

D20

System

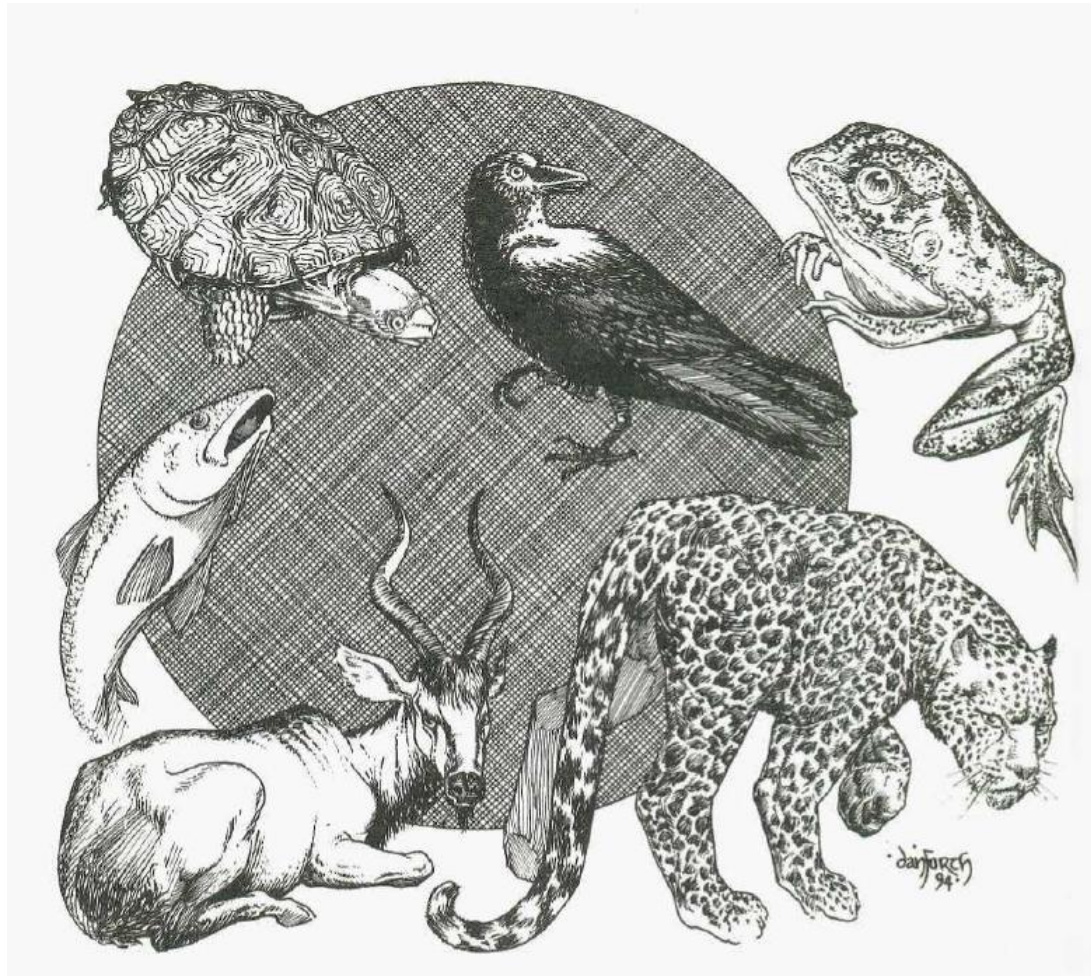
Creatures of the

Natural World

Modified by Victor Miguel Gil de Rubio



Animals of the “Real” World



What follows is a listing of many animals that exist in the world. This list is not an exhaustive listing of every animal that exists in the world, but lists creatures that are most likely to either be useful to the characters, or that would create interesting challenges for them.

It should be noted that some animals do not have a description because they are game equivalents of real world animals. An Administrator should feel free to use these guidelines to develop the creatures further as suit his Campaign Model. I hope that these creatures can add spice to your campaign.

Victor M. Gil de Rubio

Table of contents

The creature template explained.....	5	Special abilities (cont.)-	
Creature name.....	5	Scent.....	21
Homeworld.....	5	Sonic attacks.....	21
Species.....	5	Spells.....	21
Number appearing.....	5	Spell resistance.....	21
Diet.....	5	Swallow whole.....	23
Hunting habit.....	5	Trample.....	23
Description.....	6	Tremorsense.....	23
Size.....	6	Turn resistance.....	23
Table one: Size class modifiers.....	6	Movement.....	23
Table two: Typical attacks based on size...	6	Personal wealth.....	24
Creature types and modifiers.....	7	Equipment carried.....	24
Endurance level.....	9	Notes.....	24
Endurance points.....	9	Ecology.....	24
Experience points.....	9	Creature Endurance die type.....	25
Attributes.....	10	Creature combat advancement.....	25
Psyche.....	10	Experience points.....	27
Reputation.....	10	Creature advancement.....	28
Combat modifier.....	10	Section one: Animals.....	29
Initiative modifier.....	11	Animal, Herd.....	29
Resistance rolls.....	11	Antelope.....	31
Defenses.....	11	Antelope, giant pronghorn.....	31
Defensive rating.....	11	Ape.....	33
Attack listings.....	11	Baboon.....	34
Combat modifiers.....	11	Badger.....	35
Skills.....	11	Barracuda.....	36
Feats.....	12	Bat.....	37
Languages.....	12	Bat, swarm.....	37
Special abilities.....	12	Bear.....	39
Ability score loss.....	12	Bear, black.....	39
Anti-magic.....	12	Bear, Brown.....	40
Blindsight.....	13	Bear, Grizzly.....	40
Breath weapon.....	13	Bear, Polar.....	41
Charm and compulsion.....	13	Beaver.....	43
Cold.....	13	Bison.....	44
Constrict.....	14	Boar.....	45
Damage reduction.....	14	Bull.....	46
Darkvision, Infravision (thermal vision)...	14	Calf.....	47
Death attacks.....	14	Camel.....	48
Disease.....	14	Caribou.....	49
Energy drain.....	15	Carp.....	50
Etherealness.....	16	Cat.....	51
Evasion and improved evasion.....	16	Cat, Great.....	52
Fast healing.....	16	Cheetah.....	52
Fear.....	16	Jaguar.....	52
Fire.....	17	Leopard.....	53
Frightful appearance.....	17	Lion.....	54
Gaseous form.....	17	Mountain lion.....	54
Gaze attack.....	17	Tiger.....	55
Improved grab.....	18	Wild cat.....	56
Incorporeality.....	18	Chicken.....	57
Invisibility.....	18	Cow.....	58
Low light vision (Night vision, ultravision).	19	Crocodile.....	59
Multi-attack.....	19	Crow.....	60
Paralysis/hold.....	19	Deer.....	61
Poison.....	19	Elk.....	61
Polymorph.....	20	Reindeer.....	61
Rays.....	20	Wild.....	62
Regeneration.....	20	Dog.....	63
Resistance to energy.....	21	Dog, Rottweiler.....	63

Animals (cont.)-

Dog (cont.)-	
Dog, wild.....	64
Donkey.....	65
Duck.....	66
Eagle.....	67
Elephant.....	68
Emu.....	69
Fish.....	70
Flying fox.....	74
Fox.....	75
Goat.....	76
Goat, wild.....	76
Golden bighorn sheep.....	77
Goose.....	78
Grouse.....	79
Grouse, Grass.....	79
Hawk.....	80
Heron.....	81
Heron, Northern.....	81
Hippopotamus.....	82
Horse, Heavy.....	83
Horse, Light.....	83
Horse, wild.....	84
Hyena.....	85
Kingfisher.....	86
Lizard.....	87
Lizard.....	87
Gila monster.....	87
Lizard, Monitor.....	88
Monkey.....	89
Mudswipe.....	90
Mule.....	91
Octopus.....	92
Octopus (small).....	92
Octopus, giant.....	93
Ostrich.....	94
Otter.....	95
Otter, sea.....	95
Owl.....	97
Owl, short eared.....	97
Oxen.....	98
Parrot.....	100
Penguin.....	101
Pheasant.....	102
Pigeon.....	103
Pike.....	104
Pony.....	105
Porpoise.....	106
Rabbit.....	107
Rabbit.....	107
Rabbit, Jack.....	107
Snow hare.....	108
Raven.....	109
Ray.....	110
Ray, Manta.....	110
Rhea.....	111
Rhinoceros.....	112
Seal.....	113
Shark.....	114
Sheep.....	116
Sheep.....	116

Sheep (cont.)-

Sheep, Wild.....	116
Skunk.....	117
Squid.....	118
Squid.....	118
Squid (tiny).....	118
Squid, Giant.....	119
Sturgeon.....	121
Swan.....	122
Swan.....	122
Swan, Pied.....	122
Thrush.....	123
Tortoise.....	124
Tortoise, Aquatic.....	124
Tortoise, Land.....	124
Vulture.....	125
Vulture, Condor.....	125
Walrus.....	127
Weasel.....	128
Whale.....	129
Whale, Baleen.....	129
Whale, Cachalot (Sperm).....	129
Whale, Orca.....	130
Wolf.....	132
Wolverine.....	133
Section two: Vermin.....	134
Crab.....	134
Crayfish (lobster).....	135
Frog.....	136
Frog, Tree.....	136
Frog, Leaf.....	137
Gopher.....	138
Lamprey.....	139
Leech, swarm.....	140
Prairie dog.....	141
Rat.....	142
Rat, swarm.....	142
Scorpion (tiny).....	143
Snake.....	144
Snake, Asp.....	148
Snake, Rattlesnake.....	149
Snake, constrictor.....	150
Snake, Viper.....	153
Toad.....	156

The creature template explained

All creatures in the URS are presented using a similar statistic block that is detailed below:

Creature Name: This is the most common name by which the creature is known. If the creature has more than one common name its other common names may be listed in parenthesis following the most common name used to refer to the creature.

Homeworld: In the statistic block for Star Frontier's creatures this entry appears and lists the planet where this creature originated. Occasionally an entry of various appears which indicates that the creature appears in more than one Star system which may indicate that the creature has been transported there or rarely that these species evolved in multiple star systems through a process called Parallel Evolution.

Species: In the statistics block for creatures in the star Frontiers Universe this entry appears. This entry gives a descriptor of the creature's species.

Number appearing: Number appearing gives a range of creatures of the same type that are commonly encountered by Heroes. The Administrator may in certain circumstances choose to ignore this entry and place as many or as few of these creatures as he needs in an encounter depending on how much of a challenge he wishes his players to face, though he may have to justify why the unusual number of creatures have gathered at that particular spot..

Diet: This entry gives a one word description of the eating habits of the creature in general. In parenthesis following the creature's diet is a descriptor that refers to the hunting habits if any of the creature. This determines how the creature will most likely be doing when encountered by the adventurers, and is generally summarized in the ecology section of the creature's description. The different types of hunting habits are detailed below:

Hunting Habits

Gatherer: Gatherers are industrious creatures that gather food for when food stores are scarce. Gatherers can either be loners, but most often gatherers are very social group animals. These creatures tend to be herbivorous or omnivorous creatures with heavy herbivorous leanings. It is sometimes possible to find carrion eaters that are gatherers.

Grazer: Grazers tend to be social animals that travel across large areas of land eating. Grazing creatures are most often herbivorous, though very rarely are grazers omnivorous, but in this case most of their diet consists of eating plants.

Siren: These types of creatures tend to be carnivorous, and almost always have some special ability that they use to attract prey. A great many siren like creatures are also trappers who use their siren like abilities to draw prey into traps where they can then attack the captured creature and subdue it. Siren like creatures tend to be solitary and usually stake out a territory that they hunt in. however some sirens band together into small groups, but these groups are seldom very tightly knit.

Trapper: These creatures are very similar to Sirens, but instead of possessing special abilities that they can use to entice prey, they possess a very cunning mind and either use special abilities, or their surroundings to capture unwitting prey, which they then subdue, and eat.

Pouncer: Pouncers are generally strong and agile carnivorous creatures who use cunning to hide until prey comes within sight, and then they jump on their prey and attack it with their powerful claws and teeth usually killing the creature before it can mount a proper defense against the pouncer. Like most carnivores pouncers tend to be solitary creatures. Occasionally small groups of pouncers will hunt together specially if their favored prey is large and formidable, but this is the exception rather than the rule.

Chaser: Chasers are specialized carnivores that are built for speed, and use their speed to overcome their prey. Chasers often possess special abilities that allow it to blend into its surroundings so they can hide until they are ready to attack their unwary prey. Chasers often group together in bands to insure that they can successfully bring down their target.

Hunter: These carnivores tend to be equally strong and cunning, and are adaptable creatures, who use their skills to stalk prey. Most Hunters have some kind of camouflaging special ability to aid them in hunting. Hunters like most carnivores tend to be solitary creatures, but occasionally Hunters will group together in small bands and coordinate their attacks to bring down larger prey.

Killer: These intimidating creatures are extremely powerful and depend on their powerful attacks to kill anything that they see and eat it. Most killers are carnivorous, though many will eat just about anything (true omnivores). These types

of creatures are usually solitary, and are often the top predator in a territory that they claim, and defend against anything that they consider a threat to their sovereignty.

Intimidator: These creatures are large and physically imposing creatures who use their size and the threat of being attacked by them to steal food from other creatures. Most intimidators are omnivorous with carnivorous tendencies, and more than a few of these creatures are carrion eaters. Intimidators sometimes travel in packs and use their numbers to intimidate other creatures. This is especially true about medium or smaller intimidators.

Hijackers: Hijackers are specialized carnivores that use their speed to steal food from other carnivores. Hijackers tend to have special abilities that allow it to hide in natural surroundings where they wait for other carnivores to bring down prey, and then they charge forward and try to steal the freshly killed animal from the hunter and get away before they are attacked. Hijackers sometimes travel in small packs and use diversionary tactics to confound other hunters so that they have a better chance to steal food from them.

Description: a creature's general appearance will be listed here. Of course there will be some variation in creature appearances but this is what the most common example of the creature looks like.

Size: The size entry on the statistic chart not only gives the size of the creature, but also denotes what type of creature it is. A creature's type (Aberration, Beast, humanoid) determines many aspects of the creature, like the kind of dice rolled to determine its Endurance points, and its mental attribute ranges, and the number of Feats it may have. Information found on a creature's size entry is detailed on the following tables below:

Table one: Creature size modifiers

Creature size	Defensive rating Modifier	Hide Modifier	Size*	Weight**	Endurance level Range
Fine	+8	+16	6" or less	1/8 th pound or less	up to 1/2
Diminutive	+4	+12	6" to 1'	1/8 th lb to 1lb	up to 1/2
Tiny	+2	+8	1' to 2'	1lb to 8lbs	up to 1
Small	+1	+4	2' to 4'	8lbs to 60lbs	1-4
Medium	+0	+0	4' to 8'	60lbs to 500lbs	1-8
Large	-1	-4	8' to 16'	500lbs to 4,000lbs	2-16
Huge	-2	-8	16' to 32'	4,000lbs-32,000lbs	4-20
Gargantuan	-4	-12	32' to 64'	32,000-250,000lbs	8-20
Colossal	-8	-16	64' or more	250,000lbs+	10-20

* A biped's height, a quadrupeds body length (nose to base of tail)

** assumes that the creature is roughly is as dense as a regular animal. A creature made of stone will weigh considerably more, while a gaseous creature will weigh much less.

Table two: Typical Physical Stats based on size

Creature size	Str	Ag	Sta	Chance of Natural Defense bonus	Natural Defense range
Fine	1	16+2d8	1	50%	2d8
Diminutive	1-2	8+ 2d8	1-2	50%	2d6
Tiny	2-4	8+ 2d8	2-4	50%	1d12
Small	2d4	4 +2d6	2+ 2d4	50%	1d10
Medium	3d6	3d6	3d6	25%	1d8
Large	8+2d8	2+ 2d6	8+ 2d8	25%	1d8
Huge	16+2d8	2+ 2d4	16+ 2d8	50%	1d10
Gargantuan	20+2d8	2+ 2d4	20 +2d8	50%	1d12
Colossal	20+2d10	2+ 2d4	20+ 2d10	50%	2d6

Table three: Typical Attack types and damage based on size

Creature size	Claw	Bite	Gore	Constriction/ Slam	Tail Swipe	Wing Buffet	Other Attack
Fine	1	1	1	n/a	1-2	1-2	1
Diminutive	1-2	1	1	n/a	1-2	1d3	1-2
Tiny	1d3	1-2	1-2	1	1d3	1d4	1d3
Small	1d4	1d3	1-2	1-2	1d4	1d6	1d4
Medium	1d6	1d4	1d3	1d3	1d6	1d8	1d6
Large	1d8	1d6	1d4	1d4	1d8	1d10	1d8

				Constriction/ Slam	Tail Swipe	Wing Buffet	Other Attack
Creature size	Claw	Bite	Gore				
Huge	1d10	1d8	1d6	1d6	1d10	1d12	1d10
Gargantuan	1d12	1d10	1d8	1d8	1d12	2d6	1d12
Colossal	2d6	1d12	1d10	1d10	2d6	2d8	2d6

Creature types and modifiers

Aberration: An aberration has a bizarre anatomy, strange abilities, an alien mindset, or any combination of the three. Unless noted otherwise, aberrations have darkvision with a range of 60 feet. Aberrations typical mental attribute ranges are as follows:

Logic: 2d8 **Personality:** 0-9
Intuition: 2d8 **Appearance:** 0-9

Animal: An animal is a non-humanoid creature, usually a vertebrate with no capacity for language or culture. Unless noted otherwise, animals have either Low light vision (50%), Darkvision (30%), Low-light vision, and Darkvision (20%) Animals typical mental attribute ranges are as follows:

Logic: 1-2 (Predatory animals have a Logic of 2) **Personality:** 0-9
Intuition: 10+2d4 **Appearance:** 0-9

Beast: A beast is a non-historical, vertebrate creature with a reasonably normal anatomy and most possess little or no unusual abilities. Unless noted otherwise, beasts have low-light vision or darkvision with a range of 60 feet. A Beast's typical mental attribute ranges are as follows:

Logic: 2d6 **Personality:** 2d6
Intuition: 10+2d4 **Appearance:** 0-9

Construct: A construct is an animated object or artificially constructed creature. Constructs usually have no Logic scores and never have Stamina scores. A construct is immune to mind-influencing effects and to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects.

Constructs cannot heal damage on their own, though they can be healed. Constructs can be repaired in the same way an object can. A construct with the regeneration and fast healing special qualities still benefits from those qualities. A construct is not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. It is immune to any effect that requires a Fortitude save (unless the effect also works on objects). A construct is not at risk of death from massive damage, but when reduced to 0 Endurance points or less, it is immediately destroyed. Since it was never alive, a construct cannot be raised or resurrected.

Unless noted otherwise, constructs have darkvision with a range of 60 feet. A typical Constructs mental attribute ranges are as follows:

Logic: n/a **Personality:** 0-9
Intuition: 6+2d4 **Appearance:** 0-9

Dragon/Dragon-like: A dragon or dragon-like creature is a reptilian creature, usually winged, most with unusual abilities. Dragons or Dragon like creatures are immune to sleep and paralysis effects, and unless noted otherwise, they have darkvision with a range of 60 feet and low-light vision. A typical Dragon or dragon-like creatures mental attribute ranges are as follows:

Logic: 4+ 2d8 **Personality:** 2+ 2d8
Intuition: 8+ 4d4 **Appearance:** 2+ 4d4

Elemental: An elemental is composed of one of the four classical elements: air, earth, fire, or water. It is immune to poison, sleep, paralysis, and stunning. Elementals have no clear front or back and are therefore not subject to critical hits or flanking. Unless noted otherwise, they have darkvision with a range of 60 feet. A slain elemental cannot be raised or resurrected, although some types of magical effects can restore it to life. Elementals typical mental attributes range as follows:

Logic: 2d6 **Personality:** 0-9
Intuition: 1d12 **Appearance:** 0-9

Fey: A fey is a creature with supernatural abilities and connections to nature or to some other force or place. Fey are usually human shaped. Unless noted otherwise, fey creatures have low-light vision. A typical fey creatures mental attributes range as follows:

Logic: 2d8 **Personality:** 8 +2d6
Intuition: 8 +2d6 **Appearance:** 6 +2d8

Giant: A giant is a humanoid creature of great strength, usually of at least large size. Giants are proficient with any weapon types listed in their entries. Unless noted otherwise, Giants have darkvision with a range of 60 feet. A typical Giant's mental attributes ranges are as follows:

Logic: 2d6 **Personality:** 2d6
Intuition: 6+ 2d4 **Appearance:** 2d6

Humanoid: A humanoid usually has two arms, two legs, and one head, or a humanlike torso, arms, and head. Humanoids usually have few or no supernatural or extraordinary abilities, and are usually small or medium-size. Every humanoid creature also has a sub-type modifier based on its race. A typical Humanoid's mental attributes ranges are as follows:

Logic: 3d6 **Personality:** 4 +2d6
Intuition: 3d6 **Appearance:** 2d8

Magical Beast: Magical beasts are similar to beasts but have supernatural or extraordinary abilities. Unless noted otherwise, magical beasts have darkvision with a range of 60 feet and low-light vision. A typical Magical beast's mental attributes are as follows:

Logic: 2d6 **Personality:** 2d6
Intuition: 10+2d4 **Appearance:** 2d6

Monstrous Humanoid: These are humanoid creatures with monstrous or animalistic features, often having supernatural abilities. Unless noted otherwise, monstrous humanoids have darkvision with a range of 60 feet. Monstrous humanoids are proficient with all simple weapons and with any weapons mentioned in their entries.

A Humanoid's mental attributes ranges are as follows:

Logic: 3d6 **Personality:** 4 +2d6
Intuition: 3d6 **Appearance:** 2d8

Ooze: An ooze is an amorphous or mutable creature. Oozes are immune to poison, sleep, paralysis, stunning, and polymorphing. They have no clear front or back and are therefore not subject to critical hits or flanking. Oozes are blind but have the blind sight special quality. They have no Logic scores and are therefore immune to all mind-influencing effects.

Oozes have no natural armor ratings, but they are nevertheless difficult to kill because their bodies are mostly simple protoplasm. This is reflected by bonus Endurance points (in addition to those from Endurance level and Stamina scores) according to size. Oozes typical mental attributes have ranges as shown below:

Logic: n/a **Personality:** 0-9
Intuition: 2d6 **Appearance:** 0-9

Outsider (extra-dimensional): An outsider is a non-elemental creature that comes from another dimension, reality, or plane. Unless noted otherwise, Outsiders have darkvision with a range of 60 feet. A slain outsider cannot be raised or resurrected, although some magical effects can restore it to life. Typical Outsiders mental attributes have ranges as shown below:

Logic: 2d10 **Personality:** 8 +2d8
Intuition: 8 +4d4 **Appearance:** 6 +2d8

Plant: This type comprises vegetable creatures. Plants are immune to poison, sleep, paralysis, stunning, and polymorphing. They are not subject to critical hits or mind-influencing effects. If a plant-type creature has vision, the creature has low-light vision unless otherwise noted. Typical Plants mental attribute ranges are as follows:

Logic: 0-9
Intuition: 1d12

Personality: 0-9
Appearance: 1d12

Shapechanger: This type of creature has a stable body but can assume other forms. Unless noted otherwise, shapechangers have dark vision with a range of 60 feet. A typical Shapechangers mental attributes have ranges as shown below:

Logic: 3d6
Intuition: 3d6

Personality: 4 +2d6
Appearance: 2d8

Vermin: This type includes insects, arachnids, arthropods, worms, and similar invertebrates. Vermin have no Logic scores and are immune to all mind-influencing effects. Unless noted otherwise, vermin have darkvision with a range of 60 feet. Poisonous vermin get a bonus to the DC for their poison based on their size, as shown on the following table.

Vermin Size	Poison DC Bonus	Vermin Size	Poison DC Bonus
Medium-size	+2	Gargantuan	+8
Large	+4	Colossal	+10
Huge	+6		

A typical Vermin's mental attribute ranges are as follows:

Logic: n/a
Intuition: 4+ 2d6

Personality: 1d12
Appearance: 1d10

Undead: Undead are once-living creatures animated by spiritual or supernatural forces. Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage, ability drain, or energy drain. They have no Stamina scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). An undead spell caster uses its Intuition modifier when making Concentration checks.

Undead with no Logic scores cannot heal damage on their own, though they can be healed. Negative energy (such as an inflict wounds spell) can heal undead creatures. The regeneration and fast healing special qualities work regardless of the creature's Logic score. An undead creature is not at risk of death from massive damage, but when reduced to 0 Endurance points or less, it is immediately destroyed. Most undead have darkvision with a range of 60 feet. Undead cannot be restored to life except through some magical effects, but since undead creatures usually are unwilling to return to life, these attempts generally fail. Typical Undead have the following mental attributes:

Logic: 0-9 (if greater undead 6 +2d6)
Intuition: 0-9 (If greater undead 6 +2d6)

Personality: 0-9 (If greater undead 6 +2d4)
Appearance: 1d12

Endurance level: This entry shows the typical Endurance level of the creature the first number is the number of dice appropriate to its type that is rolled to determine the creature's Endurance points followed by a + or minus number of endurance points that are added or subtracted due to the Creature's Stamina rating.

Though the Administrator is encouraged to choose an Endurance level appropriate to the challenge he wishes to create for his players occasionally the Administrator may choose to randomly roll the Endurance level for his creature. Size is generally used to determine the range of Endurance levels for the creature:

Size	Endurance Level Range	Size	Endurance Level Range
Up to Tiny	½	Huge	4+2d8
Small	1-4	Gargantuan	10+1d10
Medium	1-20	Colossal	12+2d4
Large	5-20		

Endurance Points (EP): This entry gives a typical number of Endurance points for a creature which can be used by an Administrator if he does not wish to roll Endurance points for the creature. This is particularly useful if the creature is being used as a random encounter, and not as a set encounter in an Adventure.

Experience points (EXP): The Experience point listing gives the number of points that defeating the creature gives. Defeating a creature does not necessarily mean killing it, and Administrators may raise or lower this amount depending

on the level of challenge that this creature posed to a group of heroes.

Attributes: Like the heroes each creature has similar attributes to a player character (Strength, Agility, Stamina, Logic, Intuition, Personality and Appearance) however some of these attributes differ somewhat in definition from the attributes of a Heroic character. A creature's stats are defined as follows:

Strength: Strength is a measure of the physical strength of an animal and is in many ways identical to the attribute used by other character types. The animal can lift without suffering any penalties to their movement rate up to 2.5 times the strength score in pounds. A Creature's strength gives a die type for the damage done by a creature's physical attacks as shown below.

Strength Score	Damage Die	Strength Score	Damage Die
1-2	1pt	14-15	1d8
3-4	1-2pt	16-17	1d10
5-9	1-3pts	18-19	1d12
10-11	1d4	20+	1d20
12-13	1d6		

Agility: This is the measure of a particular creature's deftness and coordination. This attribute is identical to a Character's Agility attribute.

Stamina: This attribute is also identical to the attribute used by other character types. A creature's Stamina determines how many hours the creature can remain active in strenuous activity. This is equal to the attribute Modifier in hours +1 hour (minimum 2 hours). A creature requires a number of hours of sleep equal to 10 minus the attribute score modifier in hours (minimum 2 hour).

Logic: The logic rating of creatures is determined by the type of creature as shown below:

Type	Logic range
Aberration, Beast, Construct, Humanoid, Magical beast	2-20
Animal, Vermin, Semi intelligent undead	1-2
Elemental, Extra dimensional, Outsider	2-20+
Cybernetic, Fey, Monstrous humanoid, Robot, Shape-changer, Intelligent undead	5-20
Dragon, Dragon-like, Giant	5-20
Ooze, Plant	1

Intuition: This attribute gives a measure of the creature's perception, awareness, and sensitivity to things around it. It also determines how adept a creature is to adapting to situations and to utilizing its surroundings to benefit it. This is much like the Intuition attribute possessed by other character types.

Personality: This attribute is used to determine how closely linked a creature is to a group of its own kind. It is used to determine a creature's morale rating and for determining how many creatures of a kind are encountered as shown on the table below:

Score	Number Appearing	Score	Number Appearing
Up to 2	1 (rarely 1-2)	12-13	2d4 (2d4+2)
3-5	1-2 (rarely 1-3)	14-15	2d6 (rarely 2d4+4)
6-7	1-3 (rarely 1d4)	16-17	2d8 (rarely 2d4+6)
8-9	1-4 (rarely 1d4+1)	18-19	2d10 (rarely 2d4+8)
10-11	1d4+1 (rarely 2d4)	20+	2d12 (rarely 2d4+10)

Psyche: A creature's Psyche is determined exactly like the psyche of a standard character (1d4/ point of Intuition modifier) and is used in the same way as a Heroic character's Psyche score.

Reputation: The reputation score of a creature is determined by its Endurance level +1/8 bonus Endurance points it possesses, modified further by its Personality modifier. This is used by intelligent creatures much in the manner of a hero using his reputation or can gauge how fearsome or well known a type of creature is (the higher the number the more is known or rumored about it).

Combat Modifier: A Creature's combat modifier lists the common bonuses for the creature based on its Endurance level, and modified by its Strength modifier. This is used to determine the creature's chance to hit if it is attacking in an

uncommon way, such as engaging in subdual combat or wrestling.

Initiative modifier: This listing gives the modifier that is applied to a d20 roll to determine the order in which characters or creatures move (or attack) in a combat round.

Resistance rolls: A creature's resistance rolls are exactly like those possessed by a normal character, and are Fortitude, Reflex, and Will.

Defenses: A Creature's defense listing is used to note the typical armor worn by a creature, or to list any special defense that it might possess and how many points the defense absorbs and what type of attack can overcome its defense.

Defensive rating: the defensive rating listing of a creature is the difficulty to hit the creature and is determined by its protective apparel, natural defenses, and Agility modifier.



Attack listings: A creature's attacks are detailed in this section with each attack listed followed by the combat modifiers for using that attack in a combat round. This listing includes any special modifiers the creature has for using that attack (such as Merits or feats tied to that attack form) or any special damage that that attack causes in addition to Endurance point loss. Natural weapons have types just as other weapons do. The most common are summarized below:

Bite: The creature attacks with its mouth, dealing piercing, slashing, and bludgeoning damage.

Claw or Rake: The creature rips with a sharp appendage, dealing piercing and slashing damage.

Gore: The creature spears the opponent with an antler, horn or similar appendage, dealing piercing damage.

Slap or Slam: The creature batters opponents with an appendage, dealing bludgeoning damage.

Sting: The creature stabs with a stinger, dealing piercing damage. Stings are usually envenomed.

Combat abilities: This area offers a summary of any special combat information that the creature possesses due to its feats, or other combat related abilities.

Skills: This line lists all the creature's skills followed by a numeric notation that includes the skills level + any modifiers due to the creature's appropriate attribute already added. A creature's Logic score determine the number of skill points it has. Some creatures receive bonus skill points for having Endurance levels in excess of what is normal for

creatures of their size, as listed in the accompanying table.

Type	Skill Points
Aberration	2x Logic score +2/Extra Endurance levels*
Animal	10-15 -
Beast	2x Logic score +1/Extra Endurance levels
Construct	--
Dragon	(6 + Logic mod) x Endurance levels -
Elemental	2x Logic score +2/Extra Endurance levels
Fey	3x Logic score +2/Extra Endurance levels
Giant	6 + Logic mod +1/Extra Endurance levels
Humanoid	6 + Logic mod +1/Extra Endurance levels
Magical beast	2x Logic score +1/Extra Endurance levels
Monstrous humanoid	2x Logic score +2/Extra Endurance levels
Ooze	--
Outsider	(8 + Logic mod) x Endurance level -
Plant	--
Shapechanger	2x Logic score +1/Extra Endurance levels
Vermin	10-15
Undead	3x Logic score +2/Extra Endurance levels

-Extra Endurance levels: To calculate Extra Endurance levels, subtract 1 from the creature's total Endurance Levels if it is Medium-size or smaller; 2 if Large; 4 if Huge; 16 if Gargantuan; and 32 if Colossal. Treat results less than 0 as 0. The "Skills" section of the creature's descriptive text recaps racial and other bonuses for the sake of clarity; these bonuses should not be added to the listed skill scores unless otherwise noted. An asterisk () beside the relevant score and in the "Skills" section indicates a conditional adjustment.

Feats: any feats possessed by the creature are listed in this section.

Languages: Creatures that are at least semi-intelligent (Logic between 5 and 7) can speak their own language, as can low intelligence creatures (Creatures with Logic of 8-9). Creatures with higher levels of intelligence can speak their locally spoken language and one additional language per point of Logic modifier.

Special abilities: This section details any special abilities possessed by the creature. The most common types of Special abilities possessed by a creature are summarized below:

ABILITY SCORE LOSS

Various attacks cause ability score loss, in either temporary form (ability damage) or permanent form (ability drain). Points lost to temporary damage return at the rate of 1 point/day (or double that if the character gets total rest) to each damaged ability. Drains, however, are permanent.

Some abilities impose an effective ability score reduction, which is different from ability score loss. Any such reduction disappears at the end of the ability's duration, and the ability score immediately returns to its former value. A full Endurance point score, however, can't drop to less than 1 Endurance point per Endurance Level due to Ability damage to the victim's Stamina.

The ability that some creatures have to drain ability scores often requires some sort of attack. Such creatures do not drain abilities from enemies when the enemies strike them, even with unarmed attacks or natural weapons.

