT:	12	FP:	12	SM:	+2
Dodge:	8	Parry:	7	DR:	1

Horns (8): 2d+3 impaling. Reach C, 1.

Traits: Bad Sight (Low-Resolution); Discriminatory Smell; Domestic Animal; DR 4 (Skull only); Night Vision 1; Peripheral Vision; Quadruped; Temperature Tolerance 1; Ultrahearing.

Sexual Dimorphism

Intact bulls have Bad Temper (15). Cows (7' long; 900 lbs.) have ST and HP 19 and do 2d+1 damage with their horns.

Variants

The largest cattle breeds (10' long; 1.5 tons) have ST and HP 29, doing 3d+3 damage (3d+6 for intact bulls) with their horns.

CIVETS

A loose collection of small mammals, somewhat resembling crosses between cats and mongooses, both of which are relatives. When threatened they emit a nauseating scent from anal glands to discourage predators.

African Civet

Diet: Omnivore (frogs, fruit, insects, rodents, and snakes).

Distribution: Sub-Saharan Africa.

Habitat: Plains, Woodlands.

Niche: Nocturnal forager.

Size: 4' long; 26 lbs.

A large civet, with a spotted pelt and a crest of long fur along its back which can be raised make it look larger.

ST:	6	HP:	6	Speed:	5.50
DX:	12	Will:	11	Move:	6/12
IQ:	4	Per:	11		
HT:	10	FP:	10	SM:	-2
Dodge:	8	Parry:	—	DR:	0

Bite (14): 1d-4 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Born Biter 1; Controllable Disadvantage (Bad Smell); Discriminatory Smell; Flexibility; Limited Camouflage; Night Vision 2; Quadruped; Ultrahearing; Whiskers; Wild Animal.

Skills: Brawling-14; Climbing-14; Stealth-12; Survival-12.

Variants

Smaller civets like the Asian palm civet (40" long; 7 lbs.) have ST and HP 4, doing 1d-5 bite damage.

The distantly related *genets* such as the Angolan genet and common genet are smaller (3' long; 4 lbs.) with ST and HP 3, SM -4, and do 1d-5 bite damage. Other distant relatives are the tiny African *oyans* and Asian *linsangs* (2' long; 1 lbs.) which have ST and HP 2, SM -4, and do 1d-6 bite damage.

COYOTES

Diet: Carnivore (carrion, deer, fruit, rabbits, and rodents).

Distribution: North America.

Habitat: Plains, Urban.

Niche: Cathemeral pursuit predator.

Size: 4' long; 30 lbs.

Close enough to dogs and wolves that they can interbreed. Coyotes are smaller, slimmer, and less hairy than wolves.

They thrive in many environments, take many types of prey, and adapt their social behavior to local conditions. Most live in small family groups, or larger, looser, unrelated packs. They usually hunt alone, but will team up (sometimes even partnering with badgers) to take down big animals.

ST:	6	HP:	6	Speed:	6.00
DX:	12	Will:	10	Move:	7/21 (land)
IQ:	4	Per:	12		
HT:	12	FP:	12	SM:	-1
Dodge:	9	Parry:	—	DR:	0

Bite (14): 1d-4 cutting. Reach C

Traits: Acute Smell 2; Augmented Pinnae; Bad Sight (Low-Resolution); Born Biter 2; Discriminatory Smell; Gluttony (15); Night Vision 1; Quadruped; Ultrahearing; Wild Animal.

Skills: Brawling-14; Stealth-12; Survival-14; Tracking-15.

Variants

This profile also fits the Andean fox or *culpeo*, which looks like a fox but is more closely related to the coyote.

DEER

Deer have large, mobile ears, small tails, short, coarse fur, and thin legs to step easily through undergrowth. An adult male is known as a *buck*, *hart*, or *stag*, while a female is a *doe* or *hind*, and a juvenile of either sex is a *fawn*.

Deer have been hunted enthusiastically by humans ever since we first encountered them. Antlers make excellent tools, especially for pressure flaking (*GURPS Low-Tech* p. 18), and their meat (*venison*) and hides (*buckskin*) are very good.

Deer: Bad Sight (Low Resolution); Discriminatory Smell; DR 1 (Skull only); Long Neck 1; Parabolic Hearing 2; Peripheral Vision; Quadruped; Night Vision 2; Terrain Adaptation (Undergrowth); Wild Animal.

...only the trees and the deer shed their foliage each year and replace it more strongly, more magnificently, in the spring.

Felix Salten
Bambi's Children

Caribou

Diet: Herbivore (grass and lichen).

Distribution: Alaska, Canada, Greenland, Russia, and Scandinavia.

Habitat: Arctic, Woodlands.

Niche: Diurnal browser.

Size: 7' long; 370 lbs.

The most social deer, living in herds of up to 100 and migrating in gatherings several thousand strong. Successful males have a harem of females. Female caribou are unique in having antlers. They keep them later than males and use them to get the best drinking spots for their offspring.

The domesticated caribou of Asia and Scandinavia are known as reindeer. They are mostly herded for milk and slaughter, but can be trained as draft animals.

ST:	14	HP:	14	Speed:	5.50
DX:	11	Will:	10	Move:	7/21 (land)
IQ:	4	Per:	12		2 (water)
HT:	11	FP:	11	SM:	+1
Dodge:	8	Parry:	8	DR:	1

Antlers (11): 1d+1 impaling. Reach C, 1.

Hoof (11): 1d crushing. Reach C, 1.

Traits: Chummy; Deer; Temperature Tolerance 2; Terrain Adaptation (Ice and Snow).

Skills: Survival-12; Swimming-12.

Sexual Dimorphism

Females (6' long; 220 lbs.) have ST and HP 12. Reduce antler damage to 1d and hoof damage to 1d-1.

Moose

Diet: Herbivore (aquatic plants, forbs, tree shoots).

Distribution: Eastern Europe, northern Asia and North America, and Scandinavia.

Habitat: Woodlands.

Niche: Diurnal browser.

Size: 9' long; 1,100 lbs.

Moose antlers are flat and wide, and their noses broad and pendulous. Unlike other deer, they are solitary.

MYTHICAL MOOSE

Moose were claimed to be prone to epilepsy, but able to cure themselves by putting a hoof in their ear. Moose hoof could also supposedly treat the disease in humans.

Stranger still, they were said to vomit boiling water to defend themselves.

Scalding Vomit (10): 1d burning (No incendiary effect; Takes Recharge, 1 Hour). Jet (Range 2).

Although calves may be eaten by bears, cougars, and wolves, a healthy adult moose is a challenge for any of them. The only predator capable of easily taking one is an orca lucky enough to catch it swimming!

Moose can be tamed and used for milking, or trained to serve as mounts or draft animals, but they cannot be fed on hay, which makes them inconvenient to keep. Cossack leader Yermak Timofeyvich was so intimidated by moose-riders that he had the practice banned on pain of death. Charles XI of Sweden established a successful courier service of moose-drawn sleighs, but failed in his attempt to field moose cavalry.

ST:	21	HP:	21	Speed:	5.25
DX:	10	Will:	10	Move:	6/18 (land)
IQ:	4	Per:	12		3 (water)
HT:	11	FP:	11	SM:	+2
Dodge:	8	Parry:	8	DR:	2

Antlers (10): 2d+2 crushing. Reach C, 1.

Hoof (10): 2d+1 crushing. Reach C, 1.

Traits: Deer; Temperature Tolerance 2.

Skills: Survival-12; Swimming-14.

Sexual Dimorphism

Females (8' long; 700 lbs.) have ST and HP 18. Remove antlers and reduce hoof damage to 1d+2.

Exceptional Individuals

The largest confirmed moose (12' long; 1,800 lbs.) would have ST and HP 24, doing 2d+3 damage with its antlers or 2d+2 with a hoof. Unconfirmed reports claim they can grow even bigger (12' long; 2,600 lbs.) which would equate to ST and HP 28, doing 3d+2 with antlers, 3d+1 with a hoof.

Red Deer

Diet: Herbivore (grass and shrubs).

Distribution: Central Asia, Europe, and North Africa.

Introduced to Australia, western South America, and New Zealand.

Habitat: Mountain, Woodlands.

Niche: Crepuscular browser.

Size: 7' long; 380 lbs.

Big deer, with orange-brown pelts. Males have a mane of thicker hair and fairly straight antlers. They live in single-sex herds outside of the mating season, when each stag will attempt to form a harem of does. If threatened, the largest members of a herd may try to drive off predators through bellowing or even attacking. They are frequently the prey of wolves, and sometimes brown bears. Fawns can be killed and eaten by lynx or wild boar.

Red deer were the most desirable and prestigious animals to hunt in Medieval Europe. When populations declined due to over-hunting, nobles established deer parks and forbade commoners from hunting them. They can be tamed and populations kept in deer parks are often semi-domesticated, gathering for feeding when called.

ST:	14	HP:	14	Speed:	5.75
DX:	12	Will:	10	Move:	7/21 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	+1
Dodge:	8	Parry:	8	DR:	1

Antlers (12): 1d+1 impaling. Reach C, 1.

Hoof (12): 1d crushing. Reach C, 1.

Traits: Deer; Temperature Tolerance 1.

Skills: Survival-12.

Sexual Dimorphism

Females have no antlers.

Variants

Elk (known as wapiti in British English, in which *moose* are sometimes called elk) are even bigger (8' long, 570 lbs.). Increase ST and HP to 17, antler damage to 1d+3 and hoof damage to 1d+2.

MYTHICAL DEER

The annual growth of fresh antlers was a powerful symbol of the cycle of seasons and associated with healing and rebirth in many cultures, so powdered antler was used to treat a wide variety of ailments. The deer themselves were credited with long lifespans. A common story tells of a deer being caught wearing a collar placed there by a long-dead historical figure.

ANTLERS

The branching antlers are unique to male deer (except for caribou, where both sexes grow them). They can be used to fight off predators, but mostly serve to compete for mates. A buck will usually intimidate any rival with smaller antlers. If the challenger doesn't back down, then they may engage in a contest of strength, locking their antlers together. Although the structure of the antlers reduces risk, these fights can be deadly. Unlike horns, they are shed and regrown annually, getting larger and more elaborate with age.

At first they are relatively soft (mostly cartilage), blunt, and covered in soft skin known as 'velvet'. As breeding season approaches, the velvet is shed, revealing hard bone spikes. When they are no longer needed, they break off and a new set starts growing.

The antler attacks in deer profiles are for fully developed ones. While growing, change damage type to crushing and reduce damage by one point per die. Obviously a deer *without* antlers may not attack with them at all!

Roe Deer

Diet: Herbivore (grass and shrubs).

Distribution: Europe and the Middle East.

Habitat: Woodlands.

Niche: Crepuscular browser.

Size: 4' long; 80 lbs.

These little deer spend most of their time hidden in forests, but will venture out to eat at night. They are fussy eaters, refusing to eat grass soiled by livestock. Their antlers are small and they have dull brown fur except for their white rumps, where the hair is long enough to entirely hide their short tails. When startled, they usually make a barking sound and flee. Any predator larger than a fox is a threat to them, especially lynx and wolves.

They live alone, or in small family groups, except in winter when they gather into modest herds. They are territorial, but with overlap between the territories of opposite sexes.

ST:	9	HP:	9	Speed:	6.00
DX:	13	Will:	10	Move:	8/16 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	9	DR:	1

Antlers (13): 1d-1 impaling. Reach C.

Hoof (13): 1d-2 crushing. Reach C.

Traits: Deer.

Skills: Survival-12.

Sexual Dimorphism

Females have no antlers.

DHOLES

Diet: Carnivore (deer, hares, goats).

Distribution: South Asia.

Habitat: Mountain, Woodlands.

Niche: Diurnal pack hunter.

Size: 3' long; 33 lbs.

Slender, long-bodied canids (close relatives of coyotes, dogs, jackals, and wolves) with short muzzles and rusty-red fur.

They communicate with distinctive whistling cries and live in large clans which split into smaller packs to hunt.

They compete for prey with leopards and tigers and will fight (and sometimes kill) them, as well as bears, using their numbers to overwhelm the larger beasts.

ST:	6	HP:	6	Speed:	5.50
DX:	11	Will:	11	Move:	8/16 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	—	DR:	0

Bite (14): 1d-4 cutting. Reach C.

Traits: Augmented Pinnae; Bad Sight (Low Resolution); Born Biter 2; Chummy; Discriminatory Smell; Pressure Tolerant Lungs (Thin); Quadruped; Temperature Tolerance 7; Ultrahearing; Wild Animal.

Skills: Brawling-14; Survival-12; Tracking-15.

Variants

The dhole's closest relative is the African wild dog, also known as the Cape hunting dog or painted wolf. They are considerably bulkier (3' long; 55 lbs.), increasing ST and HP to 8 and bite damage to 1d-3. Remove Pressure Tolerant Lungs, reduce Temperature Tolerance to 1 and change Chummy to Gregarious.

DOGS

'Man's best friends' are descended from wolves and retain their pack instincts and keen senses. Dogs vary widely in appearance, but all are highly social and energetic animals.

Dog: Augmented Pinnae; Bad Sight (Low Resolution); Born Biter 2; Chummy; Discriminatory Smell; Night Vision 1; Quadruped; Reduced Consumption 1 (Cast Iron Stomach); Ultrahearing.

MYTHICAL DOGS

It was believed that a dog's saliva helped wounds to heal. Treat this as the dog having Esoteric Medicine-12 and an Accessory perk for material to use it.

Some even claimed that internal wounds could be treated by binding a puppy to the patient! Treat this as an application of Esoteric Medicine.

Dingo

Diet: Carnivore (kangaroos, rabbits, and rodents).

Distribution: Australia and South-East Asia.

Habitat: Desert, Plains, Woodlands.

Niche: Cathemeral pack hunter.

Size: 4' long; 36 lbs.

Feral descendants of domestic dogs, dingoes are lean animals with wide, wedge-shaped heads and short, tan fur. Dingoes have notably mobile paws, which makes them better at climbing and manipulating objects than most canines. They live in small family groups and often associate with humans.

ST:	7	HP:	7	Speed:	5.75
DX:	12	Will:	11	Move:	7/14 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	—	DR:	0

Bite (14): 1d-3 cutting. Reach C.

Traits: Dog; Wild Animal.

Skills: Brawling-14; Climbing-11; Survival-12; Tracking-16.

