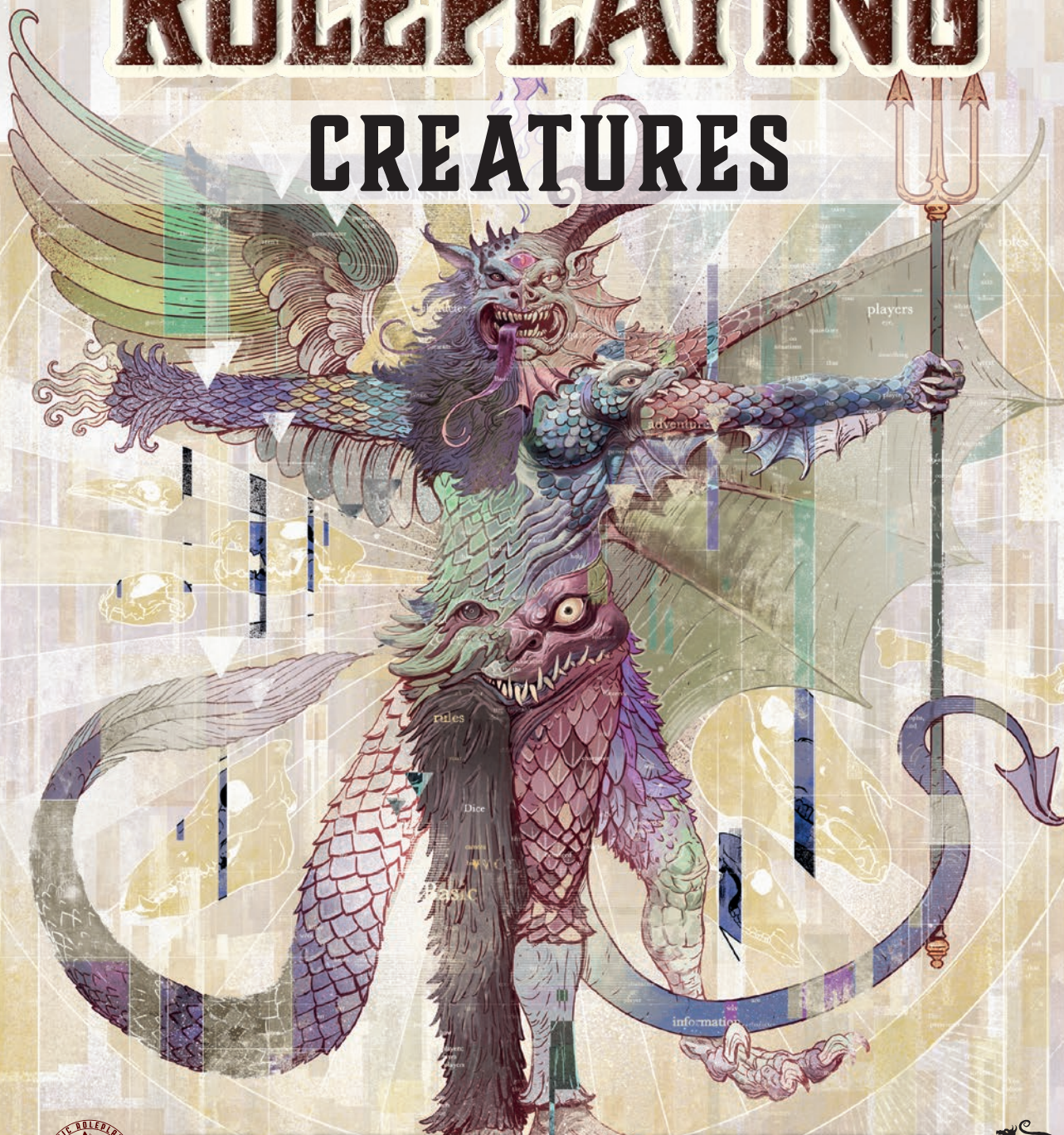


BASIC ROLEPLAYING CREATURES



NEIL ROBINSON AND JASON DURALL



BASIC ROLEPLAYING CREATURES



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INTRODUCTION

Basic Roleplaying: Creatures provides a wide range of animals, beasts, monsters, supernatural entities, and nonplayer characters for players and gamemasters to use in potential encounters. Their uses range from stalwart allies, loyal pets, vicious foes, or even as player characters. The entries here span all of history and across genres: historical past, fantasy, the modern world, and the far-flung future.