ANTI-MAGIC

An anti-magic field spell cancels magic altogether. No supernatural ability, spell-like ability, or spell works in an area of anti-magic (but extraordinary abilities still work). Anti-magic does not dispel magic; it suppresses it. Once a magical effect is no longer affected by the anti-magic (the anti-magic fades, the center of the effect moves away, etc.), the magic returns. Spells that still have part of their duration left begin functioning again, magic items are once again useful, and so forth.

Spell areas that include both an anti-magic area and a normal area, but are not centered in the anti-magic area, still function in the normal area. If the spell's center is in the anti-magic area, then the spell is suppressed.

Some artifacts are not hampered by anti-magic. Golems and other magic constructs, elementals, outsiders, and corporeal undead, still function in an anti-magic area (though the anti-magic area suppresses their supernatural, spell-like, and spell abilities normally). If such creatures are summoned or conjured, however, see below.

Summoned or conjured creatures of any type and incorporeal undead wink out if they enter an anti-magic field. They reappear in the same spot once the field goes away. Magic items with continuous effects, do not function in the anti-magic area, but their effects are not canceled.

Two anti-magic fields in the same place do not cancel each other out, nor do they stack.

BLINDSIGHT

Some creatures have the extraordinary ability to use a non-visual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness irrelevant to the creature (though it still can't see out of phase creatures). This ability operates out to a range specified in the creature description.

Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight and is not subject to gaze attacks. Blinding attacks do not penalize creatures using blindsight. Deafening attacks thwart blindsight if it relies on hearing, and lastly Blindsight works underwater but not in a vacuum.

BREATH WEAPON

Using a breath weapon uses up one action in a round but requires no attack roll. The breath simply fills its stated area. Any character caught in the area must make the appropriate Resistance roll or suffer the breath weapon's full effects. Creatures are immune to their own breath weapons, and if these creatures are unable to breathe they can still use breath weapons.

CHARM & COMPLUSION

Charming another creature gives the charming character the ability to befriend and suggest courses of actions to his minion, but the servitude is not absolute or mindless. Essentially, a charmed character retains free will but makes choices according to a skewed view of the world. It should be noted that the charmed creature doesn't gain the ability to understand his new friend.

The charmed character retains his allegiances, generally with the exception that he now regards the charming creature as a dear friend and will give great weight to his suggestions and directions. A charmed character fights his former allies only if they threaten his new friend, and even then he uses the least lethal means at his disposal as long as these tactics show any possibility of success.

A charmed character is entitled to an automatic Will Resistance roll with a difficulty equal to the original difficulty of the effect in order to resist instructions or commands that would make him do something he wouldn't normally do even for a close friend. If he succeeds, he decides not to go along with that order but remains charmed.

A charmed character never obeys a command that is obviously suicidal or grievously harmful to him. If the charming creature commands his minion to do something that the influenced character would be violently opposed to, the subject may attempt a new Resistance roll to break free of the influence altogether. Any charmed character who is openly attacked by the creature who charmed him or the charmer's apparent allies is automatically freed of the effect.

Compulsion is a different matter altogether. A compulsion overrides the subject's free will in some way or simply changes the way the subject's mind works. A charm makes the subject a friend of the initiator of the compulsion; a compulsion makes the subject obey the initiator.

Regardless whether a character is charmed or compelled, he won't volunteer information or tactics that his master doesn't ask for.

COLD

A "cold" creature is immune to cold damage. It takes double damage from fire unless the fire attack allows a Resistance roll for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

CONSTRUCT

The creature makes a standard attack roll against the target and if they succeed the victim is allowed a Strength check

against the creature's success roll and if he succeeds he doesn't take any damage from the attack, but is still held. If the character spends an action he may try to break free.

In order to break free the held character must expend an action, and rolls a Strength check (D20+ the character's Strength modifier) against a difficulty equal to the Constricting creature's Strength score. If the character succeeds he frees himself, otherwise he takes damage as the creature constricts.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise they automatically take damage from the constriction. Each attempt to break free uses up an action and if the character doesn't break free the creature can automatically do damage to him by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Creatures with the improved grab ability, gain a +4 to their Constriction rolls.

DAMAGE REDUCTION

Some creatures have the ability to instantly heal damage from weapons or to ignore blows altogether as though they were invulnerable. The number in a creature's damage reduction is the amount of Endurance points the creature ignores from normal attacks. Usually, a certain type of weapon or attack—can overcome this reduction. This information is separated from the damage reduction number by a slash. If a dash follows the slash then the damage reduction is effective against any attack that does not ignore damage reduction.

Any weapon more powerful than the type given after the slash also negates the ability. For purposes of damage reduction, the power rankings are listed on the Armor table: Damage Reduction Rankings. Whenever damage reduction completely negates the damage from an attack, it also negates most special effects that accompany the attack. Damage reduction does not negate touch attacks, energy damage dealt along with an attack, or energy drains. Nor does it affect poisons or diseases delivered by inhalation, ingestion, or contact.

A creature's natural weapons count as weapons of the type that can ignore its own innate damage reduction. The amount of damage reduction is irrelevant.

Damage Reduction Rankings

Power Rank	Weapon Type	Power Rank	Weapon Type
Best	+5 enhancement bonus	4th best	+2 enhancement bonus
2nd best	+4 enhancement bonus	5th best	+1 enhancement bonus
3rd best	+3 enhancement bonus	Weakest	Silver, or other special material

DARKVISION (INFRAVISION or THERMALVISION)

Darkvision (Infravision or thermalvision) is the extraordinary ability to see with no light source at all, to a range specified for the creature. Creatures that see using Darkvision perceive everything in varying shades of gray. Darkvision does not allow characters to see anything that they could not see otherwise (invisible objects are still invisible). Likewise, Darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil Darkvision unless stated otherwise in the creature's description.

DEATH ATTACKS

In most cases, death attacks allow the victim to make a Fortitude save to avoid the affect, but if the save fails the character dies instantly. Death attacks slay instantly. There is no chance for a character to stabilize and thus stay alive. In case it matters, a dead character, no matter how he died, has -10 Endurance points.

DISEASE

When a character is injured by a contaminated attack, touches an item smeared with diseased matter, or consumes disease tainted food or drink he must make an immediate Fortitude Resistance Roll. If he succeeds, the disease has no effect (his immune system fought off the infection). Disease effects are listed in their own section.

Disease: Diseases whose names are printed in *italic* in the table are supernatural in nature. The others are extraordinary. Infection: The disease's method of delivery—ingested, inhaled, via injury, or contact. Keep in mind that some injury diseases may be transmitted by as small an injury as a flea bite and that most inhaled diseases can also be ingested (and vice versa).

DC: The DC for the Resistance rolls to prevent infection (if the character has been infected), to prevent each instance of repeated damage, and to recover from the disease.

Incubation Period: The time before damage begins.

Damage: The temporary ability damage the character takes after incubation and if the disease is a major one this damage is repeated every day thereafter until the disease ends or death occurs.

Types of Diseases: Typical diseases include the following:

- **Blinding Sickness:** Spread in tainted water.
- **Cackle Fever:** Symptoms include high fever, disorientation, and frequent bouts of hideous laughter. Also known as “the shrieks.”
- **Demon Fever:** Night hags spread it. Can cause permanent ability drain.
- **Devil Chills:** Barbazu and pit fiends spread it. It takes three, not two, successful saves in a row to recover from devil chills.
- **Filth Fever:** Dire rats and Otyughs spread it. Those injured while in filthy surroundings might also catch it.
- **Mindfire:** Feels like your brain is burning. Causes stupor.
- **Mummy Rot:** Spread by mummies. Successful Resistance rolls do not allow the character to recover (though they do prevent damage normally).
- **Red Ache:** Skin turns red, bloated, and warm to the touch.
- **The Shakes:** Causes involuntary twitches, tremors, and fits.
- **Slimy Doom:** Victim turns into infectious goo from the inside out. Can cause permanent Ability drain.

Table: Diseases

Disease	Contagion	DC	Incubation	Damage
Blinding sickness	Ingested	16	1d3 days	1d4 Strength††
Cackle fever	Inhaled	16	1 day	1d6 Intuition
<i>Demon fever</i>	Injury	18	1 day	1d6 Stamina**
<i>Devil chills</i> †	Injury	14	1d4 days	1d4 Strength
Filth fever	Injury	12	1d3 days	1d3 Agility, 1d3 Stamina
Mindfire	Inhaled	12	1 day	1d4 Logic
<i>Mummy rot</i> *	Contact	20	1 day	1d6 Stamina
Red ache	Injury	15	1d3 days	1d6 Strength
Shakes	Contact	13	1 day	1d8 Agility
Slimy doom	Contact	14	1 day	1d4 Stamina**

*Successful saves do not allow the character to recover. Only magical healing can save the character.

**When damaged, character must succeed at another Resistance roll or 1 point of temporary damage is permanent drain instead.

†The victim must make three successful Fortitude Resistance rolls in a row to recover from devil chills.

††Each time the victim takes 2 or more damage from the disease he must make another Fortitude save or be permanently blinded.

ENERGY DRAIN

Most energy drains require a successful melee attack (mere physical contact is not enough), and if it succeeds it causes the victim to suffer the following penalties:

- -1 to all Skill and Ability checks
- -1 to Attack rolls and Resistance rolls
- -5 Endurance points

Some creatures have exceptionally powerful energy drain abilities. In these cases the effects above can be doubled or even tripled. Characters who have been energy drained suffer these effects for 24 hours. After 24 hours, the afflicted character must attempt a Fortitude save. The DC is 15 + the attacker's Endurance level. If the drained character succeeds, the negative effects dissipate otherwise the character permanently loses -1 to his Attack rolls, Resistance rolls, and Skill checks, and permanently loses 5 Endurance points.

ETHEREALNESS

While on the Ethereal Plane, a creature is called ethereal. Ethereal creatures are invisible, inaudible, insubstantial, and scentless to creatures on the normal world. Most attacks have no effect on them. Seeing invisibility and seeing extra-planar things reveal ethereal creatures.

An ethereal creature can see and hear into the normal world in a 60' radius, though material objects still block sight and sound. (An ethereal creature can't see through a material wall, for instance.) Things in the normal world, however, look gray, indistinct, and ghostly. An ethereal creature can't affect the normal world, not even magically. An ethereal creature, however, interacts with other ethereal creatures and objects the way normal creatures interact with other creatures and objects.

Ethereal creatures move in any direction (including up or down) at will. They do not need to walk on the ground, and material objects don't block them (though they can't see while their eyes are within solid material). Force effects are a special exception. A force effect extends onto the Ethereal Plane. Gaze effects also extend from the normal world to the Ethereal Plane. None of these effects extend from the Ethereal Plane to the normal world though.

Some Ethereal creatures have a power called manifestation that allows them to appear in the normal world as incorporeal creatures. Still, they are on the Ethereal Plane, and another ethereal creature can interact normally with them. It should be noted that Ethereal creatures pass through and operate in water as easily as air. Ethereal creatures do not fall or suffer falling damage.

EVASION & IMPROVED EVASION

If subjected to an attack that allows a Reflex save for half damage, a creature with evasion takes no damage on a successful save. As with a Reflex save for any creature, the creature must have room to move in order to evade. A bound character or one in a completely restrictive area (crawling through a 2' wide shaft, for example) cannot use evasion. As with a Reflex save for any creature, evasion is a reflexive ability. The character need not know that the attack is coming to use evasion.

Improved evasion is like evasion, except that even on a failed Resistance roll the character takes only half damage.

FAST HEALING

At the beginning of each of the creature's turns, it heals a certain number of Endurance points (defined in its description). Unlike regeneration (see below), fast healing does not allow a creature to regrow or reattach lost body parts. A creature that has taken both subdual and normal damage heals the subdual damage first. Fast healing does not restore Endurance points lost from starvation, thirst, or suffocation. Fast healing does not increase the number of Endurance points regained when a creature polymorphs.

FEAR

Certain monsters can affect characters with fear. In most cases, the character makes a Will Resistance roll to resist this effect, and a failed roll means that the character is shaken, frightened, or panicked. A character who fails his Resistance roll by no more than 4 points is considered shaken. If the character fails their roll by -5 to -8 they are frightened. Any failure beyond this causes the character to be Panicked.

- Shaken: Characters who are shaken suffer a -2 penalty to attack rolls, saves, and checks.
- Frightened: Characters who are frightened are suffer a -2 penalty to attack rolls, saves, and checks, but also causes them to flee from the source of their fear as quickly as they can, although they can choose the path of their flight. Other than that stipulation, once they are out of sight (or hearing) of the source of their fear, they can act as they want. However, if the duration of their fear continues, characters can be forced to flee once more if the source of their fear presents itself again. Characters unable to flee can fight, though they still suffer penalties as if they were shaken.
- Panicked: Characters who are panicked suffered effects as if they were shaken (-2 penalty to attack rolls, saves, and checks), and in addition they have a 50% chance to drop what they're holding, and they run away from the source of their fear as quickly as they can. Other than running away from the source, their path is random. They flee from all other dangers that confront them rather than facing those dangers. Panicked characters cower if they are prevented from fleeing, becoming even more fearful:

Fear effects are cumulative. A shaken character who is made shaken again becomes frightened, and a shaken character who is made frightened becomes panicked instead. A frightened character who is made shaken or frightened becomes panicked instead.

FIRE

A “fire” creature is immune to fire damage. It takes double damage from cold unless the cold attack allows a Resistance roll for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

FRIGHTFUL PRESENCE

This ability makes the creature’s very presence unsettling to foes. It takes effect automatically when the creature performs some sort of dramatic action (such as charging, attacking, or snarling). Opponents within range who witness the action may become frightened or shaken.

This ability affects only opponents with fewer Endurance levels or character levels than the creature has. An affected opponent can resist the effects with a successful Will save with a DC of 10 + the frightful creature’s EL+ the creature’s Personality modifier (if positive). An opponent who succeeds at the Resistance roll is immune to that creature’s frightful presence for one day.

GASEOUS FORM

Some creatures have the ability to take the form of a cloud of vapor or gas. Gaseous creatures can’t run but can fly. A gaseous creature can move about and do the things that a cloud of gas can conceivably do, such as issue under the crack of a door. It can’t, however, pass through solid matter. Gaseous creatures can’t attack physically. They lose their abilities (except for the ability to assume gaseous form, of course).

Creatures in gaseous form have damage reduction 20/Energy. Creatures in gaseous form lose all benefit of material armor (including natural armor), though size, Agility, deflection bonuses, and armor bonuses from force armor still apply.

All Gaseous creatures do not need to breathe and are immune to attacks involving breathing. A Gaseous creature can’t enter water or other liquid and Gaseous creatures are not ethereal or incorporeal. Gaseous creatures are affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can’t disperse or damage a creature in gaseous form.

Discerning a creature in gaseous form from natural mist requires a Spot check (DC 15). Creatures in gaseous form attempting to hide in an area with mist, smoke, or other gas gain a +20 bonus.

GAZE ATTACKS

Each character within range of a gaze attack must attempt a Resistance roll (usually Fortitude or Will) each round at the beginning of his turn. An opponent can avert his eyes from the creature’s face, looking at the creature’s body, watching its shadow, or tracking the creature in a reflective surface. Each round, the opponent has a 50% chance of not having to make a Resistance roll. The creature with the gaze attack gains one-half concealment against the opponent (so any attack the opponent makes against the creature is treated as if the creature had a +2 bonus to its Defensive rating). An opponent can shut his eyes, turn his back on the creature, or wear a blindfold. In these cases, the opponent does not need to make a Resistance roll. The creature with the gaze attack gains total concealment against the opponent as if the creature were invisible (+10 to its Defensive rating against the blindfolded character).

A creature with a gaze attack can actively attempt to use its gaze as an attack action. The creature uses up one action for that round and chooses a target within range. That opponent must attempt a Resistance roll to resist the creature’s gaze. If the target has chosen to defend against the gaze as discussed above, the opponent gets a chance to avoid the Resistance roll (50% chance for averting or 100% chance for shutting eyes). It is possible for an opponent to save against a creature’s gaze twice during the same round, once before its own action and once during the creature’s action. Looking at the creature’s image (such as in a mirror) does not subject the viewer to a gaze attack.

A creature is immune to its own gaze attack. If visibility is limited (by dim lighting, a fog, etc.) the effects of a creature’s Gaze attacks are as if their opponents were automatically averting their gaze. It should be noted that invisible creatures cannot use gaze attacks.

Characters using darkvision in complete darkness are affected by a gaze attack normally. Unless specified otherwise, an intelligent creature with a gaze attack can control its gaze attack and “turn it off” when so desired.

IMPROVED GRAB

If the creature hits with a claw or bite attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Tiny and Small creatures do not suffer a special size penalty. Unless otherwise stated, improved grab works only against opponents at least one size category smaller than the creature. A creature with Improved grab does not lose its Agility based bonus to its Defensive rating, and can use its remaining attacks against other opponents.

INCORPOREALITY

Incorporeal creatures can only be harmed by other incorporeal creatures, by Force or Energy weapons. They are immune to all other attack forms. They are not burned by normal fires, affected by natural cold, or harmed by mundane acids. When struck by damage causing Energy they are allowed a Resistance roll regardless if a Resistance roll is allowed and if they fail their Resistance roll they take only half damage from the effect, otherwise they take no damage from the attack.

Incorporeal creatures move in any direction (including up or down) at will. They do not need to walk on the ground. Likewise they can pass through solid objects at will, although they cannot see when their eyes are within solid matter. Incorporeal creatures are inaudible unless they decide to make noise.

The physical attacks of incorporeal creatures ignore material armor, unless it is made of force. Incorporeal creatures pass through and operate in water as easily as they do in air. They cannot fall or suffer falling damage. Corporeal creatures cannot trip or grapple incorporeal creatures. They have no weight and do not set off traps that are triggered by weight. Incorporeal creatures do not leave footprints, have no scent, and make no noise unless they manifest, and even then they only make noise intentionally.

INVISIBILITY

Invisibility makes a creature undetectable by vision, including Darkvision and Low light vision. A creature can generally notice the presence of an active invisible creature within 30' with a Spot check (DC 20). The observer gains a hunch that "something's there" but can't see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). An inanimate object, or a completely immobile creature, is even harder to spot (DC 40). It's practically impossible (+20 DC) to pinpoint an invisible creature's location with a Spot check, and even if a character succeeds at such a check, the invisible creature still benefits from its invisibility (+10 to its Defensive Rating).

A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature's Move Silently check result reveals its presence. (A creature with no ranks in Move silently makes a Move silently check as a Agility check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature "over there somewhere." It's practically impossible to pinpoint the exact location of an invisible creature. A Listen check that beats the DC by 20 reveals the invisible creature's location.

Table: Listen Check DCs to Detect Invisible Creatures

<i>Invisible Creature Is:</i>	<i>DC</i>
In combat or speaking	0
Moving at half speed	Move Silently check
Moving at full speed	Move Silently check at -4
Running or charging	Move Silently check at -20
Some distance away	+1 per 10 feet
Behind an obstacle (standard door)	+5
Behind an obstacle (blast door)	+15

A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon by using an action. If an invisible target is in the designated area, an attack roll is made as normal (10+ invisible creature's natural Defensive rating + its Agility modifier + 10 for being invisible) If successful, the groping character inflicts no damage but has successfully pinpointed the invisible creature's current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the invisible creature has a reach greater than 5'. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location. If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the

invisible creature still benefits from its invisible status. At your option, a particularly large and slow creature might get a smaller invisibility bonus (-2/size category over large)

If an invisible character picks up a visible object, the object remains visible. One could coat an invisible object with a powdery substance to at least keep track of its position (until the substance fell off or blew away). An invisible creature can pick up a small visible item and hide it on his person (tucked in a pocket or behind a cloak) and render it effectively invisible.

Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud or other soft surfaces can give enemies clues to an invisible creature's location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from full concealment (-4 to opponent's attack rolls).

A creature with the scent ability can detect invisible creatures as it would a visible one. A creature with the Blind-Fight feat has a better chance to hit an invisible creature. A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility. Note that an invisible light source still gives off light.

Out of phase creatures are invisible, and since they are not materially present, Spot checks, Listen checks, Scent, Blind-Fight, and blindsight don't help locate them. Incorporeal creatures are often invisible. Scent, Blind-Fight, and blindsight don't help creatures find or attack invisible, incorporeal creatures, but Spot checks and possibly Listen checks can help. Invisible creatures cannot use gaze attacks. Since some creatures can detect or even see invisible creatures, it is helpful to be able to hide even when invisible.

LOW LIGHT VISION (ULTRAVISION)

Characters with Low light vision (Ultravision) can see outdoors on a moonlit night as well as they can during the day, but when underground or in a dark enclosed area where ultraviolet light is not present they are as blind as a normal character.

MULTI-ATTACK

Some creatures possess either multiple appendages or have natural speed enabling them to perform more than one combat action in a round. A creature with the Multi-Attack ability can take an additional action/round by dividing the combat bonus for the attack in half with any remainders being applied to the principle attack.

PARALYSIS & HOLD

Some creatures have the ability to paralyze or hold their victims, immobilizing them. A paralyzed or held character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions however. Paralysis works on the body, and a character can usually resist it with a Fortitude or Will Resistance roll. A winged creature flying in the air at the time that it is held or paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude Resistance roll. If he fails, he suffers the poison's effects as detailed in its own section.

To randomly determine the effects of a creature poison, roll on the table below. As an option once the roll is made make a note of the result so that whenever the characters encounter that type of creature the type of poison they generate will be the same.

Creature Poisons

Die Roll	Name/Type	DC	Onset Time	Effect	Secondary	
					Delay	Effect
01	Type 1	16	1 round	-5 Str	2-8 rounds	-4 Ag
02	Type 2	16	1 round	-5 Sta	2-8 rounds	-4 Str
03	Type 3	16	1 round	-5 Ag	2-8 rounds	-4 Str
04	Type 4	16	1 round	-5 Log	2-8 rounds	-4 Log
05	Type 5	16	1 round	-5 Log	2-8 rounds	-4 Log

Die Roll	Name/Type	DC	Onset	Effect	Secondary	
			Time		Delay	Effect
06	Type 6	15	1 round	-4 Str	2 rounds	-3 Ag
07	Type 7	15	1 round	-4 Sta	2 rounds	-3 Str
08	Type 8	15	1 round	-4 Ag	2 rounds	-3 Str
09	Type 9	15	1 round	-4 Log	2 rounds	-3Log
10	Type 10	15	1 round	-4 Log	2 rounds	-3 Log
11	Type 11	18	Instant	-3 Str	1 round	-2Str
12	Type 12	18	Instant	-3 Ag	1 round	-2 Ag
13	Type 13	18	Instant	-3 Sta	1 round	-2 Sta
14	Type 14	18	Instant	-3 Log	1 round	-2 Log
15	Type 15	18	Instant	-3 Log	1 round	-2 Log
16	Type 16	20	Instant	Paralysis*	2-8 rounds	-2 Ag
17	Type 17	20	Instant	Sleep*	2-8 rounds	-2 Ag
18	Type 18	18	1 round	Paralysis*	2-8 rounds	-1 Ag
19	Type 19	18	1 round	Sleep	2-8 rounds	-1 Ag
20	Type 20	25	1 hour	-5 Sta	1 hour	Death**

* These effects last until the secondary effect takes effect.

** A character who is killed by a toxin can be brought back to life with a body jump box without fear of the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Non-living creatures (robots) and creatures without metabolisms are always immune to poison. Oozes, plants, and certain Extra-dimensional creatures are also immune to poison, although conceivably special poisons could be concocted specifically to harm them.

POLYMORPH

Polymorphed creatures retain their own minds but have new physical forms. Creatures that polymorph themselves with an ability do not suffer disorientation.

RAYS

All ray attacks require the attacker to make a successful attack against the target. Rays have varying ranges, which are simple maximums. A ray's attack roll never suffers a range penalty. Even if a ray hits, it usually allows the target to make a Resistance roll (Fortitude or Will). Rays never require a Reflex Resistance roll, but if a character's Agility bonus to DR is high, it might be hard to hit him with the ray in the first place.

REGENERATION

Creatures with this extraordinary ability recover from wounds quickly and can even re-grow or reattach severed body parts. Damage dealt to the creature is treated as subdual damage, and the creature automatically cures itself of subdual damage at a fixed rate. Certain attack forms, typically fire and acid, deal damage to the creature normally; that sort of damage doesn't convert to subdual damage and so doesn't go away. The creature's description includes the details.

These creatures can re-grow lost portions of their bodies and can reattach severed limbs or body parts. Severed parts die if they are not reattached. Regeneration does not restore Endurance points lost from starvation, thirst, or suffocation. Attack forms that don't deal Endurance point damage (for example, disintegration and most poisons) ignore regeneration. An attack that can cause instant death, massive damage, only threatens the creature with death if it is delivered by weapons that deal it normal damage.

RESISTANCE TO ENERGY

A creature with resistance to energy has the ability to ignore some damage of a certain type (such as cold, electricity, or fire) each round, but it does not have total immunity. Each individual ability is defined by what energy type it resists and how many points of damage are resisted, and the energy resistant creature still makes Resistance rolls normally that can lessen or eliminate damage from the effect as detailed in its description..

SCENT

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell. The creature can detect opponents by sense of smell, generally within 30'. If the opponent is upwind, the range is 60'. If it is downwind, the range is 15'. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5' of the scent's source, the creature can pinpoint that source. The creature can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat.

Creatures tracking by scent ignore the effects of surface conditions and poor visibility. Creatures with the scent ability can identify familiar odors just as humans do familiar sights. Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

SONIC ATTACKS

Unless noted otherwise, sonic attacks follow the rules for spreads; the range of the spread is measured from the creature using the sonic attack. Once a sonic attack has taken effect, deafening the subject or stopping its ears does not break the effect.

Stopping one's ears ahead of time allows opponents to avoid having to make Resistance rolls against mind-affecting sonic attacks, but not other kinds of sonic attacks (such as those that inflict damage). Stopping one's ears is a full-round action and requires wax or other soundproof material to stuff into the ears.

SPELLS

Some creatures can cast arcane or divine spells just as members of a spell casting class can (and can activate magic items accordingly). These creatures are subject to the same spell casting rules as characters are.

SPELL RESISTANCE (SR)*

Spell resistance is the extraordinary ability to avoid being affected by spells. (Some spells also grant spell resistance.) To affect a creature that has spell resistance, a spell caster must make a caster level check (1d20 + caster level + spell level) at least equal to the creature's Spell resistance rating. (The defender's Spell resistance rating is like a magical DR.) If the caster fails the check, the spell doesn't affect the creature.

The possessor does not have to do anything special to use spell resistance. The creature need not even be aware of the threat for its Spell resistance to operate. Only spells and spell-like abilities are subject to Spell resistance. Extraordinary and supernatural abilities (including enhancement bonuses on magic weapons) are not. See When Spell Resistance Applies, below.

A creature can voluntarily lower its Spell resistance. Doing so is a free action that does not provoke an Attack of opportunity. Once a creature lowers its resistance, it remains down until the creature's next turn. At the beginning of the creature's next turn, the creature's Spell resistance automatically returns.

A creature's Spell resistance never interferes with its own spells, items, or abilities. A creature with Spell resistance cannot impart this power to others by touching them or standing in their midst. Only the rarest of creatures and a few magic items have the ability to bestow Spell resistance upon another. Spell resistance does not stack. It overlaps.

When Spell Resistance Applies

Each spell includes an entry that indicates whether Spell resistance applies to the spell. In general, whether Spell resistance applies depends on what the spell does:

- **Targeted Spells:** Spell resistance applies if the spell is targeted at the creature. Some individually targeted spells can be directed at several creatures simultaneously. In such cases, a creature's Spell resistance applies only to the portion of the spell actually targeted at that creature. If several different resistant creatures are subjected to such a spell, each checks its Spell resistance separately.

- **Area Spells:** Spell resistance applies if the resistant creature is within the spell's area. It protects the resistant creature without affecting the spell itself.

- **Effect Spells:** Most effect spells summon or create something and are not subject to Spell resistance. Sometimes, however, Spell resistance applies to effect spells, usually to effect spells that affect a creature more or less directly. Spell resistance can protect a creature from a spell that's already been cast. Check Spell resistance when the creature is first affected by the spell. Check Spell resistance only once for any particular casting of a spell or use of a spell-like ability. If Spell resistance fails the first time, it fails each time the creature encounters that same casting of the spell. Likewise, if the Spell resistance succeeds the first time, it always succeeds.

Spell resistance has no effect unless the energy created or released by the spell actually goes to work on the resistant creature's mind or body. If the spell acts on anything else (the air, the ground, the room's light), and the creature is affected as a consequence, no roll is required. Creatures can be harmed by a spell without being directly affected.

Spell resistance does not apply if an effect fools the creature's senses or reveals something about the creature, such as minor illusion or detect thoughts does. Magic actually has to be working for Spell resistance to apply. Spells that have instantaneous durations but lasting results aren't subject to Spell resistance unless the resistant creature is exposed to the spell the instant it is cast. When in doubt about whether a spell's effect is direct or indirect, consider the spell's school:

- **Abjuration:** The target creature must be harmed, changed, or restricted in some manner for Spell resistance to apply. Perception changes, such as nondetection, aren't subject to Spell resistance. Abjurations that block or negate attacks are not subject to an attacker's Spell resistance—it is the protected creature that is affected by the spell (becoming immune or resistant to the attack).

- **Conjuration:** These spells are usually not subject to Spell resistance unless the spell conjures some form of energy. Spells that summon creatures or produce effects that function like creatures are not subject to Spell resistance.

- **Divination:** These spells do not affect creatures directly and are not subject to Spell resistance, even though what they reveal about a creature might be very damaging.

- **Enchantment:** Since enchantment spells affect creatures' minds, they are typically subject to Spell resistance.

- **Evocation:** If an evocation spell deals damage to the creature, it has a direct effect. If the spell damages something else, it has an indirect effect.

- **Illusion:** These spells are almost never subject to Spell resistance. Illusions that inflict a direct attack are exceptions.

- **Necromancy:** Most of these spells alter the target creature's life force and are subject to Spell resistance. Unusual necromancy spells don't affect other creatures directly and are not subject to Spell resistance.

- **Transmutation:** These spells are subject to Spell resistance if they transform the target creature. Transmutation spells are not subject to Spell resistance if they are targeted on a point in space instead of on a creature.

Successful Spell Resistance

Spell resistance prevents a spell or a spell-like ability from affecting or harming the resistant creature, but it never removes a magical effect from another creature or negates a spell's effect on another creature. Spell resistance prevents a spell from disrupting another spell. Against an ongoing spell that has already been cast, a failed check against Spell resistance allows the resistant creature to ignore any effect the spell might have. The magic continues to affect others normally.

SWALLOW WHOLE

The creature can swallow opponents if it makes a successful attack against a target who's Defensive rating is determined as if he was unarmored (10 + Agility based Defensive bonus if any) and this is a standard combat action. Unless otherwise noted, the opponent can be up to two size categories smaller than the swallowing creature. Damage is usually bludgeoning, often accompanied by acid damage from the creature's digestive juices. The consequences of

being swallowed vary with the creature and are explained in its descriptive text.

TRAMPLE

As a full round action during its turn each round, the creature can literally run over an opponent at least one size category smaller than itself. The creature merely has to move over the opponent making an attack roll against a victim who's Defensive rating is determined as if he was unarmored (10 + Agility based if any). The trample deals bludgeoning damage, and the creature's descriptive text lists the amount.

Trampled opponents are knocked prone. A prone character loses their defensive bonus and allowing for attacks of opportunity against them. It takes one action to get back up, and allows for attacks of opportunity while the character gets up.

TREMORSENSE

A creature with tremorsense locates other creatures by sensing vibrations in the ground. The creature automatically senses the location of anything that is in contact with the ground and within range. If no straight path exists through the ground from the creature to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the creatures must be moving. As long as the other creatures are taking physical actions, they're considered moving; they don't have to move from place to place for a creature with tremorsense to detect them.



Movement: A creature's movement rate listings gives a notation that details the type of movement rates available to the creature, and how many feet in a round the creature can cross.

Personal wealth: most intelligent or semi intelligent creatures collect wealth for a variety of reasons. They may use it to trade for things they need, or use it to display their prowess, or just collect it because it is pretty, or shiny.

Equipment carried: Like the wealth listing above intelligent or semi-intelligent creatures often possess equipment that they use to make life easier or to help them accomplish some task. If the creature uses weapons, the type and number of ammo clips that a typical creature possesses will be listed here as well.

Notes: This section gives information that is not combat related, but makes the creature unique or interesting.

Ecology: A Creature's ecology listing offers information related to what role the creature performs in its environment. This includes a notation about any aspects of the creature that might have a value to intelligent beings living in the creature's environment (such as a creature's tusks being valued by the local natives). Some examples of the kind of ecological information follows below:

Climate/Terrain: This entry describes the locales where the creature is most often found.

Cold: Arctic and subarctic climes. Any area that has winter conditions for the greater portion of the year is cold.

Temperate: Any area that has alternating warm and cold seasons.

Warm: Tropical and subtropical climes. Any area that has summer conditions for the greater portion of the year is warm.

Aquatic: Fresh or salt water.

Desert: Any dry area with sparse vegetation.

Forest: Any area covered with trees.

Hill: Any area with rugged but not mountainous terrain.