Herding Dog

Diet: Carnivore (carrion, grains, scraps, small mammals).

Distribution: Worldwide.

Habitat: Mountain, Plains.

Niche: Diurnal pack hunter.

Size: 3' long; 40 lbs.

With their hunting instincts and speed, dogs are well suited to controlling herds of livestock. Breeds specialized for this work include collies, kelpies, Australian cattle dogs, Swedish lapphunds, and Welsh sheepdogs.

ST:	7	HP:	7	Speed:	5.75
DX:	12	Will:	10	Move:	7/14 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	—	DR:	0

Bite (12): 1d-4 cutting. Reach C.

Traits: Dog; Domestic Animal.

Skills: Animal Handling (Cattle or Sheep)-10.

Variants

Small herding dogs like corgis and the Norwegian buhund (2' long; 27 lbs.) have ST and HP 6, Move 6/12, SM -2, and do 1d-5 damage with their bite.

Larger breeds like the Basque shepherd, Briard, and German shepherd (4' long; 70 lbs.) have ST and HP 8. Very large ones like the beauceron and old English sheepdog (4' long; 85 lbs.) have ST and HP 9, SM ±0, and do 1d-3 damage with a bite.

Livestock Guardian Dog

Diet: Carnivore (carrion, grains, scraps, small mammals).

Distribution: Worldwide.

Habitat: Mountain, Plains.

Niche: Cathemeral pack hunter.

Size: 5' long; 120 lbs.

To protect from predators, these dogs live full-time among herds of livestock. Most are large, powerful animals, such as mastiffs, akbash, komondor, and Pyrenean mountain dogs.

ST: 10 **HP:** 10 **Speed:** 5.50

DX: 11 **Will:** 12 **Move:** 6/12

IQ: 4 **Per:** 12

HT: 11 **FP:** 11 **SM:** ±0

Dodge: 8 **Parry:** — **DR:** 1

Bite (13): 1d–2 cutting. Reach C.

Traits: Dog; Domestic Animal.

Skills: Brawling-13; Intimidation-14; Observation-12.

Variants

Really big guardian dogs (6' long; 160 lbs.) like the barkharwal, Pyrenean mastiff, and sarabi have ST and HP 11. Change bite damage to 1d–1.

Scenthound

Diet: Carnivore (carrion, grains, scraps, small mammals).

Distribution: Worldwide.

Habitat: Woodlands.

Niche: Diurnal pack hunter.

Size: 4' long; 55 lbs.

All dogs are good scent-trackers, but some have exceptional noses and can follow extremely faint trails. Coonhounds, foxhounds, and harriers are typical mid-sized examples.

ST: 8 **HP:** 8 **Speed:** 5.50

DX: 11 **Will:** 11 **Move:** 5/10 (land)

IQ: 4 **Per:** 11

HT: 11 **FP:** 11 **SM:** –1

Dodge: 8 **Parry:** — **DR:** 0

Bite (11): 1d–4 cutting. Reach C.

Traits: Acute Taste and Smell 3; Dog; Domestic Animal.

Skills: Tracking-18.

Variants

Bloodhounds (5' long; 105 lbs.) and other large breeds have ST and HP 9; change move to 6/12 and bite damage to 1d–3. Smaller ones like beagles and dachshunds (2' long; 25 lbs.) have ST and HP 6, SM –2; change bite damage to 1d–5.

For a pointer, retriever, or spaniel, increase Per to 13, remove Acute Taste and Smell from traits and reduce Tracking to 16.

Sighthound

Diet: Carnivore (carrion, grains, scraps, small mammals).

Distribution: Worldwide.

Habitat: Plains.

Niche: Diurnal pack hunter.

Size: 4' long; 60 lbs.

Long-legged, deep-chested dogs with the speed to chase down fast prey on open ground. Greyhounds, salukis, and sloughis are typical examples.

ST: 8 **HP:** 8 **Speed:** 5.75

DX: 11 **Will:** 10 **Move:** 7/21 (land)

IQ: 4 **Per:** 12

HT: 12 **FP:** 12 **SM:** –1

Dodge: 8 **Parry:** — **DR:** 0

Bite (13): 1d–3 cutting. Reach C.

Traits: Dog; Domestic Animal.

Skills: Brawling-13; Running-13.

Variants

Whippets (3' long; 30 lbs.) and other small breeds have ST and HP 6, SM –2. Change bite damage to 1d–4. An Irish wolfhound (6' long; 130 lbs.) has ST and HP 10, SM ±0, and DR 1. Change bite damage to 1d–2.

Terrier

Diet: Carnivore (carrion, grains, scraps, small mammals).

Distribution: Worldwide.

Habitat: Urban, Woodlands.

Niche: Cathemeral pack hunter.

Size: 2' long; 18 lbs.

Small, aggressive dogs, well suited to hunting animals hidden in burrows, such as rabbits or rats.

ST: 5 **HP:** 5 **Speed:** 5.50

DX: 11 **Will:** 12 **Move:** 6/12 (land)

IQ: 4 **Per:** 11

HT: 11 **FP:** 11 **SM:** –2

Dodge: 8 **Parry:** — **DR:** 0

Bite (13): 1d–4 cutting. Reach C.

Traits: Dog; Domestic Animal.

Skills: Brawling-13; Tracking-14.

Variants

Fighting dogs like bulldogs, bull terriers, and pitbulls (3' long; 45 lbs.) typically have ST and HP 7, SM –1, High Pain Threshold, and no Tracking skill. Change bite damage to 1d–3.

Toy breeds and lapdogs (1' long; 6 lbs.) have ST and HP 4, Move 5, SM –4, and no skills (except possibly Panhandling). Their bites do 1d–6 damage.

DOLPHINS

Smaller relatives of whales, with streamlined bodies, rear legs merged into a single tail-fin, and front legs adapted into flippers. Like most marine mammals, they are insulated with thick layers of blubber. Despite having no external ears, they have good hearing and can locate prey by echolocation.

Dolphin: Absolute Direction; Bad Sight (Low Resolution); Born Biter 1; Chummy; Colorblindness; Doesn't Breathe (Oxygen Storage, ×25); DR 2 (Skull only); Ichthyoid; Injury Tolerance (No Neck); Nictitating Membrane 1; Night Vision 2; No Depth Perception; No Sense of Smell/Taste; Peripheral Vision; Soaring; Sonar (Water only; Extended Arc, 240°; Reduced Range, 1,000 yards); Ultrahearing; Wild Animal.

Common Dolphin

Diet: Carnivore (fish and squid).

Distribution: Coastal waters worldwide.

Habitat: Bank, Salt-Water Sea.

Niche: Pack hunter.

Size: 7' long; 250 lbs.

The most numerous and widely distributed dolphin is slender, with a black back and white belly. Highly social, they often gather in groups of several thousand.

ST:	13	HP:	13	Speed:	6.00
DX:	12	Will:	10	Move:	6/12 (water)
IQ:	5	Per:	12		
HT:	12	FP:	12	SM:	+1
Dodge:	10	Parry:	—	DR:	1

Bite (14): 1d cutting. Reach C.

Traits: Combat Reflexes; Dolphin; Temperature Tolerance 14.

Skills: Aquabatics-13; Brawling-14; Jumping-14; Navigation (Sea)-12; Survival-12.

Variants

This profile also suits the Atlantic humpback dolphin, the striped dolphin, and the Atlantic and pantropical spotted dolphin.

The iconic bottlenose dolphin is larger and more heavily built (9' long; 700 lbs.). Increase ST and HP to 18 and change bite damage to 1d+2.

The spinner dolphin and Hector's dolphin (6' long; 100 lbs.) are even sleeker than common dolphins. Reduce ST and HP to 9, SM to ±0, and bite damage to 1d-2.

The harbor porpoise (or its close relative Burmeister's porpoise) is smaller (6' long; 135 lbs.). Reduce ST and HP to 10, SM to ±0, and bite damage to 1d-2.

MYTHICAL DOLPHINS

Medieval bestiaries claimed that dolphins knew if a man had ever eaten dolphin flesh (treat this as Detect; Dolphin Eaters). If he had, they would kill him when they found him in the water, but if not, they would save him.

Another myth said they killed crocodiles with blade-like dorsal fins.

Sharp Fin (14): 1d+2 cutting. Reach C.

Orca

Diet: Carnivore (cetaceans, fish, pinnipeds, squid).

Distribution: Worldwide.

Habitat: Salt-Water Sea, Open Ocean.

Niche: Pack hunter.

Size: 23' long; 6 tons

Also known as killer whales, these apex predators will indeed kill a huge variety of challenging prey, including great white sharks, seagulls, sea lions, and even sperm whales. Groups tend to favor either fish or mammal prey and don't mix with those with different tastes.

They are no known cases of fatal attacks on humans in the wild, but several by captive animals. Considered pests by fishermen and whalers, they were often shot or harpooned despite yielding little oil.

ST:	46	HP:	46	Speed:	5.75
DX:	11	Will:	11	Move:	5/15 (water)
IQ:	5	Per:	12		
HT:	12	FP:	12	SM:	+4
Dodge:	8	Parry:	—	DR:	3

Bite (13): 5d+4 cutting. Reach C.

Tail Slap (13): 4d+9 crushing. Reach C-3. Limited Arc, Rear.

Traits: Dolphin; Temperature Tolerance 21.

Skills: Brawling-13; Navigation (Sea)-12; Survival-12.

Sexual Dimorphism

Females are smaller (20' long; 4 tons) with ST and HP 40, doing 4d+4 damage with their bites.

Variants

False killer whales and pilot whales are smaller (18' long; 3,500 lbs.). Reduce ST and HP to 30, Move to 5/10, SM to +3, and DR to 2. Change bite damage to 3d+2, tail slap damage to 3d+3, and tail slap reach to C-2. Add Pressure Support 2 to traits.

Risso's dolphin is even smaller (10' long; 850 lbs.). Reduce ST and HP to 19, Move to 5/10, SM to +2, and DR to 2. Change bite damage to 2d, tail slap damage to 2d+1, and tail slap reach to C-2. Add Pressure Support 2 to traits.

ELEPHANTS

Huge animals with pillar-like legs, big ears, thick skin, tusks, and long, flexible trunks. They are highly intelligent, social, and can be trained to use their great strength in many tasks.

Asian Elephant

Diet: Herbivore (grass, legumes, shrubs, and trees).

Distribution: South Asia.

Habitat: Jungle, Plains, Woodlands.

Niche: Crepuscular browser.

Size: 20' long; 4.5 tons.

The only elephant to be commonly domesticated. In the wild cows and calves form small groups while bulls are solitary.

ST:	42	HP:	42	Speed:	4.00
DX:	12	Will:	10	Move:	4/12 (land)
IQ:	5	Per:	10		
HT:	12	FP:	12	SM:	+3

Dodge:	7	Parry:	9	DR:	4
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Trample (12): 4d+1 crushing. Only against SM +1 or smaller (SM +2 if prone).

Trunk Slap (13): 2d-1 crushing. Reach C-2.

Tusks (12): 4d+5 crushing. Reach C-2.

Traits: Bad Sight (Low Resolution); Discriminatory Smell; Extra-Flexible Arm; Extra Legs (Four Legs); Ham-Fisted 1; Night Vision 2; No Depth Perception; One Arm (Trunk); Peripheral Vision; Subsonic Hearing; Temperature Tolerance 2; Weak Arm (½ ST); Wild Animal.

Skills: Navigation (Land)-10; Survival-12; Swimming-12.

Sexual Dimorphism

Females (17' long; 3 tons) reduce ST and HP to 36. Trample damage becomes 4d-1, trunk slap damage becomes 1d+1. Remove tusks attack.

Exceptional Individuals

Big Asian elephants are comparable to African bush elephants (below).

Variants

African bush elephants are larger. Males (23' long; 6.5 tons) have ST and HP 47. Increase SM to +4. Trample damage becomes 5d, usable against SM +2 or smaller. Trunk slap damage becomes 2d, and tusks damage becomes 5d+5, both reach C-3. Females (19' long; 3.5 tons) have ST and HP 38. Trample and tusks damage becomes 4d, trunk slap damage becomes 2d-2.

African forest elephants are smaller. Males (18' long; 3 tons) have ST and HP 36. Trample damage becomes 4d-1, trunk slap damage 1d+1, and tusks damage 4d+3. Females (16' long; 2.5 tons) have ST and HP 34. Trample and tusks damage becomes 3d+2, trunk slap damage becomes 1d+1.

EQUINES

With their powerful legs and feet reduced to single hooves, equines are excellent long-distance runners, well suited to life in open terrain. Their sturdy backs can support a great deal of weight, making them useful as mounts or for carrying baggage.

Equine: Acute Taste and Smell 2; Bad Sight (Low-Resolution); Long Neck 1; Night Vision 1; Peripheral Vision; Temperature Tolerance 1; Quadruped; Ultrahearing.

Donkey

Diet: Herbivore (grains and grass).

Distribution: Worldwide.

Habitat: Plains.

Niche: Diurnal browser.

Size: 6' long; 500 lbs.

Also known as the ass or burro, the donkey has a long history as a beast of burden, especially for the poor. They can also be milked or eaten and their hide makes good parchment.

ST:	16	HP:	16	Speed:	5.25
DX:	10	Will:	11	Move:	5/10 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	+1

Dodge:	8	Parry:	—	DR:	1
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Dual Back Kick (10): 1d+3 crushing. Reach C, 1. All-Out Attack to the rear.

Hoof Strike (10): 1d+1. Reach C, 1.

Traits: Domestic Animal; Equine; Stubbornness.

Skills: Survival-11.

Techniques: Dual Back Kick-10.

Variants

Different breeds of donkey vary considerably in size. A Mexican burro (5' long; 250 lbs) has ST and HP 13, SM ±0, and does 1d+3 with a dual back kick, 1d with a hoof strike. The Catalan donkey (7' long; 900 lbs.) has ST and HP 19 and does 2d+2 with a dual back kick, 2d-1 with a hoof strike.

The Asiatic wild ass, hemione, or onager (7' long; 640 lbs) has ST and HP 17. Move increases to 5/20 and Domestic Animal is changed to Wild Animal. They do 1d+5 damage with a dual back kick, 1d+2 with a hoof strike.

