

It Came from the Forums

A Community Bestiary

compiled and edited by
KMunoz

DRAFT beta-5
15 December 2007

All rights remain with the original copyright holders.

80 Entries

*Authors Included: Atreyu Hibiki, Bruno, Cernig, Collective Restraint, D-Flash, DieMunchkin,
Gold & Appel Inc, Highland Piper, Knight Marshal, Lonewulf, LWCamp, Rasputin, Rupert,
Sandy Mac, Vinny*

An Overview of the Bestiary

The creatures in this Bestiary are the product of a large number of authors on the Steve Jackson Games forums. These entries should not be construed as the work of the compiler, except insofar as they have been formatted and edited to a consistent layout for this bestiary. For the purposes of identification, I have named the authors by their SJG Forum screen names.

REQUIRED READING

The majority of the entries in the *Bestiary* only require the two books of the Basic Set. Some, however, rely on elements from *GURPS Fantasy (4e)*, *GURPS Magic* or *GURPS Powers*.

MOVE INFORMATION

Move information is usually simple to indicate, but in some cases an entry will have multiple movement types. In such cases, a letter will appear in front of each number to simplify the reference.

G = Ground Move

A = Air Move

W = Water Move

Enhanced Move variants will appear in parentheses. So, for example, a creature with Ground Move 6, Enhanced Ground Move 12 and Air Move 12 would be represented as:

G6(12)-A12

Entries that have only a Ground Move will not have a letter, and most aquatic entries will not have W before the Move number if that is the only movement type available to it. Entries with Enhanced Moves will generally not have this trait indicated under Physical Traits.

TRAIT TEMPLATES

The following trait templates appear throughout the *Bestiary*. Some are from other Fourth Edition books; these will simply be listed (B = Basic Set; F = Fantasy; M = Magic). Others are new with the *Encyclopedia* and are fully described. Templates are abbreviated in the entries and are found on the Size Modifier line.

Ap: Apparition - F134

AE: Astral Entity - B263 (equal to Unmanifested Spirit + Not Mute; see F134)

B: Bird - Flight (winged, cannot hover; basic flight speed will be indicated Ground Move); No Fine Manipulators

BoX: Bodies of Air, Earth, Fire, Ice, Metal, Stone, Water - B262

BoSl, BoWo: Bodies of Slime, Wood - M165

DA: Domestic Animal - B263

F: Fish - Ichthyoid + Doesn't Breathe (Gills)

FI: Flying Insect - Insect + Flight (Winged)

Ich: Ichthyoid - B263

Ins: Insect - Doesn't Breathe (Oxygen Absorption); Extra Legs (total 6; Cannot kick); Horizontal; Injury Tolerance (No Vitals); No Fine Manipulators

IU: Intact Undead - F133

Mat: Materialization - F134

MM: Marine Mammal - Ichthyoid + Doesn't Breathe (Oxygen Storage, x100)

MS: Magical Spirit - F134

MU: Mummified Undead - F134

Ph: Phantasm - F134

Pol: Poltergeist - F134

Q: Quadruped - B263

Rap: Raptor - Flight (winged, cannot hover; basic flight speed will be indicated after Ground Move); Foot Manipulators (Short; Temporary disadvantage (Legless); see p. B53); Ham-Fisted (-6)

Rep: Reptile - Quadruped + Cold-Blooded (50°)

RU: Rotting Undead - F133

S: Spirit - B263

SU: Skeletal Undead - F133

US: Unmanifested Spirit - F134

V: Vermiform - B263

VR: Vermiform Reptile - Vermiform + Cold-Blooded (50°)

WA: Wild Animal - B263

See also the template entries for the fae species (Faerie, Nymph, Gremlin, Shunned, Imp) and the amorphs (Ooze, Jelly, Slime). When associated with a given entry, these template names will be written out in full to distinguish them from the templates above. In all cases, *do not* adjust the entry's attributes and secondary characteristics based on its template, as that has already been done.

Traits that can be deduced from other parts of an entry (for example, Enhanced Ground Move) will generally not be included in the traits section. However, if an advantage is enhanced or limited in some way that cannot be determined from the rest of the entry, the advantage will appear in the trait list.

SKILL NAMES

There are a few skills that have had their names changed throughout most of the *Bestiary*, largely to represent skills that are more appropriate for animals than humans. In all cases, these skills work in the same way that their original counterparts do.

Sumo Wrestling or Wrestling: Grappling

REPRESENTING INNATE ABILITIES

Many of the creatures in this *Bestiary* have innate abilities that are not covered by standard attacks or skills, but are also not in the strictest sense "powers" (i.e., magical, psionic, etc.). In some cases, however, I model them as if they were true powers. I make this clear in each entry by putting the power source in parentheses after the power name. I do this mainly to indicate that the ability can be counteracted by another ability or spell that "jams" the power source.

Every power and innate ability appears individually below the list of traits, set off from the rest of the entry by a bullet (•) before the name of the ability.

The Bestiary

ACID SLUG

SM-2 WA

Adult: 15 lbs.

ST 4; DX 6; IQ 2; HT 12

HP 6; FP 12; Will 8; Per 10

Speed 4; Move 3; Dodge 7

Attacks: Acid Touch

Physical Traits: 360° Vision (Easy to Hit; Eyes on Stalks); Cold-Blooded (50°); Deafness; Double-Jointed; Hard of Hearing; High Pain Threshold; Horizontal; Injury Tolerance (No Neck); Invertebrate; No Legs (Slithers); No Manipulators; Numb; Regrowth; Universal Digestion

Social Traits: Social Stigma (Vermin)

Features: Hermaphrodite

Skills: Brawling-10

•*Acid Touch:* Corrosion Attack 1d-3 (Always On; Aura; Melee Attack, Reach C)

Description: Acid slugs are large subterranean slugs measuring about two feet long. These beasts are a pale white in color, except for their heads which are dark gray. They secrete a corrosive acid which covers their entire body and is left as a residue when they move. This acid is fairly potent and can dissolve wood, plants, and flesh rather quickly. After prolonged contact with the acid, even metals will be dissolved. Acid slugs aren't usually hostile, but if you enter their nests they will almost always attack. Luckily, acid slugs are quite slow, and you can usually run away with ease. When engaging an acid slug in combat, it's often best to fight from a distance.

Author: Collective Restraint

AIR ELEMENTAL, MEDIUM (TEMPLATE)

SM 0; ST -1 [-10]; HP +3 [6]

Templates: Small Air Elemental (M28)
-SM -ST -HP

Total Cost: 72 points

Author: Collective Restraint

AIR ELEMENTAL, LARGE (TEMPLATE)

SM +1; ST +2 [18]; HP +4 [8]

Templates: Small Air Elemental (M28)
-SM -ST -HP

Total Cost: 102 points

Author: Collective Restraint

AIR ELEMENTAL, VERY LARGE (TEMPLATE)

SM +2; ST +8 [64]; HP +6 [10]

Templates: Small Air Elemental (M28)
-SM -ST -HP

Total Cost: 150 points

Author: Collective Restraint

AIR ELEMENTAL, HUGE (TEMPLATE)

SM +3; ST +20 [140]; HP +10 [14]

Templates: Small Air Elemental (M28)
-SM -ST -HP

Total Cost: 230 points

Author: Collective Restraint

AIR ELEMENTAL, GIGANTIC (TEMPLATE)

SM +4; ST +32 [192]; HP +14 [17]

Templates: Small Air Elemental (M28)
-SM -ST -HP

Total Cost: 285 points

Author: Collective Restraint

ALLIGATOR, AMERICAN

SM 0 (Reach C, 1) Q-WA

100 kg

ST 16; DX 12; IQ 3; HT 12

HP 16; FP 12; Will 10; Per 10

Speed 6; Move W7-G4; Dodge 10

DR 2; DR 5 (Top, not limbs)

Attacks: Bite 2d+2 cr; Tail 1d+1 cr (Reach 1)

Physical Traits: Amphibious; Bad Sight 5;*

Breath Holding 4; Cold-Blooded (65°);

Combat Reflexes; Discriminatory Smell;

Hard of Hearing; *Hard to Kill 2; Hard

to Subdue 2; Night Vision 5; Peripheral

Vision; Reduced Consumption 2

(Cast-Iron Stomach); Restricted Diet

(Carnivore); Short Lifespan 2; Striker

(Tail; Cannot Parry; Extra Weak; Long,

+2 SM); Striking ST (Jaw) +8

Mental Traits: Gluttony (12); Low Empathy

Features: Heavy scales; Paddle tailed; Prehistoric appearance; Loud hiss

Skills: Brawling-14; Intimidation-10; Stealth-14; Survival-12; Tracking-15

Talents: Stealth +3 (only underwater, to those not underwater)

Author: LWCamp

*Author adds Motion Sensitive, a house rule; Author has Non-Discriminatory Hearing, a house rule

ALLIGATOR, COLLECTIVE RESTRAINT'S

SM +2 (3 hexes; Reach C) Rep-WA

Adult: 800 lbs.