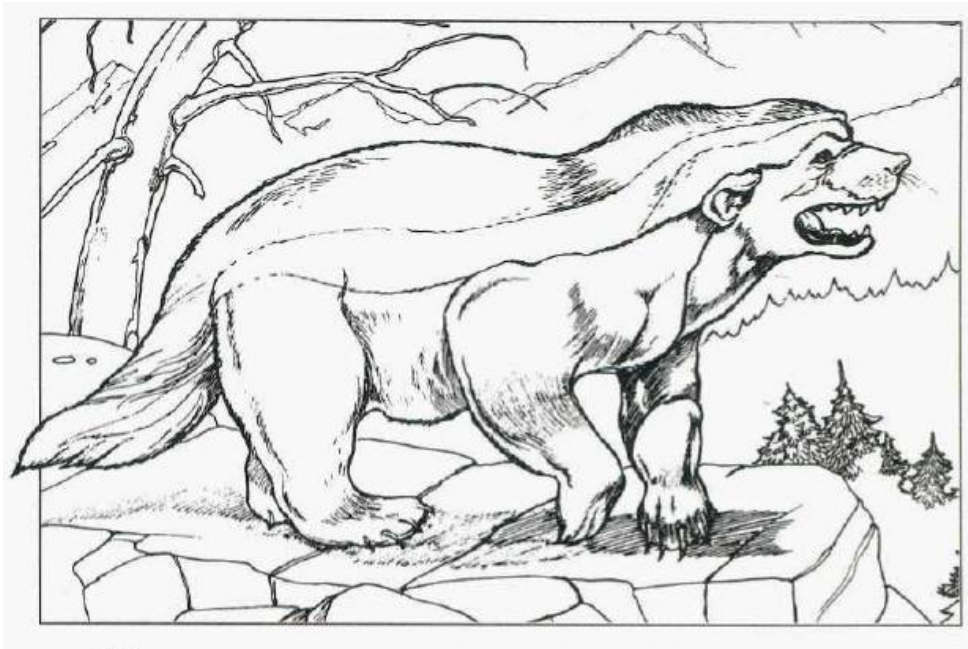
Marsh: Low, flat, waterlogged areas; includes swamps.

Mountains: Rugged terrain, higher than hills.

Plains: Any fairly flat area that is not a desert, marsh, or forest.

Underground: Subterranean areas.

Organization: This line describes the kinds of groups the creature might form. A range of numbers in parentheses indicates how many combat-ready adults are in each type of group. Many groups also have a number of noncombatants, expressed as a percentage of the fighting population. Noncombatants can include young, the infirm, slaves, or other individuals who are not inclined to fight. A creature's Society entry may include more details on noncombatants.



Creature Endurance Die Types

In Star Frontiers creatures Endurance points are determined by using different types of dice depending on the size of the creature. To determine the type of die used to roll for a creature's Endurance points find the classification of the creature and on the appropriate sub-table locate the creature's size to determine the type of die needed to determine their Endurance points.

Creature type	Sub-table
Aberration, Beast, Construct, Humanoid	one
Animal ¹ , Vermin	two
Extra dimensional	three
Monstrous humanoid, Shape-changer, Cybernetic, Robot	four
Dragon-like, Giant	Five
Ooze, Plant	Six

¹Note that exceptionally fierce animals use a die as if they were one category larger than they actually are.

Sub-table: One	Die used	Sub-table: Four	Die used
Up to small	d8	Up to small	d8
Medium	d10	Medium	d10
Large	d12	Large	d12
Huge	d20	Huge	d12*
Gargantuan	d20*	Gargantuan	d20
Colossal	d20**	Colossal	d20*
Sub-table: Two	Die used	Sub-table: Five	Die used
Up to small	d6	Up to Medium	d10
Medium	d8	Large	d12
Large	d10	Huge	d20
Huge	d12	Gargantuan	d20*
Gargantuan	d20	Colossal	d20**
Colossal	d20*		
Sub-table: Three	Die used	Sub-table: Six	Die used
Up to small	d10	Up to small	d4 +5EP
Medium	d12	Medium	d6 +10EP
Large	d20	Large	d8 +20EP
Huge	d20*	Huge	d10 +40EP
Gargantuan	d20**	Gargantuan	d12 + 80EP
Colossal	d20***	Colossal	d20 + 120EP

* All ones rolled are treated as two's

*** Rolling a 1, 2, or 3 should be considered as rolling a 4

** Rolling a 1 or 2 should be considered as rolling a 3

Creature Combat Advancement

Creatures much like characters possess a Combat Bonus that for creatures is tied to their Endurance level. This modifier however does not automatically apply to their bonus to hit, instead the point or points gained can be applied to any of the following areas of combat: Initiative, Attack bonus, Damage, or Defensive Rating. This change reflects the fact that not every creature advances in combat skill the same way, or fight the same way. The creatures presented within this book have all had their combat abilities pre-determined using this new system.

Below however is presented the combat modifier table for creatures and beings that do not possess a character class. It is presented to help the Administrator define the combat capabilities for creatures that he has created, or for creatures he is adapting for use in their Campaign model.

It must be noted that when the combat modifier becomes 6 the Administrator must decide to either keep the modifier as it stands, or to take another attack in the round. at first it may seem advantageous to take another action but if the Administrator chooses this option the creature's primary bonus remains 6 and it gains a second attack at +0 and may add bonuses to that second attack, but only when the second bonus increases to +3 it can once again add bonuses to its principle attack again. This process is repeated when their second attack bonus increases to six allowing for the creature to gain 3 attacks in a turn and so on. Below are listed the total combat modifiers possessed by a creature or being dependent on its Endurance level:

Creature Modifiers	Modifier	Endurance Level	Modifier
Endurance Level			
up to 1	+2	10+ to 11	+18
1+ to 2	+3	11+ to 12	+20

2+ to 3
3+ to 4
4+ to 5
5+ to 6
6+ to 7
7+ to 8
8+ to 9
9+ to 10

+4
+5
+6
+8
+10
+12
+14
+16

12+ to 13
13+ to 14
14+ to 15
15+ to 16
16+ to 17
17+ to 18
18+ to 19
19+ to 20

+22
+24
+26
+28
+30
+32
+34
+36



Experience Points

To determine experience points gained for successfully overcoming an encounter, cross reference the challenge rating of the Creature or encounter on the table below. For creatures with a challenge rating over 40 merely subtract 40 from the challenge rating and after cross referencing the result on the table below add that to 800,000.

When determining the challenge rating of an NPC use their level as a base (8EP for 0 level characters equals 1 level) and add +2 if exceptional in combat, to determine their CR rating. If determining experience for an exceptional creature use its Endurance level as a base +1 CR/additional 8 Endurance points it has +2 if it is exceptional in combat.

Determining Challenge ratings for newly created creatures

When an Administrator is creating a creature for use in his campaign the Administrator must determine the creature's challenge rating. The first thing he must determine is the creature's base Challenge rating. This is based on the creature's Endurance level. The table below determines the creature's base challenge rating:

Creature's Endurance level	CR	Creature's Endurance level	CR
1-3	1	13-15	5
4-6	2	16-18	6
7-9	3	19-21	7
10-12	4	22+	8

Once the base CR for the creature is found apply the highest of the following modifiers that applies to generate the creature's actual challenge rating and the experience for the creature. The modifiers are:

Ability	Category Modifier
Additional Endurance points +8 or more	+2
Attribute modifier +5 or better (applied once only)	+1
Attribute drain (temporary)	+1
Attribute drain (permanent)	+2
Blood drain	+1
Breath weapon	+2
Causes disease	+1
Causes fatal disease	+2
Damage resistance	+1/10 points of resistance
Defensive rating 20 or better	+1
Energy drain	+5
Exceptional creature	+2
Flies	+1
3 or more attacks /round	+2
Exceptional Logic (18+)	+1
Can only be hit by special weapon type	+1
Instant death attack (Saves allowed)	+5
Invisibility	+1
Missile/ranged attack	+1
Paralysis attack	+2
Petrifying ability	+2
Poison	+2
Regeneration	+3
Single attack causes 20+ points of damage	+2
Special abilities (not listed)*	+2
Special attack (not listed)*	+1
Special defenses (not listed)*	+1
Superior combat ability (weapon specialization, weapon of choice etc.)	+2
Swallows whole	+2
Weakness or fear generation	+2

* This modifier is for possessing the ability, and is not cumulative/ability possessed.

Challenge Ratings	Experience	Challenge Ratings	Experience
up to CR: 1	40	CR: 21	60,000
CR: 2	80	CR: 22	70,000
CR: 3	120	CR: 23	80,000
CR: 4	250	CR: 24	90,000
CR: 5	500	CR: 25	100,000
CR: 6	1,000	CR: 26	120,000
CR: 7	2,000	CR: 27	180,000
CR: 8	4,000	CR: 28	240,000
CR: 9	8,000	CR: 29	320,000
CR: 10	10,000	CR: 30	360,000

Challenge Ratings	Experience	Challenge Ratings	Experience
CR: 11	12,000	CR: 31	400,000
CR: 12	15,000	CR: 32	440,000
CR: 13	18,000	CR: 33	480,000
CR: 14	21,000	CR: 34	520,000
CR: 15	25,000	CR: 35	560,000
CR: 16	30,000	CR: 36	600,000
CR: 17	35,000	CR: 37	640,000
CR: 18	40,000	CR: 38	680,000
CR: 19	45,000	CR: 39	720,000
CR: 20	50,000	CR: 40	760,000

Creature advancement

Certain creatures in this book have multiple entries that show how tough the creature can get, in terms of extra Endurance levels. (This is not an absolute limit, but exceptions are extremely rare.)

Improvement

As its Endurance level increase, the creature's attack bonuses and Resistance roll modifiers might improve, and it could gain more feats and skills, depending on its type.

Note that if the creature acquires a character class, it improves according to its class, not its type.

Size Increases

Creatures may become larger as they gain Endurance Levels (the new size is noted parenthetically). A size increase affects a creature's ability scores, DR, attack bonuses, and damage ratings as indicated on the following tables.

Natural stats

Old Size*	New Size	Str	Ag	Sta	Armor	Attack	Endurance level
Fine	Diminutive	Same	-2	Same	Same	-4	-2 (1-EP min)
Diminutive	Tiny	+2	-2	Same	Same	-2	-1
Tiny	Small	+4	-2	Same	Same	-1	Same
Small	Medium-size	+4	-2	+2	Same	-1	Same
Medium-size	Large	+8	-2	+4	+2	-1	+1
Large	Huge	+8	-2	+4	+3	-1	+3
Huge	Gargantuan	+8	Same	+4	+4	-2	+6
Gargantuan	Colossal	+8	Same	+4	+5	-4	+12

*-Repeat the adjustment if the creature moves up more than one size. For example, if a creature advances from Medium-size to Huge size, it gains +16 Strength, -2 Agility, and -2 to attack bonus and Defensive rating.

Old Damage (Each)*	New Damage	Old Damage (Each)*	New Damage
1d2	1d3	1d6	1d8
1d3	1d4	1d8 or 1d10	2d6
1d4	1d6	1d12	2d8

*-Repeat the adjustment if the creature moves up more than one size category.

Section one: Animals

Animal, Herd (Small)

Descriptions: These stats can be used for such animals as domestic pigs, or lambs

Size: Small
Str: 6 (-2) **Ag:** 14 (+2) **Sta:** 8 (-1)
Psyche: 2

Endurance level: 1 -1 **EP:** 3 **Exp:** 20
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 0

Combat Modifier: -2
Resistance rolls: Fortitude: +0 **Reflex:** +4
Defenses: None

Initiative Modifier: +2
Will: +1
DR: 14 /(d) 11

Attack: Headbutt **Damage:** 1-3 **In:** +2 **Hit:** -2 **Dmg:** -0 **DR:**

Combat Abilities: On a natural 20 herd animals gains a free attack against an off balanced opponent at +2 to hit. A frightened herd flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d6 points of damage for every five animals in the herd. A successful Reflex save (DC 12) halves the damage.

Skills: Listen +7, Spot +7, Wilderness lore +2

Special Abilities

Low light vision: Herd animals can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: Herd Animals are very resistant to surprise. Herd animals gain a +4 bonus to its Spot checks to avoid surprise. A herd animal gains a +2 to any Reflex saves that it makes.

Move/round: 33'

Animal, Herd (medium)

Description: These stats can be used for domestic hogs, or sheep

Size: Medium
Str: 10 (+0) **Ag:** 14 (+2) **Sta:** 10 (+0)
Psyche: 2

Endurance level: 1 **EP:** 6 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 0

Combat Modifier: +0
Resistance rolls: Fortitude: +2 **Reflex:** +4
Defenses: None

Initiative Modifier: +2
Will: +1
DR: 14 /(d) 11

Attack: Headbutt **Damage:** 1-4 **In:** +2 **Hit:** +0 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a Herd animal gains a free attack against an off balanced opponent at +2 to hit. A frightened herd flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d8 points of damage for every five animals in the herd. A successful Reflex save (DC 14) halves the damage.

Skills: Listen +7, Spot +7, Wilderness lore +2

Special Abilities

Low light vision: A herd animal can see using Low light vision up to 120 yards in moonlight or 100 yards on a

moonless night

Alertness: A herd animal is very resistant to surprise. Herd animals gain a +4 bonus to its Spot checks to avoid surprise. Herd animals gain a +2 to any Reflex saves that it makes.

Move/round: 33'

Animal, Herd (Large)

Description: These stats can be used for cows, and steers

Size: Large

Str: 14 (+2) **Ag:** 10 (+0) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 2 +4

EP: 20 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +5

Resistance rolls: Fortitude: +4

Reflex: +4

Defenses: None

Initiative Modifier: +0

Will: +1

DR: 15 / (d) 11

Attack: Butt

Damage: 1-6 **In:** +0 **Hit:** +5 **Dmg:** +5 **DR:**

Combat Abilities: On a natural 20 Cattle gain a free attack against an off balanced opponent at +2 to hit. A frightened herd of cattle flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Skills: Listen +7, Spot +4, Wilderness lore +2

Special Abilities

Low light vision: Cattle can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: Cattle are very resistant to surprise. Cattle gain a +4 bonus to its Spot checks to avoid surprise, and gain a +2 to any Reflex saves that it makes.

Move/round: 32'

Antelope

Size: Medium
Str: 12 (+1) **Ag:** 14 (+2) **Sta:** 14 (+2)
Psyche: 2

Endurance Level: 3 +6 **EP:** 24 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 1 (-5)

Combat Modifier: +1
Resistance rolls: Fortitude: +4 **Reflex:** +4
Defenses: None

Initiative Modifier: +2
Will: +1
DR: 14 /(d) 11

Attack Gore
Attack: Kick

Damage: 1-6 **In:** +4 **Hit:** +3 **Dmg:** +1 **DR:**
Damage: 1-4 **In:** +2 **Hit:** +1 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 an Antelope gains a free attack against an off balanced opponent at +2 to hit. A frightened herd of Antelope flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d8 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Skills: Climb +2, Listen +7, Move silently +5, Spot +6, Wilderness lore +2

Feats: Expertise (gore)

Special Abilities

Low light vision: An Antelope can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: An Antelope is very resistant to surprise. The Antelope gains a +4 bonus to its Spot checks to avoid surprise. The Antelope gains a +2 to any Reflex saves that it makes.

Move/round: 33', Climb 10'

Antelope, Giant Pronghorn

Description: The giant pronghorn is an antelope-like creature found mainly in the cooler areas of the world particularly in the steppes or highlands. They stand about 4' high at the shoulder and are a dull yellow color. They are renown for their loud white rump and short black horns. Pronghorns travel in herds of up to 100 individuals. They are inquisitive, but are quick to flee.

Size: Medium
Str: 12 (+1) **Ag:** 14 (+2) **Sta:** 14 (+2)
Psyche: 2

Endurance level: 3 +6 **EP:** 24 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 1 (-5)

Combat Modifier: +1
Resistance rolls: Fortitude: +4 **Reflex:** +4
Defense: None

Initiative Modifier: +2
Will: +1
DR: 14 /(d) 11

Attack Gore
Attack: Kick

Damage: 1-6 **In:** +4 **Hit:** +3 **Dmg:** +1 **DR:**
Damage: 1-4 **In:** +2 **Hit:** +1 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a giant pronghorn gains a free attack against an off balanced opponent at +2 to hit. A frightened herd of giant pronghorn flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d8 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Skills: Climb +2, Listen +7, Move silently +5, Spot +6, Swim +2

Feats: Expertise (gore)

Special Abilities

Low light vision: A giant pronghorn can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A giant pronghorn is very resistant to surprise. The giant pronghorn gains a +4 bonus to its Spot checks to avoid surprise. The giant pronghorn gains a +2 to any Reflex saves that it makes.

Move/round: 33', Climb 10', Swim 11'



Ape

Size: Large animal

Str: 21 (+5) **Ag:** 15 (+2) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 4 +11 **EP:** 53 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 7 (-2) **App:** 8 (-1)

Reputation: 3(-4)

Combat Modifier: +6/+5

Resistance rolls: Fortitude: +6

Reflex: +6

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary Attack: Claws

Secondary Attack: Bite

Damage: 1d6 **In:** +2 **Hit:** +6/+5 **Dmg:** +5 **DR:**

Damage: 1d6 **In:** +2 **Hit:** +6/+5 **Dmg:** +5 **DR:**

Combat Abilities: On a natural 20 an ape gains a free attack against an off balanced opponent at +2 to hit. An Ape who is reduced to zero Endurance points must roll a Will Resistance rolls (DC 20) to avoid unconsciousness. If the roll succeeds the ape can remain awake but suffers a -8 to all skill, ability, and combat rolls and loses its Agility based Defensive bonus due to sluggishness. While in this state the ape cannot move faster than at 1/2 speed. If the ape is struck again it succumbs to unconsciousness. Note that at -10 Endurance points the ape succumbs to death

Skills: Climb +14, Listen +6, Spot +6

Feats: Toughness, Great fortitude

Special Abilities

Low light vision: An ape possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: An Ape is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The Ape gains a +2 to any Reflex saves that it makes.

Scent: An ape can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Apes have a +8 bonus on climb checks, and can always take ten on climb checks, even when rushed or threatened.

Move/round: 32', Climb 32'

Baboon

Size: Medium

Str: 15 (+2) **Ag:** 14 (+2) **Sta:** 12 (+1)

Psyche: 2

Endurance level: 1 +1

EP: 7 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: 0

Combat Modifier: +4

Resistance rolls: Fortitude: +3

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 13 / (d) 11

Primary Attack: Claw

Secondary Attack: Bite

Damage: 1d6 **In:** +2 **Hit:** +4 **Dmg:** +3 **DR:**

Damage: 1d6 **In:** +2 **Hit:** +4 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a baboon gains a free attack against an off balanced opponent at +2 to hit.

Skills: Climb +10, Listen +5, Spot +5

Feats: Great fortitude

Special Abilities

Low light vision: A baboon possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A baboon very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The baboon gains a +2 to any Reflex saves that it makes.

Scent: A Baboon can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Baboons have a +8 bonus on climb checks, and can always take ten on climb checks, even when rushed or threatened.

Move/round: 42', Climb 32'

Badger

Size: Tiny

Str: 8 (-1) **Ag:** 17 (+3) **Sta:** 15 (+2)

Psyche: 4

Endurance level: 1+2

EP: 8 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +1

Resistance rolls: Fortitude: +4 **Reflex:** +5

Defense: None

Initiative Modifier: +3

Will: +1

DR: 15/(d) 12

Primary attack: Bite

Secondary attack: Claw

Damage: 1-3 **In:** +3 **Hit:** +1 **Dmg:** -1 **DR:**

Damage: 1-3 **In:** +3 **Hit:** +1 **Dmg:** -1 **DR:**

Combat Abilities: On a natural 20 a badger gains a free attack against an off balanced opponent at +2 to hit. A badger that takes damage in combat flies into a berserk rage the following round clawing and biting madly until either it or its opponent is dead. When in rage its stats become:

Str: 12 (+1) **Ag:** 17 (+3) **Sta:** 19 (+4)

Psyche: 2

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +2

Resistance roll: Fortitude: +4 **Reflex:** +5

Defense: none

Initiative Modifier: +3

Will: +1

DR: 13/(d) 11

Primary attack: Bite

Secondary attack: Claw

Damage: 1-3 **In:** +3 **Hit:** +2 **Dmg:** +1 **DR:**

Damage: 1-3 **In:** +3 **Hit:** +2 **Dmg:** +1 **DR:**

The Badger gains 2 temporary Endurance points while in this state, and cannot end its rage voluntarily.

Skills: Escape Artist +7, Listen +4, Spot +4

Special Abilities

Low light vision: All badgers possess Low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: The badger can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 33 ft., burrow 10 ft.

Barracuda

Size: Medium

Str: 11 (+0) **Ag:** 17 (+3) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 2

EP: 12 **Exp:** 40

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-3)

Reputation: 0

Combat Modifier: +2

Resistance roll: Fortitude: +3

Reflex: +6

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 14 / (d) 11

Primary Attack: Bite

Damage: 1-4 **In:** +5 **Hit:** +4 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a Barracuda gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +3, Spot +4, Swim +8

Feats: Expertise (bite)

Special Abilities

Low light vision: A Barracuda can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Scent: A Barracuda can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Sprint: A barracuda can move up to three times its normal speed (180') when it makes a charge.

Skills: A Barracuda has a +8 bonus on all swim checks to perform a special action or avoid a hazard. It can always take ten on a swim check even when distracted or endangered.

Move/round: Swim 60'

Bat

Size: Diminutive animal
Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)
Psyche: 4

Endurance level: 1/2 **EP:** 3 **Exp:** 10
Log: 2 (-4) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-3)
Reputation: 0

Combat Modifier: -5
Saving Throws: **Fortitude:** +2 **Reflex:** +4
Defenses: none

Initiative Modifier: +2
Will: +2
DR: 18/(d) 14

Combat Abilities: On a natural 20 a bat gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +14, Listen +8*, Move silently +6, Spot +8*

Feats: Alertness

Special Abilities

Blind sight: Bats have ability to operate effectively without vision. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range of 20'.

Alertness: A bat is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The bat gains a +2 to any Reflex saves that it makes.

Swarm: Bats only attack that affects characters is to swarm around characters. This has a 40% chance to put out any torches that the characters might be carrying, and causes the characters Intuition checks, and Initiative modifiers to be cut in half if they fail a Reflex save rolled at the beginning of the following round, and for each round thereafter that the swarm effect lasts. A swarm effect lasts 1-4 rounds and affects everyone in a 10' radius.

* A bat has a +4 bonus to Spot and Listen checks. These bonuses are lost if the blind sense is negated.

Move/round: 5', flight 40'

Bat, Swarm

Description: A bat swarm is a mass of small fierce carnivorous bats with a thirst for the blood of any creature unfortunate enough to cross their path. A bat swarm is nocturnal and is never found above ground in daylight.

Size: Diminutive animal swarm
Str: 3 (-4) **Ag:** 15 (+2) **Sta:** 10 (+0)
Psyche: 4

Endurance Level: 3 **EP:** 12 **Exp:** 80
Log: 2 (-4) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-2)
Reputation: 0

Combat Modifier: +0
Resistance rolls: **Fortitude:** +3 **Reflex:** +7
Defenses: None

Initiative Modifier: +2
Will: +3
DR: 16/(d) 14

Primary Attack: Swarm

Damage: 1d6 **In:** +2 **Hit:** +0 **Dmg:** -4 **DR:**

Combat Abilities: On a natural 20 Bat swarms gains a free attack against an off balanced opponent at +2 to hit. A bat swarm can make 3 Attacks of opportunity a round.

Skills: Listen +11, Spot +11

Feats: Combat reflexes

Special Abilities

Low light vision: A swarm of bats can see using Low light vision up to 60' in moonlight or 30' yards on a moonless night

Blind sight: Bats have ability to operate effectively without vision. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures). This ability operates out to a range of 20'.

Alertness: A bat swarm is very resistant to surprise. The bat swarm gains a +4 bonus to its Spot checks to avoid surprise. The bat swarm gains a +2 to any Reflex saves that it makes.

Damage resistance: Bat swarms take ½ damage from slashing and piercing attacks.

Distraction: Any living creature that is engulfed by a swarm of bats must succeed on a Fortitude save (DC 11) or be nauseated for one round.

Wounding: Any living creature damaged by a bat swarm continues bleeding, losing 1 Endurance point/round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a Heal check (DC 10) or the application of a cure spell or some other healing magic.

Skills: A bat swarm has a +4 bonus to spot and Listen checks. These bonuses are lost if the blind sense is negated.

Move/round: 5', Fly 40'



Bear, Black

Size: Medium

Str: 19 (+4) **Ag:** 13 (+1) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 3+6

EP: 36 **Exp:** 500

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1(-5)

Combat Modifier: +6 /+2

Resistance rolls: Fortitude: +5

Reflex: +4

Defenses: none

Initiative Modifier: +1

Will: +2

DR: 13/(d) 12

Primary attack: Claws

Secondary attack: Bite

Damage: 1-4 **In:** +1 **Hit:** +6/+2 **Dmg:** +7 **DR:**

Damage: 1-6 **In:** +1 **Hit:** +6/+2 **Dmg:** +7 **DR:**

Combat Abilities: On a natural 20 a black bear gains a free attack against an off balanced opponent at +2 to hit. A black bear charges forward and slams its opponent driving them back 5'/point of Strength modifier that the bear has. The black bear does not suffer an Attack of opportunity when using this maneuver. The black bear rolls a standard to hit roll against the victim and if it succeeds the victim must roll a Reflex save with a difficulty equal to the success scored by the bear or they are knocked prone. A prone character loses their Agility based Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Skills: Climb +6, Listen +4, Spot +7, Swim +8

Feats: Run

Special Abilities

Low light vision: A black bear possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The black bear can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 41' (Run 45')

Bear, Brown

Size: Large

Str: 27 (+8) **Ag:** 13 (+1) **Sta:** 19 (+4)

Psyche: 2

Endurance level: 6+24

EP: 86 **Exp:** 2,000

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 7 (-2)

Combat Modifier: +8 /+2

Resistance rolls: Fortitude: +9

Reflex: +6

Defenses: none

Initiative Modifier: +1

Will: +3

DR: 15/(d) 13

Primary Attack: Claws

Secondary Attack: Bite

Damage: 1-8 **In:** +1 **Hit:** +8/+2 **Dmg:** +11 **DR:**

Damage: 2-16 **In:** +1 **Hit:** +8/+2 **Dmg:** +11 **DR:**

Combat Abilities: On a natural 20 the brown bear gains a free attack against an off balanced opponent at +2 to hit. A brown bear charges forward and slams its opponent driving them back 5'/point of Strength modifier that the bear has. The bear does not suffer an Attack of opportunity when using this maneuver. The brown bear rolls a standard to hit roll against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to the success scored by the attacker or they are knocked prone. A prone character loses their Agility based Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

A brown bear that hits with a claw deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The brown bear does not lose its Agility bonus to DR, and can use its remaining attacks to crush its prey.

A brown bear begins crushing an opponent it has grabbed unless the opponent makes a Strength check (DC 27) to avoid taking damage (1-8+11) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 27) and if he succeeds the character frees himself otherwise he takes damage as the bear continues to crush him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the bear hug. Each attempt to break free uses up an action. If the character doesn't break free the brown bear can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

When reduced to zero Endurance points the bear must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the brown bear continues to fight on, but suffers a -4 to its attack rolls due to sluggishness. If the brown bear is struck again it must make a Fortitude save (DC 20) or succumb to unconsciousness. In either event at -10 Endurance points the brown bear succumbs to death.

Skills: Listen +4, Spot +7, Swim +14

Special Abilities

Low light vision: A brown bear possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The brown bear can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 40'

Bear, Grizzly

Size: Large

Str: 27 (+8) **Ag:** 13 (+1) **Sta:** 19 (+4)

Psyche: 2

Combat Modifier: +14/+6/+0

Resistance rolls: Fortitude: +10 **Reflex:** +7

Defenses: none

Primary Attack: Claw

Secondary Attack: Bite

Endurance Level: 8 +32 **EP:** 96 **Exp:** 4,000

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 10 (+0)

Initiative Modifier: +1

Will: +3

DR: 15 /(d) 14

Damage: 1-8 **In:** +1 **Hit:** +14/+6/+0 **Dmg:** +10 **DR:**

Damage: 2d6 **In:** +1 **Hit:** +14/+6/+0 **Dmg:** +10 **DR:**

Combat Abilities: On a natural 20 a grizzly bear gains a free attack against an off balanced opponent at +2 to hit. A grizzly bear charges forward and slams its opponent driving them back 5'/point of Strength modifier that the bear has. The bear does not suffer an Attack of opportunity when using this maneuver. The grizzly bear rolls a standard to hit roll against the victim and if it succeeds the victim must roll a Reflex save with a difficulty equal to the success scored by the attacker or they are knocked prone. A prone character loses their Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

A grizzly bear that hits with a claw deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The grizzly bear does not lose its Agility bonus to DR, and can use its remaining attacks to crush its prey.

A grizzly bear begins crushing an opponent it has grabbed unless the opponent makes a Strength check (DC 27) to avoid taking damage (1-8+11) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 27) and if he succeeds the character frees himself otherwise he takes damage as the bear continues to crush him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the bear hug. Each attempt to break free uses up an action. If the character doesn't break free the grizzly bear can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

When reduced to zero Endurance points the bear must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the grizzly bear continues to fight on, but suffers a -4 to its attack rolls due to sluggishness. If the grizzly bear is struck again it must make a Fortitude save (DC 20) or succumb to unconsciousness. In either event at -10 Endurance points the grizzly bear succumbs to death.

Skills: Hide -2*, Listen +5, Spot +7, Swim +16

Feats: Run, Track

Special Abilities

Low light vision: A grizzly bear possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The grizzly bear can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: A grizzly bear has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: 41' (Run 49'), Swim 30'

Bear Polar

Size: Large

Str: 27 (+8) **Ag:** 13 (+1) **Sta:** 19 (+4)

Psyche: 2

Endurance level: 8 +32

EP: 96 **Exp:** 4,000

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 10 (+0)

Combat Modifier: +14/+6/+0

Resistance rolls: **Fortitude:** +10 **Reflex:** +7

Defenses: none

Initiative Modifier: +1

Will: +3

DR: 15/(d) 14

Primary Attack: Claw

Secondary Attack: Bite

Damage: 1-8 **In:** +1 **Hit:** +14/+6/+0 **Dmg:** +10 **DR:**

Damage: 2d6 **In:** +1 **Hit:** +14/+6/+0 **Dmg:** +10 **DR:**

Combat Abilities: On a natural 20 a polar bear gains a free attack against an off balanced opponent at +2 to hit. A polar bear charges forward and slams its opponent driving them back 5'/point of Strength modifier that the bear has. The bear does not suffer an Attack of opportunity when using this maneuver. The polar bear rolls a standard to hit roll against the victim and if he succeeds the victim must roll a Reflex save with a difficulty equal to the success scored by the attacker or they are knocked prone. A prone character loses their Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

A polar bear that hits with a claw deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The polar bear does not lose its Agility bonus to DR, and can use its remaining attacks to crush its prey.

A polar bear begins crushing an opponent it has grabbed unless the opponent makes a Strength check (DC 27) to avoid taking damage (1-8+11) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 27) and if he succeeds the character frees himself otherwise he takes damage as the bear continues to crush him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the bear hug. Each attempt to break free uses up an action. If the character

doesn't break free the polar bear can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

When reduced to zero Endurance points the bear must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the polar bear continues to fight on, but suffers a -4 to its attack rolls due to sluggishness. If the polar bear is struck again it must make a Fortitude save (DC 20) or succumb to unconsciousness. In either event at -10 Endurance points the polar bear succumbs to death.

Skills: Hide -2*, Listen +5, Spot +7, Swim +16

Feats: Run, Track

Special Abilities

Low light vision: A polar bear possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The polar bear can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: A polar bear has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

*A polar bear's white coat bestows a +12 bonus on Hide checks in snowy areas.

Move/round: 41' (Run 49'), Swim 30'



Beaver

Size: Tiny
Str: 8 (-1) **Ag:** 17 (+3) **Sta:** 15 (+2)
Psyche: 2

Combat Modifier: +1
Resistance rolls: **Fortitude:** +4 **Reflex:** +5
Defenses: none

Primary Attack: Bite
Secondary Attack: Claw

Endurance level: 1+2 **EP:** 8 **Exp:** 80
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **app:** 8 (-1)
Reputation: 0

Initiative Modifier: +3
Will: +1
DR: 15/(d) 12

Damage: 1-3 **In:** +3 **Hit:** +1 **Dmg:** -1 **DR:**
Damage: 1-3 **In:** +3 **Hit:** +1 **Dmg:** -1 **DR:**

Combat Abilities: On a natural 20 a beaver gains a free attack against an off balanced opponent at +2 to hit.