Mating a male donkey with a mare produces a mule. A typical mule would use the profile of a Catalan donkey, but a large one (8' long; 1,400 lbs.) would have ST and HP 22 and do 2d+3 damage with a dual back kick, 2d with a hoof strike. A female donkey bred with a stallion gives a hinny, which is no larger than the donkey and shares its profile.

Any of these can be trained for riding (Mount-11), but only a mule or large donkey will be able to carry an adult human.

Horse

Diet: Herbivore (grains and grass).

Distribution: Worldwide.

Habitat: Plains.

Niche: Diurnal browser.

Size: 8' long; 1,100 lbs.

Possibly the most significant domesticated animal in history, serving as a mount for warriors, a beast of burden for traders, and as a draft animal for farmers.

ST:	21	HP:	21	Speed:	5.00
DX:	9	Will:	10	Move:	6/12 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	+1
Dodge:	8	Parry:	—	DR:	1

Dual Back Kick (9): 2d+2 crushing. Reach C, 1. All-Out Attack to the rear.

Hoof Strike (9): 2d. Reach C, 1.

Traits: Domestic Animal; Equine.

Skills: Mount-11; Running-12.

Techniques: Dual Back Kick-9.

Sexual Dimorphism

This profile is for a gelding. Mares use the same rules, but intact stallions add Bad Temper (15) to traits.

Variants

Like most domesticated animals, horses come in a variety of breeds with different characteristics. The above profile suits a typical rouncey, saddle horse, or stock horse.

Gaited horses, such as palfreys and Messary horses, provide a more comfortable ride (Mount-12 or better).

Draft and pack horses have no skills, but gain Lifting ST 1.

War-horses, such as the medieval courser, were generally stallions selected for speed (Move 7/14 or 8/16) and well trained (Mount-12 and Brawling-11, adding +2 damage to all attacks). The same type (although generally not trained in Brawling and more often geldings or mares) were used for hunting. Heavy war-horses such as destriers (9' long; 1,500 lbs.) might not be as fast but would have ST and HP 23, doing 2d+5 damage with a dual back kick, 2d+3 with a hoof strike. Such breeds were not readily available until TL 4.

Heavy workhorses such as shire horses (9' long; 1 ton) only appear late in TL 4. They have ST and HP 25, and Move 5/10. They are not usually trained as mounts (no skills) and do 2d+5 damage with a dual back kick, 2d+2 with a hoof strike.

Thoroughbred racehorses and other very fast breeds (rare before TL 5) have Move 9/18 or 7/21, but are usually lightly built (8'; 1,000 lbs.) with ST and HP 20, doing 2d+2 damage with a dual back kick, 2d-1 with a hoof strike.

Pony

Diet: Herbivore (grains and grass).

Distribution: Worldwide.

Habitat: Plains.

Niche: Diurnal browser.

Size: 7' long; 800 lbs.

A pony is simply a small horse, usually agile and hardy.

ST:	19	HP:	19	Speed:	5.50
DX:	10	Will:	10	Move:	6/12 (land)
IQ:	3	Per:	12		
HT:	12	FP:	12	SM:	+1
Dodge:	8	Parry:	—	DR:	1

Dual Back Kick (10): 2d+1 crushing. Reach C, 1. All-Out Attack to the rear.

Hoof Strike (10): 2d-1. Reach C, 1.

Traits: Domestic Animal; Equine.

Skills: Mount-11; Running-13.

Techniques: Dual Back Kick-10.

Sexual Dimorphism

Like horses, intact male ponies have Bad Temper (15).

Variants

Gaited, draft, pack, racing, and war-ponies use the same rules as their horse equivalents.

Zebra

Diet: Herbivore (grass and sedges).

Distribution: East and southern Africa.

Habitat: Mountain, Plains, Woodlands.

Niche: Diurnal browser.

Size: 7' long; 520 lbs.

Notable for their black-and-white stripes and surly attitude.

ST:	16	HP:	16	Speed:	5.50
DX:	10	Will:	10	Move:	5/20
IQ:	3	Per:	3		
HT:	12	FP:	12	SM:	+1
Dodge:	8	Parry:	—	DR:	1

Dual Back Kick (10): 1d+3 crushing. Reach C, 1. All-Out Attack to the rear.

Hoof Strike (10): 1d+1. Reach C, 1.

Traits: Bad Temper (12); Equine; Wild Animal.

Skills: Running-12; Survival-12.

Techniques: Dual Back Kick-10.

Variants

This profile suits both plains and mountain zebras. The rare Grevy's zebra (9' long; 900 lbs) has ST and HP 19 and does 2d+1 with a dual back kick, 2d-1 with a hoof strike.

FOXES

Foxes resemble petite coyotes or jackals with large ears, eyes, and tails, although they are only distant relatives. Their movement is reminiscent of cats' as are their slit pupils and semi-retractable claws.

Fox: Augmented Pinnae; Born Biter 2; Combat Reflexes; Discriminatory Smell; Night Vision 3; Quadruped; Ultrahearing; Whiskers; Wild Animal.

Fennec Fox

Diet: Omnivore (fruit, insects, and lizards).

Distribution: North Africa.

Habitat: Desert.

Niche: Nocturnal pursuit predator.

Size: 2' long; 3 lbs.

An adorable little animal with huge ears. Unlike most foxes they form packs, each consisting of several family groups of two adults and their young all living together in interconnected dens. When hunting, however, they act alone.

Despite looking a bit more feline than the typical fox and even purring, they are actually one of the closest to canines.

ST:	3	HP:	3	Speed:	6.00
DX:	13	Will:	10	Move:	7/14 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-3
Dodge:	10	Parry:	11	DR:	0

Bite (15): 1d-5 cutting. Reach C.

Traits: Acute Hearing 2; Fox; Limited Camouflage; Reduced Consumption 1 (Water only); Temperature Tolerance 2.

Skills: Brawling-15; Stealth-12; Survival-12; Tracking-15.

Variants

The North American kit fox, Afghan fox, and corsac fox of the central Asian steppe are all similar.

Change ST and HP to 4 for the southern African silver-backed fox, Bengal fox, North American swift fox, or South American hoary fox. Do the same and add Pressure Tolerant Lungs (Thin) for the Tibetan sand fox.

Red Fox

Diet: Omnivore (fruit and rodents).

Distribution: Northern hemisphere.

Habitat: Mountain, plains, urban, woodlands.

Niche: Crepuscular pursuit predator.

Size: 3' long; 13 lbs.

Despite the name, red foxes come in a wide variety of colors besides the classic orange and white. They can be brown, black, blonde, or gray. Incredibly versatile animals, they thrive in a huge variety of environments.

They will kill or steal food from smaller predators and even ones as big as a striped hyena. They are in turn victimized by animals such as eagle owls, golden eagles, lynx, and wolves.

ST:	5	HP:	5	Speed:	6.00
DX:	13	Will:	11	Move:	7/14 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-2
Dodge:	10	Parry:	11	DR:	0

Bite (15): 1d-4 cutting. Reach C.

Traits: Fox; Temperature Tolerance 1.

Skills: Brawling-15; Jumping-16; Stealth-12; Survival-12; Swimming-12.

Variants

This profile can represent most foxes, including the distantly related North American gray fox, South American crab-eating and pampas foxes, and the confusingly named raccoon dog or *tanuki* of eastern Asia.

Add Limited Camouflage, increase Temperature Tolerance to 10, and add Terrain Adaptation (Snow) for an arctic fox.

GIRAFFES

Diet: Herbivore (fruit, shrub and tree leaves).

Distribution: Sub-Saharan Africa.

Habitat: Plains, Woodlands.

Niche: Diurnal browser.

Size: 17' tall; 2,600 lbs.

Extremely lanky creatures, with fur patterned in a complex pattern of reddish patches against pale yellow or white.

ST:	28	HP:	28	Speed:	4.75
DX:	8	Will:	10	Move:	9/18 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	+2
Dodge:	8	Parry:	—	DR:	2

Back Kick or Neck Strike (10): 3d+5 crushing. Reach C-3.

Trample (10): 3d+5 crushing. Only against SM +0 or smaller (SM +1 if prone).

Traits: Discriminatory Smell; Long Legs 1; Long Neck 2; Night Vision 1; Parabolic Hearing 2; Peripheral Vision; Subsonic Hearing; Temperature Tolerance 2; Quadruped; Wild Animal.

Skills: Brawling-10; Survival-12.

Techniques: Back Kick-10.

Sexual Dimorphism

Females (15' tall; 1,800 lbs.) have ST and HP 24, doing 2d+5 damage with all their attacks.

GOATS

Agile relatives of sheep with ridged hooves for clambering over rocks. Curved or corkscrew horns and eyes with horizontal slit pupils give them a sinister appearance which may explain why they are associated with demons in European folklore.

Goat: Discriminatory Smell; DR 2 (Skull only); Night Vision 1; No Depth Perception; Peripheral Vision; Quadruped; Reduced Consumption 1; Terrain Adaptation (Rock); Ultrahearing.

Domestic Goat

Diet: Herbivore (grass and shrubs).

Distribution: Worldwide.

Habitat: Mountain.

Niche: Diurnal browser.

Size: 5' long; 160 lbs.

Small goats with short horns. They are frustrating to farm, since they frequently escape enclosures and will eat almost any plant as well as cloth and rope. Despite that, they are valued for their ability to thrive in harsh conditions and produce leather, meat, milk, and wool from one small animal.

As well as being used as livestock, they can be harnessed as draft animals.

ST:	11	HP:	11	Speed:	6.00
DX:	12	Will:	12	Move:	6 (land)
IQ:	3	Per:	11		
HT:	12	FP:	12	SM:	±0
Dodge:	9	Parry:	9	DR:	1

Horns (13): 1d crushing. Reach C.

Traits: Domestic Animal; Goat.

Skills: Brawling-14; Climbing-13; Survival-10.

ibex

Diet: Herbivore (grass and shrubs).

Distribution: Central and eastern Asia, north-east Africa, southern Europe, and the Middle East.

Habitat: Mountain.

Niche: Diurnal browser.

Size: 6' long; 200 lbs.

A group of closely related species. The females look unremarkable but the males have impressive crescent horns.

ST:	12	HP:	12	Speed:	6.25
DX:	13	Will:	11	Move:	7 (land)
IQ:	3	Per:	12		
HT:	12	FP:	12	SM:	±0
Dodge:	9	Parry:	10	DR:	1

Horns (14): 1d+1 crushing. Reach C.

Traits: Goat; Temperature Tolerance 2; Pressure Tolerant Lungs (Thin); Super Jump 1; Wild Animal.

Skills: Brawling-15; Climbing-15; Survival-12.

Sexual Dimorphism

Females are 5' long, 80 lbs. Reduce ST and HP to 9. They do 1d-1 damage with their small horns.

Variants

Reduce ST and HP to 11, and increase Temperature Tolerance to 6 for the rocky mountain goat (both male and female), which isn't really a goat but is closely related. Their horns do 1d damage.

A male Himalayan tahr (which really is a goat) has the profile of a rocky mountain goat, while the female has the same ST and HP (and does the same damage) as a female ibex.

HARES

Fast-running relatives of rabbits with even longer ears. Unlike rabbits, they live above ground.

Brown Hare

Diet: Herbivore (grass and herbs).

Distribution: Europe, Central and western Asia.

Habitat: Plains.

Niche: Nocturnal browser.

Size: 2' long; 9 lbs.

Also known as European hares, these large hares gather into loose groups for mutual protection while feeding. Their violent conflicts during mating season lead to the English idiom 'as mad as a March hare'.

ST:	4	HP:	4	Speed:	5.75
DX:	12	Will:	11	Move:	7/21 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Bite (14): 1d-5 cutting. Reach C.

Kick (12): 1d-3 crushing. Reach C.

Punch (14): 1d-4 crushing. Reach C.

Traits: Bad Sight (Low Resolution); Night Vision 2; Parabolic Hearing 2; Peripheral Vision; Quadruped; Temperature Tolerance 1; Ultrahearing; Whiskers; Wild Animal.

Skills: Brawling-14; Stealth-13; Survival-12.

Variants

This profile fits the Cape hare, desert hare and scrub hare. Smaller species such as the American jackrabbits, Japanese hare and Korean hare (20" long; 4 lbs.) have ST and HP 3.

Arctic and mountain hares have Temperature Tolerance 2 and add Terrain Adaptation (Snow) to traits.

HEDGEHOGS

Dumpy little creatures which can roll into spiny balls.

Common Hedgehog

Diet: Carnivore (eggs, fruit, fungi, insects, slugs, and worms).

Distribution: Europe. Introduced to New Zealand.

Habitat: Mountain, Plains, Urban, Woodland.

Niche: Nocturnal forager.

Size: 10" long; 1.8 lbs.

ST:	2	HP:	2	Speed:	5.00
DX:	9	Will:	11	Move:	2 (land)
IQ:	3	Per:	10		
HT:	11	FP:	11	SM:	-4
Dodge:	8	Parry:	—	DR:	0

Bite (11): 1d-6 cutting. Reach C.

Spines (5): 1d-2 impaling. Free attack. +2 to hit enemies at the rear. Automatically hits anyone grappling or slamming the hedgehog. Reach C.

Traits: Bad Sight (Low Resolution); Born Biter 1; Curls Up (Eyes exposed); Discriminatory Smell; DR 1 (Body only); Night Vision 2; Temperature Tolerance 1; Quadruped; Ultrahearing; Wild Animal.

Skills: Brawling-11; Survival-12.

HIPPOS

Faintly resembling rhinos with even fatter bodies, shorter legs, and huge heads, but actually more closely related to dolphins and whales. Like their cousins, they spend a lot of time hanging out together in water, but emerge at night to feed alone. When they leave the water during the day, their hairless skin secretes red oil to protect from sunburn, making them look as if they are sweating blood.

A hippo's eyes, ears, and nostrils are all at the top of its head, allowing it to function while almost entirely submerged. Despite being at home in water, they are too dense to float and swim poorly. Instead they wade in shallow water and push off the bottom to hop through deeper areas. Youngsters may instead ride on top of their mothers.

Hippo: Bad Sight (Low Resolution); Born Biter 3; Breath Holding 2; Night Vision 2; Parabolic Hearing 2; Peripheral Vision; Quadruped; Subsonic Hearing; Terrain Adaptation (Mud); Wild Animal.

Common Hippopotamus

Diet: Herbivore (grass).

Distribution: Sub-Saharan Africa.