Within these pages are more than 200 creatures with options for dozens more subtypes, allowing for almost any type of play. As in the *Basic Roleplaying* core book, there is no difference ruleswise between a creature or a nonplayer character—the gamemaster characterizes each with description and roleplaying. Each creature follows the same rules as player characters. However, each of the creatures within this book represents an appropriate specimen, with average attributes presented, and thus, they are not balanced in the same fashion as player characters. The gamemaster can use these creatures “as is” or customize them as desired. No optional rules are used in these descriptions, though options can be added, and creatures may be modified as desired (see **Customizing Creatures and Nonplayer Characters**, pages 149–150).

All entries are described as “creatures” for convenience, though they might be human or unliving machines.

ALL THE WORLD'S MONSTERS...

At its heart, the *Basic Roleplaying: Universal Game Engine* is behind most Chaosium games since its creation in 1978, and the entries in the *Basic Roleplaying: Creatures* can be used in most Chaosium games even now. Conversion notes for *RuneQuest*, *Call of Cthulhu*, and *Pendragon* are provided on pages 152–153, and future Chaosium and other BRP games using the ORC license may also use these entries with ease.

Many thanks are given to Steve Perrin and Jeff Pimper, editors of the three volumes of *All the Worlds' Monsters* (Chaosium, 1977, 1979, 1980) and to Sandy Petersen, author of the *Gateway Bestiary* (Chaosium, 1980), as this work is their spiritual successor.

FORMAT FOR ENTRIES

Nearly every creature and nonplayer character follows the same format, though natural animals are in an abbreviated table.

- ◇ **Name:** A generic title.
- ◇ **Description:** Brief information about the entry.
- ◇ **Characteristics:** Characteristics are presented in both a rolled range and an average (following). When entries have missing characteristics, they are either negligible or not applicable (see **Creatures Without Characteristics**, following).
- ◇ **Hit Points (HP):** Usually, hit points are the average of SIZ and CON. However, hit points may sometimes be figured differently, such as by POW, CON, or another characteristic. At 1 hit point, a living creature is unconscious or otherwise incapacitated, and when it reaches or goes below 0, it dies. Some creatures without hit points use their power points as a measure of their “life” energy.
- ◇ **Move (MOV, or Movement Rate):** The primary means of movement is listed first, such as “Walk 10.” Creatures that are immobile have no MOV rate.
- ◇ **Damage Modifier (DM):** This represents the average modifier for the average creature, if any. Recalculate if necessary for larger or smaller specimens.
- ◇ **Armor:** The armor value and type of armor, if any.
- ◇ **Attacks:** The attack type, skill rating, damage roll, damage type, and additional qualities an attack might have (fire, stun, knockback, etc.). For attacks, “+dm” means the damage modifier is included, and “+½dm” is when the damage modifier is halved (round up). Special combat abilities or conditions are noted here. All available attacks occur on the same DEX strike rank, unless specified otherwise. Generally, a claw attack does 1D6+dm, a bite does 1D3+½dm, and a horn does 1D6+dm. Claws, bites, and other physical attacks usually do slashing damage, and horns do impaling. Larger creatures’ bites may impale.
- ◇ **Notes:** Generally, this section provides additional information about attacks.
- ◇ **Skills:** The most relevant skills for an average encounter. For unlisted skills, humans have the base chances as a default, and additional skills should be determined by the gamemaster as appropriate (see **Measuring Skill Ratings**, *Basic Roleplaying*, pages 34–35).
- ◇ **Powers:** Any powers an average specimen possesses, with types specified if applicable.

Power points are not listed separately but are equivalent to POW, where applicable. If a creature’s power points differ from its POW, an explanation is provided.

Creatures Without Characteristics

Some creatures have a “—” in place of certain characteristics, meaning it are not applicable or has a value of 0. A creature without a characteristic cannot be affected by attacks against or conditions that affect that characteristic. Following are guidelines for creatures lacking specific characteristics:

- ◇ **Strength (STR):** A creature without STR cannot interact with physical objects, other than moving around them.
- ◇ **Constitution (CON):** A creature without CON is immune to disease, radiation, poison, and other attacks requiring a resistance roll versus CON. It is never tired or fatigued. If it has SIZ and a material presence, its hit points are based on a different characteristic.
- ◇ **Size (SIZ):** A creature without a SIZ lacks a physical body or has a microscopic one. It usually cannot interact with physical objects. Its hit points are likely based on CON, if it has any conventional hit points at all.
- ◇ **Intelligence (INT):** Intelligent, sentient creatures have the normal range of INT, while animals and other non-sentient creatures possess “fixed” INT, generally a rating of 3–5, and are ruled by instinct, not reason. A creature with fixed INT or with no INT is unaffected by powers that affect rational thought, though it may be affected by powers that manipulate emotions.
- ◇ **Power (POW):** Even without POW, a creature may still have power points, but it does not regenerate them normally. Instead, it has some power or special ability to gain power points. Like living creatures, when it reaches 0, it is “unconscious” until it somehow regains at least 1 power point.
- ◇ **Dexterity (DEX):** A creature without DEX is either immobile or is essentially stationary. If it has an attack, this occurs on DEX rank 1.
- ◇ **Charisma (CHA):** Though all creatures have some form of CHA, it is rarely relevant to those not of the same species. If necessary, assign CHA based on 1D6 for plain and featureless creatures, up to 6D6+ for beings of divine beauty. If relevant, temporarily modify the CHA of a creature from another species by –10 while dealing with those outside its species.