ST 19; DX 11; IQ 2; HT 13

HP 19; FP 13; Will 10; Per 10

Speed 6; Move 5(12); Dodge 9

DR 4 (Scales)

Attacks: Bite 2d cut; Tail 2d+3 cr

Physical Traits: Amphibious; Crushing

Striker (Tail; Cannot Parry; Clumsy -1;

Limited Arc, straight behind); Enhanced

Move 1.5 (Ground; Costs 5FP per second)

Skills: Brawling-13; Camouflage-14; Swimming-15

Description: The alligator is a reptile that lives in many swamps throughout the land. They are found in great quantities in the Bog of Desolation where they run rampant. They have been known to attack humans when extremely hungry, but they will usually stick to their main food consisting of small mammals and fish. Alligators are cold blooded so they must remain in warm climates in order to maintain a healthy metabolism. If you should ever come across one, be sure to keep your distance. Alligators are not especially fast runners but they can make a fast sprint for short distances. Alligators are the smaller cousin of a much larger reptile, the dragon, however they cannot breathe fire or wield magic.

Author: Collective Restraint

BAT, GIANT

SM -2 (SM 0 incl. wings) WA

Adult: 20 lbs.

ST 8; DX 14; IQ 3; HT 10

HP 6; FP 10; Will 10; Per 14

Speed 6; Move G1-A12; Dodge 9

Attacks: Bite 1d-3 cut

Physical Traits: Flight (Air 12, Winged); No Fine Manipulators; Scanning Sense (Sonar); Ultrasonic Hearing; Ultrasonic Speech (only)

Skills: Brawling-16; Camouflage-14; Grappling-15

Description: These beasts have been around even before we documented history properly. Bats are rodents, very similar to their cousins rats and mice. The difference of course is that bats fly. There are several different species of bats including, fruit bats, insect bats, giant bats, and vampire bats. Fruit bats are light tan and eat only fruits. Insect bats are a darker brown and eat insects. Both of these bats are totally harmless to people. Giant bats eat meat including small animals and possibly even small children. Although they only attack humans when provoked, they are very distempered. The dark black vampire bat, can be dangerous because it drinks blood. Even though they usually don't attack

humans, if they are very hungry, they will. All bats are nocturnal meaning they are only active at night. A bat will usually make its home in a cavern or abandoned mine.
Author: Collective Restraint.

BEE, GIANT

SM 0 FI-WA

Adult: 110 lbs.

ST 10; DX 12; IQ 1; HT 10

HP 8; FP 10; Will 10; Per 12

Speed 5.5; Move G4-A11(22); Dodge 9

DR 3

Attacks: Bite 1d-2 cut; Stinger 1d-1 imp

Physical Traits: 360° Vision (Easy to hit, unusually large); Automaton; Combat Reflexes; Enhanced Move 1 (Air 22); Flight (Air 11, winged); Impaling Striker (Stinger; Accessibility, only after grapple; Cannot parry; Clumsy; Weak); Nictitating Membrane 1

Skills: Brawling-15

•*Sting:* Affliction 3 (HT-2; Follow-Up, stinger; Sleep)

Description: Giant bees are the size of a large dog and will attack any intruder in its hive. They attack with a powerful stinger, that injects a poison the causes severe drowsiness. The poison sacs are often taken from a dead giant bee and used for making sleep arrows.

Author: Collective Restraint

BOMBARDIER BEETLE, GIANT

SM 0 (Reach C) Ins-WA

Adult: 125 lbs.

ST 10; DX 10; IQ 1; HT 12

HP 12; FP 12; Will 10; Per 10

Speed 5.5; Move G5-W1; Dodge 8

DR 2 (Flexible [carapace])

DR +4 (only vs. Acid Spray)

Attacks: Acid Spray; Bite 1d-3 cut

Physical Traits: Dark Vision; High Pain Threshold; Lifting ST +4; Resistant +8 (Disease); Universal Digestion

Skills: Brawling-10; Innate Attack (breath)-12

•*Acid Spray:* Corrosion Attack 1d+1 (Cone, 5 yards; Limited Use, 4/day)

Description: Giant Bombardier Beetles are about 6 feet long and feed primarily on carrion and offal. If provoked it will attack with its Acid Spray or more rarely, its bite.

Author: DieMunchkin

BUGBEAR (TEMPLATE)

ST +3 [30]; DX +1 [20]; HT +1 [10]

HP +2 [4]; Per +1 [5]

DR 2 (Tough Skin, -40%) [6]

Physical Traits: Dark Vision [25];

Discriminatory Smell [15]; Silence 2 [10]

Mental Traits: Bully (12) [-10]; Chummy [-5]; Speak/Read Common at Broken [2]

Skills: Tracking-12* [4]

Total Cost: 114 points

*Does not include bonus from Discriminatory Smell

Author: Bruno

BUGBEAR WARRIOR

ST 13; DX 11; IQ 10; HT 11

HP 14; FP 11; Will 10; Per 11

Speed 5.5; Move 5; Dodge 9

DR 2 (Tough Skin)

Attacks: thr 1d; sw 2d-1

Languages: Goblin (Native); Common (Broken)

Templates: Bugbear

Skills: Knife-12; Shield-14; Shortsword-14; Sling-14; Stealth-12*; Tactics-12;

Thrown Weapon (Knife)-12

*Takes bonuses from Silence 2 when appropriate

Total Cost: 169 points

Author: Bruno

BURNED ONES, THE (TEMPLATE)

Physical Traits: High Pain Threshold [10]; Radiation Tolerance 5* [10]

Social Traits: Monstrous Appearance [-20]; Social Stigma (Monster) [-15]

Total Cost: -15 points

Author: Lonewolf

*Original specified Radiation Resistance/ Radiation Divisor 5 [5], which is incorrect cost, unless Author is getting this from some other advantage

CENTPEDE, COLLECTIVE'S GIANT

SM +2 (2 hexes; Reach C, 1) V-WA*

ST 11; DX 12; IQ 1; HT 10

HP 11; FP 10; Will 10; Per 12

Speed 5.5; Move 6; Dodge 9

DR 3

Attacks: Bite 1d-1 cut with Toxin

Physical Traits: 360° Vision (Easy to hit, unusually large); High Pain Threshold; Nictitating Membrane 1

Mental Traits: Incurious (6); Low Empathy; No Sense of Humor

•*Toxin:* Affliction 3 (HT-2; Linked; Terrible Pain); Toxic Attack 2d (Cyclic, 1 hour, 5 cycles; Follow-Up, bite; Linked; Resist HT-3)

Description: This large, multi-legged insect frequents cool, dark places. Its poison is considered to be among the most deadly of any creature.

Author: Collective Restraint

*Effectively Vermiform; original had Extra Legs (A Lot of legs!!!, Cannot kick) and No Fine Manipulators

CENTPEDE, DIEMUNCHKIN'S GIANT

SM -3 V-WA*

Adult: 8 lbs.