Habitat: Plains, river/stream.

Niche: Nocturnal browser.

Size: 14' long; 1.5 tons.

The common hippopotamus is a formidable creature. Their huge mouths can gape wide to show long teeth as a threat display. If that doesn't work, rivals or predators will find that it is no idle threat, as they attack almost anything, confident that thick hide and bulk will protect them. While calves may be eaten by crocodiles or spotted hyenas, only a pride of lions stands a chance of taking a healthy adult.

Females and young live in groups, each defended by a bull hippo who drives off competitors. Other males live in the gaps between their territories, waiting for the opportunity to kill an old bull and seize his harem.

ST:	29	HP:	29	Speed:	5.50
DX:	9	Will:	12	Move:	3/9 (land)
IQ:	3	Per:	12		
HT:	13	FP:	13	SM:	+3
Dodge:	8	Parry:	—	DR:	4

Bite (11): 3d+2 impaling. Reach C.

Trample (11): 3d+6 crushing. Only against SM +1 or smaller (SM +2 if prone).

Traits: Bad Temper (12); Hippo; Penetrating Voice.

Skills: Brawling-11; Intimidation-13; Survival-12.

Exceptional Individuals

The largest wild hippos (17' long; 3 tons) have ST and HP 36, doing 4d+2 damage with a bite, 4d+8 with a trample.

*Although he seems so firm to us
He is merely flesh and blood.*

T. S. Eliot
The Hippopotamus

Pygmy Hippopotamus

Diet: Herbivore (ferns and fruit).

Distribution: West Africa.

Habitat: Jungle, river/stream, swampland.

Niche: Nocturnal forager.

Size: 6' long; 500 lbs.

Much smaller, rarer, and more timid than common hippos. They live in monogamous couples and do not fight over territory.

ST:	16	HP:	12	Speed:	5.50
DX:	10	Will:	10	Move:	6/9 (land)
IQ:	3	Per:	12		
HT:	12	FP:	12	SM:	+1
Dodge:	8	Parry:	—	DR:	2

Bite (10): 1d impaling. Reach C.

Traits: Hippo.

Skills: Stealth-12; Survival-12.

HYENAS

Much maligned animals, resembling dogs with short muzzles, big ears, hunched shoulders, short hind legs, and a mane of long hair running along their sloping backs.

They can be trained like dogs if taken young.

Hyena: Acute Taste and Smell 3; Augmented Pinnae; Born Biter 2; Combat Reflexes; Discriminatory Smell; Long Neck 1; Night Vision 3; Quadruped; ; Reduced Consumption 1 (Water only); Wild Animal.

Aardwolf

Diet: Carnivore (insects).

Distribution: Eastern and southern Africa.

Habitat: Plains.

Niche: Nocturnal forager.

Size: 3' long; 22 lbs.

Unlike its bone-cracking relatives, the aardwolf lives almost entirely on termites, which it licks off the ground. Its jaws are consequently weaker, although still capable of vicious bites. Otherwise it resembles a small, slender striped hyena.

They live in monogamous couples, but forage alone. Each family will have several dens in their territory, moving from one to another to avoid depleting the local termite population.

ST:	6	HP:	6	Speed:	5.75
DX:	12	Will:	10	Move:	9 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-2
Dodge:	9	Parry:	—	DR:	0

Bite (12): 1d-5 cutting. Reach C.

Traits: Hyena.

Skills: Intimidation-11; Stealth-12; Survival-12.

MYTHICAL HYENAS

Ancient sources state that hyenas are hermaphrodites, confused by the unusual genitals of female spotted hyenas.

Their body parts are considered to have magical powers, especially the anus which can be made into a love charm.

In Africa, they are said to be witches' familiars, or have magical powers of their own. Stories say that they can imitate human speech and mesmerize people and dogs. For such an a creature, raise IQ to 8, replace Wild Animal with Bestial, and add Mind Control (Magical; Puppet).

Spotted Hyena

Diet: Carnivore (large mammals).

Distribution: Sub-Saharan Africa.

Habitat: Plains, woodlands.

Niche: Nocturnal pack hunter.

Size: 4' long; 110 lbs.

Although often characterized as cowardly scavengers, spotted hyenas are bold, active predators. They bite chunks out of their prey until it collapses from blood loss, then eat them alive. Like most hunters, they will also eat carrion and steal food when the opportunity presents itself. Size and numbers let them drive off most animals, but lions may steal their kills.

They live in large *clans*, organized as nepotistic matriarchies, with dominant females and their cubs having high status. They talk to each other using a wide range of sounds, including their famous 'laugh' (which signals agitation).

ST:	10	HP:	10	Speed:	5.75
DX:	12	Will:	12	Move:	9/18 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	0
Dodge:	9	Parry:	—	DR:	1

Bite (14): 1d cutting. Reach C, 1.

Traits: Hyena; Reduced Consumption 2 (Cast-Iron Stomach); Striking ST 3 (Bite only).

Skills: Brawling-14; Intimidation-12; Stealth-12; Survival-12; Tactics-8; Tracking-15.

Striped Hyena

Diet: Carnivore (carrion).

Distribution: East and North Africa, Central and South Asia, and the Middle East.

Habitat: Plains.

Niche: Nocturnal forager.

Size: 4' long; 80 lbs.

In many ways the stereotypical hyena; a timid scavenger which lives alone, or in a small family group. Bulky animals with shaggy, striped pelts, they fluff up their mane to look bigger or feign death to avoid predators.

Although able to threaten a wolf in single combat they cannot face down an entire pack and are often driven from their food by them. On rare occasions, a wolf pack may accept a hyena as a member and share a den, or even hunt together.

ST:	9	HP:	9	Speed:	5.75
DX:	12	Will:	10	Move:	9 (land)
IQ:	4	Per:	13		
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	—	DR:	1

Bite (12): 1d-2 cutting. Reach C.

Traits: Hyena; Reduced Consumption 2 (Cast-Iron Stomach); Striking ST 3 (Bite only).

Skills: Intimidation-10; Stealth-12; Survival-12; Tracking-18.

Variants

This profile also fits the brown hyena of southern Africa.

JACKALS

A loose collection of species related to coyotes, dogs, and wolves. All of them are small, lightly built opportunists which live in mated pairs or small family groups.

Black-Backed Jackal

Diet: Carnivore (antelope, arachnids, birds, carrion, hares, insects, and rodents).

Distribution: Eastern and southern Africa.

Habitat: Desert, Plains, Woodlands.

Niche: Cathemeral pursuit predator.

Size: 30" long; 20 lbs.

A bold hunter, willing to take on big prey. The fur of their backs is actually gray with only an edge stripe of black.

ST:	5	HP:	5	Speed:	6.00
DX:	12	Will:	11	Move:	10 (land)
IQ:	4	Per:	12		
HT:	12	FP:	12	SM:	-2
Dodge:	9	Parry:	—	DR:	0

Bite (14): 1d-4 cutting.

Traits: Augmented Pinnae; Bad Sight (Low Resolution); Born Biter 2; Gluttony (12); Quadruped; Reduced Consumption (Cast-Iron Stomach); Temperature Tolerance 2; Ultrahearing; Wild Animal.

Skills: Brawling-12; Stealth-12; Survival-12; Swimming-12.

Variants

For the golden jackal of southern Eurasia increase Temperature Tolerance to 5 and add Reduced Consumption 1 (Water only) to traits.

KANGAROOS

Bizarre looking marsupials with horse-like faces. Rather than running, kangaroos hop on their hind legs. When not hopping they drop to all fours or stand supported by their tails.

Females (*does* or *jills*) have pouches on their bellies which are used to carry young *joey*s. Mature males are *boomers*, *bucks* or *jacks*.

Kangaroo: Bad Grip 2; Bad Sight (Low-Resolution); Discriminatory Smell; Ham-Fisted 2; Night Vision 3; Parabolic Hearing 1; Peripheral Vision; Reduced Consumption 1; Reduced Consumption 2 (Water only); Temperature Tolerance 1; Ultrahearing; Wild Animal.

Agile Wallaby

Diet: Herbivore (grass and legumes).

Distribution: Northern Australia and southern New Guinea.

Habitat: Desert, Plains, Woodlands.

Niche: Nocturnal.

Size: 5' long; 35 lbs.

A typical brush wallaby (a wallaby is any small species of kangaroo) with sandy brown fur.

ST:	7	HP:	7	Speed:	5.75
DX:	12	Will:	11	Move:	9/18 (land)
IQ:	2	Per:	11		
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	9	DR:	1

Kick (10): 1d-2 crushing. Reach C, 1.

Traits: Kangaroo.

Skills: Jumping-16; Stealth-12; Survival-12; Swimming-12.

Variants

This profile is suitable for most mid-sized wallabies, such as the red-necked wallaby and whiptail wallaby. Smaller species like the western brush wallaby (5' long; 18 lbs.) or most rock wallabies have ST and HP 5, doing 1d-3 kicking damage.

Red Kangaroo

Diet: Herbivore (grass).

Distribution: Australia.

Habitat: Desert, Plains.

Niche: Nocturnal browser.

Size: 9' long; 160 lbs.

The largest living kangaroo. The does are gray, while the bucks have reddish fur and muscular shoulders for wrestling with each other over mating rights.

Typically found in small groups with a handful of adults. They are hunted for their lean meat and tough hides.

ST:	11	HP:	11	Speed:	5.25
DX:	10	Will:	11	Move:	6/18 (land)
IQ:	2	Per:	11		
HT:	11	FP:	11	SM:	±0
Dodge:	8	Parry:	9	DR:	2

Grapple (12): Effective ST 13. Reach C.

Kick (12): 1d+1 crushing. Reach C, 1.

Traits: Arm ST 1; Kangaroo.

Skills: Brawling-12; Jumping-16; Survival-12; Swimming-12; Wrestling-12.

Techniques: Kicking-12.

Sexual Dimorphism

Does are 6' long; 64 lbs. Reduce ST and HP to 8, and kick damage to 1d-2. Remove Grapple attack, Arm ST, and Wrestling skill.

Variants

For boomers of other large kangaroo species reduce ST and HP to 10, effective ST for grappling to 12, and kick damage to 1d-1. Does use the same profile as red kangaroo ones.

KOALAS

Diet: Herbivore (eucalyptus tree leaves).

Distribution: Eastern Australia.

Habitat: Woodlands.

Niche: Nocturnal browser.

Size: 30" long; 18 lbs.

Distant relatives to wombats, koalas are tree-climbing marsupials with a highly specialized diet. Their fluffy ears, flat noses, and two thumbs on each paw give them a unique appearance. They are not social animals and can be aggressive.

ST:	5	HP:	5	Speed:	4.50
DX:	9	Will:	11	Move:	2 (land)
IQ:	2	Per:	10		
HT:	9	FP:	9	SM:	-2
Dodge:	8	Parry:	8	DR:	1

Claw (11): 1d-4 cutting. Reach C.

Traits: Good Grip 1; Ham-Fisted 2; Horizontal; Loner (12); Super Climbing 2; Wild Animal.

Skills: Brawling-11; Climbing-14; Survival-11.

LLAMAS

Diet: Herbivore (grass and legumes).

Distribution: Western South America.

Habitat: Mountain.

Niche: Diurnal browser.

Size: 6' long; 360 lbs.

Woolly relatives of camels, with short tails, long necks, and small heads. They are friendly herd animals, which are kept for their milk, meat, and wool. They are also used to guard herds of alpacas or sheep.

ST:	14	HP:	14	Speed:	5.50
DX:	11	Will:	11	Move:	6/18
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	+1
Dodge:	8	Parry:	—	DR:	1

Kick (13): 1d+1 crushing. Reach C, 1.

Traits: Bad Sight (Low Resolution); Chummy; Discriminatory Smell; Domestic Animal; Long Neck 1; Night Vision 1; Parabolic Hearing 1; Peripheral Vision; Pressure Tolerant Lungs (Thin); Quadruped; Temperature Tolerance 2.

Skills: Brawling-13; Survival-10.

Variants

Alpacas (5' long; 140 lbs.) have ST and HP 10, SM ±0 and lack Brawling. Their kicks have skill 11 and do 1d-2 damage.

Guanacos (7' long; 250 lbs.) have ST and HP 13, change Domestic Animal to Wild Animal and raise Survival to 12.

MONGOOSES

Although they look like long-tailed weasels these long-bodied, short-legged predators are more closely related to cats and civets. They are famous for being nimble and tough enough to prey on venomous snakes.

He was afraid for the minute, but it is impossible for a mongoose to stay frightened for any length of time...

Rudyard Kipling
Rikki-Tikki-Tavi

Egyptian Mongoose

Diet: Carnivore (birds, fish, frogs, insects, rabbits, rodents, and snakes).

Distribution: Africa, Iberia, and the Middle East.

Habitat: Swampland.

Niche: Diurnal pursuit predator.

Size: 3' long; 6 lbs.

A relatively large mongoose, with a long, dull brown coat. They tend to live in small packs, but can also be solitary. If captured young, they can be tamed, although their vicious nature and strong scent make them dubious pets.

ST:	4	HP:	4	Speed:	7.00
DX:	15	Will:	11	Move:	5/10 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-2
Dodge:	11	Parry:	—	DR:	0

Bite (17): 1d-5 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Born Biter 1; Burrower; Combat Reflexes; Discriminatory Smell; Flexibility; Night Vision 1; Quadruped; Resistant to Poison (+3); Ultrahearing; Wild Animal.

Skills: Brawling-17; Intimidation-12; Stealth-14; Survival-12; Swimming-12.

Variants

The marsh mongoose and white-tailed mongoose are similar.

Smaller species such as the banded mongoose, bushy-tailed mongoose, crab-eating mongoose, Indian gray mongoose, and short-tailed mongoose (3' long; 3 lbs.) have ST and HP 3, and SM -3.

Even smaller species, like the Cape gray mongoose, Somalian slender mongoose, and yellow mongoose (20" long; 1 lbs.) have ST and HP 2, SM -4, and do 1d-6 bite damage.

Meerkats are unusually social little (20" long; 2 lbs.) mongooses who dig large burrow networks. They have ST and HP 2, SM -4, do 1d-6 damage with their bites, and add Chummy to their traits.

MONKEYS

Primates with dexterous hands, tails, keen eyesight, and big brains. They are divided into new and old world families.