NATURAL ANIMALS



Natural animals are familiar to most players, and thus, the descriptions in this chapter only focus on game mechanics. These represent generic examples rather than specific breeds or species and can be modified as desired.

Generally, the following is true of most natural animals:

- ◇ Most natural animals have rudimentary intelligence (INT 3–5), rarely fight to the death, and are generally territorial in behavior.
- ◇ For venomous creatures see **Poisons**, page 152.
- ◇ Creatures with no Dodge skill either do not Dodge or the skill is not applicable.

ALLIGATOR OR CROCODILE

Though there are many small differences between alligators and crocodiles, such as the shape of their snouts, both are long-bodied, ferocious, shore-dwelling, carnivorous reptiles with tough, scaled hides. Alligators are smaller and weaker (–1D6 to STR and SIZ), have smaller jaws (1D8+dm), and are less aggressive than crocodiles. Caimans are another reptile nearly identical to alligators, though black caimans are the equivalent of crocodiles.

All species traditionally hunt by lying in wait, mostly submerged in water, until their potential prey comes to drink, at which time they attack by ambushing them.

STR	4D6+12	25	MOVE	Walk 12, Swim 6
CON	3D6+6	18–19	HIT POINTS	22
SIZ	4D6+12	25	DAMAGE MODIFIER	+2D6
POW	3D6	10–11	ARMOR	5-pt. hide
DEX	2D6	7		

ATTACK	%	DAMAGE
Bite	50%	1D10+dm (bleeding, see Notes)

Notes:

On the shore, they attempt to drag the intended prey into the water with a successful bite attack followed by a STR vs. STR resistance roll. In the water, if a bite attack has been successful, the next attack is a “death roll,” in which the creature convulses its tail muscles to cause it and the target to spin. This attack causes an additional +1D6 damage, and if hit locations are used, it can often tear off the bitten limb.

Skills:

Dodge 30%, Hide 50%, Search 35%, Sense 30%, Stealth 75%, Track 15%.

MAKING NATURAL ANIMALS FANTASTIC



There are many easy ways to make natural animals more interesting or challenging to player characters, from the minor to the major. Perhaps there is some aspect of the animal from folklore that turns out to be true, like cats being able to see ghosts or having nine lives. Following are some suggestions:

- ▷ **Capabilities:** A normally non-intelligent animal can be given an INT and the ability to speak or some other aspect that is not common for the creature. Maybe it walks upright or can swim while others of its type cannot?
- ▷ **Anatomy:** A quick means of making a natural animal fantastic is to add some elements, like horns or antlers, additional limbs, extra heads, wings, a tail where it had none (or no tail if it has one), scales, claws, etc. Use similar creatures for examples of appropriate damage, MOV, etc.
- ▷ **Characteristics:** SIZ is an obvious characteristic to change by dramatically scaling a creature up (or even down) in SIZ. This can be modest, such as multiplying SIZ by 1.5, or dramatic, doubling it, or even tripling it for gigantic creatures. A slow creature might be made fast with a higher DEX, or astoundingly resilient with a high CON.
- ▷ **Powers:** Any of the existing powers from the *Basic Roleplaying* core rules can be used to enhance a natural animal, from mutations (an obvious choice), psychic abilities, superpowers, or even magic or sorcery. Many supernatural creatures, such as angels or dragons, use magic. History and myth are full of unnatural animals able to change their size, come back from the dead, see the future, travel into alternate dimensions, etc. It might have extra limbs, be able to climb walls, or even fly.
- ▷ **Skills:** The animal might have skills that others of its type otherwise don't have. In such case, the gamemaster should adjust its characteristics to make sure the creature can effectively use the skill, such as increasing INT, POW, or CHA for Communication skills, STR and DEX for Combat skills, or INT for Knowledge skills.

Using one or more of these potential options can turn any natural animal into a memorable encounter if it is a one-off, a unique specimen, or even a baseline for a species, such as horned horses, immense riding flamingoes or ostriches, prophetic cats, or even flying turtles.

BABOON

Baboons are native to tropical and semi-tropical savanna. Omnivorous, they hunt both live prey and gather roots and fruit, and roam in "troops" ruled by dominant males. A typical troop has 30–100 baboons, of which a tenth or so are dominant males. These troops are well-organized, and sentinels are always on guard. When on the move, the females and infants are in the center, guarded by the dominant males, while lesser males and adolescents scout the perimeter. When faced with superior foes, baboons run or climb trees or rocks to escape.