ST 4; DX 12; IQ 1; HT 10

HP 4; FP 10; Will 10; Per 10

Speed 5.5; Move G5-W1; Dodge 8

DR 2 (Tough skin)

Attacks: Bite 1d-5 cut with Poison

Physical Traits: Dark Vision; High Pain Threshold; Lifting ST +2; Striking ST +1 (Bite only)

•*Poison:* Affliction 2 (HT-1; Extended Duration, x30; Follow-Up, bite; Moderate Pain; Secondary, Paralysis)

Description: Giant Centipedes are about 2 feet long and can be found in both subterranean and dark, damp forest environments. They attack anything that they think might be food. Their bite won't penetrate armor but if they bite flesh, they will inject a painful venom that can cause paralysis.

Author: DieMunchkin

*Effectively Vermiform (original had No Fine Manipulators)

CORPSER

SM +1 (2 hexes; Reach C, 1)

Adult: 300 lbs.

ST 36; DX 12; IQ 0; HT 12

HP 36; FP 12; Will 0; Per 12

Speed 6; Move 6*; Dodge —

DR 3 (Torso only)

DR 1 (Tentacles only)

Attacks: Constriction

Physical Traits: Ambidexterity; Blindness; Constriction Attack; Deafness; Doesn't Breathe; Doesn't Eat or Drink (Requires Water); Extra Arms 1 (all arms Extra-Flexible; Long +2 SM; Weak); Fragile (Combustible); Hard to Subdue 4; Injury Tolerance (Homogeneous); Mute; No Legs (Burrow only, with mouth and tentacles); Regrowth; Temperature Tolerance 5; Tunneling 6 (Earth only); Vibration Sense (Land)

Skills: Brawling-10*

Description: These fearsome plants of the jungle, swamp, and forest dwell beneath the earth. It is unlikely that any human has ever beheld the full measure of a corpse, as they move through the concealing earth as easily as a fish does through water or a bird does through air. When these ravenous predators perceive the footsteps of a large

creature moving on the surface above them, they thrust mighty tentacles upward, through the crust, to seize their prey. Unwitting creatures—and unfortunate humans—who do not wrest themselves free of the tentacles' grasp, find themselves rent to bits and dragged below the surface to feed the creatures' unsavory appetites. Combatants take heed! The way of the bow, staff, or sword is not always that to take with these vile creatures. Although weapons rarely damage a corpse, its kind might be brought down by the judicious use of fire.

Author: Collective Restraint

*Underground Move; original had no skills

CYCLOPS

SM +2 (1 hex; Reach C, 1)

Adult: 800 lbs.

ST 25; DX 9; IQ 10; HT 12

HP 36; FP 12; Will 10; Per 10

Speed 5; Move 6; Dodge 8

DR 2 (Tough Skin)

Attacks: Thrown weapon (boulder) 3d cr; thr 2d+2; sw 5d-1 (24 lb club: 6d+1 cr)

Physical Traits: Acute Taste/Smell 3; One Eye

Mental Traits: Bad Temper (12)

Social Traits: Penetrating Voice; Social Stigma (Monster)

Skills: Brawling-12; Broadsword-13; Climbing-12; Jumping-12; Throwing-13

Description: One of a race of incredibly strong one-eyed giants, when it is not hurling large boulders at their enemies, its favorite weapon is a large wooden club.

Author: Collective Restraint

DRAGON, SHOULDER (TEMPLATE)

SM -2 [0]

ST -3 [-30]; DX +5 [100]; HT +2 [20]

HP +6 [12]; FP +3 [9]; Per +3 [15]

DR 1 (Cannot wear armor, -40%) [3]

Attacks: Bite thr-1 cut; Flame Breath

Physical Traits: Flight (Small wings, -10%) [36]; Ham-Fisted [-10]; Horizontal [-10]; Resistant to Disease +8 [5]; Restricted Diet (fresh meat) [-10]; Sharp Teeth [1]

Mental Traits: Compulsive Behavior (horde bright/shiny objects) [-10]; Distractible [-1]; Laziness [-10]; Overconfidence

Social Traits: Pitiable [5]

•*Flame Breath:* Burning Attack 6d (Jet, +0%) [30]

Total Cost: 150 points

Author: Atreyu Hibiki

EARTH ELEMENTAL, MEDIUM (TEMPLATE)

SM 0; ST +6 [60]

Templates: Small Earth Elemental (M55)

-SM -ST

Total Cost: 90 points

Author: Collective Restraint

EARTH ELEMENTAL, LARGE (TEMPLATE)

SM +1; ST +12 [108]

Templates: Small Earth Elemental (M55)

-SM -ST

Total Cost: 138 points

Author: Collective Restraint

EARTH ELEMENTAL, VERY LARGE (TEMPLATE)

SM +2; ST +23 [184]

Templates: Small Earth Elemental (M55)

-SM -ST

Total Cost: 214 points

Author: Collective Restraint

EARTH ELEMENTAL, HUGE (TEMPLATE)

SM +3; ST +45 [315]

Templates: Small Earth Elemental (M55)

-SM -ST

Total Cost: 345 points

Author: Collective Restraint

EARTH ELEMENTAL, GIGANTIC (TEMPLATE)

SM +4; ST +67 [402]

Templates: Small Earth Elemental (M55)

-SM -ST

Total Cost: 432 points

Author: Collective Restraint

FAIRY, SANDY'S (TEMPLATE)

SM -9; ST -9 [-90]; DX +2 [40]

Per +2 [10]

Speed +1 [20]; Move -4 [-20]; Dodge +2 [30]

Physical Traits: Combat Reflexes [15]; Flight (Winged, -25%) [30]; Reduced Consumption 3 [6]

Mental Traits: Trickster [-15]

Magical Traits: Detect Magic [10]

•*Warp (Magical):* Warp (Blink, +25%; Costs Fatigue, 2 FP, -10%; Range Limit, -50%) [38]

Total Cost: 74 points

Author: Sandy Mac

FAIRY, GOLD'S (TEMPLATE)

SM -9; ST -9 [-90]

HP +3 (Massless, +0%; Mana-Sensitive, -10%) [6]; Per +2 [10]

Speed +1 [20]; Move -4 [-20]

Physical Traits: Flight (Winged, -25%) [30]; Lifting ST +1 (Mana-Sensitive, -10%) [3]; Reduced Consumption 3 [6]

Magical Traits: Dependency (Low+ Mana, Hourly) [-20]; Magery 0 [5]

Notes: Combat Reflexes and the Stealth skill will be very, very common but not innate. Per bonus to notice threats sooner, Speed bonus for dodging/fleeing, smaller size to decrease chance of being seen or hit. As long as they're absorbing Mana they can take an absurd amount of punishment for a creature of their size, likely to survive a good stomp or two from an average Human. Once beaten down they have the same average chance as anyone of dying without individually high HT, however, and straying into a No-Mana zone with more than 1 point of injury provokes an immediate death check as reality catches up.

The -50 points left by the template should be used to buy Mana-Powered Advantages (I agree with NAS that this should be a GM-Created list) or Magical Aptitude +3 and some spells. I'd personally restrict the extra Magery to Illusion/Creation Only, Light/Darkness Only, Mind-Control Only, Communication/Empathy Only, or Gate Only with about 1/5 of the population getting each to maintain the "fairy" flavor, and then let them have versatile Mages with unrestricted Magery at about the same rate as Humans.

Total Cost: -50 points

Author: Gold & Appel Inc

FIRE BEETLE, GIANT

SM -3 Ins-WA

ST 6; DX 10; IQ 1; HT 10

HP 6; FP 10; Will 10; Per 10

Speed 5; Move G5-W1; Dodge 8

DR 2 (Flexible [carapace])

Attacks: Bite 1d-1 cut

Physical Traits: Dark Vision; High Pain Threshold; Lifting ST +4; Striking ST +7 (Bite only)

Quirks: Glowing glands behind eyes (Incompetence, Stealth)

Skills: Brawling-10

Description: Giant Fire Beetles are around 2 feet in length and are known for having a very powerful bite for their size. They will attack anything that they identify as food (sleeping adventurers qualify), although their glowing glands will often alert their prey. The glands are prized by wizards and alchemists, plus they are useful as they will continue to provide light (-5 vision rolls) for several days after removal.