Monkey: Born Biter 1; Extra Arms 2 (Foot Manipulators); Ham-Fisted 1; Semi-Upright; Wild Animal.

Barbary Macaque

Diet: Omnivore (fruit, leaves, insects, roots, and seeds).

Distribution: Algeria, Gibraltar, and Morocco.

Habitat: Mountain, Woodlands.

Niche: Diurnal forager.

Size: 2' long; 27 lbs.

Although sometimes called Barbary apes, these are short-tailed old-world monkeys.

ST:	6	HP:	6	Speed:	6.00
DX:	13	Will:	10	Move:	5/15 (land)
IQ:	5	Per:	11		
HT:	11	FP:	11	SM:	-3
Dodge:	9	Parry:	9	DR:	0

Bite (13): 1d-5 cutting. Reach C.

Traits: Gregarious; Monkey; Super Climbing 5.

Skills: Climbing-15; Survival-13.

Variants

Gray langurs also known as Hanuman monkeys have a similar profile, although they look quite different, with very long tails.

Male Japanese Snow Monkeys (2' long; 25 lbs.) are similar, while the females (20" long; 19 lbs.) have ST and HP 5.

Rhesus Macaques (20" long; 15 lbs.) and vervet monkeys have ST and HP 5.

Capuchin

Diet: Omnivore (flowers, frogs, fruit, insects, nuts, and seeds).

Distribution: South America.

Habitat: Jungle, Woodlands.

Niche: Diurnal forager.

Size: 16" long; 6 lbs.

A large family of small new-world monkeys, with long tails.

ST:	4	HP:	4	Speed:	6.00
DX:	13	Will:	10	Move:	5/10 (land)
IQ:	5	Per:	11		5/15 (brachiating)
HT:	11	FP:	11	SM:	-3
Dodge:	9	Parry:	9	DR:	0

Bite (13): 1d-6 cutting. Reach C.

Traits: Brachiator; Chummy; Monkey; Super Climbing 5.

Skills: Climbing-15; Survival-13.

Common Marmoset

Diet: Omnivore (fruit, insects, resin, and sap).

Distribution: Brazil.

Habitat: Jungle, Urban, Woodland.

Niche: Diurnal forager.

Size: 8" tall; 0.5 lbs.

Tiny new-world monkeys with fluffy white ears, striped tails, and sharp claws.

ST:	2	HP:	2	Speed:	6.25
DX:	14	Will:	10	Move:	6 (clinging) 12 (land)
IQ:	4	Per:	12		
HT:	11	FP:	11	SM:	-5
Dodge:	8	Parry:	10	DR:	0

Bite or Claw (14): 1d-7 cutting. Reach C.

Traits: Chummy; Clinging (Clawed); Monkey.

Skills: Climbing-14; Survival-12.

Variants

Most marmosets are similar. Pygmy marmosets (5" long; 0.3 lbs.) and other small species have ST and HP 1, SM -6.

Hamadryas Baboon

Diet: Omnivore (carrion, fruit, insects, leaves, and roots).

Distribution: North-eastern Africa and South-western Arabia.

Habitat: Desert, Plains.

Niche: Diurnal forager.

Size: 4' long; 55 lbs.

Big, ground-dwelling monkeys, with long muzzles, close-set eyes, short tails, and hairless buttocks, which live in *troops* of several dozen animals. When threatened, females flee to trees or rocks, but males may fight. Given the opportunity they will not hesitate to steal or kill for food.

ST:	8	HP:	8	Speed:	5.75
DX:	12	Will:	11	Move:	8/16 (land)
IQ:	5	Per:	11		
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	10	DR:	0

Bite (14): 1d-3 cutting. Reach C.

Traits: Chummy; Monkey.

Skills: Brawling-14; Climbing-14; Survival-13.

Sexual Dimorphism

Females (3' long; 30 lbs.) have ST and HP 6, SM -2, and do 1d-4 damage with a bite.

Variants

Chacma baboons, Guinea baboons, olive baboons, and the related drills and mandrills all have similar profiles.

MUSK DEER

More closely related to bison and cattle than true deer, although they look a lot like small deer with long fangs rather than antlers. Like deer antlers, the fangs are only found on males and are lost after mating season.

Siberian Musk Deer

Diet: Herbivore (leaves, lichen, moss, and pine needles).

Distribution: North-east Asia.

Habitat: Mountain.

Niche: Nocturnal forager.

Size: 3' long; 24 lbs.

A typical musk deer, often hunted for its musk gland.

ST:	6	HP:	6	Speed:	5.75
DX:	12	Will:	10	Move:	7/14 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	-2
Dodge:	8	Parry:	—	DR:	0

Bite (12): 1d-5 impaling. Reach C.

Hoof Strike (12): 1d-4 crushing. Reach C, 1.

Traits: Bad Sight (Low Resolution); Discriminatory Smell;

Long Neck 1; Parabolic Hearing 2; Peripheral Vision;

Quadruped; Night Vision 2; Wild Animal.

Skills: Climbing-14; Survival-12.

Sexual Dimorphism

Females lack a bite attack.

MUSKOXEN

Diet: Herbivore (grass, lichen, and moss).

Distribution: Northern Greenland and North America.

Habitat: Arctic.

Niche: Cathemeral browser.

Size: 7' long; 800 lbs.

Close relatives of goats and sheep despite looking more like extra-hairy bison. If a herd is threatened, they form a defensive ring around their calves, horns pointing outwards.

ST:	19	HP:	19	Speed:	5.55
DX:	11	Will:	11	Move:	6/18 (land)
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	+1
Dodge:	8	Parry:	9	DR:	2

Horns (11): 2d-1 impaling. Reach C, 1.

Traits: Bad Sight (Low Resolution); Chummy; Discriminatory

Smell; DR 2 (Skull only); Peripheral Vision; Quadruped;

Reduced Consumption 1; Temperature Tolerance 5; Terrain Adaptation (Ice); Wild Animal.

Skills: Survival-12.

Sexual Dimorphism

Females (5' long; 500 lbs.) have ST and HP 16 and do 1d+1 damage with their horns.

Variants

For the Himalayan takin (a distant relative which somewhat resembles the muskox due to convergent evolution) add Pressure Tolerant Lungs (Thin), change Terrain Adaptation to (Rock), and add Climbing-13.

OPOSSUMS

Small opportunistic marsupials with opposable thumbs on their rear paws and prehensile tails, making them great tree climbers. They will eat almost anything, including each other.

When threatened they may feign death by suddenly falling into a state of unconsciousness where they go stiff, foam at the mouth, and emit a disgusting smell from their anal glands.

Virginia Opossum

Diet: Omnivore (amphibians, eggs, carrion, fruit, insects, nuts, reptiles, and vegetables).

Distribution: Central and North America.

Habitat: Swampland, Urban, Woodlands.

Niche: Nocturnal forager.

Size: 3' long; 6 lbs.

The only marsupial found wild north of Mexico, the Virginia 'possum is notable for its resistance to snake venom, allowing it to prey on rattlesnakes.

ST:	4	HP:	4	Speed:	5.50
DX:	10	Will:	11	Move:	6 (land)
IQ:	2	Per:	11		
HT:	12	FP:	12	SM:	-3
Dodge:	8	Parry:	—	DR:	0

Bite (12): 1d-5 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Discriminatory Smell;

Eidetic Memory; Extra Arm (Extra Flexible; No Physical

Attack; Weak, ½ ST); Extra Arms 2 (Foot Manipulators);

Ham-Fisted 2; Horizontal; Reduced Consumption 2 (Cast-

Iron Stomach); Resistant to Poison (+3); Super Climbing 2;

Wild Animal.

Skills: Brawling-13; Climbing-14; Survival-12.

Variants

Other large opossums, like the common opossum, have a similar profile but lack Resistant to Poison. Smaller species, like the white-eared opossum of South America (2' long; 2 lbs.) have ST and HP 2, do 1d-6 bite damage and also lack Resistant to Poison.

Possums are only distantly related to opossums, but closely resemble them. The common brushtail possum (3' long; 5 lbs.), for example, is similar to a common opossum.

OTTERS

Playful, amphibious relatives of badgers and weasel. Otters are flexible predators, with dense fur, short legs, and webbed feet.

Otter: Amphibious; Bad Sight (Low Resolution); Bad Smell; Born Biter 1; Breath Holding 5; Discriminatory Smell; Double-Jointed; Gluttony (9); Ham-Fisted 2; Horizontal; Long Neck 1; Night Vision 3; Short Arms; Slippery 1; Vibration Sense (Universal; Short Range 1); Wild Animal.

Eurasian Otter

Diet: Carnivore (amphibians, fish).

Distribution: Eurasia and North Africa.

Habitat: River/Stream.

Niche: Nocturnal pursuit predator.

Size: 4' long; 21 lbs.

A dark-brown river otter with a white belly.

ST:	6	HP:	6	Speed:	6.25
DX:	14	Will:	12	Move:	6 (land)
IQ:	4	Per:	12		4 (water)
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	11	DR:	0

Bite (16): 1d-4 cutting. Reach C.

Traits: Loner (15); Otter.

Skills: Brawling-16; Survival-12; Swimming-16.

Variants

Many otter species, such as the North American river otter, are similar.

Sea Otter

Diet: Carnivore (crustaceans, octopuses, shellfish).

Distribution: Northern Pacific coast.

Habitat: Bank; Island/Beach; Reef; Salt-Water Sea.

Niche: Diurnal forager.

Size: 4' long; 60 lbs.

Sea otters spend most of their lives in the water, sleeping gathered in *rafts* of otters holding each other's paws or wrapped in kelp to stop them drifting. They have a loose flap of skin under each foreleg, serving as a pocket to carry food to the surface where it is eaten. These pockets are also used to carry the stones which sea otters use to break open shells, making them one of the few animals to habitually use tools.

ST:	8	HP:	8	Speed:	6.00
DX:	13	Will:	12	Move:	2 (land)
IQ:	5	Per:	12		3 (water)
HT:	11	FP:	11	SM:	-1
Dodge:	9	Parry:	10	DR:	1

Bite (15): 1d-3 crushing. Reach C.

Traits: Euryhaline; Otter.

Skills: Brawling-15; Survival-13; Swimming-16.

PANGOLINS

Looking more reptile than mammal, with thick tails and heavy scales, pangolins also have toothless mouths (chewing food with spines and stones in their gizzards) and extraordinarily long, sticky tongues for gathering insects. They usually walk on their hind legs, with their front paws held together, so they seem to be constantly wringing their 'hands'.

They can curl up for defense, resembling pine cones when they do. Predators can also be discouraged with a stinking acid secreted from glands near the anus.

Ground Pangolin

Diet: Carnivore (ants and termites).

Distribution: Eastern and southern Africa.

Habitat: Plains, Woodlands.

Niche: Nocturnal forager.

Size: 40" long; 26 lbs.

Ground pangolins dig oddly spacious burrows, usually adapting ones abandoned by other animals. In addition to a pangolin's usual defenses, they have sharp scales on their tails to slash at threats.

ST:	6	HP:	6	Speed:	5.25
DX:	10	Will:	10	Move:	1 (land)
IQ:	3	Per:	9		
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	—	DR:	1

Claw (10): 1d-4 crushing. Reach C.

Tail Lash (10): 1d-4 cutting. Reach C. Limited Arc, Rear.

Traits: Bad Sight (Low Resolution); Burrower; Extra Legs (Four Legs); Controllable Disadvantage (Bad Smell); Curls Up (Eyes covered); Discriminatory Smell; DR 2 (Back only); No Fine Manipulators; Peripheral Vision; Semi-Upright; Wild Animal.

Skills: Survival-12.

Variants

The giant pangolin (5' long; 70 lbs.) has ST and HP 8, SM ±0, and does 1d-3 damage with its claws or tail.

Other species of pangolin, such as the Chinese pangolin and Malay pangolin (3' long; 11 lbs.) tend to be smaller and spend a lot of time in trees, where their prehensile tails help them climb. Change ST and HP to 4, SM to -1. They do 1d-5 damage with their claws and have no tail lash attack. Add Extra Arm (Extra-Flexible; No Physical Attack) to traits to represent their tails and add Climbing-14 to skills.

PIGS

Powerful, clever animals with floppy ears and flat-tipped snouts. They root through soil for food, eating almost anything.

Pig: Acute Smell 2; Bad Sight (Low Resolution); Burrower; Discriminatory Smell; Gluttony (15); Night Vision 2; Peripheral Vision; Quadruped; Reduced Consumption 2 (Cast-Iron Stomach); Resistant to Poison (+3); Ultrahearing.

Peccary

Diet: Herbivore (cacti, fruit, roots, and tubers).

Distribution: Central and South America.

Habitat: Jungle, Plains, Swampland, Urban, Woodlands.

Niche: Diurnal forager.

Size: 4' long; 60 lbs.

Distant relatives of other pigs, also known as javelinas or musk hogs. They live in herds of around a dozen.

ST:	8	HP:	8	Speed:	5.25
DX:	12	Will:	11	Move:	6/9 (land)
IQ:	5	Per:	11		
HT:	12	FP:	12	SM:	-1
Dodge:	8	Parry:	—	DR:	1

Bite (12): 1d-2 cutting. Reach C.

Traits: Bad Smell; Chummy; Pig; Wild Animal.

Skills: Stealth-12; Survival-12.

Swine

Diet: Omnivore (carrion, grain, vegetables, scraps).

Distribution: Worldwide.

Habitat: Urban, Woodlands.

Niche: Diurnal forager.

Size: 4' long; 300 lbs.

Being able reproduce quickly, eat garbage, and survive in unsanitary conditions makes pigs cheap to farm.

ST:	13	HP:	13	Speed:	5.25
DX:	10	Will:	11	Move:	5 (land)
IQ:	5	Per:	11		
HT:	11	FP:	11	SM:	±0
Dodge:	8	Parry:	—	DR:	1

Bite (10): 1d-1 cutting. Reach C.

Traits: Domestic Animal; Pig.

Skills: Survival-12.

Variants

Larger breeds like the British saddleback and Tamworth (5' long; 600 lbs.) have ST & HP 17 and do 1d+1 bite damage. Smaller pigs like the Vietnamese pot bellied (30" long; 110 lbs.) have ST & HP 10, Move 4, SM -1, and do 1d-3 bite damage.

Warthog

Diet: Omnivore (carrion, fruit, fungi, grass, insects, and roots).