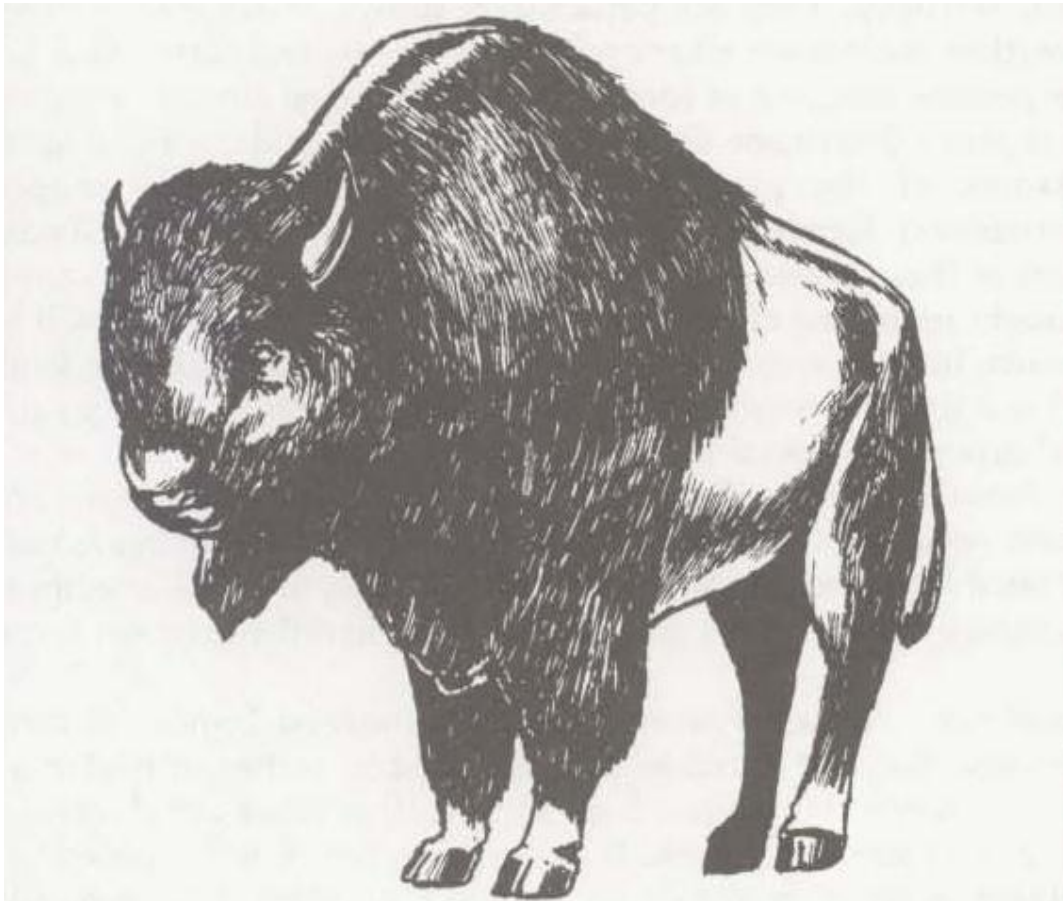
Skills: Swim +7, Listen +4, Spot +4

Special Abilities

Low light vision: All beavers possess low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: The beaver can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 30 ft., burrow 10 ft.



Bison

Size: Large

Str: 18 (+4) **Ag:** 10 (+0) **Sta:** 16 (+3)

Psyche: 0

Endurance level: 5+15

EP: 61 **Exp:** 120

Log: 2 (+4) **Int:** 11 (+0) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: 2 (-4)

Combat Modifier: +8

Resistance rolls: **Fortitude:** +7

Reflex: +4

Defenses: none

Initiative Modifier: +1

Will: +1

DR: 13

Primary Attack: Head butt

Damage: 1-8 **In:** +1 **Hit:** +8 **Dmg:** +9 **DR:**

Combat Abilities: On a natural 20 a bison gains a free attack against an off balanced opponent at +2 to hit. A frightened herd of bison flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d12 points of damage for each five bison in the herd. A successful Reflex save (DC 16) halves the damage.

Skills: Listen +8, Spot +5

Special Abilities

Low light vision: All bison possess lowlight vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: A bison can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The bison detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the bison can pinpoint that source. The bison can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Movement: 40'



Boar

Size: Medium

Str: 15 (+2) **Ag:** 10 (+0) **Sta:** 17 (+3)

Psyche: 2

Endurance level: 3 +9

EP: 25 **Exp:** 250

Log: 2 (-4) **Int:** 13 (+1) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: 1 (-5)

Combat Modifier: +5

Resistance rolls: Fortitude: +6

Reflex: +3

Defenses: none

Initiative Modifier: +0

Will: +2

DR: 16 / (d) 16

Primary Attack: Tusks

Damage: 1-8 **In:** +0 **Hit:** +5 **Dmg:** +4 **DR:**

Combat Abilities: On a natural 20 a boar gains a free attack against an off balanced opponent at +2 to hit. When reduced to zero Endurance points the boar must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the boar continues to fight on, but suffers a -4 to its attack rolls due to sluggishness. If the boar is struck again it must make a Fortitude save (DC 20) or succumb to unconsciousness. In either event at -10 Endurance points the boar succumbs to death.

Skills: Listen +7, Spot +5

Special Abilities

Low light vision: All boars possess Low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: The boar can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 40 ft.

Bull

Size: Large

Str: 18 (+4) **Ag:** 10 (+0) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 7 +14 **EP:** 70 **Exp:** 250

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 6 (-2)

Combat Modifier: +6/+6

Resistance rolls: Fortitude: +4

Defenses: None

Reflex: +3

Initiative Modifier: +3

Will: +1

DR: 15 / (d) 11

Primary Attack: Gore

Damage: 1-6 **In:** +2 **Hit:** +6/+6 **Dmg:** +6 **DR:**

Combat Abilities: On a natural 20 a Bull gains a free attack against an off balanced opponent at +2 to hit. A Bull can charge forward and slam its opponent with its shoulder driving them back 5'/point of Strength modifier that the Bull has (20'). The Bull does not suffer an Attack of opportunity when using this maneuver and it rolls a standard to hit roll against the victim. If it succeeds the victim must roll a Reflex save (DC 20) or they are knocked prone. A prone character loses his Agility based Defensive bonus and allowing for Attacks of opportunity against him. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Skills: Intimidation +3, Listen +6, Spot +4, Wilderness lore +2

Feats: Improved bullrush

Special Abilities

Low light vision: A Bull can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Move/round: 30'

Calf

Size: Small

Str: 6 (-2) **Ag:** 11 (+0) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 1 +2

EP: 8 **Exp:** 20

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: -2

Resistance roll: Fortitude: +2

Defenses: None

Reflex: +2

Initiative Modifier: +0

Will: +1

DR: 10

Primary Attack: Bite

Damage: 1-3 **In:** +0 **Hit:** -2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a calf gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +6, Spot +6

Base Skills: Climb +2, Hide +2, Listen +3, Move silently +2, Spot +3, Swim +2, Wilderness lore +1

Special Abilities

Low light vision: A Calf can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A calf is very resistant to surprise. The calf gains a +4 bonus to its Spot checks to avoid surprise. The calf gains a +2 to any Reflex saves that it makes.

Move/round: 20'



Camel

Size: Large

Str: 18 (+4) **Ag:** 16 (+3) **Sta:** 14 (+2)

Psyche: 0

Endurance level: 3 +6

EP: 30 **Exp:** 40

Log: 2 (-4) **Int:** 11 (+0) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: 0

Combat Modifier: +9

Resistance rolls: **Fortitude:** +5

Reflex: +6

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 13 / (d) 10

Primary Attack: Bite

Damage: 1d4 **In:** +3 **Hit:** +9 **Dmg:** +4 **DR:**

Combat Abilities: On a natural 20 a camel gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +5, Spot +5

Feats: Endurance

Special Abilities

Low light vision: A camel possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A Camel is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The camel gains a +2 to any Reflex saves that it makes.

Endurance: A camel can go for 4 days without sleep so long as it has food and water. The camel may also perform Strenuous activity for 4 hours without resting for 1/2 an hour.

Scent: The camel can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 53'

Caribou

Size: Medium

Str: 13 (+1) **Ag:** 13 (+1) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 3 +6

EP: 24 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +1

Resistance rolls: **Fortitude:** +4

Reflex: +3

Defenses: None

Initiative Modifier: +1

Will: +1

DR: 13/(d) 11

Attack: Gore

Attack: Kick

Damage: 1-6 **In:** +3 **Hit:** +2 **Dmg:** +1 **DR:**

Damage: 1-4 **In:** +1 **Hit:** +1 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a caribou gains a free attack against an off balanced opponent at +2 to hit.

Skills: Climb +2, Listen +7, Spot +6, Wilderness lore +2

Feats: Expertise (gore)

Special Abilities

Low light vision: A caribou can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A is very resistant to surprise. The caribou gains a +4 bonus to its Spot checks to avoid surprise. The caribou gains a +2 to any Reflex saves that it makes.

Move/round: 33', Climb 10'

Carp

Size: Small

Str: 6 (-2) **Ag:** 14 (+2) **Sta:** 9 (-1)

Psyche: 2

Endurance level: 1 -1

EP: 3 **Exp:** 20

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Resistance: 0

Combat Modifier: -2

Resistance rolls: **Fortitude:** +0

Reflex: +4

Defenses: None

Initiative Modifier: +2

Will: +1

DR: 14 /(d) 11

Attack: Bite

Damage: 1-3 **In:** +4 **Hit:** +0 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a carp gains a free attack against an off balanced opponent at +2 to hit. A Carp has the ability to propel itself out of the water through the air and smash into a target at the end of the jump. The carp adds its Jump skill's level to the distance it can normally broad jump (14'), and then rolls a Called shot to hit its target. If this succeeds it causes 1d6 points of damage.

Skills: Listen +4, Jump +1, Spot +4, Swim +8, Wilderness lore +2

Feats: Expertise (bite)

Special abilities

Low light vision: A Carp can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A carp is very resistant to surprise. The carp gains a +4 bonus to its Spot checks to avoid surprise. The carp gains a +2 to any Reflex saves that it makes.

Swallow whole: A carp who successfully bites a diminutive or smaller creature on an attack roll at least 4 places over what it required to hit swallows them whole. A creature that has been swallowed takes 1d2 points of damage/round, and must make a Fortitude save or begin suffocating. The swallowed being can try to cut his way out of the Carp with a small hand-held weapon by inflicting 1 Endurance point of damage to the carp.

Skills: A Carp has a +4 bonus on all swim checks to perform a special action or avoid a hazard. It can always take ten on a swim check even when distracted or endangered.

Move/round: Swim 33'

Cat

Size: Tiny

Str: 3 (-4) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 1/2

EP: 3 **Exp:** 20

Log: 2 (-4) **Int:** 12 (+1) **Per:** 7 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: -4

Resistance rolls: Fortitude: +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 14 / (d) 12

Primary attack: Claws

Secondary attack: Bite

Damage: 1-2 **In:** +4 **Hit:** -2 **Dmg:** -2 **DR:**

Damage: 1-3 **In:** +2 **Hit:** -4 **Dmg:** -4 **DR:**

Combat Abilities: On a natural 20 a cat gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +10, Climb +6, Hide +14*, Jump +10, Listen +3, Move Silently +6, Spot +3

Feats: Expertise (claws)

Special Abilities

Low light vision: A cat possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The cat can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Cats have a +4 bonus on Climb, Hide, and Move Silently checks and a +8 bonus on Jump checks. Cats have a +8 bonus on Balance checks. They use their Agility modifier instead of their Strength modifier for Climb and Jump checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Move/round: 32'

Cat, Great, Cheetah

Size: medium

Str: 16 (+3) **Ag:** 19 (+4) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 3 +6

EP: 24 **Exp:** 500

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +6/+2

Resistance rolls: Fortitude: +5

Reflex: +7

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 15/(d) 11

Primary Attack: Claws

Secondary Attack: Bite

Damage: 1-2 **In:** +6 **Hit:** +6/+4 **Dmg:** +3 **DR:**

Damage: 1-6 **In:** +4 **Hit:** +6/+4 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 the creature gains a free attack against an off balanced opponent at +2 to hit. A cheetah that hits with a bite attack can attempt to trip the opponent without provoking an Attack of opportunity. The opponent must make Reflex save against the attack roll made by the cheetah or they are knocked prone. A prone character loses their Agility based Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Skills: Hide +6, Listen +4, Move Silently +6, Spot +4

Feats: Expertise (claws)

Special Abilities

Low light vision: A cheetah possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The cheetah can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Sprint: Once per hour, a cheetah can move ten times its normal speed (540') when it makes a charge.

Move/round: 54'

Cats, Great, Jaguar

Description: A Jaguar is a powerful tree top hunter that has a deep chest and powerful limbs. The Jaguar's fur ranges in color from light yellow to red brown, and its fur is covered in dark spots.

Size: Large

Str: 23 (+6) **Ag:** 15 (+2) **Sta:** 17 (+3)

Psyche: 2

Endurance level: 6 +18

EP: 66 **Exp:** 1,000

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 6 (-3)

Combat Modifier: +7/+6/+3

Resistance rolls: Fortitude: +8

Reflex: +7

Defenses: none

Initiative Modifier: +2

Will: +3

DR: 14/(d) 12

Primary Attack: Claw

Secondary Attack: Bite

Damage: 1d8 **In:** +4 **Hit:** +7/+6/+5 **Dmg:** +6 **DR:**

Damage: 2d6 **In:** +2 **Hit:** +7/+6/+3 **Dmg:** +6 **DR:**

Combat Abilities: On a natural 20 a Jaguar gains a free attack against an off balanced opponent at +2 to hit. A Jaguar is able to leap through the air and deliver an attack at the end of the jump. The Jaguar adds its Jump skill's level to the distance it can normally broad jump (standing or running), and then rolls a Called shot to hit its target. If this succeeds the Jaguar causes an additional die of damage + its Strength Modifier. If the Jaguar hits with a bite attack, it deals normal damage and attempts to make two rake attacks (+7/+6/+2) with its hind legs for 1d8 +5 points of damage each.

Skills: Balance +6, Climb +11, Hide +3*, Listen +3, Move Silently +9, Spot +3

Feats: Great fortitude, Expertise (claws)

Special Abilities

Low light vision: A Jaguar possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A Jaguar is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The Jaguar gains a +2 to any Reflex saves that it makes.

Scent: The Jaguar can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Jaguars have a +4 bonus on Balance, Hide, and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Move/round: 42', Climb 16'

Cat, Great, Leopard

Size: Medium

Str: 16 (+3) **Ag:** 19 (+4) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 3 +6

EP: 24 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +6/+2

Resistance rolls: Fortitude: +5

Reflex: +7

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 15/(d) 11

Primary Attack: Bite

Secondary Attack: Claws

Damage: 1-6 **In:** +4 **Hit:** +6/+2 **Dmg:** +3 **DR:**

Damage: 1-3 **In:** +6 **Hit:** +6/+4 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a leopard gains a free attack against an off balanced opponent at +2 to hit. A leopard is able to leap through the air and deliver an attack at the end of the jump. The leopard adds its Jump skill's level to the distance it can normally broad jump (standing or running), and then rolls a Called shot to hit its target. If this succeeds the leopard causes an additional die of damage + its Strength Modifier. If the leopard hits with a bite attack, it deals normal damage and attempts to make two rake attacks (+6/+4) with its hind legs for 1d3+3 points of damage each.

Skills: Balance +12, Climb +11, Hide +8*, Jump +11, Listen +6, Move Silently +8, Spot +6

Feats: Expertise (Claws)

Special Abilities

Low light vision: A leopard possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A leopard is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The leopard gains a +2 to any Reflex saves that it makes.

Scent: The leopard can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Leopards have a +8 bonus on Jump checks and a +4 bonus on Hide and Move Silently checks. Leopards have a +8 bonus on Balance and Climb checks. A leopard can always choose to take 10 on a Climb check, even if rushed or threatened.

Move/round: 44', Climb 20'

Cat, Great, Lion

Size: Large

Str: 21 (+5) **Ag:** 17 (+3) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 5 +10 **EP:** 50 **Exp:** 1,000

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 4 (-3)

Combat Modifier: +7/+6/+0

Resistance rolls: Fortitude: +6

Defenses: none

Reflex: +7

Initiative Modifier: +3

Will: +2

DR: 15/(d) 12

Primary Attack: Claw

Secondary Attack: Bite

Damage: 1d4 **In:** +5 **Hit:** +7/+6/+2 **Dmg:** +5 **DR:**

Damage: 1d8 **In:** +3 **Hit:** +7/+6/+0 **Dmg:** +5 **DR:**

Combat Abilities: On a natural 20 a lion gains a free attack against an off balanced opponent at +2 to hit. A lion is able to leap through the air and deliver an attack at the end of the jump. The lion adds its Jump skill's level to the distance it can normally broad jump (standing or running), and then rolls a Called shot to hit its target. If this succeeds the lion causes an additional die of damage + its Strength modifier. If the lion hits with a bite attack, it deals normal damage and attempts to make two rake attacks (+7/+6/+2) with its hind legs for 1d4 +5 points of damage each.

Skills: Balance +7, Hide +3*, Listen +5, Move Silently +11, Spot +5

Feats: Great fortitude, Expertise (claws)

Special Abilities

Low light vision: A lion possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A lion is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The lion gains a +2 to any Reflex saves that it makes.

Scent: The lion can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Lions have a +4 bonus on Balance, Hide, and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Move/round: 43'

Cat, Great, Mountain Lion

Description: Not a true lion, this lanky cat is smaller than its cousins and has a brownish colored fur. Mountain lions can be found in mountains, forests, wetlands, and hills in temperate and warm climates.

Size: Medium

Str: 16 (+3) **Ag:** 19 (+4) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 3+6 **EP:** 32 **Exp:** 500

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +6/ +2

Resistance rolls: Fortitude: +5

Defenses: none

Reflex: +7

Initiative Modifier: +4

Will: +2

DR: 15/(d) 11

Primary Attack: Claws

Secondary Attack: Bite

Damage: 1-3 **In:** +4 **Hit:** +6/+2 **Dmg:** +3 **DR:**

Damage: 1-6 **In:** +4 **Hit:** +6/+2 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a mountain lion gains a free attack against an off balanced opponent at +2 to hit. A mountain lion is able to leap through the air and deliver an attack at the end of the jump. The mountain lion adds its Jump skill's level to the distance it can normally broad jump (standing or running), and then rolls a Called shot to hit its target. If this succeeds it causes an additional die of damage + its Strength modifier. If the mountain lion hits with a bite attack, it deals normal damage and attempts to make two rake attacks (+6/+2) with its hind legs for 1d3+3 points of damage each.

Skills: Balance +12, Climb +11, Hide +9, Listen +6, Move Silently +9, Spot +6

Feats: Combat Reflexes, Spring attack

Special Abilities

Low light vision: All mountain lions possess Low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: A mountain lion can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The mountain lion detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the mountain lion can pinpoint that source. This ability otherwise follows the rules for the Track feat.

Movement: 40'/Climb 20'

Cat, Great, Tiger

Size: Large

Str: 23 (+6) **Ag:** 15 (+2) **Sta:** 17 (+3)

Psyche: 2

Endurance level: 6 +18 **EP:** 66 **Exp:** 1,000

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 6 (-2)

Combat Modifier: +7/+6/+3

Resistance rolls: Fortitude: +8

Defenses: none

Reflex: +7

Initiative Modifier: +2

Will: +3

DR: 14/(d) 12

Primary Attack: Claw

Secondary Attack: Bite

Damage: 1d8 **In:** +4 **Hit:** +7/+6/+5 **Dmg:** +6 **DR**

Damage: 2d6 **In:** +2 **Hit:** +7/+6/+3 **Dmg:** +6 **DR**

Combat Abilities: On a natural 20 a tiger gains a free attack against an off balanced opponent at +2 to hit. A tiger is able to leap through the air and deliver an attack at the end of the jump. The tiger adds its Jump skill's level to the distance it can normally broad jump (standing or running), and then rolls a Called shot to hit its target. If this succeeds the tiger causes an additional die of damage + its Strength Modifier. If the tiger hits with a bite attack, it deals normal damage and attempts to make two rake attacks (+7/+6/+2) with its hind legs for 1d8 +5 points of damage each.

Skills: Balance +6, Hide +3*, Listen +3, Move Silently +9, Spot +3, Swim +11

Feats: Great fortitude, Expertise (claws)

Special Abilities

Low light vision: A tiger possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A tiger is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The tiger gains a +2 to any Reflex saves that it makes.

Scent: The tiger can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Tigers have a +4 bonus on Balance, Hide, and Move Silently checks.

*In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

Move/round: 42'

Cats, Great, Wildcat

Size: Medium

Str: 16 (+3) **Ag:** 19 (+4) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 3+6

EP: 32 **Exp:** 500

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +6/ +2

Resistance rolls: Fortitude: +5

Reflex: +7

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 15/(d) 11

Primary Attack: Claws

Secondary Attack: Bite

Damage: 1-3 **In:** +4 **Hit:** +6/+2 **Dmg:** +3 **DR:**

Damage: 1-6 **In:** +4 **Hit:** +6/+2 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a wildcat gains a free attack against an off balanced opponent at +2 to hit. A wildcat is able to leap through the air and deliver an attack at the end of the jump. The wildcat adds its Jump skill's level to the distance it can normally broad jump (standing or running), and then rolls a Called shot to hit its target. If this succeeds the wildcat causes an additional die of damage + its Strength Modifier. If the wildcat hits with a bite attack, it deals normal damage and attempts to make two rake attacks (+6/+2) with its hind legs for 1d3+3 points of damage each.

Skills: Balance +12, Climb +11, Hide +9, Listen +6, Move Silently +9, Spot +6

Feats: Combat Reflexes, Spring attack

Special Abilities

Low light vision: All wildcat possess low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: A wildcat can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The wildcat detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the wildcat can pinpoint that source. The wildcat can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Movement: 40'/Climb 20'

Chicken

Size: Tiny

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/3

EP: 2 **Exp:** 10

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary Attack: claws

Damage: 1-2 **In:** +4 **Hit:** -3 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a chicken gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +3, Spot +5

Feats: Expertise (claws)

Special Abilities

Low light vision: chicken have Low light vision that extends to 120 yards, or 100 yards on a moonless night.

Alertness: A chicken is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The chicken gains a +2 to any Reflex saves that it makes.

Move/round: 42'

Cow

Size: Large
Str: 14 (+2) **Ag:** 10 (+0) **Sta:** 14 (+2)
Psyche: 2

Endurance level: 4 +8 **EP:** 40 **Exp:** 80
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 3 (-4)

Combat Modifier: +4
Resistance rolls: **Fortitude:** +4 **Reflex:** +2
Defenses: None

Initiative Modifier: +0
Will: +1
DR: 12

Primary Attack: Bite

Damage: 1-6 **In:** +0 **Hit:** +4 **Dmg:** +5 **DR:**

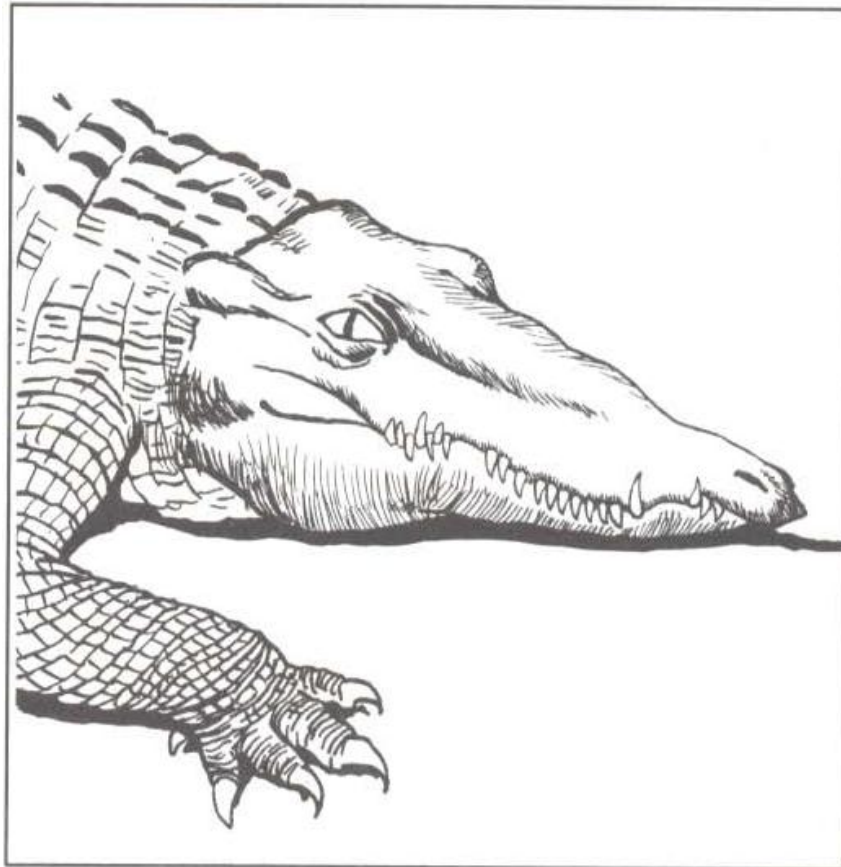
Combat Abilities: On a natural 20 a cow gains a free attack against an off balanced opponent at +2 to hit. A frightened herd of cows flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything that gets in their way, dealing 1d4 points of damage for every five cows in the herd. A successful Reflex save (DC 14) halves the damage.

Skills: Listen +6, Spot +4

Special Abilities

Low light vision: A Cow can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Move/round: 20'



Crocodile

Size: Medium

Str: 19 (+4) **Ag:** 12 (+1) **Sta:** 17 (+3)

Psyche: 2

Endurance level: 3 +9

EP: 39 **Exp:** 500

Log: 2 (-4) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 0

Combat Modifier: +5

Resistance rolls: Fortitude: +6

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 15/(d) 14

Primary Attack: Bite

Secondary Attack: Tail swipe

Damage: 1-8 **In:** +2 **Hit:** +5 **Dmg:** +7 **DR:**

Damage: 1-12 **In:** +2 **Hit:** +5 **Dmg:** +7 **DR:**

Combat Abilities: On a natural 20 a crocodile gains a free attack against an off balanced opponent at +2 to hit. A crocodile that hits with a bite deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The crocodile does not lose its Agility bonus to DR when grappling.

Skills: Hide +7*, Listen +5, Spot +5

Special Abilities

Low light vision: All Crocodiles possess Low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Hold breath: A crocodile can hold its breath for 34 rounds before needing to check for drowning.

Skills: A crocodile gains a +12 racial bonus to Hide checks when submerged.

Movement: 20 ft., swim 30 ft.

Crow

Size: Small
Str: 10 (+0) **Ag:** 15 (+2) **Sta:** 12 (+1)
Psyche: 4

Endurance level: 1+1 **EP:** 5 **Exp:** 40
Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 0

Combat Modifier: +2
Resistance rolls: **Fortitude:** +3 **Reflex:** +4
Defenses: none

Initiative Modifier: +2
Will: +2
DR: 14/(d) 12

Primary attack: Talons
Secondary attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**
Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a crow gains a free attack against an off balanced opponent at +2 to hit. The crow on a natural 20 (unmodified roll of 20) doubles the damage die for its attack and then adds its damage modifiers (Strength, Specialization etc.), and in addition the crow gains an immediate Attack of opportunity against its opponent who is not allowed his Agility based defensive bonus. This Attack of opportunity does not count against the number of Attacks of opportunity that the crow can make in a round.

Skills: Listen +6, Spot +6* Wilderness Lore +1

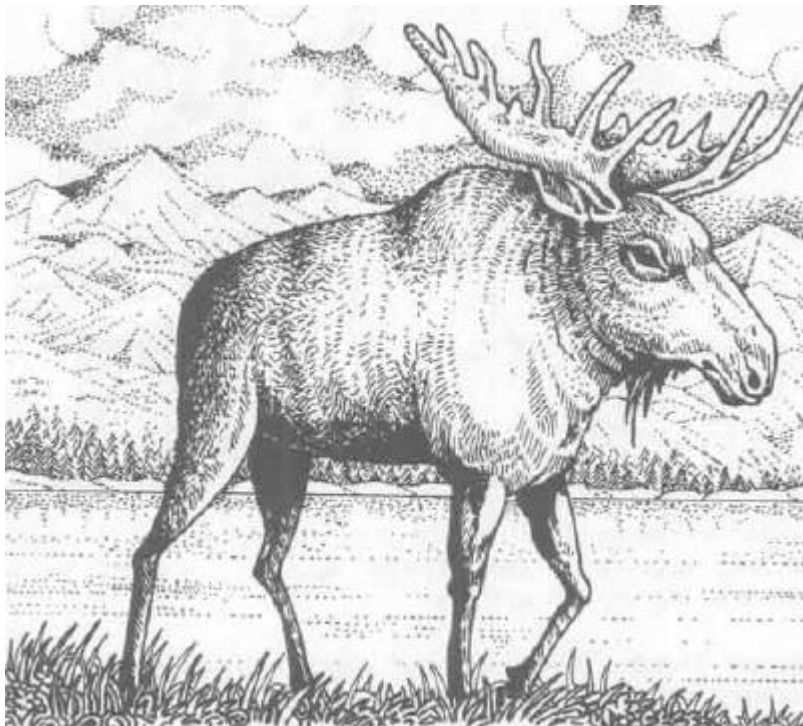
* Crows receive a +8 bonus to Spot checks during daylight.

Feats: Improved critical

Special abilities

Low light vision: All crows possess Low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Movement: 12 ft., fly 80 ft.



Deer, Elk

Description: Elk are a breed of large brown deer commonly found in northern parts of the world, and are particularly plentiful in the cooler parts of northern parts of America and in Canada. It is one of the few deer species where both males and females sport antlers. Elk travel in huge herds and range over vast areas of open country or broken woodlands, feeding on grass and other tundra plants.

Size: Medium

Str: 12 (+1) **Ag:** 14 (+2) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 3 +6

EP: 24 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +1

Resistance rolls: Fortitude: +4

Reflex: +4

Defenses: None

Initiative Modifier: +2

Will: +1

DR: 14/(d) 11

Attack Gore

Attack: Kick

Damage: 1-6 **In:** +4 **Hit:** +3 **Dmg:** +1 **DR:**

Damage: 1-4 **In:** +2 **Hit:** +1 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 an Elk gains a free attack against an off balanced opponent at +2 to hit. A frightened herd of Elk flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size large or smaller that gets in their way, dealing 1d8 points of damage for every five animals in the herd. A successful Reflex save (DC 16) halves the damage.

Skills: Climb +2, Listen +7, Move silently +5, Spot +6

Feats: Expertise (gore)

Special Abilities

Low light vision: An Elk can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: An Elk is very resistant to surprise. The Elk gains a +4 bonus to its Spot checks to avoid surprise. The Elk gains a +2 to any Reflex saves that it makes.

Move/round: 33', Climb 10', Swim 11'

Deer, Reindeer

Description: Reindeer are a hardy, gregarious deer with a long low profile and large antlers. They come in many colors, everything from white to jet black, but most are gray or silver. Unlike other deer, the low forward tine of its antlers is branched. Both males and females sport antlers, though those of a female are much smaller. Females move in large herds while males travel in small groups or alone.

Size: Medium

Str: 14 (+2) **Ag:** 16 (+3) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 3+3

EP: 27 **Exp:** 220

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +2

Resistance rolls: Fortitude: +1

Reflex: +4

Defenses: none

Initiative Modifier: +6

Will: +2

DR: 14/(d) 12

Primary Attack: Gore

Secondary Attack: Hooves

Damage: 1-6 **In:** +6 **Hit:** +2 **Dmg:** +2 **DR:**

Damage: 1-4 **In:** +6 **Hit:** +2 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 a Reindeer gains a free attack against an off balanced opponent at +2 to hit A Reindeer can make 3 Attacks of opportunity/round.

Skills: Hide +8*, Listen +5, Move Silently +8, Spot +5

Feats: Combat reflexes

Special Abilities

Low light vision: All Reindeer possess low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: Reindeer can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But deer tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 40'

Deer, Wild

Description: This entry includes such species as dappled deer.

Size: Medium

Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 12 (+1)

Psyche: 2

Endurance level: 2+2

EP: 16 **Exp:** 80

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +2

Resistance rolls: **Fortitude:** +1

Reflex: +4

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 13/(d) 11

Primary attack: Gore

Secondary attack: Hooves

Damage: 1-6 **In:** +4 **Hit:** +2 **Dmg:** +1 **Ac:**

Damage: 1-4 **In:** +4 **Hit:** +2 **Dmg:** +1 **Ac:**

Combat Abilities: On a natural 20 a deer gains a free attack against an off balanced opponent at +2 to hit. A deer can make 3 Attacks of opportunity/round.

Skills: Hide +8*, Listen +5, Move Silently +8, Spot +5

Feats: Combat reflexes

Special Abilities

Low light vision: All deer possess Low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: Deer can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But deer tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Deer receiving a +4 bonus to Hide and Move Silently checks.

*In forested areas, the Hide bonus increases to +8.

Movement: 32'

Dog

Size: small
Str: 13 (+1) **Ag:** 17 (+3) **Sta:** 15 (+2)
Psyche: 2

Endurance level: 1 +2 **EP:** 6 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 0

Combat Modifier: +4
Resistance rolls: Fortitude: +4 **Reflex:** +5
Defenses: none

Initiative Modifier: +3
Will: +1
DR: 15 /(d) 12

Primary Attack: Bite

Damage: 1-4 **In:** +3 **Hit:** +4 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a dog gains a free attack against an off balanced opponent at +2 to hit.

Skills: Jump +7, Listen +5, Spot +5, Wilderness lore +1*

Feats: Track

Special Abilities

Low light vision: A dog possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A dog is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The dog gains a +2 to any Reflex saves that it makes.

Scent: The dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Dogs have a +4 bonus on Jump checks.

*Dogs have a +4 racial bonus on Wilderness lore checks when tracking by scent.

Move/round: 43'

Dog, Rottweiler

Size: Medium animal
Str: 15 (+2) **Ag:** 15 (+2) **Sta:** 15 (+2)
Psyche: 2

Endurance level: 2 +4 **EP:** 16 **Exp:** 250
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 0

Combat Modifier: +6/+0
Resistance rolls: Fortitude: +5 **Reflex:** +5
Defenses: none

Initiative Modifier: +2
Will: +1
DR: 16 /(d) 14

Primary Attack: Bite

Damage: 1-6 **In:** +2 **Hit:** +6/+0 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 a Rottweiler gains a free attack against an off balanced opponent at +2 to hit. A Rottweiler that hits with a bite attack can attempt to trip the opponent without provoking an Attack of opportunity. The opponent must make a Reflex save against the attack roll made by the dog or they are knocked prone. A prone character loses their Agility based Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Skills: Jump +8, Listen +5, Spot +5, Swim +3, Wilderness lore +1*

Feats: Track, Spring attack

Special Abilities

Low light vision: A Rottweiler can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A Rottweiler is very resistant to surprise. The dog gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Scent: A Rottweiler can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Racial attributes: A Rottweiler has a +4 racial bonus to its Jump checks, and to their Wilderness lore checks when tracking by scent.