Author: DieMunchkin

FIRE ELEMENTAL, MEDIUM (TEMPLATE)

SM 0; ST +2 [20]; HP +3 [6]

Templates: Small Fire Elemental (M76) - SM -ST -HP*Total Cost:* 82 points*Author:* Collective Restraint**FIRE ELEMENTAL, LARGE (TEMPLATE)**

SM +1; ST +4 [54]; HP +4 [8]

Templates: Small Fire Elemental (M76) - SM -ST -HP*Total Cost:* 118 points*Author:* Collective Restraint**FIRE ELEMENTAL, VERY LARGE (TEMPLATE)**

SM +2; ST +14 [112]; HP +6 [10]

Templates: Small Fire Elemental (M76) - SM -ST -HP*Total Cost:* 178 points*Author:* Collective Restraint**FIRE ELEMENTAL, HUGE (TEMPLATE)**

SM +3; ST +30 [210]; HP +10 [14]

Templates: Small Fire Elemental (M76) - SM -ST -HP*Total Cost:* 280 points*Author:* Collective Restraint**FIRE ELEMENTAL, GIGANTIC (TEMPLATE)**

SM +4; ST +46 [276]; HP +14 [17]

Templates: Small Fire Elemental (M76) - SM -ST -HP*Total Cost:* 349 points*Author:* Collective Restraint**GNOLL, BRUNO'S (TEMPLATE)**

ST +3 [30]; IQ -1 [-20]

HP +1 [2]; Per +2 [10]

DR 1 (Tough Skin, -40%) [3]

Physical Traits: Dark Vision [25]; Fur [1]; Restricted Diet (Very Common: Carnivore) [-10]; Sharp Teeth [1]; Striking ST +2 (Biting only, -60%) [4]*Mental Traits:* Bully (6) [-20]*Social Traits:* Odious Personal Habit -2 (Tortures and eats live prey) [-10]*Total Cost:* 16 points*Author:* Bruno**GNOLL, DIEMUNCHKIN'S (TEMPLATE)**

ST +3 [30]; IQ -1 [-20]

HP +1 [2]; Per +3 [15]

Move +2 [10]

DR 1 (Tough Skin, -40%) [3]

Physical Traits: Night Vision 5 [5]; Sharp Teeth; Striking ST +2 (Bite Only, -60%) [4]*Mental Traits:* Bully (9) [-15]; Chummy [-5]*Social Traits:* Odious Personal Habit (Eats other sapients) -3 [-15]*Features:* Fur; Tail*Racial Skills:* Tracking+2 [4]*Description:* Gnolls inhabit the cold northern forest, plains and tundra. Travel in packs hunting, tracking and ambushing PC's in the middle of the night. Wherever possible they will try to prolong the hunt for hours or days, letting wounded prey struggle before they move in for the kill.*Total Cost:* 20 points*Author:* DieMunchkin**GNOLL WARRIOR, BRUNO'S**

ST 13; DX 10; IQ 9; HT 10

HP 14; FP 10; Will 9; Per 11

Speed 5; Move 5; Dodge 10

Attacks: thr 1d; sw 2d-1*Languages:* Gnoll*Templates:* Gnoll*Skills:* Axe/Mace-13; Brawling-12; Knife-10; Shield-12; Tactics-7; Thrown Weapon (Axe/Mace)-13*Total Cost:* 45 Points*Author:* Bruno**GOBLIN (TEMPLATE)**

SM -2

ST -4 [-40]; DX +1 [20]

Physical Traits: Dark Vision [25]; Silence 2 [10]*Mental Traits:* Cowardice (12) [-10]; Gregarious [10]; Speak/Read Common at Broken [2]*Racial Skills:* Animal Handling (Dogs) +2 [4]; Riding (Canines) +2 [4]*Total Cost:* 5 points*Author:* Bruno**GOBLIN WARRIOR**

SM -2

ST 6; DX 11; IQ 10; HT 10

HP 6; FP 10; Will 10; Per 10

Speed 5.25; Move 5; Dodge 8

Attacks: thr 1d-4; sw 1d-3*Languages:* Goblin (Native); Common (Broken)*Templates:* Goblin*Skills:* Knife-12; Sling-12*; Stealth-10; Tactics-9

*Takes bonuses from Silence 2 when appropriate

Total Cost: 18 points*Author:* Bruno**GOOMBA**

SM -2 WA

ST 8; DX 8; IQ 4; HT 10

HP 8; FP 10; Will 10; Per 10

Attacks: Goomba Bite*Physical Traits:* No Manipulators*Mental Traits:* Dull; Single-Minded*Skills:* Brawling-10; Scrounging-10•*Goomba Bite:* Crushing Attack 6 HP (Contact Agent; Melee Attack, Close; Side Effect, Shrinking 2)*Description:* This small, usually brown creature is vaguely mushroom-shaped, and stands at about two and a half feet tall. They usually travel in clusters of two or three, and can be trained to serve a master loyally. Vast numbers of them have been trained to serve King Bowser as the bulk of his army. Not big on stealth, once they notice prey, goombas often simply charge towards it, utilizing the Goomba's Bite attack consistently. They are most dangerous if you attempt to deal with them head-on, but attacking from a distance or surprising them from overhead can be quite effective.*Author:* Atreyu Hibiki**HALF-VAMPIRE (TEMPLATE)**

ST +4 (Accessibility: only at night, -20%) [32]; HT +4 (Accessibility: only at night, -20%) [32]

Per +2 [10]

Physical Traits: Dependency (Fresh blood; Weekly) [-20]; Fit [5]; Hard to Kill 3 [6]; HardtoSubdue3[6]; HighPainThreshold (Accessibility: only at night, -20%) [8]; Night Vision 5 [5]; Regeneration (Fast, 1/5min; Accessibility, only while asleep/unconscious, -20%; Backlash, Incapacitation: Sleep, -60%)* [10]; Sharp Teeth (Switchable, +10%) [2]; Supernatural Feature (No shadow or reflection; Pallor: can gain flush of life) [-15]; Temperature Tolerance 4 [4]; Unnatural Feature (Intense unnatural eyes) [-1]; Weakness (Sunlight; 1d/30min; Variable, -40%) [-9]*Mental Traits:* Compulsive Behavior (12; must be invited into home) [-10]; Nightmares (15) [-3]; Phobia (12; Holy Objects) [-5]; Phobia (12; Running Water) [-10]; Revulsion (Garlic) [-5]; Revulsion (Holy Water) [-5]; Uncontrollable Appetite (15) [-8]*Description:* This is to reflect the type of vampire that can move around during the day as long as he avoids the sun like out of Angel and Buffy, but is weak during the day and amps up when the sun goes down like mentioned in traditional legends.*Total Cost:* 29 points**Author:* Knight Marshal

*Sleep incap. is +150% but the Backlash

cannot increase the limitations past -80%; original template listed 40 points, variance due to interpretation of costs

HOBGOBLIN (TEMPLATE)

SM -1

ST -1 [-10]; DX +1 [20]

HP +1 [2]

Physical Traits: Dark Vision [25]; Silence 2 [10]

Mental Traits: Chummy [-5]; Cowardice (15) [-5]; Speak/Read Common at Broken [2]

Total Cost: 39 points

Author: Bruno

HOBGOBLIN WARRIOR

SM -1

ST 9; DX 11; IQ 10; HT 10

HP 10; FP 10; Will 10; Per 10

Speed 5.25; Move 5; Dodge 9

Attacks: thr 1d-2; sw 1d-1

Languages: Goblin (Native); Common (Broken)

Templates: Hobgoblin

Skills: Knife-12; Shield-12; Sling-12; Spear-13; Stealth-10*; Tactics-10

Total Cost: 69 points

*Takes bonuses from Silence 2 when appropriate

Author: Bruno

HUGIN'S RAVEN, INDIVIDUAL

SM -4? (Reach C) B-WA*

ST 3; DX 12; IQ 5; HT 10

HP 3; FP 10; Will 10; Per 10

Speed 5.5; Move G5-A10

Attacks: Beak 1d-5 pi+; Claws 1d-5 cut

Physical Traits: 3D Spatial Sense; Acute Vision 2

Mental Traits: Curious (9); Kleptomania (9); Language (Main local; Broken); Odious Personal Habit (Carrion eater); Short Attention Span

Magical Traits: Magery 0; Mind Reading (Sensory; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only; Vague)

Skills: Aerobatics-15; Brawling-12; Flight-15; Filch-15

*WA -Cannot Speak

Ecology and Habits: These birds commonly live in high moorland and forested areas in cold to temperate regions. They have developed a group mind and a limited telepathic ability which they use to their advantage. They are also known as Murder Ravens because of their habit of stealing bright and shiny objects which

they then dangle in front of humans and other sapients, staying just beyond reach, until the victim is eventually lured to their death - e.g. over a cliff or into proximity with a fierce predator. The Ravens then dine on any remains.