Distribution: Sub-Saharan Africa.

Habitat: Plains, Woodlands.

Niche: Diurnal forager.

Size: 5' long; 170 lbs.

Especially ugly pigs, with four tusks and leathery face pads.

ST:	11	HP:	11	Speed:	6.00
DX:	11	Will:	11	Move:	7/14 (land)
IQ:	5	Per:	11		
HT:	13	FP:	13	SM:	±0
Dodge:	10	Parry:	—	DR:	2

Tusks (13): 1d+1 impaling. Reach C.

Traits: Combat Reflexes; Pig; Wild Animal.

Skills: Brawling-13; Survival-13.

Variants

The male babirusa (found in Indonesia) has even more elaborate tusks, giving it a Parry of 10.

Wild Boar

Diet: Omnivore (carrion, fungi, invertebrates, and tubers).

Distribution: Eurasia and North Africa. Introduced to the Americas and Oceania.

Habitat: Desert, Mountain, Woodlands.

Niche: Cathemeral forager.

Size: 5' long; 250 lbs.

The hairy ancestor of domestic swine, dangerous if cornered.

ST:	13	HP:	13	Speed:	6.00
DX:	12	Will:	11	Move:	6/12 (land)
IQ:	5	Per:	11		
HT:	12	FP:	12	SM:	±0
Dodge:	10	Parry:	—	DR:	2

Tusks (14): 1d+1 impaling. Reach C.

Traits: Bad Temper (9); Combat Reflexes; High Pain Threshold; Pig; Wild Animal.

Skills: Brawling-14; Stealth-12; Survival-14; Swimming-12; Tracking-15.

Sexual Dimorphism

Sows (4' long; 180 lbs.) are slightly smaller and less aggressive. Reduce ST and HP to 11 and Bad Temper to (15).

Variants

Bushpigs, bearded pigs, and red river hogs are all similar.

The African giant forest hog (6' long; 420 lbs.) has ST and HP 15, SM +1, and does 1d+2 damage with its tusks, which have reach C, 1. Some populations of wild boar in northern Asia grow to similar sizes.

PINNIPEDS

Although related to bears, raccoons, and weasels, these amphibious mammals look very different. Their legs have evolved into flippers, making them awkward on land, but agile in water. They are divided into eared seals, earless or true seals, and the walrus.

Pinniped: Bad Sight (Low Resolution); Night Vision 2; No Fine Manipulators; No Legs (Semi-Aquatic); Peripheral Vision; Vibration Sense (Universal; Short Range 1); Wild Animal.

Harp Seal

Diet: Carnivore (crustaceans, fish, squid).

Distribution: Northern Atlantic coasts.

Habitat: Island/Beach, River/Stream, Salt-Water Sea.

Niche: Diurnal pursuit predator.

Size: 6' long; 280 lbs.

A migratory earless seal, often hunted for its meat and skin.

ST:	13	HP:	13	Speed:	6.00
DX:	12	Will:	11	Move:	1 (land)
IQ:	4	Per:	11		6 (water)
HT:	12	FP:	12	SM:	±0
Dodge:	9	Parry:	—	DR:	1

Bite (14): 1d cutting. Reach C.

Traits: Born Biter 1; Doesn't Breathe (Oxygen Storage, ×50); Pinniped; Temperature Tolerance 15.

Skills: Brawling-14; Navigation (Sea)-12; Survival-12; Swimming-18.

Variants

Harbor seals are similar but add Euryhaline to traits and increase Temperature Tolerance to 20.

Gray seals (7' long; 400 lbs.) have ST and HP 15, SM +1, and do 1d+1 damage with their bites, which have reach C, 1.

Male hooded seals (9' long; 770 lbs.) have ST and HP 18, doing 1d+2 bite damage. Females (7' long; 460 lbs.) have ST and HP 15, doing 1d+1 bite damage. Both are SM +1 and have reach C, 1 with their bites.

The leopard seal of Antarctica preys on other seals and penguins (and, rarely, humans), but their main food source is krill. Males (8' long; 540 lbs.) have ST and HP 16, SM +1, and do 1d+1 damage with their bites. Females (11' long; 960 lbs.) have ST and HP 20, SM +2, and do 2d damage with their bites. Both increase Born Biter to 2 and bite reach to C, 1.

Ringed seals (5' long; 130 lbs.) have ST and HP 10, and do 1d-2 damage with their bites.

Steller Sea Lion

Diet: Carnivore (fish, squid).

Distribution: North Pacific coasts.

Habitat: Island/Beach; Salt-Water Sea.

Niche: Nocturnal pursuit predator.

Size: 10' long; 1,200 lbs.

Eared seals with yellow fur which is especially thick around the neck of males.

ST:	21	HP:	21	Speed:	5.75
DX:	11	Will:	11	Move:	3 (land)
IQ:	4	Per:	11		6/9 (water)
HT:	12	FP:	12	SM:	+2
Dodge:	8	Parry:	—	DR:	4

Bite (13): 2d+1 cutting. Reach C, 1.

Traits: Born Biter 1; Breath Holding 4; Penetrating Voice; Pinniped; Pressure Support 1; Temperature Tolerance 10.

Skills: Brawling-13; Intimidation-12; Survival-12; Swimming-16.

Sexual Dimorphism

Females are significantly smaller (8' long; 580 lbs.) with ST and HP 17, SM +1, DR 3, doing 1d+2 damage with their bites.

Walrus

Diet: Carnivore (carrion, crustaceans, and mollusks).

Distribution: Northern coasts of Asia, Greenland, and North America.

Habitat: Arctic, Bank, Island/Beach, Salt-Water Sea.

Niche: Cathemeral forager.

Size: 10' long; 2,300 lbs.

Huge animals with bald, lumpy hides and long tusks.

ST:	26	HP:	26	Speed:	5.50
DX:	10	Will:	11	Move:	2 (land)
IQ:	4	Per:	11		4/6 (water)
HT:	12	FP:	12	SM:	+2
Dodge:	8	Parry:	—	DR:	4

Tusks (12): 2d+6 impaling. Reach C, 1.

Traits: Breath Holding 6; Pinniped; Temperature Tolerance 20.

Skills: Brawling-12; Survival-12; Swimming-15.

Sexual Dimorphism

Females are somewhat smaller (9' long; 1,500 lbs.) with ST and HP 23, DR 3, doing 2d+5 damage with their tusks.

Exceptional Individuals

The largest walruses (16' long; 2.5 tons) have ST and HP 34, SM +3, DR 5, and do 3d+8 damage with their tusks, which have reach C-2.

PRONGHORNS

Diet: Herbivore (cacti, grass, sage).

Distribution: Western North America.

Habitat: Desert, Mountain, Plains.

Niche: Cathemeral browser.

Size: 5' long; 100 lbs.

Also known as prong-bucks or speed-goats, these swift animals resemble a cross between an antelope, a deer, and a goat, but are actually more closely related to giraffes. The males have branched horns, the females smaller, straight ones.

ST:	9	HP:	9	Speed:	6.00
DX:	12	Will:	10	Move:	6/18 (land)
IQ:	3	Per:	12		
HT:	12	FP:	12	SM:	±0
Dodge:	8	Parry:	—	DR:	1

Horns (12): 1d-2 crushing. Reach C.

Traits: Bad Sight (Low Resolution); Discriminatory Smell; Enhanced Move 0.5 (Land Move 27; Costs Fatigue, 1 FP/second); Parabolic Hearing 1; Peripheral Vision; Quadruped; Reduced Consumption 1 (Cast-Iron Stomach); Temperature Tolerance 2; Wild Animal.

Skills: Running-14; Survival-12.

RABBITS

Long-eared, burrowing, hopping, fast-breeding little animals.

European Rabbit

Diet: Herbivore (flowers, grass, leaves, roots, and tubers).

Distribution: Western Europe. Introduced to Australia, South America, and the rest of Europe.

Habitat: Plains, Woodlands.

Niche: Nocturnal browser.

Size: 16" long; 4 lbs.

Also known as coneys, these highly social rabbits dig massive *warrens* to live in.

ST:	3	HP:	3	Speed:	6.00
DX:	13	Will:	11	Move:	8/16 (land)
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	-3
Dodge:	9	Parry:	—	DR:	0

Bite (13): 1d-6 cutting. Reach C.

Kick (11): 1d-4 crushing. Reach C, 1.

Traits: Burrower; Chummy; Discriminatory Smell; Night Vision 2; Parabolic Hearing 2; Peripheral Vision; Quadruped; Ultrahearing; Wild Animal; Whiskers.

Skills: Running-15; Stealth-13; Survival-12.

Variants

Central African rabbits and most of the American cottontails, such as the Mexican cottontail and New England cottontail, are similar. Marsh rabbits and swamp rabbits add Swimming-14.

Domesticated rabbits are often larger, with ST and HP 4. Very large breeds like the Flemish giant (2' long; 15 lbs.) have ST and HP 5, doing 1d-5 damage with a bite, 1d-3 with a kick. All have Domestic Animal rather than Wild Animal.

Small species like the pygmy rabbit of the Great Basin, Californian brush rabbit, Mexican volcano rabbit, and Brazilian *tapeti* (13" long; 1 lbs.) have ST and HP 2, and SM -4. They do 1d-7 damage with a bite and 1d-5 with a kick.

Pika are tiny (8" long, 0.4 lbs.) short-eared relatives of rabbits. They have ST and HP 1, do 1d-7 damage with a bite, 1d-5 with a kick, and have Pressure Tolerant Lungs (Thin).

RACCOONS

Stocky little animals with big tails and dexterous paws.

Common Raccoon

Diet: Omnivore (amphibians, carrion, and crustaceans).

Distribution: Central and North America. Introduced to Caucasia, Central Europe, and Japan.

Habitat: Swampland, Urban, Woodlands.

Niche: Nocturnal forager.

Size: 2' long; 18 lbs.

Grey-furred with a black 'mask' around the eyes and a striped tail. Quick to adapt to new opportunities, they can often be found scavenging from human garbage.

ST:	5	HP:	5	Speed:	6.00
DX:	13	Will:	10	Move:	7 (land)
IQ:	4	Per:	11		
HT:	11	FP:	11	SM:	-3
Dodge:	8	Parry:	9	DR:	1

Bite or Claw (13): 1d-5 cutting. Reach C.

Traits: Bad Grip 1; Bad Sight (Low Resolution); Breath Holding 1; Catfall; Colorblindness; Discriminatory Smell; Ham-Fisted 2; Horizontal; Night Vision 2; Parabolic Hearing 1; Sensitive Touch; Super Climbing 2; Ultrahearing; Whiskers; Wild Animal.

Skills: Climbing-14; Stealth-13; Survival-14.

Variants

The bassarisk and cacomistle (2' long; 2 lbs.) are slender, predatory, cat-like raccoons. They have ST and HP 3, SM -4, DR 0, increase Climbing to 16, and add Brawling-15 to skills.

South American and white-nosed coatis are long-nosed raccoons who dig up their food. Add Burrower to traits. Males are the size of common raccoons, but females (2' long; 9 lbs.) have ST and HP 4, and do 1d-6 damage with bite or claws.

RHINOS

Armed with horns and protected by thick hide, rhinos are difficult prey. Unfortunately they have few defenses against humans, who kill them for their horns and hide.

White Rhinoceros

Diet: Herbivore (grass).

Distribution: Eastern and Southern Africa.

Habitat: Plains.

Niche: Cathemeral browser.

Size: 13' long; 2.5 tons.

The largest rhino is actually pale gray, with two horns, the longer in front of the other. They will charge anything which frightens them, and have nervous temperaments, despite having no natural predators as adults.

ST:	34	HP:	34	Speed:	5.00
DX:	9	Will:	10	Move:	5 (land)
IQ:	3	Per:	10		
HT:	11	FP:	11	SM:	+3
Dodge:	8	Parry:	—	DR:	3

Horn (11): 3d+8 impaling. Reach C-2.

Trample (11): 3d+8 crushing. Only against SM +1 or smaller (SM +2 if prone).

Traits: Bad Temper (15); Bad Sight (Low Resolution); Discriminatory Smell; Enhanced Move 1.5 (Land Move 15; Costs Fatigue, 1 FP/second); Parabolic Hearing 1; Peripheral Vision; Quadruped; Wild Animal.

Skills: Brawling-11; Survival-12.

Sexual Dimorphism

Females (12' long; 3,800 lbs.) have ST and HP 31, doing 3d+7 damage with a horn or trample.

Exceptional Individuals

The largest white rhinos (15' long; 4 tons) have ST and HP 40, doing 4d+7 damage with a horn or trample.

Variants

Black rhinos are also gray, but smaller and meaner than white ones. Males (12' long; 2,700 lbs.) have ST and HP 28, doing 3d+5 damage with a horn or trample. Females (10' long; 1 ton) have ST and HP 25, doing 2d+6 damage with a horn or trample. Both have Bad Temper (12).

Indian rhinos are almost as large as white rhinos and share the same profile except for having DR 4.

*Climb quick! for his might
Is a match for the gods:
he could toss Eros!*

Robert Browning
The Rhinoceros

RODENTS

An extremely diverse and successful order, distinguished by their large and continuously growing incisor teeth. Most of them are small, with tapered heads, long whiskers, rounded bodies, short limbs, and dexterous paws, all features which help with burrowing and moving through dense cover.

Rodent: Bad Grip 1; Bad Sight (Low Resolution); Born Biter 1; Ham-Fisted 2; Horizontal; Peripheral Vision; Whiskers; Wild Animal.

Brown Rat

Diet: Omnivore (birds, carrion, cereals, eggs, fish, fruit, invertebrates, roots, scraps, smaller rodents, vegetables).

Distribution: North-eastern Asia. Introduced worldwide.

Habitat: Urban, Woodlands.

Niche: Nocturnal forager.

Size: 9" long; 1 lbs.

The archetypal rodent, with a plump body and long hairless tail. They live in large, hierarchical communities, with the lowest status individuals being forced to search for food furthest from the collective den (and therefore more likely to encounter humans and predators). With ample food and no threats, rats can increase their population by a factor of ten in fifteen weeks, quickly recovering from any losses.

ST:	2	HP:	2	Speed:	6.00
DX:	12	Will:	11	Move:	4 (land)
IQ:	3	Per:	11		
HT:	12	FP:	12	SM:	-4
Dodge:	9	Parry:	—	DR:	0

Bite (12): 1d-7 cutting. Reach C.