Move/round: 42'

Dog, Wild

Size: Small

Str: 13 (+1) **Ag:** 17 (+3) **Sta:** 15 (+2)

Psyche: 2

Combat Modifier: +3

Resistance rolls: Fortitude: +4

Defenses: none

Primary Attack: Bite

Endurance level: 1+2

EP: 7

Exp: 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Initiative Modifier: +3

Will: +1

DR: 15/(d) 12

Damage: 1-4 **In:** +3 **Hit:** +3 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a wild dog gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +5, Spot +5, Swim +5, Wilderness Lore +9*

Special Abilities

Low light vision: wild dogs can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A wild dog is very resistant to surprise. The dog gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Scent: A wild dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 43 ft.

Donkey

Size: Medium

Str: 10 (+0) **Ag:** 13 (+1) **Sta:** 12 (+1)

Psyche: 0

Endurance level: 2+2

EP: 16 **Exp:** 40

Log: 1 (-5) **Int:** 11 (+0) **Per:** 4 (-3) **App:** 6 (-2)

Reputation: 0

Combat Modifier: +4

Resistance rolls: **Fortitude:** +4

Reflex: +4

Defenses: none

Initiative Modifier: +1

Will: +0

DR: 13

Primary Attack: Hooves

Secondary Attack: Bite

Damage: 1-2 **In:** +1 **Hit:** +4 **Dmg:** +0 **DR:**

Damage: 1-3 **In:** +1 **Hit:** +4 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a donkey gains a free attack against an off balanced opponent at +2 to hit..

Skills: Balance +3, Listen +5, Spot +5

Special Abilities

Low light vision: Donkeys can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A Donkey is very resistant to surprise. The donkey gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Scent: A donkey can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The donkey detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the creature can pinpoint that source. The creature can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Movement: 30'

Duck

Size: Small

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/3

EP: 2 **Exp:** 10

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary Attack: Beak

Damage: 1-2 **In:** +2 **Hit:** -5 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a duck gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +3, Spot +5

Special Abilities

Low light vision: Ducks have low light vision that extends to 120 yards, or 100 yards on a moonless night.

Move/round: 12', Swim 6', 42' flight



Eagle

Size: Small
Str: 10 (+0) **Ag:** 15 (+2) **Sta:** 12 (+1)
Psyche: 4

Endurance level: 1+1 **EP:** 5 **Exp:** 40
Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-2)
Reputation: 0

Combat Modifier: +2
Resistance rolls: **Fortitude:** +3 **Reflex:** +4
Defenses: none

Initiative Modifier: +2
Will: +2
DR: 14/(d) 12

Primary attack: Talons
Secondary attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**
Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 an eagle gains a free attack against an off balanced opponent at +2 to hit. The eagle can make a diving attack in combat. When diving an eagle gains a +4 bonus to its Initiative and if it succeeds it makes an attack and if it too succeeds the eagle does an additional die of damage.

Skills: Listen +6, Spot +6* Wilderness Lore +1

:

*Eagles receive a +8 bonus to Spot checks during daylight.

Special abilities

Low light vision: Eagles can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: An Eagle is very resistant to surprise. The eagle gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Movement: 12 ft., fly 80 ft.



Elephant

Size: Huge
Str: 30 (+9) **Ag:** 10 (+0) **Sta:** 21 (+5)
Psyche: 2

Endurance level: 11 +55 **EP:** 165 **Exp:** 2,000
Log: 2 (-2) **Int:** 13 (+1) **Per:** 7 (-2) **App:** 8 (-1)
Reputation: 15 (+2)

Combat Modifier: +15/+10/+4
Resistance rolls: **Fortitude:** +12 **Reflex:** +7
Defenses: none

Initiative Modifier: +0
Will: +6
DR: 15

Primary Attack: Slam
Secondary Attack: Gore
Other attack: Stamp

Damage: 2d6 **In:** +0 **Hit:** +15/+10/+4 **Dmg:** +9 **DR**
Damage: 2d8 **In:** +0 **Hit:** +15/+10/+4 **Dmg:** +9 **DR**
Damage: 2d6 **In:** +0 **Hit:** +15/+10/+4 **Dmg:** +9 **DR**

Combat Abilities: On a natural 20 an elephant gains a free attack against an off balanced opponent at +2 to hit. A frightened elephant flees as a group in a random direction (but always away from the perceived source of danger). The Elephant literally runs over anything of size Large or smaller that gets in its way, dealing 2d8 +15 points of damage. A successful Reflex save (DC 25) halves the damage.

An elephant can make an attack roll with only its Strength modifier but if it succeeds the elephant gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the elephant may use its natural attacks on structures without reducing the damage die.

Skills: Listen +12, Spot +10

Feats: Skill focus (listen), Sunder

Special Abilities

Low light vision: An elephant possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: An elephant is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The elephant gains a +2 to any Reflex saves that it makes.

Scent: The elephant can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Endurance: An elephant can go for 9 days without sleep so long as it has food and water. The elephant may also perform Strenuous activity for 7 hours without resting for 1/2 an hour.

Move/round: 40'

Emu

Description: An Emu averages 6' tall, and is distinguished from their larger cousins because their wings are rudimentary.

Size: Medium

Str: 10 (+0) **Ag:** 14 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 2

EP: 12 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 6 (-2)

Reputation: 0

Combat Modifier: +0

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: None

Initiative Modifier: +2

Will: +1

DR: 14/(d) 11

Attack: Bite

Damage: 1-4 **In:** +2 **Hit:** +0 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 an Emu gains a free attack against an off balanced opponent at +2 to hit.

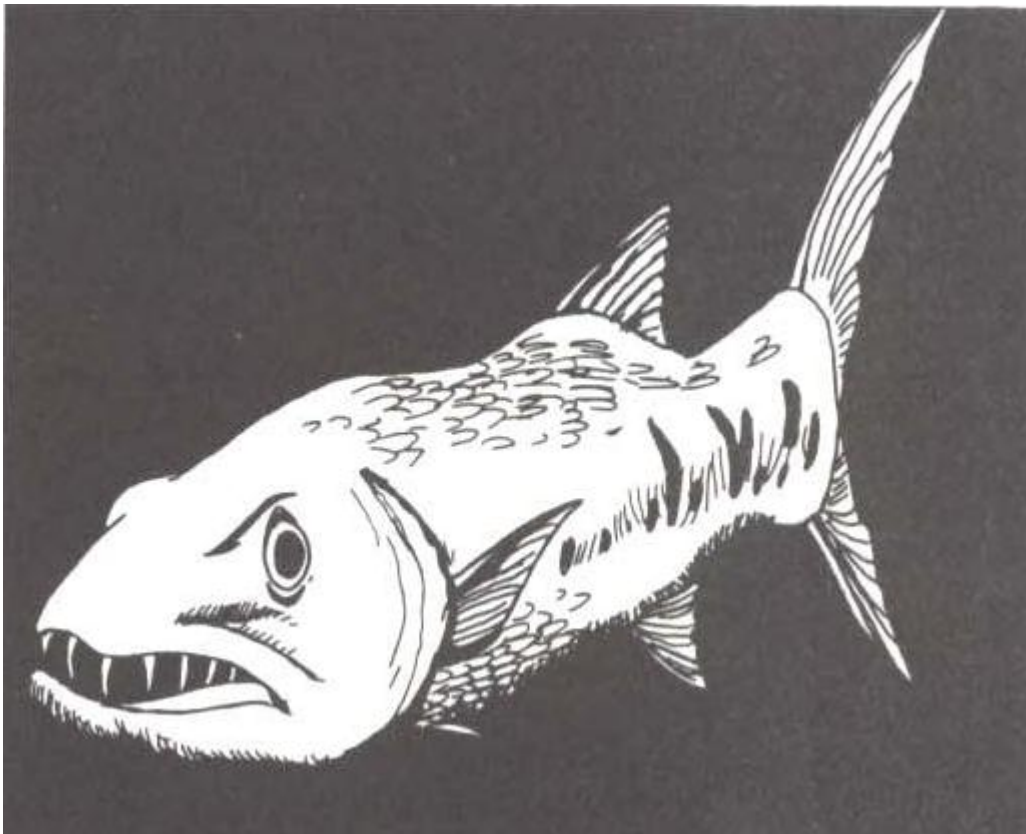
Skills: Listen +9, Spot +9 Wilderness lore +2

Special Abilities

Low light vision: An Emu can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: An Emu is very resistant to surprise. The Emu gains a +4 bonus to its Spot checks to avoid surprise. The Emu gains a +2 to any Reflex saves that it makes.

Move/round: 33'



Fish, small

Size: Small

Str: 6 (-2) **Ag:** 14 (+2) **Sta:** 8 (-1)

Psyche: 2

Endurance level: 1 -1

EP: 3 **Exp:** 20

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: -2

Resistance rolls: Fortitude: +0

Reflex: +4

Defenses: None

Initiative Modifier: +2

Will: +1

DR: 14 /(d) 11

Primary attack: Bite

Secondary attack: Tail swipe

Damage: 1-3 **In:** +2 **Hit:** -2 **Dmg:** +0 **DR:**

Damage: 1-3 **In:** +2 **Hit:** -2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a small fish gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +5, Listen +4, Move silently +5, Spot +4, Swim +4

Special Abilities

Darkvision: A fish can see using Darkvision up to 60' away.

Sense vibration: A fish have the ability to sense vibrations in the water up to 60 yards away. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures).

Skills: A fish has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 40'

Fish, Medium

Size: Medium

Str: 10 (+0) **Ag:** 14 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 1

EP: 8 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +0

Resistance rolls: Fortitude: +2

Reflex: +4

Defenses: None

Initiative Modifier: +2

Will: +1

DR: 14 /(d) 11

Primary attack: Bite

Secondary attack: Tail swipe

Damage: 1-4 **In:** +2 **Hit:** +0 **Dmg:** +0 **DR:**

Damage: 1-4 **In:** +2 **Hit:** +0 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a Medium fish gains a free attack against an off balanced opponent at +2 to hit. A Medium fish may make a devastating attack by making an attack roll with only its Strength modifier and if it succeeds the Medium fish gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the Medium fish may use its bite on structures without reducing the damage die.

Skills: Listen +4, Spot +4, Swim +18

Feats: Sunder

Special Abilities

Darkvision: A Medium fish can see using Darkvision up to 60' away.

Sense vibration: A Medium fish have the ability to sense vibrations in the water up to 120 yards away. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures).

Swallow whole: The Medium fish can swallow opponents if it makes a successful attack against a target whose

Defensive rating is determined as if he was unarmored (10+ Defensive bonus+ natural Defensive bonus if any). Unless otherwise noted, the opponent can be of tiny size or smaller. A swallowed creature takes 1d4 points of damage/round, and may attempt to escape by cutting his way out of the giant fish, by inflicting 2 points of damage to it

Skills: A Medium fish has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 40'

Fish, Large

Size: Large
Str: 18 (+4) **Ag:** 14 (+2) **Sta:** 14 (+2)
Psyche: 2

Endurance level: 2 +4 **EP:** 24 **Exp:** 80
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 0

Combat Modifier: +6/+0
Resistance rolls: Fortitude: +4 **Reflex:** +4
Defenses: None

Initiative Modifier: +2
Will: +1
DR: 15 /(d) 11

Primary attack: Bite
Secondary attack: Tail swipe

Damage: 1-6 **In:** +2 **Hit:** +6/+0 **Dmg:** +5 **DR:**
Damage: 1-6 **In:** +2 **Hit:** +6/+0 **Dmg:** +5 **DR:**

Combat Abilities: On a natural 20 a Large fish gains a free attack against an off balanced opponent at +2 to hit. A Large fish may make a devastating attack by making an attack roll with only its Strength modifier and if it succeeds the Large fish gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the Large fish may use its bite on structures without reducing the damage die.

Skills: Listen +4, Spot +4, Swim +18

Feats: Sunder

Special Abilities

Darkvision: A Large fish can see using Darkvision up to 60' away.

Sense vibration: A Large fish have the ability to sense vibrations in the water up to 120 yards away. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures).

Swallow whole: The Large fish can swallow opponents if it makes a successful attack against a target whose Defensive rating is determined as if he was unarmored (10+ Defensive bonus+ natural Defensive rating bonus if any). Unless otherwise noted, the opponent can be of small size or smaller. A swallowed creature takes 1d6 points of damage/round, and may attempt to escape by cutting his way out of the giant fish, by inflicting 12 points of damage to it

Skills: A Large fish has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 40'

Fish, Huge

Size: Huge
Str: 26 (+8) **Ag:** 12 (+1) **Sta:** 18 (+4)
Psyche: 2

Endurance level: 5 +20 **EP:** 70 **Exp:** 120
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 5 (-3)

Combat Modifier: +9/+5
Resistance rolls: Fortitude: +7 **Reflex:** +4
Defenses: None

Initiative Modifier: +1
Will: +3
DR: 15 /(d) 11

Primary attack: Bite
Secondary attack Tail swipe

Damage: 1-8 **In:** +1 **Hit:** +9/+5 **Dmg:** +9 **DR:**
Damage: 1-8 **In:** +1 **Hit:** +9/+5 **Dmg:** +9 **DR:**

Combat Abilities: On a natural 20 a huge fish gains a free attack against an off balanced opponent at +2 to hit. A huge fish may make a devastating attack by making an attack roll with only its Strength modifier and if it succeeds the huge fish gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the huge fish may use its bite on structures without reducing the damage die.

Skills: Listen +4, Spot +4, Swim +18

Feats: Sunder

Special Abilities

Darkvision: A huge fish can see using Darkvision up to 60' away.

Sense vibration: A huge fish have the ability to sense vibrations in the water up to 240 yards away. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures).

Swallow whole: The huge fish can swallow opponents if it makes a successful attack against a target whose Defensive rating is determined as if he was unarmored (10+ Defensive bonus+ natural Defensive rating bonus if any). Unless otherwise noted, the opponent can be of Medium size or smaller. A swallowed creature takes 1d8 points of damage/round, and may attempt to escape by cutting his way out of the giant fish, by inflicting 14 points of damage to it

Skills: A huge fish has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 40'

Fish, Gargantuan

Size: Gargantuan
Str: 34 (+12) **Ag:** 12 (+1) **Sta:** 22 (+6)
Psyche: 2

Endurance level: 11 +66 **EP:** 264 **Exp:** 4,000
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 15

Combat Modifier: +16/+10
Resistance rolls: **Fortitude:** +9 **Reflex:** +4
Defenses: None

Initiative Modifier: +1
Will: +3
DR: 15 /(d) 11

Primary Attack: Bite
Secondary Attack Tail slap

Damage: 2d6 **In:** +1 **Hit:** +16/+10 **Dmg:** +15 **DR:**
Damage: 2d6 **In:** +1 **Hit:** +16/+10 **Dmg:** +15 **DR:**

Combat Abilities: On a natural 20 a gargantuan fish gains a free attack against an off balanced opponent at +2 to hit. A gargantuan fish may make a devastating attack by making an attack roll with only its Strength modifier and if it succeeds the gargantuan fish gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the gargantuan fish may use its bite on structures without reducing the damage die.

Skills: Listen +4, Spot +4, Swim +18

Feats: Sunder

Special Abilities

Darkvision: A gargantuan fish can see using Darkvision up to 60' away.

Sense vibration: A gargantuan fish have the ability to sense vibrations in the water up to 240 yards away. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures).

Swallow whole: The gargantuan fish can swallow opponents if it makes a successful attack against a target whose Defensive rating is determined as if he was unarmored (10+ Defensive bonus+ natural Defensive rating bonus if any). Unless otherwise noted, the opponent can be of Large size or smaller. A swallowed creature takes 2d6 points of damage/round, and may attempt to escape by cutting his way out of the giant fish, by inflicting 26 points of damage to it

Skills: A colossal fish has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 40'

Fish, Colossal

Size: Colossal
Str: 42 (+16) **Ag:** 12 (+1) **Sta:** 26 (+8)
Psyche: 2

Endurance level: 23 + 184 **EP:** 598 **Exp:** 15,000
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 20 (+5)

Combat Modifier: +26/+15
Resistance rolls: Fortitude: +12 **Reflex:** +6
Defenses: None

Initiative Modifier: +1
Will: +5
DR: 15 /(d) 11

Attack: Bite
Attack: Tail swipe

Damage: 2d8 **In:** +1 **Hit:** +26/+15 **Dmg:** +20 **DR:**
Damage: 2d8 **In:** +1 **Hit:** +26/+15 **Dmg:** +20 **DR:**

Combat Abilities: On a natural 20 a Colossal fish gains a free attack against an off balanced opponent at +2 to hit. A colossal fish may make a devastating attack by making an attack roll with only its Strength modifier and if it succeeds the colossal fish gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the colossal fish may use its bite on structures without reducing the damage die.

Skills: Listen +4, Spot +4, Swim +22

Feats: Sunder

Special Abilities

Darkvision: A colossal fish can see using Darkvision up to 60' away.

Sense vibration: A colossal fish have the ability to sense vibrations in the water up to 240 yards away. This ability makes invisibility and darkness (even magical darkness) irrelevant to the creature (though it still can't see ethereal creatures).

Swallow whole: The creature can swallow opponents if it makes a successful attack against a target whose Defensive rating is determined as if he was unarmored (10+ Defensive bonus+ natural Defensive bonus if any). Unless otherwise noted, the opponent can be of Large size or smaller. A swallowed creature takes 2d8 points of damage/round, and may attempt to escape by cutting his way out of the giant fish, by inflicting 60 points of damage to it

Skills: A colossal fish has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 40'

Flying Foxes

Description: Flying foxes are a variety of bat that dwell in coastal wetlands in warm areas. Unlike most bats, Flying foxes thrive in daylight, having good eyesight and a refined sense of smell. These creatures diet consist of rodents that it catches and wild berries.

Size: Small

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/3

EP: 2 **Exp:** 10

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: -5

Saving Throws: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary Attack: claws

Damage: 1-2 **In:** +4 **Hit:** -3 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a flying fox gains a free attack against an off balanced opponent at +2 to hit. The Flying fox can make a diving attack in combat. When diving the flying fox gains a +4 bonus to initiative and if it succeeds it makes an attack and if it the flying fox does an additional die of damage.

Skills: Listen +3, Spot +5

Feats: Expertise (claws)

Special Abilities

Scent: A Flying fox can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 12', 42' flight

Fox

Size: Small

Str: 7 (-2) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 1

EP: 4 **Exp:** 10

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +0

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 14 / (d) 11

Primary Attack: bite

Damage: 1d4 **In:** +4 **Hit:** +2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a fox gains a free attack against an off balanced opponent at +2 to hit..

Skills: Hide +8*, jump +4, Listen +8, Spot +8

Feats: weapon finesse (bite)

Special abilities

Low light vision: Foxes can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A fox is very resistant to surprise. The fox gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Scent: A fox can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Natural abilities: Foxes gain a +4 bonus to Jump, Listen, and Spot checks

*Due to their coloration foxes gain a +8 bonus to their hide checks when in wooded areas.

Movement: 52'

Goat, Wild

Size: Small

Str: 8 (-1) **Ag:** 14 (+2) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 2+2

EP: 16 **Exp:** 40

Log: 2 (+4) **Int:** 12 (+1) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: 0

Combat Modifier: +2

Resistance rolls: Fortitude: +4

Reflex: +3

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 13

Primary Attack: Head butt

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a wild goat gains a free attack against an off balanced opponent at +2 to hit.

Skills: Climb +4, Jump +2, Listen +3, Spot +2

Special Abilities

Low light vision: Wild goats can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Surefooted: A Wild goat gains a +4 bonus to its Reflex saves when traveling over unstable terrain, and can never dismally save on a Reflex save in this situation (All 1's rolled are treated as 2's)

Movement: 40'

Golden Bighorn Sheep

Description: Golden bighorn sheep are found exclusively in north. They have long, curving whitish horns. Solitary and intractable, they are unique among sheep. Golden bighorn sheep only gather during mating season, when all groups of males join and then seek out the females. Ranked by the size of their horns, the males instinctively know their place, so there is little fighting during these brief unions. After they mate the females travel as a herd with the young for a couple of months and then scatter.

Size: Medium

Str: 14 (+2) **Ag:** 16 (+3) **Sta:** 13 (+1)

Psyche: 4

Endurance levels: 3+3 **EP:** 27 **Exp:** 220

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 1 (-5)

Combat Modifier: +2

Resistance rolls: Fortitude: +1

Reflex: +4

Defenses: none

Initiative Modifier: +6

Will: +2

DR: 14/(d) 12

Primary Attack: Gore

Secondary Attack: Hooves

Damage: 1-6 **In:** +6 **Hit:** +2 **Dmg:** +2 **DR:**

Damage: 1-4 **In:** +6 **Hit:** +2 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 a Golden bighorn sheep gains a free attack against an off balanced opponent at +2 to hit A Golden bighorn sheep can make 3 attacks of opportunity/round.

Skills: Balance +4, Climb +5, Listen +5, Spot +5, Wilderness lore +2

Feats: Combat reflexes

Special Abilities

Low light vision: All Golden bighorn sheep possess Low light vision enabling them to see in the dark up 120 yards in moonlight, or 100 yards on a moonless night.

Scent: Golden bighorn sheep can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But these large sheep tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 40'

Goose

Size: Small

Str: 6 (-2) **Ag:** 12 (+1) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 1+1

EP: 7 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +0

Resistance rolls: Fortitude: +3

Reflex: +4

Defenses: none

Initiative Modifier: +1

Will: +2

DR: 13/(d) 11

Primary attack: Wing buffet

Secondary attack: Bite

Damage: 1-4 **In:** +1 **Hit:** +0 **Dmg:** -2 **DR:**

Damage: 1-3 **In:** +1 **Hit:** +0 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a goose gains free attack against off balanced opponent at +2 to hit.

Skills: Listen +5, Spot +5

Movement: 10', swim 5', fly 60 ft.

Grouse, Grass

Description: Grass grouses are plump chicken-like birds that dwell in the grass lands. Grass grouses have black-speckled brown plumage that provides them good camouflage in the tall grasses. The males booming mating cry is most reminiscent of a drunk blowing over the neck of a bottle.

Size: Tiny

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/2 **EP:** 3 **Exp:** 20

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2 **Reflex:** +4

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 14/(d) 12

Primary Attack: Wing buffet

Damage: 1-2 **In:** +6 **Hit:** -3 **Dmg:** -5 **DR:**

Combat Abilities: On a natural 20 a grass grouse gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +2*, Listen +3, Spot +3

Feats: Expertise (wing buffet)

Special Abilities

Alertness: A grass grouse is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The grass grouse gains a +2 to any Reflex saves that it makes.

*Grass grouses gain a +8 bonus to their hide checks when they are hiding in tall grass.

Move/round: 12', 42' flight



Hawk

Size: Small

Str: 10 (+0) **Ag:** 15 (+2) **Sta:** 12 (+1)

Psyche: 4

Endurance level: 1+1

EP: 5 **Exp:** 40

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +2

Resistance rolls: **Fortitude:** +3

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary attack: Talons

Secondary attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 the hawk gains a free attack against an off balanced opponent at +2 to hit. The hawk can make a diving attack in combat. When diving a hawk gains a +4 bonus to its Initiative and if it succeeds it makes an attack and that too succeeds the hawk does an additional die of damage.

Skills: Listen +6, Spot +6* Wilderness Lore +1

*Hawks receive a +8 bonus to Spot checks during daylight.

Special abilities

Low light vision: Hawks can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A hawk is very resistant to surprise. The hawk gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Movement: 12 ft., fly 80 ft.

Heron, Northern

Description: This large wading and fishing bird is found along seacoasts, wetlands and lakes throughout the northwest, and has white feathers, with black feathered patterns, and are known for their mournful cry. Herons are deliberate hunters that feed on snake crustaceans and fish.

Size: Small

Str: 10 (+0) **Ag:** 14 (+2) **Sta:** 12 (+1)

Psyche: 4

Endurance level: 1+1 **EP:** 7 **Exp:** 40

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +2

Resistance rolls: **Fortitude:** +3

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary attack: Talons

Secondary attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a northern heron gains free attack against off balanced opponent at +2 to hit. The northern heron can make a diving attack in combat. When diving the northern heron gains a +4 bonus to Initiative and if it succeeds it makes an attack and if it succeeds the northern heron does an additional die of damage. .

Skills: Listen +6, Spot +6 Wilderness Lore +1

Special Abilities

Low light vision: Heron can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A heron is very resistant to surprise. The heron gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Movement: 10 ft., swim 5', fly 60 ft.

Hippopotamus

Size: Large
Str: 26 (+8) **Ag:** 10 (+0) **Sta:** 21 (+5)
Psyche: 2

Endurance level: 8 +40 **EP:** 104 **Exp:** 1,000
Log: 2 (-4) **Int:** 13 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: 9 (-1)

Combat Modifier: +18
Resistance rolls: **Fortitude:** +11 **Reflex:** +6
Defenses: none

Initiative Modifier: +0
Will: +3
DR: 16

Primary Attack: Bite

Damage: 2d6 **In:** +2 **Hit:** +18 **Dmg:** +12 **DR:**

Combat Abilities: On a natural 20 a hippopotamus gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +14, Spot +3

Feats: Expertise (bite), Endurance

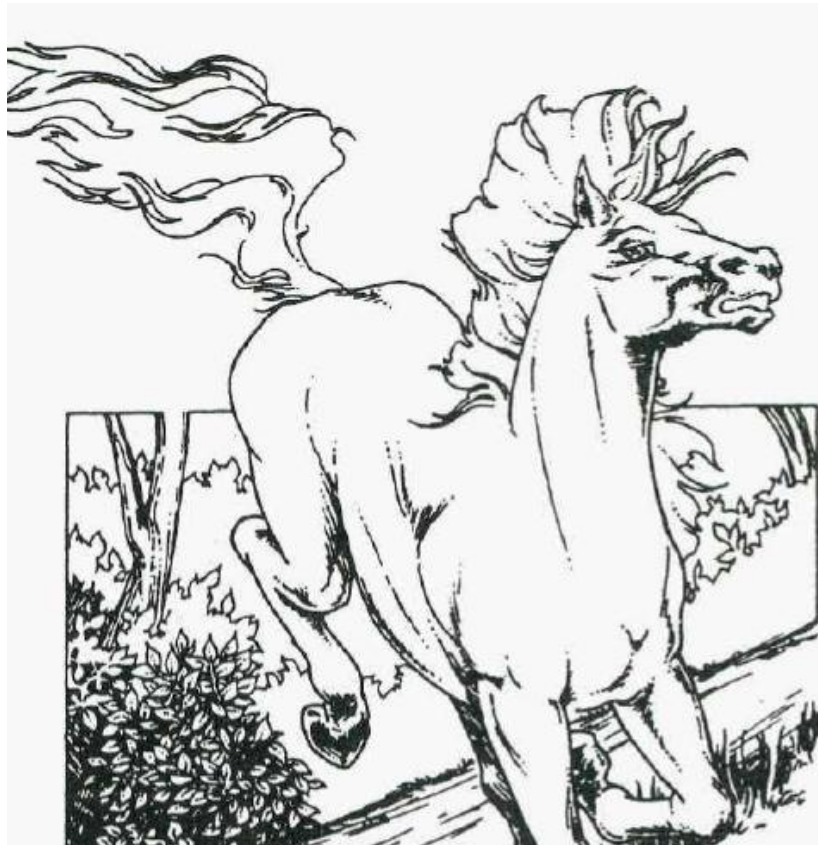
Special Abilities

Vision: A hippopotamus can see in a moonlit night up to 120 yards away, and on a moonless night up to 100 yards away

Powerful Charge: A hippopotamus deals 4d6+24 points of damage when it makes a charge.

Endurance: A hippopotamus can go for 9 days without sleep so long as it has food and water. The hippopotamus may perform Strenuous activity for 7 hours without resting for 1/2 an hour.

Move/round: 30'



Horse, Heavy

Size: Large
Str: 16 (+3) **Ag:** 13 (+1) **Sta:** 15 (+2)
Psyche: 2

Endurance level: 3 +6 **EP:** 30 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 1 (-5)

Combat Modifier: +6/+2
Resistance rolls: Fortitude: +5 **Reflex:** +4
Defenses: none

Initiative Modifier: +1
Will: +2
DR: 13 /(d) 12

Primary Attack: Hooves

Damage: 1-6 **In:** +1 **Hit:** +6/+2 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a heavy horse gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +4, spot +4

Feats: Endurance

Special Abilities

Endurance: A heavy horse can go for 5 days without sleep so long as it has food and water. The heavy horse may also perform Strenuous activity for 5 hours without resting for 1/2 an hour.

Scent: A heavy horse can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 51'

Horse, Light

Size: Large
Str: 14 (+2) **Ag:** 13 (+1) **Sta:** 15 (+2)
Psyche: 2

Endurance level: 3 +6 **EP:** 30 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 1 (-5)

Combat Modifier: +6/+1
Resistance rolls: Fortitude: +5 **Reflex:** +4
Defenses: none

Initiative Modifier: +1
Will: +2
DR: 13 /(d) 12

Primary Attack: Hooves

Damage: 1-4 **In:** +1 **Hit:** +6/+1 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a light horse gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +4, spot +4

Feats: Endurance

Special Abilities

Endurance: A light horse can go for 5 days without sleep so long as it has food and water. The light horse may also perform Strenuous activity for 5 hours without resting for 1/2 an hour.

Scent: A light horse can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 61'

Horse, Wild

Size: Large

Str: 14 (+2) **Ag:** 13 (+1) **Sta:** 15 (+2)

Combat Modifier: +6/+1

Resistance rolls: **Fortitude:** +5 **Reflex:** +4

Defenses: none

Endurance level: 3 +6

EP: 30 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Initiative Modifier: +1

Will: +2

DR: 13 / (d) 12

Primary Attack: Hooves

Damage: 1-4 **In:** +1 **Hit:** +6/+1 **Dmg:** +3 **Ac:**

Combat Abilities: On a natural 20 a wild horse gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +4, spot +4

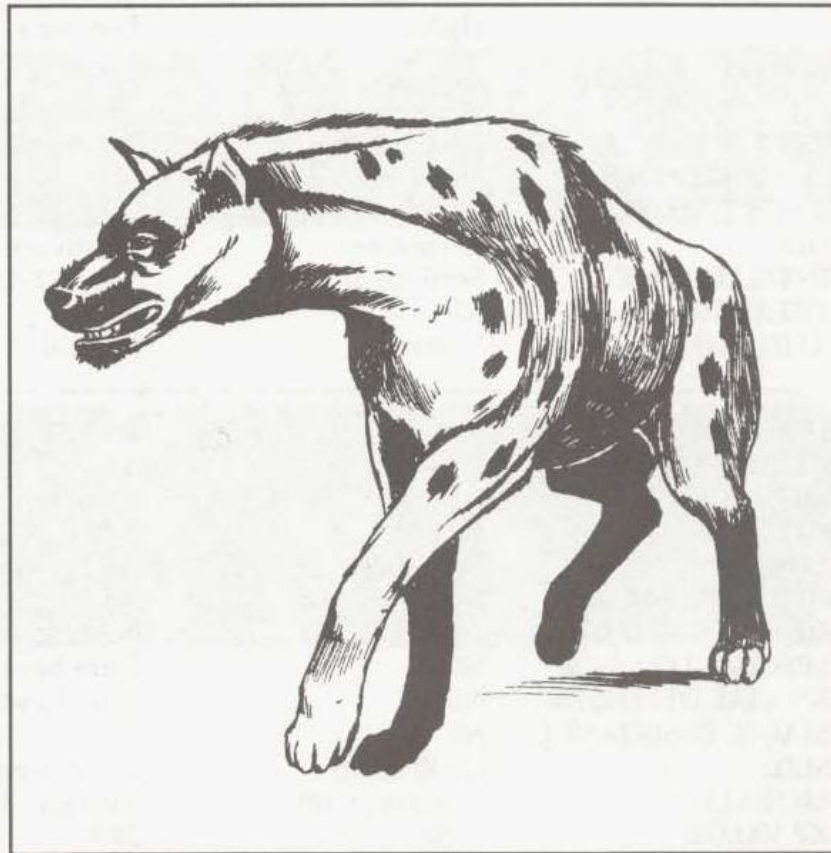
Feats: Endurance

Special Abilities

Endurance: A wild horse can go for 5 days without sleep so long as it has food and water. The wild horse may also perform Strenuous activity for 5 hours without resting for 1/2 an hour.

Scent: A wild horse can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 61'



Hyena

Size: Medium

Str: 14 (+2) **Ag:** 15 (+2) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 2 +4

EP: 16 **Exp:** 40

Log: 2 (-4) **Int:** 13 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +6/+0

Resistance rolls: Fortitude: +5

Reflex: +5

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 14 /(d) 12

Primary Attack: Bite

Damage: 1d6 **In:** +2 **Hit:** +6/+0 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 a hyena gains a free attack against an off balanced opponent at +2 to hit. A hyena that hits with a bite attack can attempt to trip the opponent without provoking an Attack of opportunity. The opponent must make a Reflex save against the attack roll made by the hyena or they are knocked prone. A prone character loses their Agility based Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Skills: Hide +3*, Listen +6, Spot +4

Special Abilities

Low light vision: A hyena possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A hyena is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The hyena gains a +2 to any Reflex saves that it makes.