If one bird is threatened or attacked, the whole flock will react with one mind, rushing as quickly as possible to the location and attacking the threat until driven off. This tactic has given them an advantage against predators in comparison to other carrion eaters. They will also often push out other such birds from their territories by "arranging" accidents or by mobbing them. Expect Hugin's Ravens to be the dominant or only carrion bird in their area. Their standard feeding practice is to fan out within the range limits of their telesending ability in ones and twos, then come together as a flock to feed once a meal is located or tricked into "suicide by natural hazard".

A flock will have mastery of a few hundred words in the most common local language, with which it can communicate or, more likely, tease victims into foolhardiness.

A flock always nests or roosts together each night in a central location in its territory. Hugin's Ravens will collect the bright and shiny bait they use and store it in their nests for future use and just because, as ravens, they love bright shiny things. There's no telling what might be contained in the nests of a flock. Should members of two flocks come within 5 miles of each other then their abilities mean they can communicate. The flocks will merge into one larger flock which will relocate to a new nesting site.

There are rumors and worries about "super flocks" of Hugin's Ravens, with individuals numbering in the hundreds, who might even develop human or even superhuman intelligence as a single group mind. Such a flock would constitute a menacing and adaptable plague to the hundreds of square miles it would claim as its territory.

Author: Cernig

HUGIN'S RAVEN, SWARM (LENS)

IQ +2

Move G5-A8

Physical Traits: Injury Tolerance (Diffuse)

Mental Traits: Compartmentalized Mind

Author: Cernig

KOBALD (TEMPLATE)

SM -2

ST -4 [-40]; DX +1 [20]

Will +1 [5]; Per +1 [5]

Physical Traits: Dark Vision (Accessibility: Only lighting levels -4 or lower, -25%) [19]; Extra Arm (Tail; No Physical Attack, -50%) [5]; Super Climbing 2 [6]

Mental Traits: Agoraphobia (9) [-15]; Gregarious [-10]; Intolerance (non-koballds, total) [-10]; Odious Personal Habit (eats other sapient beings) -3 [-15]; Overconfidence (12) [-15]

Features: Home lighting level -3; Scales [1]

Racial Skills: Climbing+2 [4]

Description: Large bands inhabit cave complexes and the deepest, darkest forests. Normally surviving on fungi and the occasional beetle, koballds will take their protein anywhere they can get it. Prone to attacking PCs from above with dropped objects (stones, oil, etc.) while hanging by their tails from prepared tail-holds.

Total Cost: -40 points

Author: DieMunchkin

KOBOLD (TEMPLATE)

SM -3

ST -6 [-60]; DX +1 [20]

Will -1 [-5]

DR 1 (Flexible) [4]

Physical Traits: Dark Vision (Access: light levels -4 and lower, -25%) [19]; Striker (Crushing; Limited Arc, rear only, -40%) [3]

Mental Traits: Bully (12) [-10]; Chummy [-5]; Cowardice (12) [-10]; Intolerance (total) [-10]

Racial Skills: Professional Skill (Miner) +1 [2]; Search +1 [2]; Traps +1 [2]

Perks: Scales (immune to sunburn) [1]

Quirks: Glowing red eyes (possible Stealth penalty) [-1]

Features: Home light level is -3

Total Cost: -48 points

Author: Bruno

KOBOLD WARRIOR

SM -3

ST 4; DX 11; IQ 10; HT 10

HP 4; FP 10; Will 9; Per 9

Speed 5.25; Move 5; Dodge 8

DR 1 (Flexible)

DR 6+1 (Skull, flexible)

DR 2 (Groin, flexible)

Attacks: thr 1d-5; sw 1d-4; Tail 1d-4 cr

Languages: Draconic; Kobold

Physical Traits: Striker (Tail, Rear only)

Templates: Kobold

Skills: Brawling-12; Broadsword-12;

Camouflage-12; Search-12; Sling-12;
Stealth-10; Tactics-9; Traps/TL3-12
Total Cost: -19
Author: Bruno

KOOPA TROOPA, CREATURE VERSION

SM -2 Q-WA
ST 8; DX 8; IQ 4; HT 10
HP 8; FP 10; Will 10; Per 10
Speed 4.5; Move 5(10); Dodge 7
DR 3 (Tough Skin)
DR 5 (Torso only, Semi-ablative)
Attacks: Beak 1d-2 cut; Goomba Bite
Physical Traits: Night Vision 4
Mental Traits: Dull
Skills: Brawling-10; Scrounging-10
•*Goomba Bite:* Crushing Attack 6 HP
(Contact Agent; Melee Attack, Close;
Side Effect, Shrinking 2)
Description: The Koopa Troopa has yellow
skin, and their shells vary in color, depending
on species. They are, in appearance, almost
identical to turtles and stand at about two
and a half feet tall. They usually travel in
clusters of two or three, and can be trained
to serve a master loyally. Koopa Troopas
travel in packs, patrolling their designated
locales faithfully. They are most dangerous
if you attempt to deal with them head-on,
but attacking from a distance or surprising
them from overhead can be quite effective.
Their shells provide a modicum of defense
against most attacks, and they will attack
with the Goomba Bite ability anytime a foe
gets close enough to touch.
Author: Atreyu Hibiki

MINOTAUR, BRUNO'S (TEMPLATE)

SM +1
ST +8 [72]; IQ -3 [-60]; HT +2 [20]
HP +2 [4]; Per +5 [25]
DR 2 (Thick Head, skull only, -70%) [3]
DR 3 (Thick Hide, tough skin, -40%) [9]
Physical Traits: Dark Vision [25];
Discriminatory Smell [15]; Peripheral
Vision [15]; Strikers (2 Horns; Impaling,
Limited Arc (forward), -40%) [10]
Mental Traits: 3D Spatial Sense [10];
Loner (12) [-10]
Features: Fur [1]
Total Cost: 140 points
Author: Bruno

MINOTAUR, DIEMUNCHKIN'S (TEMPLATE)

SM +1
ST +6 [54]; IQ -2 [-40]; HT +3 [30]
HP +4 [8]; Per +3 [15]
DR 3 (Tough Skin, -40%) [9]
DR +2 (Skull only, -70%) [3]
Physical Traits: Absolute Direction [5];

Acute Hearing 2 [4]; Night Vision 2 [2];
Peripheral Vision [15]; Impaling Strikers
(2 horns; each Limited Arc, front, -40%;
Linked, +20%) [7]
Mental Traits: Bad Temper 6 [-20]; Loner
(12) [-5]
Social Traits: Odious Personal Habits (Eats
other sapients) -3 [-15]
Features: Fur; Tail
Description: Solitary beings that inhabit
scrub forests and hills, minotaurs tend
to react poorly to intrusions into their
territory.
Total Cost: 80 points
Author: DieMunchkin