Traits: Burrower; Rodent; Ultrahearing; Ultravision.

Skills: Climbing-12; Survival-14; Swimming-13.

Exceptional Individuals

Only the very largest rats (12" long; 2 lbs.) have ST and HP 3, doing 1d-6 damage with a bite. These are mostly over-fed pet fancy rats (below).

Variants

Fancy and laboratory rats are basically identical (they aren't tame enough to qualify for Domestic Animal), although albino ones are almost blind (treat as Simple Eyes instead of Bad Sight).

Black rats, also known as house rats or ship rats, are smaller (7" long; 0.5 lbs.) with SM-5. Dozens of other rat species are similar, as are woodrats (not closely related to true rats).

Most mice, such as the house mouse (3" long; 0.05 lbs.), as well as numerous other small rodents like cotton rats, deer mice, dormice, gerbils, hamsters, harvest mice, kangaroo rats, lemmings, and voles, have ST and HP 1, SM -7.

Crested Porcupine

Diet: Herbivore (leaves and roots).

Distribution: Italy, eastern, northern, and western Africa.

Habitat: Desert, Mountain, Plains, Woodland.

Niche: Nocturnal forager.

Size: 30" long; 40 lbs.

A big rodent which makes itself look even bigger with a tall crest of stiff hair and long quills, both of which are raised when the porcupine is agitated. The quills make a threatening hiss, but if that is not enough to deter an attacker, they also function as painful (and sometimes deadly) weapons.

Although they rarely eat meat, they collect bones to sharpen their teeth on and their burrows are often full of them.

ST:	7	HP:	7	Speed:	5.50
DX:	11	Will:	11	Move:	3 (land)
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	-1
Dodge:	8	Parry:	—	DR:	1

Bite (11): 1d-4 cutting. Reach C.

Spines (7): 1d impaling. Free attack. +2 to hit enemies at the rear. Automatically hits anyone grappling or slamming the porcupine. Reach C.

Traits: Burrower; Rodent.

Skills: Intimidation-12; Survival-12; Swimming-12.

Eurasian Beaver

Diet: Herbivore (bark and water plants).

Distribution: Northern Europe and Russia.

Habitat: Fresh-Water Lake, River/Stream.

Niche: Nocturnal forager.

Size: 4' long; 50 lbs.

Highly specialized animals with paddle-shaped tails and webbed hind feet to propel them through water. Their fur is dense, oily, and water repellent (making it excellent for felting into hats) and their orange teeth are even stronger than other rodents'. Their most remarkable feature however is not their anatomy, but their construction skills.

Beavers build 'lodges' from mud, stones, branches, and other natural materials with entrances several feet underwater to prevent intrusion. If there is no convenient body of water large enough to protect their home, they will dam a stream to create one. Each lodge houses a breeding pair and their offspring. A store of branches are kept underwater so that when the surface freezes, the beavers will have a food supply.

Although their usual response to danger is to flee to their ponds, a cornered beaver will bite and can kill a man.

MYTHICAL BEAVERS

Having hunted their beavers to extinction, medieval Europeans formed some strange beliefs about them. Their testicles were supposed to have healing properties, and beavers were said to castrate themselves to avoid being killed for them.

ST:	7	HP:	7	Speed:	5.50
DX:	10	Will:	10	Move:	5 (land)
IQ:	4	Per:	12		2 (water)
HT:	12	FP:	12	SM:	-1
Dodge:	8	Parry:	—	DR:	0

Bite (10): 1d-4 cutting. Reach C.

Traits: Breath Holding 4; One-Task Wonder (Dam Building); Rodent; Temperature Tolerance 1.

Skills: Survival-12; Swimming-15.

Variants

North American beavers are very similar.

Muskrats are much smaller (12" long; 3 lbs.) with ST and HP 3, SM -3, doing 1d-6 damage with a bite. Increase Breath Holding to 5 and remove One Task Wonder from traits (they do not build dams).

Red Squirrel

Diet: Herbivore (berries, fungi, nuts, and pinecones).

Distribution: Europe and northern Asia.

Habitat: Woodlands.

Niche: Diurnal forager.

Size: 8" long; 0.5 lbs.

Agile tree-climbing animals, with bushy ears and tails, famous for caching nuts to eat later.

ST:	2	HP:	2	Speed:	6.50
DX:	15	Will:	10	Move:	3 (clinging)
IQ:	3	Per:	11		6 (land)
HT:	11	FP:	11	SM:	-5
Dodge:	9	Parry:	—	DR:	0

Bite or Claw (15): 1d-7 cutting. Reach C.

Traits: Clinging (Clawed); Rodent.

Skills: Climbing-18; Jumping-14; Survival-12.

Variants

This profile suits most tree squirrels, including both eastern and western gray, Andean, Bolivian, and Caucasian squirrels, as well as the more distantly related chipmunks.

Ground squirrels lack Clinging and Climbing. Small ones, like prairie dogs (12" long; 2 lbs.) otherwise use the profile above. Large ones, like Alpine marmots (2' long; 9 lbs.) have ST and HP 4, doing 1d-6 damage with a bite or claw.

SHEEP

Highly social relatives of goats with spiral horns.

Sheep: Chummy; Discriminatory Smell; DR 2 (Skull only); No Depth Perception; Parabolic Hearing 2; Peripheral Vision; Quadruped; Temperature Tolerance 4; Ultrahearing.

Argali

Diet: Herbivore (grass).

Distribution: Eastern Asia.

Habitat: Mountain.

Niche: Diurnal browser.

Size: 6' long; 300 lbs.

The largest sheep species, also known as the mountain sheep.

ST:	13	HP:	13	Speed:	5.25
DX:	10	Will:	11	Move:	4/8 (land)
IQ:	3	Per:	11		
HT:	11	FP:	11	SM:	±0
Dodge:	8	Parry:	9	DR:	1

Horns (12): 1d+2 crushing. Reach C, 1.

Traits: Native Pressure (0.7 Atmospheres); Sheep; Wild Animal.

Skills: Brawling-12; Survival-12.

Sexual Dimorphism

Ewes (5' long; 150 lbs.) have ST and HP 11, doing 1d+1 damage with their horns.

Variants

American bighorn sheep are similar, but adapted for lower altitudes. Remove Native Atmosphere from traits.

Domestic Sheep

Diet: Herbivore (grass).

Distribution: The Middle East. Introduced worldwide.

Habitat: Mountain, Plains.

Niche: Diurnal browser.

Size: 4' long; 100 lbs.

One of the first animals to be herded by man rather than hunted. They are kept mostly for their wool, but also provide low-quality meat and soft leather.

ST:	9	HP:	9	Speed:	4.75
DX:	9	Will:	8	Move:	4/8 (land)
IQ:	3	Per:	10		
HT:	10	FP:	10	SM:	±0
Dodge:	7	Parry:	8	DR:	1

Horns (10): 1d crushing. Reach C.

Traits: Domestic Animal; Sheep.

Skills: Brawling-11; Survival-9.

Variants

Very small breeds like the ouessant (3' long; 50 lbs.) have ST and HP 7, doing 1d-1 damage with their horns. The largest, like the Lincoln longwool (5' long; 250 lbs.) have ST and HP 13, doing 1d+2 damage with their horns. Hornless sheep can still headbutt with their thick skulls, at -1 damage.

The mouflon of central Asia are believed to be the ancestors of domesticated sheep. They have a similar profile, switching Domestic Animal for Wild Animal.

WATER BUFFALO

Diet: Herbivore (aquatic plants, grass, and reeds).

Distribution: South Asia. Introduced worldwide.

Habitat: Jungle, Plains, Swampland, Woodlands.

Niche: Crepuscular browser.

Size: 9' long; 800 lbs.

Resembling cattle with big, inward-curving horns, water buffalo are commonly used as draft animals for small farms throughout eastern and southern Asia. They can also be ridden, used as pack animals, milked, and slaughtered for meat and leather. Although they are generally placid with people they know, they can be aggressive towards strangers.

ST:	19	HP:	19	Speed:	5.00
DX:	9	Will:	10	Move:	5/15 (land)
IQ:	3	Per:	12		
HT:	11	FP:	11	SM:	+2
Dodge:	8	Parry:	8	DR:	2

Horns (11): 2d+3 impaling. Reach C, 1.

Traits: Bad Sight (Low-Resolution); Chummy; Discriminatory Smell; Domestic Animal; DR 4 (Skull only); Night Vision 1; Peripheral Vision; Quadruped; Terrain Adaptation (Mud); Temperature Tolerance 1; Ultrahearing.

Skills: Brawling-11; Survival-11; Swimming-12.

Variants

Wild water buffalo are considerably larger. Bulls (10' long; 1 ton) have ST and HP 25, doing 2d+6 damage with their horns. Cows (9' long; 1,200 lbs.) have ST and HP 21, doing 2d+4 damage with their horns. They have Wild Animal instead of Domestic Animal and raise Survival skill to 12.

African cape buffalo are only distantly related, but have a similar appearance. Bulls (10' long; 1,500 lbs.) have ST and HP 23, doing 2d+5 damage with their horns. Cows (9' long; 900 lbs.) have ST and HP 19, doing 2d+3 damage with their horns. Add Bad Temper (12), remove Terrain Adaptation (Mud) and Swimming skill, raise Survival skill to 12, add Stealth-12, and change Domestic Animal to Wild Animal.

WEASELS

A family of small predators with short legs and long, slender bodies ideal for chasing prey through tight burrows. They have scent glands which produce a noxious stench, used both to deter predators and mark their territory.

Least Weasel

Diet: Carnivore (rodents).

Distribution: Europe, northern Asia, North America, and North Africa. Introduced to New Zealand.

Habitat: Plains, Woodlands.

Niche: Cathemeral pursuit predator.

Size: 7" long; 0.2 lbs.

The smallest of the weasels, but still willing to take prey significantly larger than itself such as rabbits, rats, and even hares. Spare meat is cached for later.

ST:	1	HP:	1	Speed:	6.75
DX:	15	Will:	12	Move:	4/8 (land)
IQ:	4	Per:	12		
HT:	12	FP:	12	SM:	-6
Dodge:	9	Parry:	—	DR:	0

Bite or Claw (17): 1d-6 cutting. Reach C.

Traits: Bad Sight (Low Resolution); Bloodlust (12); Born Biter 1; Controllable Disadvantage (Bad Smell); Discriminatory Smell; Double-Jointed; Fearlessness 1; Gluttony (12); Long Neck 1; Night Vision 3; Quadruped; Slippery 1; Whiskers; Wild Animal.

Skills: Brawling-16; Stealth-12; Survival-12; Tracking-15.

Variants

Egyptian weasels, long-tailed weasels, mountain weasels, and stoats are all similar. Japanese weasels and Siberian weasels (12" long; 1.5 lbs.) have ST and HP 2, SM -4.

American and European mink (15" long; 1.5 lbs.) have ST and HP 2, SM -4, Swimming-15, and Water Move 2.

Black-footed ferrets, European polecats, steppe polecats, and yellow-bellied weasels (10" long; 3 lbs.) have ST and HP 3, SM -4, and do 1d-5 damage with a bite or claw. Domesticated versions of the European polecat are simply called ferrets and use the same rules as their wild relatives, swapping Domestic Animal for Wild Animal.

Martens are tree-climbing relatives of weasels. Typical examples are American martens, beech martens, European pine martens, and sables (18" long; 3 lbs.) with ST and HP 3, SM -3, doing 1d-5 damage with a bite or claw. Add Super Climbing 5 to traits and Climbing-16 to skills. The large yellow-throated marten (2' long; 7 lbs.) is similar but has ST and HP 4.

WHALES

Huge relatives of dolphins, whales have rounded bodies driven by their massive horizontal tail flukes and steered with flippers.

Whale: Absolute Direction; Acute Hearing 2; Bad Sight (Low Resolution); Colorblindness; Ichthyoid; Injury Tolerance (No Neck); Nictitating Membrane 1; Night Vision 2; No Depth Perception; No Sense of Smell/Taste; Peripheral Vision; Soaring; Wild Animal.

He throweth as much water out of his mouth upon the ship, that he overturneth it sometime or drowneth it. Also he is so fat that when he is smitten with fishers' darts he feeleth not the wound...

Bartholomaeus Anglicus
De Proprietatibus Rerum

Blue Whale

Diet: Carnivore (krill).

Distribution: Worldwide.

Habitat: Open Ocean.

Niche: Cathemeral browser.

Size: 80' long; 110 tons.

The largest animals known to science are placid filter-feeders. Full-grown adults were too big and fast to hunt before the invention of steam-ships and harpoon guns.

ST:	120	HP:	120	Speed:	5.00
DX:	8	Will:	10	Move:	2/8 (water)
IQ:	4	Per:	10		
HT:	12	FP:	12	SM:	+7
Dodge:	8	Parry:	—	DR:	12

Engulfing Mouth (8): Grapple, only against targets of SM +7 or less. Anyone hit has one turn to break free, otherwise they are automatically pinned. While pinned, the whale may roll a contest of ST vs. the higher of the victim's ST or HT as an attack, dealing crushing damage equal to margin of victory.

Tail Slap (8): 13d+13 crushing. Reach C-10. Limited Arc, Rear.

Traits: Doesn't Breathe (Oxygen Storage, ×25); Enhanced Move 1 (Water Move 16; Costs Fatigue, 1 FP/minute); Penetrating Voice; Subsonic Hearing; Temperature Tolerance 20; Whale.

Skills: Survival-12.

Variants

Humpback whales (48' long; 32 tons) have ST and HP 80, SM +6, and DR 8. A tail slap from one does 9d+9, with reach C-7. Remove Enhanced Move from Traits.

Narwhal

Diet: Carnivore (fish and squid).

Distribution: Arctic and northern Atlantic Oceans.

Habitat: Open Ocean.

Niche: Cathemeral pursuit predator.

Size: 13' long; 2,600 lbs.

Small whales, famous for the single long tusk of most males. Their other teeth are vestigial so prey are swallowed whole.

ST:	28	HP:	28	Speed:	6.00
DX:	11	Will:	10	Move:	6/9 (water)
IQ:	4	Per:	12		
HT:	13	FP:	13	SM:	+2
Dodge:	9	Parry:	8	DR:	3

Tusk (11): 2d+2 impaling. Reach 3.