Scent: The hyena can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: *Hyenas have a +4 bonus on Hide checks in areas of tall grass or heavy undergrowth.

Move/round: 52'

Kingfisher

Description: The smallest fisherfowl, the kingfisher is one of the most attractive. It has a large silvery bill and silver, blue, orange, and white feathers. Kingfishers live in warm riverbanks, and wetlands.

Size: Tiny animals

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance levels: 1/2 **EP:** 3 **Exp:** 40

Log: 3 (-4) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: -5

Resistance rolls: Fortitude: +2

Reflex: +4

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 14/(d) 12

Primary attack: beak

Damage: 1pt **In:** +6 **Hit:** -3 **Dmg:** n/a **DR:** +2

Combat Abilities: On a natural 20 a kingfisher gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +6, Spot +6 Wilderness Lore +1

* Kingfishers receive a +8 bonus to Spot checks during daylight.

Feats: Expertise (beak), improved initiative

Special Abilities

Alertness: A kingfisher is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The kingfisher gains a +2 to any Reflex saves that it makes.

Move/round: 5/, flight 40'



Lizard

Size: tiny
Str: 3 (-4) **Ag:** 15 (+2) **Sta:** 10 (+0)
Psyche: 2

Endurance level: 1/2 **EP:** 3 **Exp:** 20
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: -4
Resistance rolls: Fortitude: +2 **Reflex:** +4
Defenses: none

Initiative Modifier: +2
Will: +1
DR: 14 /(d) 12

Primary Attack: Bite

Damage: 1d4 **In:** +4 **Hit:** -2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a lizard gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3

Feats: Expertise (bite)

Special Abilities

Low light vision: A lizard possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Skills: Lizards have a +8 bonus on Balance checks. They also have a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Agility modifier instead of their Strength modifier for Climb checks.

Move/round: 22', climb 20'

Lizard, Gila Monster

Size: Small
Str: 10 (+0) **Ag:** 15 (+2) **Sta:** 17 (+3)
Psyche: 2

Endurance level: 3 +9 **EP:** 27 **Exp:** 80
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: +5
Resistance rolls: Fortitude: +8 **Reflex:** +5
Defenses: none

Initiative Modifier: +2
Will: +2
DR: 13 /(d) 11

Primary Attack: Bite

Damage: 1d8 **In:** +4 **Hit:** +6/+1 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a Gila monster gains a free attack against an off balanced opponent at +2 to hit.

Skills: Climb +7, Hide +6*, Listen +4, Move silently +6, Spot +4

Feats: Expertise (bite)

Special Abilities

Low light vision: A Gila monster possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A Gila monster is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The Gila monster gains a +2 to any Reflex saves that it makes.

Poison: A character struck by a Gila Monster's bite must make a Fortitude save to avoid the effects of the following poison:

Poison: **DC:** 18 **Onset Time:** 1-3 rounds **Effect:** -2 to Dex
Secondary effect: **Delay:** 1 round **Effect:** -2 to Con

Skills: A Gila monster has a +4 bonus on Hide and Move Silently checks.

Move/round: 23'

Lizard, Monitor

Size: Medium

Str: 17 (+3) **Ag:** 15 (+2) **Sta:** 17 (+3)

Psyche: 2

Endurance level: 3 +9 **EP:** 27 **Exp:** 80

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +6/+2

Resistance rolls: Fortitude: +8

Defenses: none

Reflex: +5

Initiative Modifier: +2

Will: +2

DR: 15 /(d) 13

Primary Attack: Bite

Damage: 1d8 **In:** +4 **Hit:** +6/+2 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a monitor lizard gains a free attack against an off balanced opponent at +2 to hit.

Skills: Climb +7, Hide +6*, Listen +4, Move silently +6, Spot +4, Swim +11

Feats: Expertise (bite)

Special Abilities

Low light vision: A monitor lizard possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A monitor lizard is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The monitor lizard gains a +2 to any Reflex saves that it makes.

Skills: A monitor lizard has a +8 bonus on any Climb check to perform some special action or avoid a hazard. It can always choose to take 10 on a Climb check, even if distracted or endangered. Monitor lizards have a +4 bonus on Hide and Move Silently checks.

*In forested or overgrown areas, the Hide bonus improves to +8.

Move/round: 33', swim 30'

Monkey

Size: Tiny

Str: 3 (-4) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance Level: 1

EP: 4 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 5 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: -4

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 14 / (d) 12

Primary Attack: Bite

Damage: 1-3 **In:** +4 **Hit:** -2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a monkey gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +10, Climb +10, Hide +10, Listen +3, Spot +3

Feats: Expertise (bite)

Special Abilities

Low light vision: A monkey possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Skills: Monkeys have a +8 bonus on Balance and Climb checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. They use their Agility modifier instead of their Strength modifier for Climb checks.

Move/round: 32', Climb 32'

Mudswipe

Description: Mudswipes are small jet black birds with a light creamy yellow beak, and clawed feet. They have shiny black eyes that seem filled with mischief. Mudswipes dwell in wetlands and have developed the ability to imitate the calls of other birds, which they use to drive away potential predators.

Size: Tiny animals

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance levels: 1/2 **EP:** 3 **Exp:** 40

Log: 3 (-4) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defense: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary attack: beak

Damage: 1pt **In:** +2 **Hit:** -5 **Dmg:** n/a **DR:** +2

Combat Abilities: On a natural 20 a Mudswipes gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +7, Listen +8*, Move silently +6, Sound +7 (bird calls), Spot +8*

Feats: Alertness

Special Abilities

Alertness: A Mudswipes is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The Mudswipes gains a +2 to any Reflex saves that it makes.

Move/round: 5/, flight 40'

Treasure: Mudswipe nests usually have treasure equal to personal treasure, but if commodities are present they will be small shiny things only.

Mule

Size: Large
Str: 16 (+3) **Ag:** 13 (+1) **Sta:** 17 (+3)
Psyche: +0

Endurance level: 3 +9 **EP:** 33 **Exp:** 40
Log: 2 (-4) **Int:** 11 (+0) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 1(-5)

Combat Modifier: +6/+3
Resistance rolls: Fortitude: +6 **Reflex:** +4
Defenses: none

Initiative Modifier: +1
Will: +1
DR: 13/(d) 12

Primary Attack: Hooves

Damage: 1-4 **In:** +1 **Hit:** +6/+3 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 a mule gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +6, spot +6

Feats: Endurance

Special Abilities

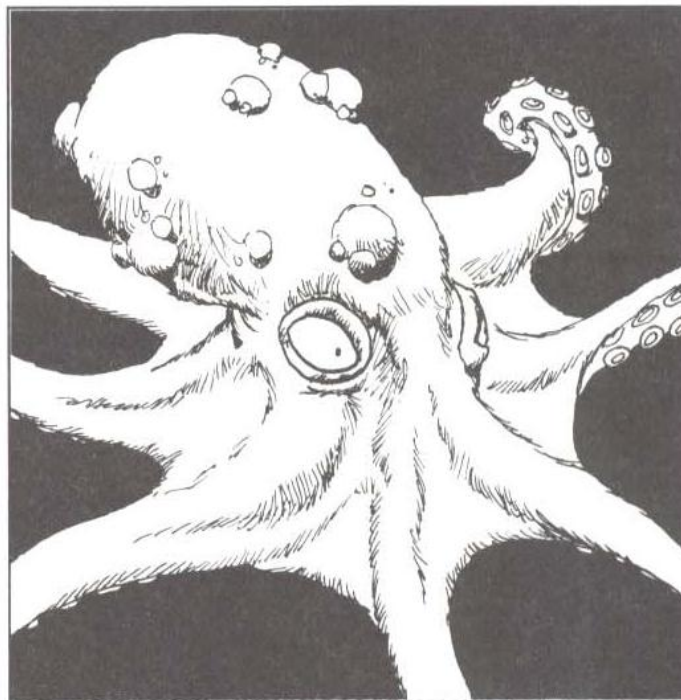
Endurance: A mule can go for 6 days without sleep so long as it has food and water. The mule may also perform strenuous activity for 5 hours without resting for 1/2 an hour.

Alertness: A mule is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The mule gains a +2 to any Reflex saves that it makes.

Scent: A mule can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Mules have a +2 racial bonus on Agility checks to avoid slipping or falling.

Move/round: 31'



Octopus

Size: Small
Str: 12 (+1) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance level: 2 **EP:** 8 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 3 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: +3
Resistance rolls: Fortitude: +3 **Reflex:** +6
Defenses: none

Initiative Modifier: +3
Will: +1
DR: 16/(d) 13

Primary Attack: arms
Secondary Attack: bite

Damage: 0 **In:** +5 **Hit:** +5 **Dmg:** +2 **DR:**
Damage: 1-3 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 an octopus gains a free attack against an off balanced opponent at +2 to hit. An octopus that hits with a tentacle can grapple as a free action without provoking an Attack of opportunity. The octopus does not lose its Agility bonus to DR, and can use its remaining attacks to bite its prey.

An octopus begins biting an opponent it has grabbed unless the opponent makes a Strength check (DC 12) to avoid taking bite damage (1-3 +2) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 12) and if he succeeds the character frees himself otherwise he takes damage as the octopus bites him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the octopus' bite. Each attempt to break free uses up an action. If the character doesn't break free the octopus can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Escape Artist +13, Hide +11, Listen +2, Spot +5, Swim +9

Feats: Expertise (tentacle)

Special Abilities

Low light vision: An octopus possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Ink Cloud: An octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: An octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke Attacks of opportunity while jetting.

Skills: An octopus can change colors, giving it a +4 bonus on Hide checks. An octopus also can squeeze and contort its body, giving it a +10 bonus on Escape Artist checks. An octopus has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: 23' swim 30'

Octopus, Giant

Size: Large
Str: 20 (+5) **Ag:** 15 (+2) **Sta:** 13 (+1)
Psyche: 2

Endurance level: 8 +11 **EP:** 75 **Exp:** 4000
Log: 2 (-4) **Int:** 12 (+1) **Per:** 3 (-4) **App:** 6 (-2)
Reputation: 5 (-3)

Combat Modifier: +6/+6/+3
Resistance rolls: Fortitude: +7 **Reflex:** +8
Defenses: none

Initiative Modifier: +2
Will: +3
DR: 18/(d) 16

Primary Attack: arms
Secondary Attack: bite

Damage: 1-4 **In:** +4 **Hit:** +6/+6/+4 **Dmg:** +9 **DR:**
Damage: 1-8 **In:** +2 **Hit:** +6/+6/+3 **Dmg:** +9 **DR:**

Combat Abilities: On a natural 20 a giant octopus gains a free attack against an off balanced opponent at +2 to hit. A giant octopus that hits with a tentacle can grapple as a free action without provoking an Attack of opportunity. The octopus does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to bite or crush its prey.

A giant octopus begins crushing an opponent it has grabbed unless the opponent makes a Strength check (DC 20) to avoid taking damage (2d8 +9) from the attack. Even if this roll succeeds he is still held. Instead of crushing its foe the Giant Octopus can opt to bite its prey instead in which case the opponent makes a Strength check as above to avoid taking bite damage (1-8 +9) from the attack. In either case if the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 20) and if he succeeds the character frees himself otherwise he takes damage as the giant octopus either continues to crush him, or bite the victim.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the giant octopus' sustained attack (crush or bite). Each attempt to break free uses up an action. If the character doesn't break free the giant octopus can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

A giant octopus can make an attack roll with only its Strength modifier but if it succeeds the giant octopus gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the giant octopus may use his natural attacks on structures without reducing the damage die.

A giant octopus who is reduced to zero Endurance points must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the giant octopus can remain awake but suffers a -8 to all skill, ability, and combat rolls and loses its Agility based Defensive bonus due to sluggishness. While in this state the giant octopus cannot move faster than at 1/2 speed. If the character is struck again it succumbs to unconsciousness. Note that at -10 Endurance points the giant octopus succumbs to death.

Skills: Escape Artist +12, Hide +12, Listen +4, Spot +6, Swim +13

Feats: Expertise (tentacle), Sunder, Toughness

Special Abilities

Low light vision: A giant octopus possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Ink Cloud: A giant octopus can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the octopus normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: A giant octopus can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant octopus can change colors, giving it a +4 bonus on Hide checks. A giant octopus also can squeeze and contort its body, giving it a +10 bonus on Escape Artist checks. A giant octopus has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: 23' swim 30'

Ostrich

Description: An Ostrich grows to about 8' tall and they have a small head with a short flat beak. Their head is perched on a long featherless neck. Ostriches differ from most flightless birds is that they will use their claws in combat in addition to their powerful bites.

Size: Large

Str: 18 (+4) **Ag:** 14 (+2) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 2 +4

EP: 20 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +6/+0

Resistance rolls: **Fortitude:** +4

Reflex: +4

Defenses: None

Initiative Modifier: +2

Will: +1

DR: 15/(d) 11

Attack: Bite

Attack: Claw

Attack: Wing buffet

Damage: 1-6 **In:** +2 **Hit:** +6/+0 **Dmg:** +5 **DR:**

Damage: 1-8 **In:** +2 **Hit:** +6/+0 **Dmg:** +5 **DR:**

Damage: 1-6 **In:** +2 **Hit:** +6/+0 **Dmg:** +5 **DR:**

Combat Abilities: On a natural 20 an Ostrich gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +7, Spot +7, Wilderness lore +2

Special Abilities

Low light vision: An Ostrich can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: An Ostrich is very resistant to surprise. The Ostrich gains a +4 bonus to its Spot checks to avoid surprise. The Ostrich gains a +2 to any Reflex saves that it makes.

Move/round: 32'

Otter

Size: Medium

Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 2

EP: 12 **Exp:** 40

Log: 2 (-4) **Int:** 13 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: +1

Resistance rolls: Fortitude: +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 15/(d) 13

Primary Attack: Bite

Damage: 1d3 **In:** +4 **Hit:** +3 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 the otter gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +4, Listen +3, Spot +6, Swim +9

Feats: Expertise (bite)

Special Abilities

Low light vision: Otters can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: Otters are very resistant to surprise. Otters gain a +4 bonus to its Spot checks to avoid surprise. An otter gains a +2 to any Reflex saves that it makes.

Hold Breath: An Otter can hold its breath for 20 rounds, before needing to surface

Skills: An Otter has a +8 bonus on any swim checks it makes to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered,

Move/round: 32', Swim 32'

Otter, Sea

Size: Medium

Str: 12 (+1) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 2

EP: 12 **Exp:** 40

Log: 2 (-4) **Int:** 13 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: +1

Resistance rolls: Fortitude: +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 15/(d) 13

Primary Attack: Bite

Damage: 1d3 **In:** +4 **Hit:** +3 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 the sea otter gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +4, Listen +3, Spot +6, Swim +9

Feats: Expertise (bite)

Special Abilities

Low light vision: Sea Otters can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: Sea Otters are very resistant to surprise. Otters gain a +4 bonus to its Spot checks to avoid surprise. An otter gains a +2 to any Reflex saves that it makes.

Hold Breath: A Sea Otter can hold its breath for 20 rounds, before needing to surface

Skills: A sea Otter has a +8 bonus on any swim checks it makes to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered,

Move/round: 32', Swim 32'



Owl

Size: Small
Str: 10 (+0) **Ag:** 15 (+2) **Sta:** 12 (+1)
Psyche: 4

Endurance level: 1+1 **EP:** 7 **Exp:** 40
Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: +0

Combat Modifier: +2
Resistance rolls: **Fortitude:** +3 **Reflex:** +4
Defenses: none

Initiative Modifier: +2
Will: +2
DR: 14/(d) 12

Primary attack: Talons
Secondary attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**
Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 an owl gains free attack against off balanced opponent at +2 to hit. The owl can make a diving attack in combat. When diving an owl gains a +4 bonus to initiative and if it succeeds it makes an attack and if the attack succeeds the owl does an additional die of damage. .

Skills: Listen +6, Spot +6* Wilderness Lore +1

*owls receive a +8 bonus to Spot checks at night.

Special abilities

Vision: Owls possess both darkvision and Low light vision, enabling the owl to see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: An owl is very resistant to surprise. The owl gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Movement: 10 ft., fly 80 ft.

Owl, Short-eared

Description: The short-eared owl is a rare day-hunting owl.

Size: Small
Str: 10 (+0) **Ag:** 15 (+2) **Sta:** 12 (+1)
Psyche: 4

Endurance level: 1+1 **EP:** 7 **Exp:** 40
Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: +0

Combat Modifier: +2
Resistance rolls: **Fortitude:** +3 **Reflex:** +4
Defenses: none

Initiative Modifier: +2
Will: +2
DR: 14/(d) 12

Primary attack: Talons
Secondary attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**
Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a short-eared owl gains free attack against off balanced opponent at +2 to hit. The short-eared owl can make a diving attack in combat. When diving an owl gains a +4 bonus to Initiative and if it succeeds it makes an attack and if the attack succeeds the short-eared owl does an additional die of damage. .

Skills: Listen +6, Spot +6* Wilderness Lore +1

*short-eared owls receive a +8 bonus to Spot checks.

Special Abilities

Vision: Owls possess both darkvision and Low light vision, enabling the owl to see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A short-eared owl is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise.

The short-eared owl gains a +2 to any Reflex saves that it makes.

Movement: 10 ft., fly 80 ft.



Oxen

Size: Large
Str: 18 (+4) **Ag:** 10 (+0) **Sta:** 14 (+2)
Psyche: 2

Endurance level: 5 +10 **EP:** 50 **Exp:** 500
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 4 (-3)

Combat Modifier: +8
Resistance rolls: Fortitude: +4 **Reflex:** +2
Defenses: None

Initiative Modifier: +0
Will: +1
DR: 13

Primary Attack: Gore
Secondary Attack: Bite

Damage: 1-6 **In:** +0 **Hit:** +8 **Dmg:** +7 **DR:**
Damage: 1-6 **In:** +0 **Hit:** +8 **Dmg:** +7 **DR:**

Combat Abilities: On a natural 20 an Oxen gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +6, Spot +4

Special Abilities

Low light vision: An ox can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: An ox is very resistant to surprise. The ox gains a +4 bonus to its Spot checks to avoid surprise. The ox gains a +2 to any Reflex saves that it makes.

Move/round: 20'

Parrot

Size: Small

Str: 10 (+0) **Ag:** 15 (+2) **Sta:** 12 (+1)

Psyche: 4

Endurance level: 1+1

EP: 5 **Exp:** 40

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: +2

Resistance rolls: **Fortitude:** +3

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary attack: Talons

Secondary attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a parrot gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +6, Spot +6* Wilderness Lore +1

*Parrots receive a +8 bonus to Spot checks during daylight.

Special abilities

Low light vision: Parrots can see in the dark with a range of 120 yards in moonlight, or 100 yards on a moonless night.

Alertness: A Parrot is very resistant to surprise. The parrot gains a +4 bonus to their spot checks to avoid surprise, and gains a +2 to any Reflex saves that it makes

Movement: 12 ft., fly 80 ft.

Penguin

Size: Tiny

Str: 2 (-4) **Ag:** 9 (-1) **Sta:** 10 (+0)

Psyche: +0

Endurance level: ½

EP: 4 **Exp:** 10

Log: 2 (-4) **Int:** 11 (+0) **Per:** 6 (-2) **App:** 8 (-1)

Resistance: +0

Combat Modifier: -4

Resistance rolls: **Fortitude:** +0

Reflex: +1

Defenses: None

Initiative Modifier: -1

Will: +0

DR: 12

Attack: Bite

Damage: 1-2 **In:** +1 **Hit:** -2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a Penguin gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +4, Spot +4, Swim +6

Feats: Expertise (bite)

Special Abilities

Low light vision: A Penguin can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A Penguin is very resistant to surprise. The Penguin gains a +4 bonus to its Spot checks to avoid surprise. The Penguin gains a +2 to any Reflex saves that it makes.

Hold Breath: A Penguin can hold its breath for 20 rounds, before needing to surface

Skills: A Penguin has a +8 bonus on any swim checks it makes to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered,

Move/round: 10', Swim 40'

Pheasant

Size: Tiny

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/3

EP: 2 **Exp:** 10

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary Attack: claws

Damage: 1-2 **In:** +4 **Hit:** -3 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a pheasant gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +3, Spot +5

Feats: Expertise (claws)

Special Abilities

Low light vision: Pheasant have Low light vision that extends to 120 yards, or 100 yards on a moonless night.

Alertness: A pheasant is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The pheasant gains a +2 to any Reflex saves that it makes.

Move/round: 12', 42' flight

Pigeon

Size: Tiny

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/2

EP: 3

Exp: 20

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 14/(d) 12

Primary Attack: Wing buffet

Damage: 1-2 **In:** +6 **Hit:** -3 **Dmg:** -5 **DR:**

Combat Abilities: On a natural 20 a pigeon gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +3, Spot +5

Feats: Expertise (wing buffet)

Special Abilities

Alertness: A pigeon is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The pigeon gains a +2 to any Reflex saves that it makes.

Move/round: 22', 42' flight

Pike

Size: Medium

Str: 13 (+1) **Ag:** 15 (+2) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 3 +3

EP: 21 **Exp:** 250

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +6/+0

Resistance rolls: Fortitude: +4

Reflex: +5

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 15 /(d) 13

Primary Attack: Bite

Damage: 1-6 **In:** +4 **Hit:** +6/+3 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a pike gains a free attack against an off balanced opponent at +2 to hit. A pike that hits with a bite attack can grapple as a free action without provoking an Attack of opportunity. The Pike does not lose its Agility bonus to DR, and can use its remaining attacks to bite its prey.

A pike begins biting an opponent unless the opponent makes a Strength check (DC 13) to avoid taking damage (1d6 +1) from the attack. Even if this roll succeeds the Pike is still latched on. If the character spends an action he may try to break free. In order to break free the character must make a Strength check (DC 13) and if he succeeds the character frees himself otherwise the character takes damage as the pike continues to bite the victim.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the pike's sustained attack (bite). Each attempt to break free uses up an action. If the character doesn't break free the pike can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Listen +6, Spot +6, Swim +9

Feats: Expertise (bite)

Special Abilities

Blindsense: A pike notices and locates creatures within 30'. Opponents still have 100% concealment against creatures with blindsense.

Alertness: A pike is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The pike gains a +2 to any Reflex saves that it makes.

Skills: A pike has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: 62'

Pony

Size: Medium

Str: 13 (+1) **Ag:** 13 (+1) **Sta:** 12 (+1)

Psyche: +0

Endurance level: 2 +2

EP: 14 **Exp:** 20

Log: 2 (-4) **Int:** 11 (+0) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: +3

Resistance roll: Fortitude: +4

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +0

DR: 13 / (d) 12

Primary Attack: Hooves

Damage: 1-3 **In:** +2 **Hit:** +3 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a pony gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +5, Spot +5

Feats: Endurance

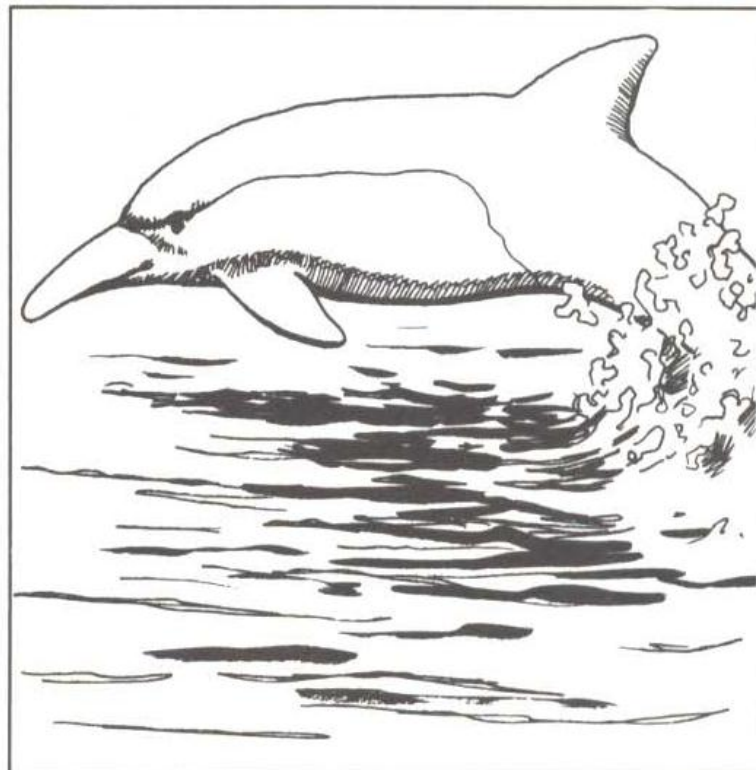
Special Abilities

Endurance: A pony can go for 3 days without sleep so long as it has food and water. The pony may perform Strenuous activity for 3 hours without resting for 1/2 an hour.

Alertness: A pony is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The pony gains a +2 to any Reflex saves that it makes.

Scent: A pony can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 41'



Porpoise (Dolphin)

Size: Medium

Str: 11 (+0) **Ag:** 17 (+3) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 2 +2

EP: 14 **Exp:** 20

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 0

Combat Modifier: +3

Resistance roll: **Fortitude:** +4

Reflex: +6

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 15 / (d) 12

Primary Attack: slam

Damage: 2d4 **In:** +5 **Hit:** +5 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a porpoise gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +8*, Spot +7*, Swim +8

Feats: Expertise (slam)

Special Abilities

Vision: A porpoise can see in a moonlit night up to 120 yards away, and on a moonless night up to 100 yards away

Blindsense: A porpoise notices and locates creatures within 120'. Opponents still have 100% concealment against creatures with blindsense.

Hold Breath: A porpoise can hold its breath for 26 rounds before it risks drowning.

Skills: A porpoise has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

*A porpoise has a +4 bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Move/round: 83'

Rabbit

Size: Tiny
Str: 2 (-4) **Ag:** 16 (+3) **Sta:** 8 (-1)
Psyche: 2

Endurance level: ½ -1 **EP:** 3 **Exp:** 20
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: +0

Combat Modifier: -4
Resistance rolls: Fortitude: +0 **Reflex:** +5
Defenses: None

Initiative Modifier: +3
Will: +1
DR: 15/(d) 12

Attack: Bite

Damage: 1-2 **In:** +3 **Hit:** -4 **Dmg:** -2 **Ac:**

Combat Abilities: On a natural 20 a rabbit gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +5, Jump +5, Listen +6, Move silently +5, Spot +4, Wilderness lore +2

Special Abilities

Low light vision: A rabbit can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A rabbit is very resistant to surprise. The rabbit gains a +4 bonus to its Spot checks to avoid surprise. The rabbit gains a +2 to any Reflex saves that it makes.

Scent: A rabbit can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 33'

Rabbit, Jack rabbit

Size: Tiny
Str: 2 (-4) **Ag:** 16 (+3) **Sta:** 10 (+0)
Psyche: 2

Endurance level: ½ **EP:** 4 **Exp:** 20
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-2)
Reputation: 0

Combat Modifier: -4
Resistance rolls: Fortitude: +1 **Reflex:** +5
Defenses: None

Initiative Modifier: +3
Will: +1
DR: 15/(d) 12

Attack: Bite

Damage: 1-2 **In:** +3 **Hit:** -4 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a Jack rabbit gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +5, Jump +5, Listen +6, Move silently +5, Spot +4, Wilderness lore +2

Special Abilities

Low light vision: A jack rabbit can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A jack rabbit is very resistant to surprise. The jack rabbit gains a +4 bonus to its Spot checks to avoid surprise. The jack rabbit gains a +2 to any Reflex saves that it makes.

Scent: A jack rabbit can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Speed burst: A jack rabbit can make a Stamina check (DC 15) and if successful it can run at a speed of 66'/round for 1 round/point it scored in its success. Once the Jack rabbit has ended its speed burst it cannot do it again for another hour.

Move/round: 33'

Rabbit, Snow hare

Description: The snow hare is one of the largest species of rabbit in the world. It dwells in the frozen north and has a silvery white pelt that is prized for its warmth and excellent camouflage ability.

Size: Tiny

Str: 2 (-4) **Ag:** 16 (+3) **Sta:** 10 (+0)

Psyche: 2

Endurance level: ½

EP: 4 **Exp:** 20

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -4

Resistance rolls: **Fortitude:** +1

Reflex: +5

Defenses: None

Initiative Modifier: +3

Will: +1

DR: 15 / (d) 12

Attack: Bite

Damage: 1-2 **In:** +3 **Hit:** -4 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a snow hare gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide* +5, Jump +5, Listen +6, Move silently +5, Spot +4, Wilderness lore +2

*Due to its coloration Snow hares gain a +8 bonus to its hide checks in the snow.

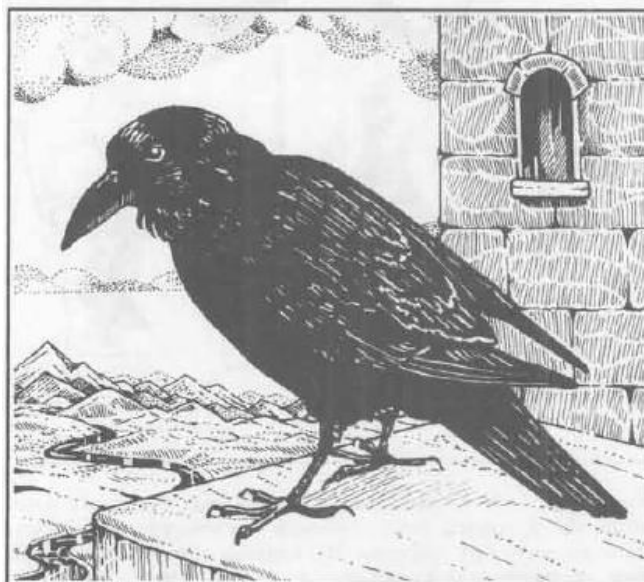
Special Abilities

Low light vision: A snow hare can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A snow hare is very resistant to surprise. The snow hare gains a +4 bonus to its Spot checks to avoid surprise. The snow hare gains a +2 to any Reflex saves that it makes.

Scent: A snow hare can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 33'



Raven

Size: Tiny

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/3

EP: 2 **Exp:** 10

Log: 2 (-4) **Int:** 14 (-2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary Attack: claws

Damage: 1-2 **In:** +4 **Hit:** -3 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a raven gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +3, Spot +5

Feats: Expertise (claws)

Special Abilities

Low light vision: Ravens have low light vision that extends to 120 yards, or 100 yards on a moonless night.

Alertness: A raven is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The raven gains a +2 to any Reflex saves that it makes.

Move/round: 12', 42' flight

Ray, Manta

Size: Large

Str: 15 (+2) **Ag:** 11 (+0) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 4

EP: 32 **Exp:** 40

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +4

Resistance rolls: Fortitude: +4

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 12

Primary Attack: Ram

Damage: 1d6 **In:** +2 **Hit:** +4 **Dmg:** +3 **DR:**

Combat Abilities: On a natural 20 manta ray gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +7, Spot +6, Swim +10

Feats: Endurance

Special Abilities

Low light vision: A manta ray possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A manta ray is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The manta ray gains a +2 to any Reflex saves that it makes.

Skills: A manta ray has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 30'

Rhea

Description: A Rhea looks like a small ostrich, being only 3' tall but they have certain differences. A Rhea has three toes rather than 2 toes like an ostrich. They also lack the long tail that ostriches possess but instead have long side feathers that help conceal the Rhea's stunted tail.

Size: Small

Str: 6 (-2) **Ag:** 14 (+2) **Sta:** 8 (-1)

Psyche: 2

Endurance level: 1 -1

EP: 3 **Exp:** 20

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -2

Resistance rolls: **Fortitude:** +0

Reflex: +4

Defenses: None

Initiative Modifier: +2

Will: +1

DR: 14 / (d) 11

Attack: Bite

Attack Wing buffet

Damage: 1-3 **In:** +2 **Hit:** -2 **Dmg:** -0 **DR:**

Damage: 1-3 **In:** +2 **Hit:** -2 **Dmg:** -0 **DR:**

Combat Abilities: On a natural 20 a Rhea gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +7, Spot +7, Wilderness lore +2

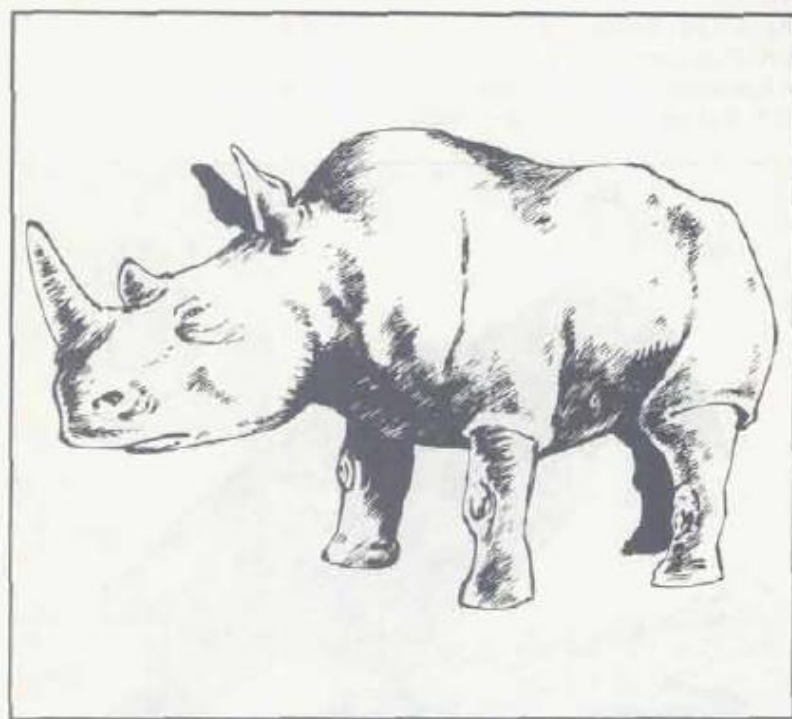
Base Skills: Climb +2, Hide +2, Listen +3, Move silently +2, Spot +3, Swim +2, Wilderness lore +1

Special Abilities

Low light vision: A Rhea can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A Rhea is very resistant to surprise. The Rhea gains a +4 bonus to its Spot checks to avoid surprise. The Rhea gains a +2 to any Reflex saves that it makes.