MINOTAUR WARRIOR, BRUNO'S PRIMITIVE

ST 18; DX 10; IQ 7; HT 12
HP 20; FP 12; Will 7; Per 12
Speed 5.5; Move 5; Dodge 8
DR 3 (Tough Skin)
Languages: Giant
Mental Traits: TL1
Templates: Minotaur
Skills: Brawling-14; Tracking-12; Two-
Handed Axe/Mace-14; Wrestling-12
Total Cost: 167 points
Author: Bruno

MUTANT FRILL-NECKED DRAGON OF THE SOUTH PACIFIC

SM +3 (7 hexes?; Reach C to 2) Rap-WA*
ST 35; DX 12; IQ 7; HT 12
HP 35; FP 12; Will 12; Per 12
Speed 8; Move G8(16)-A16(24); Dodge
11
DR 6 (Can't Wear Armor; Flexible; Not on
Wings)
Attacks: Bite 4d+2 cut with Radiation;
Long Talons 4d+4 imp with Radiation;
Radiation Breath
Physical Traits: Cold-Blooded; Enhanced
Move (Air 24; Handling Penalty 2);
Flight (Costs Fatigue, 1/min; Winged);
Increased Consumption 2; Radiation
Tolerance (x2000); Regeneration
(Radiation Only; Slow); Very Fit
(Accessibility, Hot Zone)
Social Traits: Loner; Social Regard 4
(Fear); Social Stigma (Monster)
Skills: Aerobatics-10; Area Knowledge
(Hunting Ground)-8; Brawling-14;
Flight-11; Innate Attack (Breath)-14;
Intimidation-12; Running-12; Stealth-
12; Survival (Radioactive Wasteland)-
13; Tracking-12
•*Radiation:* Toxic (Radiation) Attack 1 HP
(Follow-Up, varies)
•*Radiation Breath:* Burning Attack 4d
(Accessibility, Hot Zone; Armor Divisor,

2; Cone, 5 yards; Dissipation; Increased
Range, x5; Radiation; Takes Recharge,
5 seconds)

Description: An enormous reptilian biped,
sickly yellow-green in color, averaging
twenty feet in height. A large ruff of skin
usually lies folded back against its head
and neck. The neck frill is supported by
long spines of cartilage, and when the
lizard is angry it gapes its mouth showing
a bright pink or yellow lining, and the frill
flares out, displaying bright orange and red
scales. Thin, membranous wings stretch
from the end of its powerful forelimbs to
its hips, but it is a heavy and cumbersome
flier more comfortable running over long
distances. Its eyes gleam with a disquieting
unnatural intellect.

Background: The giant mutant cousin
to the Frilled Dragon (*Chlamydosaurus*
kingii) of Australia and New Guinea, and
the undisputed apex predator of that region
with the possible exception of man. Only
its low flight endurance and solitary nature
prevents it from ranging farther from
its point of origin. None has ever been
successfully held in captivity, yet...

Notes: Hot Zone (Accessibility -20%)
indicates an ability that may only be used if
the creature is absorbing 10+ Rads/Minute
before dividing for Tolerance.

Author: Gold & Appel Inc

*Original had Foot Manipulators 2, Ham-
Fisted 2, adjusted to fit Raptor template

NARCHIVAN WARRIOR

ST 13; DX 12; IQ 10; HT 10
HP 15; FP 10; Will 13; Per 11
Speed 5.5; Move 5; Dodge 9
DR 5 (DR 10 vs. Projectiles)
Attacks: Claws 1d cut; thr 1d; sw 2d-1
Physical Traits: Ambidexterity; Combat
Reflexes; Doesn't Eat/Drink; Fragile
(Brittle); High Pain Threshold; Injury
Tolerance (No Blood, No Vitals); Night
Vision 5; Weapon Master (Narchivan
Weapons)
Mental Traits: Callous; Fearlessness;
Overconfidence; Selfless; Sense of Duty
(all Narchivans)
Skills: Brawling-15; Knife-13; Polearm-
13; Shortsword-12; Tracking-12; Two-
handed sword-12; Whip-14
Description: Narchivans are a semisentient
hive-minded race of metallic, skeletal
humanoid warriors. They have no organs,
and their spiny black frames are as hard as
steel. Their limbs and body are specially
designed to cause projectiles to ricochet,
greatly reducing damage. They have

angular, skeletal heads with glowing, featureless red eyes and a wide, unchanging grin. Their weapons are similar in structure to their bodies and appear to be made of the same material. They communicate with each other in a manner which transcends both physics and psionics (therefore, it cannot be jammed by any known method). They have sharp claws and are highly skilled in melee combat both with and without weapons; however, they prefer long Narchivan polearms when facing formidable opponents. The infantry are aided by Narchivan Needler units, which are like Narchivan Warriors except with a weaker, lighter frame and a built-in wrist-mounted needler weapon. Only the stats for the melee unit are listed here.

Author: Vinny

OGRE (TEMPLATE)

SM +1

ST +7 [63]; DX -1 [-20]; IQ -3 [-60]; HT +2 [20]

HP +2 [4]; Per +3 [15]

DR 3 (Tough Skin, -40%) [9]

Physical Traits: Dark Vision [25]; Enhanced Move 1/2 (Ground) [10]

Social Traits: Bad Smell [-10]

Quirks: Uncongenial

Total Cost: 55 points

Author: Bruno

OGRE WARRIOR, ADVANCED

SM +1

ST 17; DX 9; IQ 7; HT 12

HP 19; FP 12; Will 7; Per 10

Speed 5.25; Move 5; Dodge 10

DR 3 (Tough Skin)

Attacks: thr 1d+2; sw 3d-1

Languages: Ogre*

Mental Traits: TL3

Templates: Ogre

Skills: Axe/Mace-14; Brawling-11; Shield-12; Wrestling-11

Total Cost: 95 points

Author: Bruno

*Original had Giant here, but that appears to be an error

OGRE WARRIOR, PRIMITIVE

SM +1

ST 17; DX 9; IQ 7; HT 12

HP 19; FP 12; Will 7; Per 10

Speed 5.25; Move 5; Dodge 8

DR 3 (Tough Skin)

Attacks: thr 1d+2; sw 3d-1

Languages: Giant

Mental Traits: TL 1

Templates: Ogre

Skills: Axe/Mace-14; Brawling-12; Wrestling-12

Total Cost: 85 points

Author: Bruno

ORC, BRUNO'S (TEMPLATE)

ST +2 [20]; IQ -2 [-40]

Per +2 [10]

Physical Traits: Dark Vision (Accessibility: Only light levels -4 and lower, -25%) [19]

Mental Traits: Bad Temper (12) [-10]

Features: Home light level is -3

Total Cost: -1 point

Author: Bruno

ORC, RUPERT'S (TEMPLATE)

ST +2 [20]; IQ -1 [-20]

Physical Traits: Infravision [10]; Night Vision 3 (Visually impaired by day) [0]

Social Traits: Appearance (Unattractive) [-4]; Chauvinistic [-1]; Social Stigma (Barbaric) [-5]

Total Cost: 0 points

Author: Rupert

ORC ELITE FIGHTER, RUPERT'S

SM 0 (Reach C) Orc

6'1"; 225 lbs

ST 15; DX 11; IQ 9; HT 12

HP 15; FP 12; Will 11; Per 10

Speed 6; Move 6; Dodge 10

Attacks: Thrust 1d+1; Swing 2d+1

Physical Traits: Combat Reflexes; High Pain Threshold; Very Fit

Mental Traits: Bloodlust; Callous; Duty (All the time; Extremely hazardous; Involuntary)

Social Traits: Cultural Familiarity (Orcish); TL 3

Skills: Climbing-13; Hiking-12; Jumping-13; Riding (Horse)-11; Running-12; Soldier-11; Stealth-10; Swimming-11

Combat Skills: Bow-12; Brawling-12; Knife-12; Thrown Weapon (Knife)-12; Two-Handed Axe/Mace-15

Author: Rupert

ORC WARRIOR, RUPERT'S

SM 0 (Reach C) Orc

5'10"; 200 lbs

ST 13; DX 10; IQ 9; HT 11

HP 13; FP 11; Will 8; Per 10

Speed 5.25; Move 5; Dodge 8

Attacks: Thrust 1d; Swing 2d-1

Physical Traits: Fit

Mental Traits: Callous; Quirk: Proud

Social Traits: Cultural Familiarity (Orcish); Odious Personal Habit (Doesn't bathe); TL 3