Traits: Chummy; Doesn't Breathe (Oxygen Storage, ×100); Nutritional Reserve 100; Pressure Support 2; Sonar (Water only; Extended Arc, 240°; Reduced Range, 1,000 yards); Temperature Tolerance 5; Whale.

Skills: Survival-12.

Sexual Dimorphism

Most females lack tusks, as do some males.

Variants

Belugas are similar, have no tusks, but do have functional teeth, doing 3d-2 crushing damage with a bite at reach C.

Sperm Whale

Diet: Carnivore (fish, octopuses, and squid).

Distribution: Worldwide.

Habitat: Open Ocean.

Niche: Cathemeral pursuit predator.

Size: 52' long; 45 tons.

Easily recognized by their massive box-shaped heads, sperm whales dive into the darkest depths of the ocean to hunt prey such as giant squid.

ST:	90	HP:	90	Speed:	5.50
DX:	10	Will:	10	Move:	3/12 (water)
IQ:	5	Per:	12		
HT:	12	FP:	12	SM:	+6
Dodge:	8	Parry:	—	DR:	8

Bite (12): 10d+9 cutting. Reach C.

Tail Slap (12): 10d+20 crushing. Reach C-7. Limited Arc, Rear.

Traits: Born Biter 3; Doesn't Breathe (Oxygen Storage, ×200); Pressure Support 2; Sonar (Water only; Extended Arc, 240°); Temperature Tolerance 20; Whale.

Skills: Brawling-12; Stealth-12; Survival-12.

Sexual Dimorphism

Females (36' long; 15 tons) have ST and HP 62, SM +5. They do 7d+5 damage with a bite or 7d+13 with a tail slap.

Exceptional Individuals

The largest sperm whales are believed to be about twice the weight of a typical male (70' long; 90 tons). Such a monster would have ST and HP 113, SM +7, and DR 10. Its bite would do 12d+11 damage, and its tail 12d+24 with reach C-10.

And when I saw this, the largest and most terrible of all created animals bleeding, quivering, dying a victim to the cunning of man, my feelings were indeed peculiar!

Nathaniel Philbrick
In the Heart of the Sea:
The Tragedy of the Whaleship Essex

WOLVERINES

Diet: Carnivore (carrion, mammals).

Distribution: Northern Eurasia and North America.

Habitat: Arctic, Mountain, Plains, Woodlands.

Niche: Cathemeral forager.

Size: 3' long; 30 lbs.

Related to badgers and weasels but even bigger and tougher than the former and fiercer than the latter. Wolverines look almost like small bears. They often steal kills from other predators, but are capable of killing their own prey up to the size of moose. Cougars and packs of wolves are a threat to them however, and their aggression sometimes leads to unwise fights with bears.

ST:	6	HP:	6	Speed:	6.50
DX:	13	Will:	13	Move:	5 (land)
IQ:	4	Per:	11		
HT:	13	FP:	13	SM:	-1
Dodge:	10	Parry:	—	DR:	2

Bite (15): 1d-3 cutting. Reach C.

Traits: Acute Smell 2; Bad Sight (Low Resolution); Bad Temper (9); Born Biter 1; Combat Reflexes; Controllable Disadvantage (Bad Smell); Discriminatory Smell; Fearlessness 2; Flexibility; Gluttony (15); High Pain Threshold; Night Vision 2; Quadruped; Slippery 2; Striking ST 1; Temperature Tolerance 6; Terrain Adaptation (Snow); Wild Animal.

Skills: Brawling-15; Climbing-13; Intimidation-15; Survival-13; Swimming-13.

Exceptional Individuals

Male wolverines can sometimes grow pretty big (4' long; 75 lbs.) with ST and HP 8, doing 1d-2 damage with a bite.

WOLVES

Diet: Carnivore (bison, carrion, deer, fruit, rabbits, rodents, waterfowl, and wild boar).

Distribution: Eurasia, the Middle East, and North America.

Habitat: Plains, Mountain, Woodlands.

Niche: Nocturnal pack hunter.

Size: 4' long; 110 lbs.

Gray wolves are optimized for long chases, but they are smart enough to be adaptable and will use whichever strategy works to get their next meal (including cannibalism).

They are very closely related to coyotes and dogs but are generally larger, with thicker fur, yellow eyes, short, pointed ears, and long muzzles.

Wolf packs dominate other predators in their range, except for brown bears and tigers.

ST:	10	HP:	10	Speed:	6.00
DX:	12	Will:	12	Move:	7/21 (land)
IQ:	4	Per:	13		
HT:	12	FP:	12	SM:	±0
Dodge:	9	Parry:	—	DR:	1

Bite (14): 1d-4 cutting. Reach C.

Traits: Augmented Pinnae; Bad Sight (Low Resolution); Born Biter 2; Chummy; Discriminatory Smell; Night Vision 2; Quadruped; Temperature Tolerance 8; Ultrahearing; Wild Animal.

Skills: Brawling-14; Survival-12; Tracking-17.

Variants

There are several sub-species of wolf, differing in size. Smaller wolves, such as the Eastern, or Mongolian wolf (3' long; 60 lbs.) have ST and HP 8 or, in the case of the Arabian, Ethiopian, and Indian wolf (3' long; 45 lbs.) ST and HP 7. These wolves do only 1d-5 damage with their bites.

WOMBATS

Rotund marsupials with short limbs, stubby tails, and small ears. Their rear ends consist almost entirely of skin and cartilage, and gives great protection once a wombat is in its burrow. If caught in the open, a wombat will take the offensive, and they have been known to maul humans.

Common Wombat

Diet: Herbivore (grass and roots).

Distribution: South-eastern Australia.

Habitat: Jungle, Mountain, Plains, Woodlands.

Niche: Nocturnal browser.

Size: 40" long; 60 lbs.

Also known as bare-nosed wombats, or coarse-haired wombats. They dig extensive burrows, with multiple branches.

ST:	8	HP:	8	Speed:	5.75
DX:	9	Will:		Move:	3/6 (land)
IQ:	2	Per:			
HT:	14	FP:	14	SM:	-1
Dodge:	8	Parry:	—	DR:	2

Bite (11): 1d-3 cutting. Reach C.

Claw (11): 1d-2 crushing. Reach C.

Dual Back Kick (11): 1d+1 crushing. Reach C, 1. All-Out Attack to the rear.

Traits: Burrower; DR 2 (Tough Skin; Directional, Back); Enhanced Move 1 (Land Move 12; Costs Fatigue, 1 FP/second); Loner (9); Quadruped; Wild Animal.

Skills: Brawling-11; Survival-12.

Techniques: Dual Back Kick-11.

Variants

The two species of hairy-nosed wombat are very similar.

YAKS

Diet: Herbivore (grass, lichen, and moss).

Distribution: The Himalayas.

Habitat: Mountain, Plains.

Niche: Diurnal browser.

Size: 8' long; 1,000 lbs.

Hairy, high-altitude adapted versions of cattle with a 'skirt' of hair covering their legs.

ST:	20	HP:	20	Speed:	5.25
DX:	9	Will:	10	Move:	5/10 (land)
IQ:	3	Per:	11		
HT:	12	FP:	12	SM:	+2
Dodge:	8	Parry:	7	DR:	2

Horns (9): 2d+1 impaling. Reach C, 1.

Traits: Bad Sight (Low-Resolution); Discriminatory Smell; Domestic Animal; DR 4 (Skull only); Native Pressure (0.6 Atmospheres); Night Vision 1; Peripheral Vision; Quadruped; Reduced Consumption 2 (Food Only); Temperature Tolerance 4.

Skills: Survival-10.

Sexual Dimorphism

Cows (7' long; 530 lbs.) have ST and HP 13, SM +1 and do 1d+2 damage with their horns.

Variants

Wild yak bulls (10' long; 1,700 lbs.) have ST and HP 24, doing 2d+3 damage with their horns. Cows are no larger than domesticated ones. They have Wild Animal rather than Domestic Animal and Survival-12.

APPENDIX:

ANIMAL TRAITS

ADVANTAGES

Active Electroreception

See *GURPS Powers: Enhanced Senses* (p. 8).

Clinging

The *clawed* limitation is a variant of specific, restricting the clinging to working only on surfaces soft enough to dig claws into, such as fabric and wood. This is worth -30%.

Detect

Detect Light with the Precise enhancement (*GURPS Template Toolkit 2: Races* p. 26) represents simple eyes, such as those of many invertebrates.

Doesn't Breathe

It is possible to combine the special limitations of this advantage, using the rules for Either/Or Limitations (*GURPS Power-Ups 8: Limitations* p. 6). Notably, Gills and Oxygen Storage combine to increase the amount of time that you can survive in air or poorly oxygenated water.

Extra-Flexible Arms

See Extra Arms (*GURPS Basic Set* p.53).

Long Neck

See *GURPS Furrries* (p. 12).

Signals

See *GURPS Template Toolkit 2: Races* (p. 44).

Slippery

This can represent not just slime, but also loose skin or easily shed feathers, which make it hard to get a grip on an animal.

Soaring

This is the Soaring enhancement (*GURPS Powers: Totems and Nature Spirits* p. 6) applied to Basic Move. Assume that any animal with this advantage also has that enhancement on any Enhanced Move.

Super Climbing

See *GURPS Powers* (p. 79) for rules on how this advantage benefits those without Clinging.

Abilities

Augmented Pinnae

See *GURPS Powers: Enhanced Senses* (p. 20).

Cutaneous Chemical Sense

See *GURPS Powers: Enhanced Senses* (p. 8).

Feelers

See *GURPS Powers: Enhanced Senses* (p. 22).

Ink Cloud

2.2 points/level

You can create a cloud of dark fluid to hide behind.

Statistics: Obscure 1 (Vision; Drifting, +20%; Only in Water, -20%; Persistent, +40%; Takes Recharge, 1 Hour, -30%) [2.2]. Each additional level increases Obscure by 1.

Lateral Line

See *GURPS Powers: Enhanced Senses* (p. 22).

Locational Hearing

See *GURPS Powers: Enhanced Senses* (p. 20).

Passive Electroreception

See *GURPS Powers: Enhanced Senses* (p. 17).

Seismic Sense

See *GURPS Powers: Enhanced Senses* (p. 22).

Thermal Sense

See *GURPS Powers: Enhanced Senses* (p. 15).

Whiskers

9 points

You have sensory hairs which pick up air movement.

Statistics: Vibration Sense (Air; Short-Range 1, -10%) [9].

Perks

Controllable Disadvantage

See *GURPS Power-Ups 2* (p. 13). Bad Smell is a common option, representing the ability to secrete noxious chemicals.

Curls Up

See *GURPS Furrries* (p. 13).

Euryhaline

Being able to drink only fresh water *or* only salt water is simply a zero point feature and it can be assumed that animals are able to drink the water in their normal habitat without issue. This perk allows you to drink *both* without harm.

If you have Doesn't Breathe (Gills) it also allows you to breathe in both fresh and salt water.

Limited Camouflage

See *GURPS Power-Ups 2* (p. 11). Assume animals are camouflaged to match their normal habitat.

Nutritional Reserve

You can live off your body fat for longer than most. Each level of this perk gives you one FP which can only be used to pay for dehydration or starvation fatigue (and must be spent first for such purposes). In addition, you never suffer HP loss from dehydration while you have any FP from this perk remaining and do not need to rest to recover from dehydration or starvation; simply consume enough food and water!

One-Task Wonder

See *GURPS Power-Ups 2* (p. 17). This can represent the instinctive abilities of some animals.

Pressure Tolerant Lungs

See *GURPS Bio-Tech* (p. 211).

Retraction

See *GURPS Furrries* (p. 13).

Sails

See *GURPS Template Toolkit 2: Races* (p. 45).

DISADVANTAGES

Bad Sight

See *GURPS Powers: Enhanced Senses* (p. 12) for the Low Resolution version of this disadvantage.

Foot Manipulators

See Extra Arms (*GURPS Basic Set* p.53).

No Legs

See *GURPS Template Toolkit 2: Races* (p. 46) for the Aquatic, Passive limitation.

No Skull DR

See *GURPS Template Toolkit 2: Races* (p. 29).

Short Arms

See Extra Arms (*GURPS Basic Set* p.53).

FEATURES

Born Biter

See *GURPS Martial Arts* (p. 115).

Native Pressure

Your native atmospheric pressure (*GURPS Basic Set* pp. 429-430) is outside the usual range (0.81-1.2 atmospheres).

Semi-Aquatic

Your legs are more suited to moving in water than on land. The game effects are the same as No Legs (Semi-Aquatic) except that you actually have legs, which can be attacked, and used to attack, or to walk while supported by water.

META TRAITS

Avian

See *GURPS Template Toolkit 2: Races* (p. 9).

Cancroid

See *GURPS Template Toolkit 2: Races* (p. 10).

Domestic Animal

Many wild species can be tamed: simply replace the Wild Animal meta-trait with this one. Conversely, some can turn feral, in which case replace this with Wild Animal.

Fish

Fish share enough common features that it makes sense to define them as a meta-trait.

Fish: Doesn't Breathe (Gills only); Ichthyoid; Injury Tolerance (No Neck); Lateral Line; Wild Animal.

Ichthyoid

See *GURPS Template Toolkit 2: Races* (p. 10).

Octopod

See *GURPS Template Toolkit 2: Races* (p. 10).

Serpentoid

See *GURPS Template Toolkit 2: Races* (p. 10).

Simple Eyes

–30 points

Your eyes are more than crude light-sensitive spots, but not as developed as the complex camera eyes of some mollusks and vertebrates.

Statistics: Blindness [–50]; Detect Light (Precise, +100%) [20].

Vespertilian

See *GURPS Template Toolkit 2: Races* (p. 10).

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Version 1.2 – May 24th 2024

Changes from Version 1.0:

Added Side-Effect (Seizure) to Electric Eel's attack.

Added Avian meta-trait to (and removed Foot Manipulators from) Owl and Secretary Bird.

Changed Foot Manipulators to Extra Arms 2 (Foot Manipulators) for Ape and Monkey.

Changes from Version 1.1:

Corrected numerous formatting errors and cleaned up some text for greater legibility.

Slight clarification for Nutritional Reserve (must be spent before normal FP).

Feedback and error-checking is very useful. Please send any to anon (at) animalalbum (dot) anonaddy (dot) me