Move/round: 33'



Rhinoceros

Size: Large

Str: 26 (+8) **Ag:** 10 (+0) **Sta:** 21 (+5)

Psyche: 2

Endurance level: 8 +40 **EP:** 104 **Exp:** 1,000

Log: 2 (-4) **Int:** 13 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 9 (-1)

Combat Modifier: +18

Resistance rolls: **Fortitude:** +11 **Reflex:** +6

Defenses: none

Initiative Modifier: +0

Will: +3

DR: 16

Primary Attack: Gore

Damage: 2d6 **In:** +2 **Hit:** +18 **Dmg:** +12 **DR:**

Combat Abilities: On a natural 20 a rhinoceros gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +14, Spot +3

Feats: Expertise (Gore), Endurance

Special Abilities

Vision: A rhinoceros can see in a moonlit night up to 120 yards away, and on a moonless night up to 100 yards away

Powerful Charge: A rhinoceros deals 4d6+24 points of damage when it makes a charge.

Endurance: A rhinoceros can go for 9 days without sleep so long as it has food and water. The rhinoceros may perform Strenuous activity for 7 hours without resting for 1/2 an hour.

Move/round: 30'

Seal

Size: Medium

Str: 13 (+1) **Ag:** 15 (+2) **Sta:** 14 (+2)

Psyche: +1

Endurance level: 2 +4

EP: 16 **Exp:** 40

Log: 2 (-4) **Int:** 13 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: +1

Resistance rolls: **Fortitude:** +4

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 15/(d) 13

Primary Attack: Bite

Damage: 1d4 **In:** +4 **Hit:** +3 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 the seal gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +4, Spot +6, Swim +9

Feats: Expertise (bite)

Special Abilities

Low light vision: seal can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: seal are very resistant to surprise. seals gain a +4 bonus to its Spot checks to avoid surprise. A seal gains a +2 to any Reflex saves that it makes.

Hold Breath: A seal can hold its breath for 28 rounds, before needing to surface

Skills: A seal has a +8 bonus on any swim checks it makes to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered,

Move/round: 22', Swim 42'



Shark (Medium)

Size: Medium

Str: 13 (+1) **Ag:** 15 (+2) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 3 +3

EP: 21 **Exp:** 250

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +6/+0

Resistance rolls: Fortitude: +4

Reflex: +5

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 15/(d) 13

Primary Attack: Bite

Damage: 1-6 **In:** +4 **Hit:** +6/+3 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a shark gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +6, Spot +6, Swim +9

Feats: Bite

Special Abilities

Blindsense: A shark notices and locates creatures within 30'. Opponents still have 100% concealment against creatures with blindsense.

Alertness: A shark is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The shark gains a +2 to any Reflex saves that it makes.

Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: 62'

Shark (large)

Size: Large

Str: 17 (+3) **Ag:** 15 (+2) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 7 +7

EP: 63 **Exp:** 500

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 3 (-4)

Combat Modifier: +10/+3

Resistance rolls: Fortitude: +8

Reflex: +7

Defenses: none

Initiative Modifier: +4

Will: +3

DR: 15/(d) 13

Primary Attack: Bite

Damage: 1-8 **In:** +6 **Hit:** +12/+3 **Dmg:** +5 **DR:**

Combat Abilities: On a natural 20 shark gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +8, Spot +7, Swim +11

Feats: Expertise (bite), Improved initiative, Great fortitude

Special Abilities

Blindsense: A shark notices and locates creatures within 30'. Opponents still have 100% concealment against creatures with blindsense.

Alertness: A shark is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The shark gains a +2 to any Reflex saves that it makes.

Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: 62'

Shark (Huge)

Size: Huge

Str: 21 (+5) **Ag:** 15 (+2) **Sta:** 16 (+3)

Psyche: 2

Endurance level: 10 +20 **EP:** 120 **Exp:** 1000

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 8 (-1)

Combat Modifier: +12/+7

Resistance rolls: Fortitude: +11 **Reflex:** +9

Defenses: none

Initiative Modifier: +4

Will: +4

DR: 15 /(d) 13

Primary Attack: Bite

Damage: 2d6 **In:** +6 **Hit:** +14/+7 **Dmg:** +9 **DR:**

Combat Abilities: On a natural 20 shark gains a free attack against an off balanced opponent at +2 to hit. A shark can make an attack roll with only its Strength modifier but if it succeeds the shark gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the shark may use his natural attacks on structures without reducing the damage die.

Skills: Listen +10, Spot +10, Swim +13

Feats: Expertise (bite), Improved initiative, Great fortitude, Sunder

Special Abilities

Blindsense: A shark notices and locates creatures within 30'. Opponents still have 100% concealment against creatures with blindsense.

Alertness: A shark is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The shark gains a +2 to any Reflex saves that it makes.

Keen Scent: A shark can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

Skills: A shark has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: 62'

Sheep

Size: Small

Str: 6 (-2) **Ag:** 14 (+2) **Sta:** 12 (+1)

Psyche: 2

Endurance level: 2 +2

EP: 10 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -2

Resistance rolls: Fortitude: +0

Reflex: +4

Defenses: None

Initiative Modifier: +3

Will: +1

DR: 13 / (d) 11

Attack: Bite

Damage: 1-4 **In:** +3 **Hit:** -2 **Dmg:** -0 **DR:**

Combat Abilities: On a natural 20 Sheep gain a free attack against an off balanced opponent at +2 to hit. A frightened herd of sheep flee as a group in a random direction (but always away from the perceived source of danger). They literally run over anything of size Large or smaller that gets in their way, dealing 1d6 points of damage for every five animals in the herd. A successful Reflex save (DC 13) halves the damage.

Skills: Listen +5, Spot +5, Wilderness lore +1

Special Abilities

Low light vision: Sheep can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: Sheep are very resistant to surprise. Sheep gain a +4 bonus to its Spot checks to avoid surprise, and gain a +2 to any Reflex saves that it makes.

Move/round: 33'

Sheep, Wild

Size: Small

Str: 4 (-3) **Ag:** 10 (+0) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 2

EP: 14 **Exp:** 40

Log: 2 (+4) **Int:** 12 (+1) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: -1

Resistance rolls: Fortitude: +2

Reflex: +1

Armor: none

Initiative Modifier: +0

Will: +1

DR: 13

Primary Attack: bite

Damage: 1-2 **In:** +0 **Hit:** -1 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a wild sheep gains a free attack against an off balanced opponent at +2 to hit. A frightened herd of wild sheep flees as a group in a random direction (but always away from the perceived source of danger). They literally run over anything that gets in their way, dealing 1d2 points of damage for each five wild sheep in the herd. A successful Reflex save (DC 16) halves the damage.

Skills: Listen +8, Spot +5

Special Abilities

Scent: A wild sheep can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The wild sheep detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the wild sheep can pinpoint that source. The wild sheep can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Movement: 22'

Skunk

Size: Tiny animal

Str: 2 (-4) **Ag:** 13 (+1) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 1/2

EP: 3 **Exp:** 10

Log: 2 (-4) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: -2

Resistance rolls: **Fortitude:** +2

Reflex: +3

Defenses: none

Initiative Modifier: +1

Will: +1

DR: 13/(d) 12

Primary Attack: bite

Damage: 1-3 **In:** +3 **Hit:** +0 **Dmg:** -4 **DR:**

Combat Abilities: On a natural 20 a skunk gains a free attack against an off balanced opponent at +2 to hit..

Skills: Hide +15, Listen +4, Move silently +4, Spot +2

Feats: weapon finesse (bite)

Special Abilities

Musk: Once/round and no more than 5 times/day a skunk can release a stinking musk in a 5' cloud. An affected creature must succeed on a Fortitude save (DC 10) or be nauseated for 1d4 rounds. A second save must also be made to avoid being blinded for 1d4 rounds.

The stench is so strong that all cloth and such material will reek for 1d6 months. The odor is so strong that it doubles all chances for creature encounters, and imposes a -12 penalty to Hide checks if attempted while wearing clothing that has been contaminated by skunk musk.

Metal goods require being washed in a strong mixture of vinegar for a period of 1d3 days otherwise the stench clings to them for at least a week, and imposes the same penalties as above.

Scent: A skunk can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. This ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 31'

Squid

Size: Medium
Str: 14 (+2) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance level: 3 **EP:** 24 **Exp:** 40
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: +4
Resistance rolls: Fortitude: +3 **Reflex:** +6
Defenses: none

Initiative Modifier: +3
Will: +2
DR: 16/(d) 13

Primary Attack: arms
Secondary Attack: bite

Damage: 0 **In:** +5 **Hit:** +6/+0 **Dmg:** +4 **DR:**
Damage: 1-6 **In:** +3 **Hit:** +4 **Dmg:** +4 **DR:**

Combat Abilities: On a natural 20 a squid gains a free attack against an off balanced opponent at +2 to hit. A squid that hits with a tentacle can grapple as a free action without provoking an Attack of opportunity. The squid does not lose its Agility bonus to DR, and can use its remaining attacks to bite its prey.

A squid begins biting an opponent it has grabbed unless the opponent makes a Strength check (DC 14) to avoid taking bite damage (1-6 +4) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 14) and if he succeeds the character frees himself otherwise he takes damage as the squid bites him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the squid's bite. Each attempt to break free uses up an action. If the character doesn't break free the squid can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Listen +7, Spot +7, Swim +10

Feats: Expertise (tentacle)

Special Abilities

Low light vision: A squid possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Ink Cloud: A squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: A squid can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid can change colors, giving it a +4 bonus on Hide checks. A squid also can squeeze and contort its body, giving it a +10 bonus on Escape Artist checks. A squid has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 60'

Squid (tiny)

Size: Tiny
Str: 4 (-3) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance level: 1/3 **EP:** 2 **Exp:** 20
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: -1
Resistance rolls: Fortitude: +2 **Reflex:** +5
Defenses: none

Initiative Modifier: +3
Will: +1
DR: 16/(d) 14

Primary Attack: Arms
Secondary Attack: Bite

Damage: 0 **In:** +5 **Hit:** +1 **Dmg:** -3 **DR:**
Damage: 1-2 **In:** +3 **Hit:** -1 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a squid gains a free attack against an off balanced opponent at +2 to hit. A squid that hits with a tentacle can grapple as a free action without provoking an Attack of opportunity. The squid does not lose its Agility bonus to DR, and can use its remaining attacks to bite its prey.

A squid begins biting an opponent it has grabbed unless the opponent makes a Strength check (DC 4) to avoid taking bite damage (1d2 -3) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 4) and if he succeeds the character frees himself otherwise he takes damage as the squid bites him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the squid's bite. Each attempt to break free uses up an action. If the character doesn't break free the squid can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Listen +7, Spot +7, Swim +10

Feats: Expertise (tentacle)

Special Abilities

Low light vision: A squid possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Ink Cloud: A squid can emit a cloud of jet-black ink 2 feet high by 2 feet wide by 2 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: A squid can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A squid can change colors, giving it a +4 bonus on Hide checks. A squid also can squeeze and contort its body, giving it a +10 bonus on Escape Artist checks. A squid has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 60'

Squid, Giant

Size: Huge
Str: 26 (+8) **Ag:** 17 (+3) **Sta:** 13 (+1)
Psyche: 2

Endurance level: 12 +18 **EP:** 138 **Exp:** 8,000
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: 10 (+0)

Combat Modifier: +10/+6/+0
Resistance rolls: **Fortitude:** +9 **Reflex:** +11
Defenses: none

Initiative Modifier: +3
Will: +5
DR: 17/(d) 14

Primary Attack: arms
Secondary Attack: bite

Damage: 1-6 **In:** +5 **Hit:** +12/+6/+0 **Dmg:** +12 **DR:**
Damage: 2d8 **In:** +3 **Hit:** +10/+6/+0 **Dmg:** +12 **DR:**

Combat Abilities: On a natural 20 a giant squid gains a free attack against an off balanced opponent at +2 to hit. A giant squid that hits with a tentacle can grapple as a free action without provoking an Attack of opportunity. The giant squid does not lose its Agility bonus to DR, and can use its remaining attacks to bite its prey.

A giant squid begins biting an opponent it has grabbed unless the opponent makes a Strength check (DC 26) to avoid

taking bite damage (2d8 +12) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 26) and if he succeeds the character frees himself otherwise he takes damage as the giant squid bites him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the giant squid's bite. Each attempt to break free uses up an action. If the character doesn't break free the giant squid can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

A giant squid can make an attack roll with only its Strength modifier but if it succeeds the squid gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the squid may use its natural attacks on structures without reducing the damage die.

A giant squid who is reduced to zero Endurance points must roll a Will Resistance roll with a difficulty of 20 to avoid unconsciousness. If the roll succeeds the giant squid can remain awake but suffers a -8 to all skill, ability, and combat rolls and loses its defensive bonus due to sluggishness. While in this state the squid cannot move faster than at 1/2 speed. If the giant squid is struck again it succumbs to unconsciousness. Note that at -10 Endurance points the squid succumbs to death.

Skills: Listen +10, Spot +11, Swim +16

Feats: Expertise (tentacle), Sunder, Endurance

Special Abilities

Low light vision: A giant squid possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Ink Cloud: A giant squid can emit a cloud of jet-black ink 10 feet high by 10 feet wide by 10 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet: A giant squid can jet backward once per round as a full-round action, at a speed of 200 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Skills: A giant squid can change colors, giving it a +4 bonus on Hide checks. A giant squid also can squeeze and contort its body, giving it a +10 bonus on Escape Artist checks. A giant squid has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: Swim 80'

Sturgeon

Description: The granddaddy of all freshwater fish, the sturgeon can grow up to 18' in still water, but most are about 4-7 feet long on the average. It has scaly skin which is protected by five rows of bony scutes along its sides. Sturgeons are gray and silver fish that reside in shallow fresh water lakes and rivers. They are prized for their meat and exceedingly tasty eggs.

Size: Medium
Str: 8 (-1) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance level: 2 **EP:** 12 **Exp:** 40
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: +2
Resistance rolls: **Fortitude:** +3 **Reflex:** +6
Defenses: none

Initiative Modifier: +3
Will: +1
DR: 16 /(d) 13

Primary Attack: Tail swipe

Damage: 1-4 **In:** +5 **Hit:** +4 **Dmg:** -1 **DR:**

Combat Abilities: On a natural 20 a sturgeon gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +6, Listen +5, Spot +5, Swim +11

Feats: Expertise (tail swipe)

Special Abilities

Alertness: A Sturgeon is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The sturgeon gains a +2 to any Reflex saves that it makes.

Blindsense: A Sturgeon notices and locates creatures within 60'. Opponents still have 100% concealment against creatures with blindsense.

Move/round: Swim 43'

Swan

Size: Small

Str: 6 (-2) **Ag:** 12 (+1) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 1+1

EP: 7 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: +0

Resistance rolls: Fortitude: +3

Reflex: +4

Defenses: none

Initiative Modifier: +1

Will: +2

DR: 13/(d) 11

Primary attack: Wing buffet

Damage: 1-4 **In:** +1 **Hit:** +0 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a swan gains free attack against off balanced opponent at +2 to hit.

Skills: Listen +5, Spot +5

Movement: 10', swim 5', fly 60 ft.

Swan, Pied

Description: Pied swans are the most intelligent herbivorous avians. These swans dwell in marshes and wetlands, and are creamy white in color with splotches and speckles of black and gray.

Size: Small

Str: 6 (-2) **Ag:** 12 (+1) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 1+1

EP: 7 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: +0

Resistance rolls: Fortitude: +3

Reflex: +4

Defenses: none

Initiative Modifier: +1

Will: +2

DR: 13/(d) 11

Primary attack: Wing buffet

Damage: 1-4 **In:** +1 **Hit:** +0 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a swan gains free attack against off balanced opponent at +2 to hit.

Skills: Listen +5, Spot +5

Movement: 10', swim 5', fly 60 ft.

Thrush

Description: Thrushes are large songbirds with keen eyesight.

Size: Tiny animals

Str: 1 (-5) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 4

Endurance level: 1/2

EP: 3 **Exp:** 40

Log: 3 (-4) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: -5

Resistance rolls: Fortitude: +2

Reflex: +4

Defenses: none

Initiative Modifier: +4

Will: +2

DR: 14 /(d) 12

Primary attack: beak

Damage: 1pt **In:** +4 **Hit:** -5 **Dmg:** n/a **DR:** +2

Combat Abilities: On a natural 20 a thrush gains a free attack against an off balanced opponent at +2 to hit. By expending an action stated at the beginning of the combat round before Initiative is rolled a thrush gains a +2 bonus to its Defensive rating for the round including its Defensive rating against traps, and increases its Reflex saves by +2.

Skills: Listen +6, Spot +6 Wilderness Lore +1

* Thrushes receive a +8 bonus to Spot checks during daylight.

Feats: Dodge, improved initiative

Special Abilities

Low light vision: A thrush can see using low light vision up to 120 yards under moonlight, or 100 yards in a moonless night.

Alertness: A thrush is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The thrush gains a +2 to any Reflex saves that it makes.

Move/round: 5/, flight 40'

Tortoise, Aquatic

Size: Medium
Str: 10 (+0) **Ag:** 6 (-2) **Sta:** 14 (+2)
Psyche: 2

Endurance level: 3 +6 **EP:** 30 **Exp:** 40
Log: 1 (-5) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 1 (-5)

Combat Modifier: +0
Resistance rolls: Fortitude: +2 **Reflex:** +2
Defenses: None

Initiative Modifier: +0
Will: +1
DR: 9 (+1 natural -2 Ag)

Attack: Bite

Damage: 1-4 **In:** +0 **Hit:** +0 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 an aquatic tortoise gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +4, Spot +4, Swim +4

Special Abilities

Low light vision: An aquatic tortoise can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Move/round: 13', Swim 10'

Tortoise, Land

Size: Medium
Str: 10 (+0) **Ag:** 6 (-2) **Sta:** 14 (+2)
Psyche: 2

Endurance level: 3 +6 **EP:** 30 **Exp:** 40
Log: 1 (-5) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 1 (-5)

Combat Modifier: +0
Resistance rolls: Fortitude: +2 **Reflex:** +2
Defenses: None

Initiative Modifier: +0
Will: +1
DR: 9 (+1 natural -2 Ag)

Attack: Bite

Damage: 1-4 **In:** +0 **Hit:** +0 **Dmg:** +0 **DR:**

Combat Abilities: On a natural 20 a land tortoise gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +4, Spot +4

Special Abilities

Low light vision: A land tortoise can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Move/round: 13'

Vulture

Size: Small

Str: 8 (-1) **Ag:** 15 (+2) **Sta:** 17 (+3)

Psyche: 4

Endurance level: 1 +3

EP: 7 **Exp:** 40

Log: 2 (-4) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: +2

Resistance rolls: Fortitude: +5

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 15/(d) 13

Primary Attack: Claws

Secondary Attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** -1 **DR:**

Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** -1 **DR:**

Combat Abilities: On a natural 20 a vulture gains a free attack against an off balanced opponent at +2 to hit.

Skills: Spot +6, Wilderness lore +10

Feats: track

Special Abilities

Low light vision: A vulture can see 120 yards in moonlight, or 100 yards in a moonless night

Resistance to disease: A vulture gains a +4 bonus on Fortitude saves to resist disease but not magical or supernatural diseases.

Scent: A vulture can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Vultures gain a +4 bonus to all Spot and Wilderness lore checks.

Move/round: 10', Flight 60'

Vulture, Condor

Size: Small

Str: 8 (-1) **Ag:** 15 (+2) **Sta:** 17 (+3)

Psyche: 4

Endurance level: 1 +3

EP: 7 **Exp:** 40

Log: 2 (-4) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: +2

Resistance rolls: Fortitude: +5

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 15/(d) 13

Primary Attack: Claws

Secondary Attack: Beak

Damage: 1-3 **In:** +2 **Hit:** +2 **Dmg:** -1 **DR:**

Damage: 1-4 **In:** +2 **Hit:** +2 **Dmg:** -1 **DR:**

Combat Abilities: On a natural 20 a Condor gains a free attack against an off balanced opponent at +2 to hit.

Skills: Spot +6, Wilderness lore +10

Feats: track

Special Abilities

Low light vision: A Condor can see 120 yards in moonlight, or 100 yards in a moonless night

Resistance to disease: A Condor gains a +4 bonus on Fortitude saves to resist disease but not magical or supernatural diseases.

Scent: A Condor can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Skills: Condor gains a +4 bonus to all Spot and Wilderness lore checks.

Move/round: 10', Flight 60'

Walrus

Size: Large

Str: 18 (+4) **Ag:** 9 (-1) **Sta:** 14 (+2)

Psyche: 2

Endurance level: 5 +10 **EP:** 60 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 4 (-3)

Combat Modifier: +9

Resistance rolls: **Fortitude:** +4

Reflex: +1

Defenses: None

Initiative Modifier: -1

Will: +1

DR: 12

Attack: Bite

Damage: 1-6 **In:** -1 **Hit:** +9 **Dmg:** +6 **DR:**

Combat Abilities: On a natural 20 a walrus gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +7, Spot +7, Swim +11

Special Abilities

Low light vision: A walrus can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A walrus is very resistant to surprise. The walrus gains a +4 bonus to its Spot checks to avoid surprise. The walrus gains a +2 to any Reflex saves that it makes.

Hold Breath: A walrus can hold its breath for 28 rounds, before needing to surface

Skills: A walrus has a +8 racial bonus on any swim checks it makes to perform some special action or avoid a hazard. It can always take 10 on a swim check, even if distracted or endangered,

Move/round: 10', Swim 30'



Weasel

Size: Tiny Animal

Str: 3 (-4) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 1/2

EP: 3 **Exp:** 40

Log: 2 (-4) **Int:** 12 (+1) **Per:** 5 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: -2

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 14/(d) 12

Primary attack: Bite

Damage: 1pt **In:** +2 **Hit:** -2 **Dmg:** n/a **DR:**

Combat Abilities: On a natural 20 a weasel gains a free attack against an off balanced opponent at +2 to hit. If a weasel hits with a bite attack, it uses its powerful jaws to latch onto the opponent's body and automatically deals bite damage each round it remains attached. An attached weasel has a Defensive rating of 12.

Skills: Balance +10, Climb +11, Hide +13, Move Silently +9, Spot +4

Special Abilities

Vision: Weasels possess both dark vision, and Low light vision enabling them to see in the dark up to 120 yards away under moonlight, and 100 yards on a moonless night.

Scent: The Weasel can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 22 ft., climb 20 ft.



Whale, Baleen

Size: Gargantuan animal
Str: 35 (+12) **Ag:** 13 (+1) **Sta:** 22 (+6)
Psyche: 2

Endurance levels: 12 +78 **EP:** 294 **Exp:** 2,000
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 20 (+5)

Combat Modifier: +30
Resistance rolls: Fortitude: +14 **Reflex:** +9
Defenses: none

Initiative Modifier: +1
Will: +5
DR: 16/(d) 15

Primary Attack: Tail swipe

Damage: 1d8 **In:** +1 **Hit:** +30 **Dmg:** +16 **DR:**

Combat Abilities: On a natural 20 a Baleen whale gains a free attack against an off balanced opponent at +2 to hit. A Baleen whale who is reduced to zero Endurance points must roll a Will Resistance roll (DC 20) to avoid unconsciousness. If the roll succeeds the Baleen whale can remain awake but suffers a -8 to all skill, ability, and combat rolls and loses its Agility based Defensive bonus due to sluggishness. While in this state the whale cannot move faster than at 1/2 speed. If the whale is struck again it succumbs to unconsciousness. Note that at -10 Endurance points the Baleen whale succumbs to death

A Baleen whale can make an attack roll with only its Strength modifier but if it succeeds the whale gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the whale may use its natural attacks on structures without reducing the damage die.

Skills: Listen +15*, Spot +14*, Swim +20

Feats: Expertise (bite), Expertise (tail swipe), Endurance, Toughness, Sunder

Special Abilities

Vision: A Baleen whale can see in a moonlit night up to 120 yards away, and on a moonless night up to 100 yards away.

Blindsense: A Baleen whale notices and locates creatures within 120'. Opponents still have 100% concealment against creatures with blindsense.

Alertness: A Baleen whale is very resistant to surprise, and gains a +4 bonus to its spot checks to avoid surprise. The Baleen whale gains a +2 to any Reflex saves that it makes.

Endurance: A Baleen whale can go for an additional day/Stamina modifier without sleep (10 days) so long as it has food and water. The whale may also perform Strenuous activity for 8 hours without resting for 1/2 an hour.

Hold Breath: A Baleen whale can hold its breath for 44 rounds before it risks drowning.

Move/round: swim 40'

Whale, Sperm

Size: Gargantuan animal
Str: 35 (+12) **Ag:** 13 (+1) **Sta:** 24 (+7)
Psyche: 4

Endurance level: 12 +87 **EP:** 303 **Exp:** 2,000
Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: 20 (+5)

Combat Modifier: +30
Resistance rolls: Fortitude: +15 **Reflex:** +9
Defenses: none

Initiative Modifier: +1
Will: +6
DR: 16/(d) 15

Primary Attack: Bite
Secondary Attack: Tail swipe

Damage: 4d6 **In:** +1 **Hit:** +30 **Dmg:** +16 **DR:**
Damage: 1d8 **In:** +1 **Hit:** +30 **Dmg:** +16 **DR:**

Combat Abilities: On a natural 20 a Sperm whale gains a free attack against an off balanced opponent at +2 to hit. A Sperm whale who is reduced to zero Endurance points must roll a Will Resistance roll (DC 20) to avoid

unconsciousness. If the roll succeeds the Sperm whale can remain awake but suffers a -8 to all skill, ability, and combat rolls and loses its Agility based Defensive bonus due to sluggishness. While in this state the whale cannot move faster than at 1/2 speed. If the whale is struck again it succumbs to unconsciousness. Note that at -10 Endurance points the whale succumbs to death.

A Sperm whale can make an attack roll with only its Strength modifier but if it succeeds the whale gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the whale may use its natural attacks on structures without reducing the damage die.

Skills: Listen +15*, Spot +14*, Swim +20

Feats: Expertise (bite), Expertise (tail swipe), Endurance, Toughness, Sunder

Special Abilities

Vision: A Sperm whale can see in a moonlit night up to 120 yards away, and on a moonless night up to 100 yards away.

Blindsense: A Sperm whale notices and locates creatures within 120'. Opponents still have 100% concealment against creatures with blindsense.

Alertness: A Sperm is very resistant to surprise, and gains a +4 bonus to its spot checks to avoid surprise. The whale gains a +2 to any Reflex saves that it makes.

Endurance: A Sperm whale can go for an additional day/Stamina modifier without sleep (10 days) so long as it has food and water. The whale may also perform Strenuous activity for 8 hours without resting for 1/2 an hour.

Hold Breath: A whale can hold its breath for 48 rounds before it risks drowning.

Move/round: swim 40'

Whale, Orca

Size: Huge

Str: 27 (+8) **Ag:** 15 (+2) **Sta:** 21 (+5)

Psyche: 4

Endurance level: 9 +48 **EP:** 138 **Exp:** 1,000

Log: 2 (-4) **Int:** 14 (+2) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 20 (+5)

Combat Modifier: +18

Resistance rolls: **Fortitude:** +11 **Reflex:** +8

Defenses: none

Initiative Modifier: +2

Will: +5

DR: 16 /(d) 14 /(sh)

Primary Attack: Bite

Damage: 2d6 **In:** +4 **Hit:** +20 **Dmg:** +14 **DR:**

Combat Abilities: On a natural 20 an Orca gains a free attack against an off balanced opponent at +2 to hit. An Orca who is reduced to zero Endurance points must roll a Will Resistance roll (DC 20) to avoid unconsciousness. If the roll succeeds the whale can remain awake but suffers a -8 to all skill, ability, and combat rolls and loses its Agility based Defensive bonus due to sluggishness. An Orca in this state cannot move faster than at 1/2 speed. If the whale is struck again it succumbs to unconsciousness. Note that at -10 Endurance points the Orca succumbs to death

An Orca can make an attack roll with only its Strength modifier but if it succeeds the whale gains 2 additional damage dice before adding its standard damage modifiers. As a secondary effect the Orca may use its natural attacks on structures without reducing the damage die.

Skills: Listen +14*, Spot +14*, Swim +16

Feats: Expertise (Bite), Sunder, Toughness

Special Abilities

Vision: An Orca can see in a moonlit night up to 120 yards away, and on a moonless night up to 100 yards away.

Blindsense: An Orca notices and locates creatures within 120'. Opponents still have 100% concealment against creatures with blindsense.

Alertness: An Orca is very resistant to surprise, and gains a +4 bonus to its spot checks to avoid surprise. The Orca gains a +2 to any Reflex saves that it makes.

Endurance: An Orca can go for 9 days without sleep so long as it has food and water. The whale may also perform Strenuous activity for 7 hours without resting for 1/2 an hour.

Hold Breath: An Orca can hold its breath for 42 rounds before it risks drowning.

Move/round: Swim 50'



Wolf

Size: Medium

Str: 13 (+1) **Ag:** 15 (+2) **Sta:** 15 (+2)

Psyche: 2

Endurance level: 2+4

EP: 18 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: +3

Resistance rolls: Fortitude: +7

Reflex: +5

Defenses: none

Initiative Modifier: +3

Will: +2

DR: 14/(d) 12

Primary Attack: Bite

Secondary Attack: Claws

Damage: 1-6 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Damage: 1-4 **In:** +3 **Hit:** +3 **Dmg:** +2 **DR:**

Combat Abilities: On a natural 20 a wolf gains a free attack against an off balanced opponent at +2 to hit. A wolf that hits with a bite attack can attempt to trip the opponent without provoking an Attack of opportunity. The opponent must make a Reflex Save against the attack roll made by the wolf or they are knocked prone. A prone character loses their Agility based Defensive bonus and allowing for Attacks of opportunity against them. It takes one action to get back up, and allows for Attacks of opportunity while the character gets up.

Skills: Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +4

Special Abilities

Vision: Wolves possess both dark vision, and Low light vision enabling them to see in the dark up to 120 yards away under moonlight, and 100 yards on a moonless night.

Alertness: A wolf is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The Wolf gains a +2 to any Reflex saves that it makes.

Scent: The wolf can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 52 ft.



Wolverine

Size: Medium

Str: 14 (+2) **Ag:** 15 (+2) **Sta:** 19 (+4)

Psyche: 2

Endurance level: 3+12 **EP:** 38 **Exp:** 500

Log: 1 (-5) **Int:** 12 (+1) **Per:** 10 (+0) **App:** 10 (+0)

Reputation: 4 (-3)

Combat Modifier: +6/+0

Resistance rolls: **Fortitude:** +7 **Reflex:** +5

Defenses: none

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary attack: Claws

Secondary attack: Bite

Damage: 1-4 **In:** +2 **Hit:** +6/+0 **Dmg:** +2 **DR:** +1

Damage: 1-6 **In:** +2 **Hit:** +6/+0 **Dmg:** +2 **DR:** +1

Combat Abilities: On a natural 20 a wolverine gains a free attack against an off balanced opponent at +2 to hit. A wolverine that takes damage in combat flies into a berserk rage the following round clawing and biting madly until either it or its opponent is dead. When in rage its stats become:

Str: 18 (+4) **Ag:** 15 (+2) **Sta:** 23 (+7)

Psyche: 2

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: 4 (-3)

Combat Modifier: +6/+2

Resistance rolls: **Fortitude:** +7 **Reflex:** +5

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 14/(d) 12

Primary attack: Claws

Secondary attack: Bite

Damage: 1-4 **In:** +2 **Hit:** +6/+2 **Dmg:** +4 **DR:** +1

Damage: 1-6 **In:** +2 **Hit:** +6/+2 **Dmg:** +4 **DR:** +1

The wolverine gains 9 temporary Endurance points while in this state, and cannot end its rage voluntarily.

Skills: Climb +15, Listen +6, Spot +6

Special Abilities

Scent: A wolverine can detect approaching enemies, sniff out hidden foes, and track by sense of smell. The wolverine detects another creature's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the wolverine can pinpoint that source. The wolverine can follow tracks by smell, making an Intuition check to find or follow a track. The typical DC for a fresh trail is 10. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track feat. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Movement: 32'/Climb 12'/burrow 10'

Section Two: Vermin

Crab

Size: Diminutive

Str: 6 (-2) **Ag:** 14 (+2) **Sta:** 11 (+0)

Psyche: 2

Endurance Level: 1/2 **EP:** 3 **Exp:** 20

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +0

Resistance rolls: Fortitude: +2

Defenses: none

Reflex: +4

Initiative Modifier: +2

Will: +1

DR: 14/ (d) 12

Primary Attack: Claws

Damage: 1-2 **In:** +4 **Hit:** +2 **Dmg:** -2 **Dr:**

Combat Abilities: On a natural 20 a crab gains a free attack against an off balanced opponent at +2 to hit. A crab that hits with a claw deals normal damage and can grapple as a free action without provoking an Attack of opportunity. Crabs have a +4 bonus on grappling checks. The crab does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to crush its prey.