Skills: Climbing-11; Jumping-11; Stealth-11

Combat Skills: Spear-9; Thrown Weapon (Spear)-9; Two-Handed Axe/Mace-11

Author: Rupert

ORC WARRIOR, BRUNO'S

ST 12; DX 10; IQ 8; HT 10

HP 12; FP 10; Will 8; Per 8

Speed 5; Move 5; Dodge 8

Attacks: thr 1d-1; sw 1d+2

Languages: Orc

Templates: Orc

Skills: Axe/Mace-11; Brawling-12; Knife-10; Thrown Weapon (Axe/Mace)-12; Two-Handed Axe/Mace-14

Total Cost: 24 Points

Author: Bruno

PLANT CREATURE, THE

SM ? (Reach C to 5)

ST 20; DX 10; IQ 5*; HT 12

HP 80; FP 12; Will 10; Per 10

Speed 5.5; Move —*; Dodge 8

Attacks: Vines 2d+1 cr with Radiation

Physical Traits: Extra Attack (Strikers only, variable number); Injury Tolerance (Homogeneous, bleeds greenish-black); Regeneration (1/day); Regrowth; Sessile; Strikers (4 or more Vines; Long, +5 SM)

Skills: Brawling-12; Wrestling-12

•*Radiation:* Toxic (Radiation) Attack 1 HP (Follow-Up, vines)

Description: The Plant Creature is a strange combination between animal DNA and plant, sometimes even taking the traits (and intelligence!) of the combined creature. The vines of the plant creature can burrow underground and attack from the ground.

The Plant Creature generally attacks people to defend itself or the ground it's grown into; certain carnivorous kinds of this plant-creature instead crushes and strangles people with it's vines so that their bodies will eventually return nutrients back to the ground to fertilize it!

Author: Lonewulf

*IQ range 1-10; not known whether this creature can move

PRAYING MANTIS, GIANT

SM +1 FI-WA*

ST 16; DX 9; IQ 1; HT 12

HP 20; FP 11; Will 10; Per 10

Speed 5.25; Move G4-A8; Dodge 8

DR 2 (Flexible [carapace])

Attacks: Bite 1d cut

Physical Traits: Arm DX 3 (2 arms; Grappling only); Dark Vision; High

Pain Threshold; Lifting ST 6
Mental Traits: Loner 6; Single-Minded
Skills: Brawling-9; Grappling-9; Stealth-12
Racial Skills: Stealth+1 (included)
Description: Giant Praying Mantis' are around 9 feet in length and are excellent solitary predators. They stand perfectly still until prey comes within range, at which point they grapple (usually for the torso), after which the prey is attacked with the bite (often aimed at the neck). They can also carry off anyone of ST 11 or less or anyone they have managed to pin (p. B371). They can also attempt to crush the torso of anyone of Size 0 or less (see Choke, p. B371).
Author: DieMunchkin
*4 legs instead of 6 (the other two are considered arms)

RAVEN, LARGE
SM -3 B-WA
ST 3; DX 12; IQ 5; HT 10
HP 3; FP 10; Will 10; Per 12
Speed 5.5; Move G2-A15; Dodge 8
Attacks: Claws 1d-5 cut
Physical Traits: Peripheral Vision; Reduced Consumption 2 (Cast Iron Stomach)
Social Traits: Disturbing Voice
Total Cost: -78 points
Description: Ravens are omnivores that can eat carrion, feces, maggots, garbage and other unlovely things. They prefer good food over bad, however. Even real ravens can be taught to talk like parrots if raised by humans.
Notes: This entry has been modified significantly from the original version.
Author: Bruno

SCORPION, CAT-SIZED
SM -3 (Reach C) Ins-WA*
ST 7; DX 12; IQ 4; HT 12
HP 7; FP 12; Will 11; Per 12
Speed 6; Move 4; Dodge 9
DR 1
Attacks: Tail 1d-2 imp with Poison (either type) and Radiation; Claws 1d-3 cut with Radiation
Physical Traits: Striker (Tail; Limited Arc, forward)
Skills: Brawling-12; Stealth-12
•*Poison Type 1:* Fatigue Attack 1 FP (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT+2); Affliction 1 (HT; Follow-Up, tail; Stun)
•*Poison Type 2:* Toxic Attack 1 HP (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT-2); Affliction 1 (HT; Follow-Up,

tail; Moderate Pain)
•*Radiation:* Toxic (Radiation) Attack 1 HP (Follow-Up, varies)
Description: Scorpions attack when they are on the hunt and feel that they have the advantage; otherwise, they are more prone to run away or stand still (if unseen). Any scorpion that suffers a major injury or drops to 1/2 HP will attempt to flee if it is able to; if it's fight or die, the scorpion will choose to fight.
Author: Lonewolf
*Original does not have Doesn't Breathe

SCORPION, LARGE
SM +1 (2 hexes; Reach C/1) Ins-WA*
ST 14; DX 12; IQ 4; HT 12
HP 14; FP 12; Will 11; Per 12
Speed 6; Move 6; Dodge 9
DR 4
Attacks: Tail 1d+1 imp with Poison (either type) and Radiation; Claws 1d-1 cut
Physical Traits: Striker (Tail; Limited Arc, forward)
Skills: Brawling-12; Stealth-12
•*Poison Type 1:* Fatigue Attack 1d-2 (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT); Affliction 1 (HT; Follow-Up, tail; Stun)
•*Poison Type 2:* Toxic Attack 1d-2 (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT-2; Symptoms at 1/3 HP, see text); Affliction 3 (HT-2; Follow-Up, tail; Severe Pain)
•*Radiation:* Toxic (Radiation) Attack 1 HP (Follow-Up, varies)
Description: Symptoms of a scorpion sting include abnormal head, eye, and neck movements; increased saliva production; sweating; and restlessness.
Author: Lonewolf
*Original does not have Doesn't Breathe

SHADOW HEARTLESS (TEMPLATE)
SM -2 [0]
ST -6 [-60]; DX +2 [40]; IQ -2 [-40]
Attacks: Shadow Claws
Physical Traits: Catfall (Feather Fall, +30%) [13]; Dark Vision [25]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Enhanced Move 1 (Shadow Form only); Fragile (Unnatural) [-50]; High Pain Tolerance; Numb [-20]; Shadow Form [50]; Silence 6 [30]; Talons [8]; Unaging [15]
Mental Traits: Dread (very strong light) [-10]; Hidebound [-5]; Indomitable [15]; Low Empathy [-20]; On the Edge (9) [-22]; Slave Mentality [-40]; Unfazeable [15]

Social Traits: Social Stigma (Monster) [-15]
Features: Very light weight [0]; Victims' shadows become Shadows [0]*; "Heart" can be hit normally for full damage [0]
Skills: Brawling +0 [1]
•*Shadow Claws:* Cutting Attack 1d (Melee Attack, Close, -30%) [4]
Description: Small inherently evil creatures that spawn from the evil in people's hearts.
Total Cost: 14 points
Author: Atreyu Hibiki
*Some kind of Infectious Attack, perhaps?

STELLIONIS (TEMPLATE)*
SM 0 (Reach C)
ST +1 [10]; IQ -9 [-20]; HT +1 [10]
DR 1 (Tough Skin, -40%) [3]
Attacks: Bite 1d-2 cut; Thrust 1d-1; Swing 1d+1
Physical Traits: Alcohol Intolerance [-1 Quirk]; Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Cold-Blooded (65°) [-10]; Nictitating Membrane 1 [1]; Peripheral Vision [15]; Sharp Teeth [1]
Social Traits: Appearance (Ugly) [-8]; Disturbing Voice [-10]; No Sense of Humor [-10]; Odious Racial Habit (Willfully enigmatic and rarely volunteer information) [-5]
Total Cost: -4 points
Description: Stellionis are your stereotypical "Lizard Men" although they do not have a tail, spikes, or other exterior display with the exception of small gills that are located right behind the jaw line. They have thick, bumpy skin that comes in a startling array of colours and patterns, and a short snout filled with needle sharp teeth. Stellionis live for approximately 35 to 50 years before going through their first transformation. Only 35% of Stellionis survive the transformation.