A crab begins crushing an opponent it has grabbed unless the opponent makes a Strength check (DC 6) to avoid taking damage from both the crab's pincers (2-4-4) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 6) and if he succeeds the character frees himself otherwise he takes damage as the crab continues to crush him. At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the crab squeezing him. Each attempt to break free uses up an action. If the character doesn't break free the crab can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Hide +10, Spot +9

Feats: Expertise (claws)

Special Abilities

Low light vision: A crab possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The crab can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Amphibious: Although crabs are aquatic, they can survive indefinitely on land.

Move/round: 20'

Crayfish (Lobster)

Description: A crayfish is a freshwater lobster. It has a multi-plated shell, numerous legs, eyes on stalks and two wicked pincers. Crayfish range in color from muddy brown to sand colored depending on the bottom of the river that they dwell in.

Size: Diminutive

Str: 6 (-2) **Ag:** 14 (+2) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 1/2 **EP:** 3 **Exp:** 20

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +0

Resistance rolls: **Fortitude:** +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: +1

DR: 14/ (d) 12

Primary Attack: Claws

Damage: 1-2 **In:** +4 **Hit:** +2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a crayfish gains a free attack against an off balanced opponent at +2 to hit. A crayfish that hits with a claw deals normal damage and can grapple as a free action without provoking an Attack of opportunity. Crayfish have a +4 bonus on grappling checks. The crayfish does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to crush its prey.

A crayfish begins crushing an opponent it has grabbed unless the opponent makes a Strength check (DC 6) to avoid taking damage from both the crayfish's pincers (2-4-4) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character must make a Strength check (DC 6) and if he succeeds the character frees himself otherwise he takes damage as the crayfish continues to crush him. At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the crayfish squeezing him. Each attempt to break free uses up an action. If the character doesn't break free the crayfish can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Hide +10, Spot +9

Feats: Expertise (claws)

Special Abilities

Low light vision: A crayfish possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Scent: The crayfish can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Amphibious: Although crayfish are aquatic, they can survive indefinitely on land.

Move/round: 20'

Frog, Tree

Description: These tiny tree frogs dwell in the rainforests of South America, and are noted for the potent contact poison that exudes from their pores. The tree frog is a bright lime green in color, that is streaked with yellow and orange. Their coloration serves to warn predators away from it.

Size: Tiny
Str: 1 (-5) **Ag:** 16 (+3) **Sta:** 8 (-1)
Psyche: 2

Endurance level: ½ -1 **EP:** 2 **Exp:** 40
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: +0

Combat Modifier: -5
Resistance rolls: **Fortitude:** +0 **Reflex:** +7
Defenses: None

Initiative Modifier: +3
Will: +1
DR: 15/(d) 12

Attack: Bite

Damage: 1-2 **In:** +3 **Hit:** -5 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a tree frog gains a free attack against an off balanced opponent at +2 to hit.

Skills: Climb +2, Jump +4, Listen +4, Spot +4

Special Abilities

Low light vision: A tree frog can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A tree frog is very resistant to surprise. The tree frog gains a +4 bonus to its Spot checks to avoid surprise. The tree frog gains a +2 to any Reflex saves that it makes (already added).

Poison: A tree frog exudes a powerful, fast acting contact poison. If the frog is handled the victim must make a Fortitude save or suffer the following effects:

Poison: **DC:** 18 **Onset Time:** Instant **Effect:** -4 to Agility
Secondary effect: **Delay:** 1 round **Effect:** -3 to Stamina

Tree frogs are prized by tribesmen who can poison a dagger sized weapon on the frog, poisoning it. The poison lasts 12 hours on a weapon or until it is used.

Move/round: 23', Climb 10'

Frog, Leaf

Leaf frogs are arboreal creatures that have adapted for gliding from tree to tree. It has a broad head, and a slim body with elongated limbs ending in webbed feet. Flaps of skin fringe the forelimbs and heels, permitting the creature to extend its body and create a bizarre but effective set of glider wings. The Leaf frog is bright red and blue. If touched they inject a victim with a virulent poison because of the small needle like spines that cover its back.

Size: Tiny
Str: 2 (-4) **Ag:** 16 (+3) **Sta:** 8 (-1)
Psyche: 2

Endurance level: ½ -1 **EP:** 2 **Exp:** 20
Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)
Reputation: +0

Combat Modifier: -4
Resistance rolls: **Fortitude:** +0 **Reflex:** +5
Defenses: None

Initiative Modifier: +3
Will: +1
DR: 15/(d) 12

Attack: Claw

Damage: 1-2 **In:** +3 **Hit:** -4 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a leaf frog gains a free attack against an off balanced opponent at +2 to hit.

Skills: Climb +2, Jump +4, Listen +4, Spot +4, Swim -2

Special Abilities

Low light vision: A leaf frog can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A leaf frog is very resistant to surprise. The leaf frog gains a +4 bonus to its Spot checks to avoid surprise. The leaf frog gains a +2 to any Reflex saves that it makes.

Poison: All leaf frogs are poisonous, and anyone touching one must roll a Fortitude save or suffer from the following type of poison:

Poison:	DC: 16	Onset Time: 1-4 rounds	Effect: -2 to Intuition
		Secondary effect delay: 2-8 rounds	Effect: -2 Intuition

Glide: A leaf frog has the ability to launch itself through the air from a height and glide through the air landing unharmed a long distance away. While this is really more of a controlled jump than actually gliding, the leaf frog makes a jump check, (DC 12) and for each point of success it can glide 2', and land unharmed.

Move/round: 13', Climb 10', Swim 10'

Gopher

Description: The most common rodent in the southern United States, gophers resemble big snouted rats with a tiny wedge shaped tail. These creatures live mainly on grass roots. On the plains they are a nuisance because they live in large colonies of interlocking burrows. Their holes rise up about a foot from ground level, but their tunnels run very close to the surface, and many animals, or even a few humans have tripped on a gopher hole and broken a leg.

Size: Tiny

Str: 2 (-4) **Ag:** 16 (+3) **Sta:** 10 (+0)

Psyche: 2

Endurance level: ½ **EP:** 4 **Exp:** 10

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -4

Resistance rolls: **Fortitude:** +1

Reflex: +5

Defenses: None

Initiative Modifier: +3

Will: +1

DR: 15 /(d) 12

Attack: Bite

Damage: 1-2 **In:** +3 **Hit:** -4 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a Gopher gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +5, Listen +4, Move silently +5, Spot +5, Wilderness lore +2

Special Abilities

Low light vision: A Gopher can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A Gopher is very resistant to surprise. The Gopher gains a +4 bonus to its Spot checks to avoid surprise. The Gopher gains a +2 to any Reflex saves that it makes.

Move/round: 33', Burrow 10'

Lamprey

Description: Lampreys are gray, jawless fish that attach themselves to other creatures in the same manner as a leech. Like a leech the lamprey survives off of the blood of other creatures.

Size: Tiny

Str: 4 (-3) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 1/3

EP: 2 **Exp:** 40

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: -1

Resistance rolls: **Fortitude:** +2

Reflex: +5

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 17/(d) 14

Primary Attack: Bite

Damage: 1-2+ blood loss **In:** +5 **Hit:** +1 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a Lamprey gains a free attack against an off balanced opponent at +2 to hit.

Skills: Listen +6, Spot +6, Swim +11

Feats: Expertise (Bite)

Special Abilities

Vision: A lamprey can see in a moonlit night up to 120 yards away, and on a moonless night up to 100 yards away

Blindsense: A lamprey notices and locates creatures within 120'. Opponents still have 100% concealment against creatures with blindsense.

Blood drain: If a Lamprey hits with its bite attack it can start a grapple without incurring Attacks of opportunity. The Lamprey also does not lose its Defensive bonus due to Agility while it is grappling a target. Once latched on the Lamprey will begin draining blood, before initiative on each round after it attaches to the victim the lamprey drains 1d4 points of temporary Stamina. Once it has drained 4 points of Stamina it will detach and swim away.

Move/round: swim 43'

Leech, Swarm

Size: Fine

Str: 1 (-5) **Ag:** 11 (+0) **Sta:** 8 (-1)

Psyche: 2

Endurance level: 2 -2 **EP:** 6 **Exp:** 40

Log: n/a **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: -3

Resistance roll: Fortitude: +2

Reflex: +0

Defenses: none

Initiative Modifier: +0

Will: +1

DR: 18

Primary Attack: Swarm

Damage: 1-6 + blood drain **In:** +0 **Hit:** -3 **Dmg:** -5 **DR:**

Combat Abilities: On a natural 20 the creature gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +16, Swim +3

Special Abilities

Anesthetize: A creature attacked by a leech swarm must succeed on a Spot check (opposed by the swarm's hide check) to notice the attack, if both the leech swarm and character are in murky water at least 2' deep. Each round of blood drain entitles the creature to another Spot check to notice the leeches, with a cumulative +2 bonus on the check/round after the first.

Characters attacked in clear water, or who have some means of detecting the leech swarm without seeing it, notice the attack automatically.

Blood drain: Any living creature damaged by a leech swarm also takes 1 point of Stamina damage as the swarm drains its blood. This damage repeats every round thereafter unless the creature successfully exits the swarm and spends a full round removing leeches from its body.

Disease: A character damaged by a leech swarm must succeed on a DC 15 Fortitude save or contract the following disease:

Leech disease: **DC:** 15

Incubation: 2 days

Effect: -1 Str, -1 Sta

Interval: n/a

Duration: 1 week

Distraction: Any living creature vulnerable to the leech swarm's damage who notices the swarm, is nauseated for 1 round unless they make a Fortitude save DC 10. Even with a successful save, spellcasting or concentrating on anything within the area of a swarm requires a Concentration check (DC 20 + Spell level) Using skills requiring patience and concentration requires a DC 20 concentration check.

Swarm: A swarm has no front or back, and is not subject to critical hits or flanking. A swarm made up of tiny creatures takes ½ damage from slashing and piercing weapons. A swarm of fine or Diminutive creatures is immune to all weapon damage. A swarm is immune to any spell or effect that targets a specific creature or number of creatures with the exception of mind magic (if it has a hive mind) A swarm takes +50% from spells or effects that affect an area.

Skills: A Leech swarm has a +8 bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

Move/round: swim 10'

Prairie Dog

Description: The Prairie dog is a ground dwelling rodent found in the central plains of the United States. They are said to be harmless, though farmers who have had their fields ruined by these voracious eaters may say otherwise. Tailless and blunt nosed, Prairie dogs live in burrows beneath the earth, and can be seen standing on the mounds of earth by the entrance to their burrows sniffing the air for potential threats. They have a thick red-brown fur that is in much demand by furriers.

Size: Tiny

Str: 2 (-4) **Ag:** 16 (+3) **Sta:** 8 (-1)

Psyche: 2

Endurance level: ½ -1

EP: 2 **Exp:** 10

Log: 2 (-4) **Int:** 12 (+1) **Per:** 6 (-2) **App:** 8 (-1)

Reputation: +0

Combat Modifier: -4

Resistance rolls: Fortitude: +0

Reflex: +5

Defenses: None

Initiative Modifier: +3

Will: +1

DR: 15 / (d) 12

Attack: Bite

Damage: 1-2 **In:** +3 **Hit:** -4 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a Prairie dog gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +5, Listen +4, Move silently +5, Spot +5, Wilderness lore +2

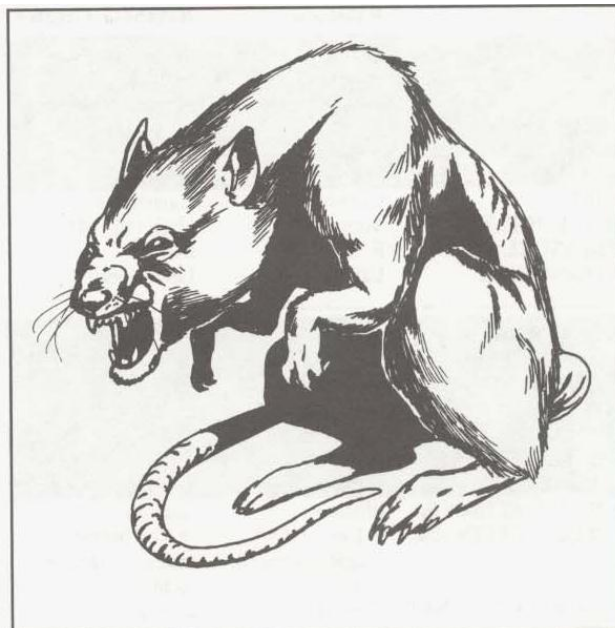
Special Abilities

Low light vision: A Prairie dog can see using Low light vision up to 120 yards in moonlight or 100 yards on a moonless night

Alertness: A Prairie dog is very resistant to surprise. The Prairie dog gains a +4 bonus to its Spot checks to avoid surprise. The Prairie dog gains a +2 to any Reflex saves that it makes.

Scent: A Prairie dog can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 33', Burrow 10'



Rat

Size: Tiny

Str: 2 (-4) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 1/4th

EP: 1 **Exp:** 10

Log: 2 (-4) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: -2

Resistance rolls: Fortitude: +2

Reflex: +4

Defenses: none

Initiative Modifier: +2

Will: -1

DR: 14/(d) 12

Primary Attack: Bite

Damage: 1pt **In:** +2 **Hit:** -2 **Dmg:** n/a **DR:**

Combat Abilities: On a natural 20 a rat gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +10, Climb +12, Hide +18, Move Silently +10

Special Abilities

Vision: Rats possess both dark vision, and Low light vision enabling them to see in the dark up to 120 yards away under moonlight, and 100 yards on a moonless night.

Alertness: A rat is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The rat gains a +2 to any Reflex saves that it makes.

Scent: These rats can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Resistances: Rats gain a +4 bonus to saves vs. poison and disease because of their hardy constitutions

Disease: Because of rats habitat many of them carry fleas and other parasites, which make them carriers of disease. Fully 40% of rats are carriers who transmit disease through their bites. Any character bit must make a Fortitude save or contract the following disease:

Filth fever:

DC: 16

Incubation: 2 days

Effect: -1 Str, -1 Sta

Interval: 1 day

Duration: 5 times

Movement: 17 ft., climb 15 ft.

Rat, Swarm

Description: A rat swarm is a mass of teeming, famished and disease ridden rats. A rat swarm is composed of such a great number of rats that they become implacable hunters capable of killing a human with hundreds of bites.

Size: Tiny animal swarm

Str: 2 (-4) **Ag:** 15 (+2) **Sta:** 10 (+0)

Psyche: 2

Endurance level: 4

EP: 16 **Exp:** 80

Log: 2 (-4) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +1

Resistance rolls: Fortitude: +4

Reflex: +8

Defenses: None

Initiative Modifier: +2

Will: +2

DR: 14/(d) 12

Primary Attack: swarm

Damage: 1-6 + disease **In:** +4 **Hit:** +1 **Dmg:** -4 **DR:**

Combat Abilities: On a natural 20 the rat swarm gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10

Feats: expertise (bite)

Special Abilities

Low light vision: A swarm of rats can see using Low light vision up to 60' in moonlight or 30' yards on a moonless night

Alertness: A rat swarm is very resistant to surprise. The rat swarm gains a +4 bonus to its Spot checks to avoid surprise. The rat swarm gains a +2 to any Reflex saves that it makes.

Damage resistance: Rat swarms take ½ damage from slashing and piercing attacks.

Scent: A rat swarm can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Distraction: Any living creature that is engulfed by a swarm of rats must succeed on a Fortitude save (DC 11) or be nauseated for one round.

Disease: Rat swarms carry fleas and other parasites, which make them carriers of disease, and transmit their disease through their bites. Any character bit must make a Fortitude save or contract the following disease:

Filth fever:	DC: 16	Incubation: 2 days	Effect: -1 Str, -1 Sta
		Interval: 1 day	Duration: 5 times

Skills: A rat swarm has a +4 bonus to Hide and Move silently checks, and a +8 bonus to Balance, Climb, and Swim checks. Rats can take 10 on all Climb, and swim checks even if rushed or threatened. A rat swarm uses its Agility modifier instead of its Strength modifier for Climb and Swim checks.

Move/round: 15', climb 15'

Scorpion (Tiny)

Size: Tiny Vermin

Str: 3 (-4) **Ag:** 10 (+0) **Sta:** 14 (+2)

Psyche: +0

Endurance level: ½ +2 **EP:** 5 **Exp:** 20

Log: n/a **Int:** 10 (+0) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: -2

Resistance rolls: Fortitude: +4 **Reflex:** +0

Defenses: none

Initiative Modifier: +0

Will: +0

DR: 14

Primary Attack: Claws

Secondary Attack: Stinger

Damage: 1-2 **In:** +2 **Hit:** +0 **Dmg:** -4 **DR:**

Damage: 1-2 + poison **In:** +2 **Hit:** +0 **Dmg:** -4 **DR:**

Combat Abilities: On a natural 20 the scorpion gains a free attack against an off balanced opponent at +2 to hit. A scorpion that hits with a claw deals normal damage and can grapple as a free action without provoking an Attack of opportunity. Scorpions have a +4 bonus on grappling checks. The scorpion does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to crush its prey, or use its stinger to poison its potential prey.

A scorpion who chooses to continue crushing its prey does so unless the opponent makes a Strength check (DC 3) to avoid taking damage from both the scorpion's claws (2-4 -4) from the attack. Even if this roll succeeds the character is still held. If the character spends an action he may try to break free. In order to break free the character must make a Strength check (DC 3) and if he succeeds the character frees himself otherwise he takes damage as the Scorpion continues to crush him.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise the character automatically takes damage from the scorpion either using its stinger, or its claws. Each attempt to break free uses up an action. If the character doesn't break free the scorpion can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Climb +4, Hide +15, Spot +7

Feats: Expertise (Claws), Expertise (stinger)

Special Abilities

Darkvision: Scorpions have darkvision with a range of 60 feet.

Immunity: Monstrous scorpions are immune to its own poison.

Poison: A character struck by a monstrous scorpion's bite must make a Fortitude save to avoid the effects of the following poison:

Poison: **DC:** 18 **Onset Time:** 1 rounds **Effect:** -2 to Str
Secondary effect: Delay: 2 rounds **Effect:** -4 to agility

Vermin: As a Vermin scorpions have no Logic score and are immune to all mind-influencing effects.

Skills: A Scorpion receives a +4 bonus to Climb, Hide, and Spot checks.

Move/round: 20'

Snake, Tiny

Size: Tiny
Str: 4 (-3) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance: 1/3 **EP:** 2 **Exp:** 40
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: -1
Resistance rolls: **Fortitude:** +2 **Reflex:** +5
Defenses: none

Initiative Modifier: +3
Will: +1
DR: 17/(d) 14

Primary Attack: Bite

Damage: 1-2 **In:** +5 **Hit:** +1 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a snake gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5

Feats: Expertise (Bite)

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 18' climb 15, swim 15

Snake, Small

Size: Small
Str: 6 (-2) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance level: 1 **EP:** 4 **Exp:** 80
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: +0
Resistance rolls: **Fortitude:** +2 **Reflex:** +5
Defenses: none

Initiative Modifier: +3
Will: +1
DR: 17/(d) 14

Primary Attack: Bite

Damage: 1-3 **In:** +5 **Hit:** +2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a snake gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6

Feats: Expertise (Bite)

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Medium

Size: Medium
Str: 8 (-1) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance level: 2 **EP:** 12 **Exp:** 120
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: +2
Resistance rolls: Fortitude: +3 **Reflex:** +6
Defenses: none

Initiative Modifier: +3
Will: +1
DR: 16/(d) 13

Primary Attack: Bite

Damage: 1-4 **In:** +5 **Hit:** +4 **Dmg:** -1 **DR:**

Combat Abilities: On a natural 20 a snake gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7

Feats: Expertise (Bite)

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Large

Size: Large
Str: 10 (+0) **Ag:** 17 (+3) **Sta:** 11 (+0)
Psyche: 2

Endurance level: 3 **EP:** 24 **Exp:** 250
Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)
Reputation: +0

Combat Modifier: +3
Resistance rolls: Fortitude: +3 **Reflex:** +6
Defenses: none

Initiative Modifier: +5
Will: +2
DR: 15/(d) 12

Primary Attack: Bite

Damage: 1-6 **In:** +7 **Hit:** +5 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a snake gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Feats: Expertise (Bite), Improved initiative

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Huge

Size: Huge

Str: 16 (+3) **Ag:** 15 (+2) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 6 +6

EP: 66 **Exp:** 500

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 2 (-4)

Combat Modifier: +6

Resistance rolls: Fortitude: +6

Reflex: +7

Defenses: none

Initiative Modifier: +5

Will: +3

DC: 15

Primary Attack: Bite

Damage: 1-8 **In:** +7 **Hit:** +6/+2 **Dmg:** +4 **DR:**

Combat Abilities: On a natural 20 a snake gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11

Feats: Expertise (Bite), Improved initiative, Endurance

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Endurance: A snake can go for 3 days without sleep so long as it has food and water. The snake may also perform Strenuous activity for 4 hours without resting for 1/2 an hour.

Move/round: 22', climb 20, swim 20

Snake, Asp

Size: Small

Str: 6 (-2) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 1

EP: 5 **Exp:** 250

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +0

Resistance rolls: Fortitude:+2

Reflex: +5

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 17/(d) 14

Primary attack: Bite

Damage: 1pt + Poison **In:** +3 **Hit:** +0 **Dmg:** n/a **DR:**

Combat Abilities: On a natural 20 an asp gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Poison: A character that is bitten by a snake must make a Fortitude save to avoid the following poison's effect:

Poison:

DC: 18

Onset Time: instant

Effect: -3 to Stamina

Secondary effect: Delay: 1 round

Effect: -2 to Stamina

Movement: 23 ft., climb 20 ft., swim 23 ft.

Snake, Rattlesnake

Size: Small

Str: 6 (-2) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 1

EP: 5 **Exp:** 250

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +0

Resistance rolls: Fortitude: +2

Reflex: +5

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 17/(d) 14

Primary attack: Bite

Damage: 1pt + Poison **In:** +3 **Hit:** +0 **Dmg:** n/a **DR:**

Combat Abilities: On a natural 20 a rattler gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +12, Hide +15, Listen +9, Spot +9

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Poison: A character that is bitten by a rattlesnake must make a Fortitude save to avoid the following poison's effect:

Poison:

DC: 18

Onset Time: instant

Effect: -3 to Stamina

Secondary effect: Delay: 1 round

Effect: -2 to Stamina

Movement: 23 ft., climb 20 ft., swim 23 ft.

Snake, Constrictor, Small

Size: Small

Str: 6 (-2) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 1

EP: 4 **Exp:** 80

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +0

Resistance rolls: Fortitude: +2

Reflex: +5

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 17/(d) 14

Primary Attack: Bite

Damage: 1-3 **In:** +5 **Hit:** +2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a constrictor gains free attack against off balanced opponent at +2 to hit. A constrictor that hits with a bite deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The constrictor does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to constrict its prey.

A constrictor begins constricting unless the opponent makes a Strength check (DC 6) to avoid taking damage (1-3-2) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free. In order to break free the character makes a Strength check (DC 6) and if the character succeeds he frees himself otherwise they take damage as the creature constricts.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise they automatically take damage from the constriction. Each attempt to break free uses up an action. If the character doesn't break free the constrictor can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6

Feats: Expertise (Bite)

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Constrictor

Size: Medium

Str: 17 (+3) **Ag:** 17 (+3) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 3+3

EP: 23 **Exp:** 250

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +6/+0

Resistance rolls: Fortitude: +4

Reflex: +6

Defenses: none

Initiative Modifier: +3

Will: +2

DR: 15/(d) 12

Primary Attack: Bite

Damage: 1-3 **In:** +3 **Hit:** +6/+0 **Dmg:** +5 **DR:**

Combat Abilities: On a natural 20 a constrictor gains free attack against off balanced opponent at +2 to hit. A constrictor that hits with a bite deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The constrictor does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to constrict its prey. A constrictor begins constricting unless the opponent makes a Strength check (DC 17) to avoid taking damage (1-3+5) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free.

In order to break free the character makes a Strength check (DC 17) and if the character succeeds he frees him otherwise they take damage as the creature constricts.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise they automatically take damage from the constriction. Each attempt to break free uses up an action. If the character doesn't break free the constrictor can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Balance +8, Swim +4, Climb +14, Hide +11, Listen +9, Spot +9

Special Abilities

Alertness: A snake is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The snake gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Movement: 20 ft., climb 20 ft., swim 20 ft.

Snake, Constrictor (Large)

Size: Large

Str: 24 (+7) **Ag:** 16 (+3) **Sta:** 17 (+3)

Psyche: 2

Endurance level: 5 +15 **EP:** 55 **Exp:** 500

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 3 (-4)

Combat Modifier: +10

Resistance rolls: Fortitude: +4

Reflex: +6

Defenses: none

Initiative Modifier: +5

Will: +2

DR: 15 / (d) 12

Primary Attack: Bite

Damage: 1-6 **In:** +7 **Hit:** +10 **Dmg:** +8 **DR:**

Combat Abilities: On a natural 20 a constrictor gains a free attack against an off balanced opponent at +2 to hit. A constrictor that hits with a bite deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The constrictor does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to constrict its prey.

A constrictor begins constricting unless the opponent makes a Strength check (DC 24) to avoid taking damage (1d6 +10) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free. In order to break free the character makes a Strength check (DC 24) and if the character succeeds he frees himself otherwise they take damage as the creature constricts.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise they automatically take damage from the constriction. Each attempt to break free uses up an action. If the character doesn't break free the constrictor can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Feats: Expertise (Bite), Improved initiative

Special Abilities

Alertness: A constrictor is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The constrictor gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Constrictor (Huge)

Size: Large

Str: 31 (+10) **Ag:** 14 (+2) **Sta:** 20 (+5)

Psyche: 2

Endurance level: 7 +35 **EP:** 105 **Exp:** 1,000

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 6 (-2)

Combat Modifier: +15

Resistance rolls: Fortitude: +6

Reflex: +6

Defenses: none

Initiative Modifier: +3

Will: +2

DR: 14/(d) 12

Primary Attack: Bite

Damage: 1-6 **In:** +5 **Hit:** +15 **Dmg:** +10 **DR:**

Combat Abilities: On a natural 20 a constrictor gains a free attack against an off balanced opponent at +2 to hit. A constrictor that hits with a bite deals normal damage and can grapple as a free action without provoking an Attack of opportunity. The constrictor does not lose its Agility bonus to its Defensive rating, and can use its remaining attacks to constrict its prey.

A constrictor begins constricting unless the opponent makes a Strength check (DC 31) to avoid taking damage (1d6 +15) from the attack. Even if this roll succeeds he is still held. If the character spends an action he may try to break free. In order to break free the character makes a Strength check (DC 31) and if the character succeeds he frees himself otherwise they take damage as the creature constricts.

At the beginning of a round before initiative is rolled the character can try to free himself as above, otherwise they automatically take damage from the constriction. Each attempt to break free uses up an action. If the character doesn't break free the constrictor can automatically do damage by using up an action. This continues until the creature releases the character, is killed or the character breaks free.

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Feats: Expertise (Bite), Improved initiative

Special Abilities

Alertness: A constrictor is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The constrictor gains a +2 to any Reflex saves that it makes.

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Viper (tiny)

Size: Tiny

Str: 4 (-3) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 1/3

EP: 2 **Exp:** 40

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: -1

Resistance rolls: Fortitude: +2

Reflex: +5

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 17/(d) 14

Primary Attack: Bite

Damage: 1 + poison **In:** +5 **Hit:** +1 **Dmg:** -3 **DR:**

Combat Abilities: On a natural 20 a viper gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +15, Listen +6, Spot +6, Swim +5

Feats: Expertise (Bite)

Special Abilities

Poison: All vipers are poisonous, but not all poisons are the same. Listed below is an example of a poison but the Administrator is encouraged to use different poisons for different types of poisonous snakes as detailed in the Administrator's guidebook)

Poison:

DC: 18 **Onset Time:** Instant

Effect: -3 to Stamina

Secondary effect: Delay: 1 round

Effect: -2 to Stamina

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 18' climb 15, swim 15

Snake, Viper (Small)

Size: Small

Str: 6 (-2) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 1

EP: 4 **Exp:** 80

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +0

Resistance rolls: Fortitude: +2

Reflex: +5

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 17/(d) 14

Primary Attack: Bite

Damage: 1-2 + poison **In:** +5 **Hit:** +2 **Dmg:** -2 **DR:**

Combat Abilities: On a natural 20 a viper gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6

Feats: Expertise (Bite)

Special Abilities

Poison: All vipers are poisonous, but not all poisons are the same. Listed below is an example of a poison but the Administrator is encouraged to use different poisons for different types of poisonous snakes as detailed in the Administrator's guidebook)

Poison:

DC: 18 **Onset Time:** Instant

Effect: -3 to Stamina

Secondary effect: Delay: 1 round

Effect: -2 to Stamina

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Viper (Medium)

Size: Medium

Str: 8 (-1) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 2

EP: 12 **Exp:** 120

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +2

Resistance rolls: Fortitude: +3

Reflex: +6

Defenses: none

Initiative Modifier: +3

Will: +1

DR: 16/(d) 13

Primary Attack: Bite

Damage: 1-4 + poison **In:** +5 **Hit:** +4 **Dmg:** -1 **DR:**

Combat Abilities: On a natural 20 a viper gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7

Feats: Expertise (Bite)

Special Abilities

Poison: All vipers are poisonous, but not all poisons are the same. Listed below is an example of a poison but the Administrator is encouraged to use different poisons for different types of poisonous snakes as detailed in the Administrator's guidebook)

Poison:

DC: 18 **Onset Time:** Instant

Effect: -3 to Stamina

Secondary effect: Delay: 1 round

Effect: -2 to Stamina

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Viper (Large)

Size: Large

Str: 10 (+0) **Ag:** 17 (+3) **Sta:** 11 (+0)

Psyche: 2

Endurance level: 3

EP: 24 **Exp:** 250

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: +0

Combat Modifier: +3

Resistance rolls: Fortitude: +3

Reflex: +6

Defenses: none

Initiative Modifier: +5

Will: +2

DR: 15/(d) 12

Primary Attack: Bite

Damage: 1-4 + poison **In:** +7 **Hit:** +5 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a viper gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +11, Climb +11, Hide +8, Listen +5, Spot +6, Swim +8

Feats: Expertise (Bite), Improved initiative

Special Abilities

Poison: All vipers are poisonous, but not all poisons are the same. Listed below is an example of a poison but the Administrator is encouraged to use different poisons for different types of poisonous snakes as detailed in the Administrator's guidebook)

Poison: **DC:** 18 **Onset Time:** Instant **Effect:** -3 to Stamina
Secondary effect: **Delay:** 1 round **Effect:** -2 to Stamina

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Move/round: 23', climb 20, swim 20

Snake, Viper (Huge)

Size: Huge

Str: 16 (+3) **Ag:** 15 (+2) **Sta:** 13 (+1)

Psyche: 2

Endurance level: 6 +6 **EP:** 66 **Exp:** 500

Log: 1 (-5) **Int:** 12 (+1) **Per:** 2 (-4) **App:** 6 (-2)

Reputation: 2 (-4)

Combat Modifier: +6

Resistance rolls: **Fortitude:** +6

Reflex: +7

Defenses: none

Initiative Modifier: +5

Will: +3

DR: 15

Primary Attack: Bite

Damage: 1-6 + poison **In:** +7 **Hit:** +6/+2 **Dmg:** +1 **DR:**

Combat Abilities: On a natural 20 a viper gains a free attack against an off balanced opponent at +2 to hit.

Skills: Balance +10, Climb +11, Hide +3, Listen +7, Spot +7, Swim +11

Feats: Expertise (Bite), Improved initiative, Endurance

Special Abilities

Poison: All vipers are poisonous, but not all poisons are the same. Listed below is an example of a poison but the Administrator is encouraged to use different poisons for different types of poisonous snakes as detailed in the Administrator's guidebook)

Poison: **DC:** 18 **Onset Time:** Instant **Effect:** -3 to Stamina
Secondary effect: **Delay:** 1 round **Effect:** -2 to Stamina

Scent: This type of snake can detect approaching enemies, sniff out hidden foes, and track by sense of smell within 30'. The ability otherwise follows the rules for the Track feat. But creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Endurance: A viper can go for 3 days without sleep so long as it has food and water. The viper may also perform Strenuous activity for 4 hours without resting for 1/2 an hour.

Move/round: 22', climb 20, swim 20

Toad

Size: Diminutive

Str: 1 (-5) **Ag:** 12 (+1) **Sta:** 11 (+0)

Psyche: 4

Endurance level: 1/3

EP: 2 **Exp:** 10

Log: 1 (-5) **Int:** 14 (+2) **Per:** 4 (-3) **App:** 7 (-2)

Reputation: +0

Combat Modifier: -5

Resistance rolls: **Fortitude:** +2

Reflex: +3

Initiative Modifier: +3

Will: +2

Defenses: none

DR: 15 / (d) 14

Combat Abilities: On a natural 20 the toad gains a free attack against an off balanced opponent at +2 to hit.

Skills: Hide +21, Listen +4, Spot +4

Special Abilities

Low light vision: A toad possesses Low light vision allowing it to see up to 120 yards under a moonlit sky, or 100 yards on a moonless night.

Alertness: A toad is very resistant to surprise, and gains a +4 bonus to their spot checks to avoid surprise. The toad gains a +2 to any Reflex saves that it makes.

Move/round: 5'