All skills, advantages, disadvantages that were gained in the first stage remain in the second stage. PC's wanting to trigger the transformation must have the proper points to spend. The metamorphosis takes four months.
Author: Highland Piper
*It is not clear what the singular should be: Stellioni? Stellion?

STELLIONIS: STAGE TWO (LENS)
SM +1 (Reach C/1)
ST +3 [26]; DX +1 [20]; IQ +1 [20]
DR +2 (Flexible, -20%) [5]*
Attacks: Bite 1d-1 cut; Tail 1d+1 cr; Thrust 1d; Swing 2d

Physical Traits: Bad Sight (Nearsighted) [-25]; Infravision [10]; Sharp Claws [5]; Striker (Tail) [5]
Total Cost: Lens 66 + Template -4 = 62 points
*Added to template's DR 1 according to author's total cost calculation

Toxic Goo, Small

SM -1 (Reach —) WA
ST 7; DX 10; IQ 1; HT 11
HP 7; FP 11; Will 10; Per 10
Speed 5; Move 1; Dodge 8
Attacks: Corrosion; Radiation Aura
Physical Traits: Injury Tolerance (Diffuse); No Manipulators
•*Corrosion**: Corrosion Attack 1d-2 linked with Toxic (Radiation) Attack 1d-2
•*Radiation Aura:* Toxic (Radiation) Attack 1 HP (Always On; Aura*)
Description: Toxic Goo is a combination of toxic waste and amoeba cells, fusing them together to create a strange deadly predator that is rather limited.

Toxic Goo is almost always going to be found where toxic sludge exists; inside military research complexes, where dumped toxic waste exists, etc.

There's even a tale of a miles-wide Toxic Goo entity existing near Area 51! Such reports have yet to be confirmed, but then, no one wants to confirm it. But it MUST be true; my brother's friend's cousin's nephew told me so!

Author: Lonewulf

*Author did not include attack information; original has Emanation with C range

Toxic Goo, Medium

SM 0 (Reach —) WA
ST 11; DX 10; IQ 1; HT 11
HP 11; FP 11; Will 10; Per 10
Speed 5; Move 1; Dodge 8
Attacks: Corrosion; Radiation Aura
Physical Traits: Injury Tolerance (Diffuse); No Manipulators
•*Corrosion**: Corrosion Attack 1d+1 linked with Toxic (Radiation) Attack 1d+1
•*Radiation Aura:* Toxic (Radiation) Attack 1d-2 (Always On; Area Effect, 1 yard; Emanation)
Author: Lonewulf
*Author did not include attack information

Toxic Goo, Large

SM +1 (Reach —) WA
ST 15; DX 10; IQ 1; HT 11
HP 15; FP 11; Will 10; Per 10
Speed 5; Move 2; Dodge 8
Attacks: Corrosion; Radiation Aura

Physical Traits: Injury Tolerance (Diffuse); No Manipulators
•*Corrosion**: Corrosion Attack 2d-1 linked with Toxic (Radiation) Attack 2d-1
•*Radiation Aura:* Toxic (Radiation) Attack 1d (Always On; Area Effect, 2 yards; Emanation)
Author: Lonewulf
*Author did not include attack information

Toxic Goo, Gargantuan

SM +2 (Reach —) WA
ST 20; DX 10; IQ 1; HT 11
HP 20; FP 11; Will 10; Per 10
Speed 5; Move 3; Dodge 8
Attacks: Corrosion; Radiation Aura
Physical Traits: Injury Tolerance (Diffuse); No Manipulators
•*Corrosion**: Corrosion Attack 2d+2 linked with Toxic (Radiation) Attack 2d+2
•*Radiation Aura:* Toxic (Radiation) Attack 1d+2 (Always On; Area Effect, 3 yards; Emanation)
Author: Lonewulf
*Author did not include attack information

Troll (Template)

SM +1 (Reach C/1)
ST +6 [54]; DX +2 [40]; IQ -2 [-40]; HT +6 [60]
Will +2 [10]; Per +2 [10]
DR 2 (Tough Skin) [6]
Physical Features: Dark Vision [25]; Discriminatory Smell [15]; Regeneration (Very Fast) [100]; Regrowth (Reattachment, +50%) [60]; Sharp Claws [5]; Vulnerability (Acid, x2) [-20]; Vulnerability (Fire, x2) [-30]
Mental Traits: Overconfidence (6) [-10]
Social Traits: Odious Racial Habit (Eats other sapients*) [-15]
Skills (Racial): Tracking-Per-1 [1]
Total Cost: 271 points
Author: Rasputin
*Author has sentients, compiler assumes referring to sapients

Vampire, D-Flash's (Template)

ST +5 [50]
HP +5 [10]; Per +3 [15]
Physical Traits: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Draining [-10]; Immunity to Metabolic Hazards [30]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Infectious Attack [-5]; Injury Tolerance (Unliving) [20]; Striking ST 5 [25]; Supernatural Features (Pallor, no reflection, no body heat) [-16]; Unaging [15]; Unkillable 1 (Achilles' Heel, Sunlight, Fire,

Supernatural attacks) [25]; Weakness (Sunlight, 1d/min) [-60]; Unhealing [-20]
Mental Traits: Berserk [-10]; Phobia (Heliophobia, Pyrophobia) [-20]; Uncontrollable Appetite (Human Blood) [-15]
Social Traits: Secret (Vampire) [-30]
Features: No Fatigue [0]; Torpor (total paralysis by wooden stake through heart) [-1]
Total Cost: 53 points
Author: D-Flash

Wasp, Giant

SM +1 (Reach C) FI-WA
ST 15; DX 11; IQ 1; HT 12
HP 15; FP 12; Will 10; Per 10
Speed 5.75; Move G4-A11; Dodge 8
DR 2 (Flexible [carapace])
Attacks: Bite 1d cut; Stinger with Poison
Physical Traits: Clinging; Dark Vision; Foot Manipulators (two); Ham-Fisted; High Pain Threshold; Lifting ST +2; Impaling Striker (Stinger; Cannot Parry; Weak)
Mental Traits: 3D Spatial Sense; Bloodlust (6)
Skills: Aerobatics-12*; Brawling-11
•*Poison:* Affliction 3 (HT-2; Extended Duration, x300; Follow-Up, stinger; Secondary, Paralysis; Severe Pain)
Description: Giant Wasps will attack anything that looks even remotely like food. They are known to be very aggressive, often continuing to sting prey long after it has stopped moving. Their usual method of attack is to grapple their prey (preferably from above and by surprise) and then repeatedly stabbing with their stinger. If they can carry their foe into the air, they will (p. B371).
Author: DieMunchkin
*Includes +2 from 3D Spatial Sense

Water Elemental, Medium (Template)

SM 0
Templates: Small Water Elemental (M191) -SM-ST
Total Cost: 70 points
Author: Collective Restraint

Water Elemental, Large (Template)

SM +1; ST +4 [36]
Templates: Small Water Elemental (M191) -SM-ST
Total Cost: 106 points
Author: Collective Restraint

WATER ELEMENTAL, VERY LARGE

(TEMPLATE)

SM +2; ST +11 [88]

Templates: Small Water Elemental (M191)

-SM -ST

Total Cost: 158 points

Author: Collective Restraint

WATER ELEMENTAL, HUGE (TEMPLATE)

SM +3; ST +25 [175]

Templates: Small Water Elemental (M191)

-SM -ST

Total Cost: 245 points

Author: Collective Restraint

WATER ELEMENTAL, GIGANTIC (TEMPLATE)

SM +4; ST +39 [234]

Templates: Small Water Elemental (M191)

-SM -ST

Total Cost: 304 points

Author: Collective Restraint