Female baboons rarely fight and are smaller and weaker, with STR 2D4 and SIZ 1D4, and bite damage of only 1D6.

STR	2D6	7	MOVE	Walk 8
CON	3D6	10–11	HIT POINTS	7–8
SIZ	2D3	4	DAMAGE MODIFIER	None
POW	3D6	11	ARMOR	1-pt. fur
DEX	3D6+6	16–17		

ATTACK	%	DAMAGE
Bite	30%	1D8 (bleeding)

Skills:

Climb 77%, Dodge 25%, Search 40%.



NEW SKILL: ANIMAL HANDLING (VARIOUS)

Base Chance: 05%

Category: Communication

Use this skill to calm, guide, care for, or train animals for more than just riding (for riding, use the appropriate Ride skill). Successful use of Animal Handling can establish an instant rapport with an animal and assess its needs, including how to care for it and feed it.

The gamemaster should determine how long it takes to train an animal based on the nature of the “trick” it is being taught and the circumstances and amount of time spent with the animal.

Specialties: By creature type, such as Dogs, Dolphins, Elephants, Horses, Raptors, Rodents, etc.

System Note: For simplicity, the gamemaster may choose to eliminate the need for specialties and just handle this as a simple skill relating to all animals. Alternately, one specialty may apply to related animals at the gamemaster’s discretion.



BEAR

Bears are the largest land-based, carnivorous mammals. They are huge, fur-covered creatures able to stand and walk upright, run quickly on all fours, and climb.

- ▷ Grizzlies are larger, stronger (STR +1D6, CON +2, SIZ +2, +1 armor), and fiercer (+10% to combat skills).
- ▷ Polar bears are larger and more powerful (STR +2D6, CON +1D6+2, SIZ +2D6, +3 armor, +20% to attack skills, Swim 80%).

STR	3D6+10	20–21	MOVE	Walk 12, Swim 2
CON	2D6+6	13	HIT POINTS	17
SIZ	3D6+10	20–21	DAMAGE MODIFIER	+2D6
POW	3D6	10–11	ARMOR	3-pt. fur
DEX	3D6	10–11		

ATTACK	%	DAMAGE
Bite	25%	1D10+½dm (bleeding)
Claw	25%	1D6+dm (bleeding)

Notes:

Bears can attack twice in a round, using either two separate claw attacks or one claw and one bite attack.

Skills:

Climb 35%, Move Quietly 35%, Search 35%, Sense 35%.

BISON

Bison are large, shaggy herbivores that can move with surprising quickness and can even jump. They travel in great herds across the plains. The stronger males protect the rest against danger.

Female bison have a SIZ and CON of only 3D6+9 each.

STR	3D6+30	40–41	MOVE	Walk 12
CON	3D6+18	28–29	HIT POINTS	30
SIZ	3D6+30	40–41	DAMAGE MODIFIER	+4D6
POW	3D6	10–11	ARMOR	6-pt. fur
DEX	2D6	7		

ATTACK	%	DAMAGE
Head Butt	50%	2D6+½dm (crushing)
Charge	50%	2D6+dm (crushing)
Trample	75%	2D6+dm (crushing)

Skills:

Listen 50%, Sense 20%.

BOAR

Forest-dwelling, foraging boars are very territorial. In combat, they strike with their sharp tusks, tearing flesh and overbearing their foes. They often roam alone but are sometimes found in packs.

STR	2D6+6	13	MOVE	Walk 12
CON	2D6+12	19	HIT POINTS	15
SIZ	3D6	10-11	DAMAGE MODIFIER	None
POW	3D6	10-11		
DEX	3D6	10-11	ARMOR	2-pt. fur

ATTACK	%	DAMAGE
Gore	50%	1D8+dm (bleeding)

Skills:

Hide 30%, Listen 35%, Move Silently 30%, Sense 50%.



CAMEL

A tall herd animal, camels are well-suited to live in desert habitats thanks to their ability to conserve water far longer than other mounts. They are often domesticated, as they provide milk and meat and are able to carry heavy loads. Most camels are dromedaries with a single hump, but a few are Bactrians with two humps.

Even domesticated camels are still known to bite and spit.

STR	3D6+18	28-29	MOVE	Walk 12
CON	2D6+12	19	HIT POINTS	24
SIZ	3D6+18	28-29	DAMAGE MODIFIER	+3D6
POW	3D6	10-11		
DEX	3D6	10-11	ARMOR	2-pt. hide

ATTACK	%	DAMAGE
Bite	25%	1D8 (bleeding)
Kick	50%	1D8+dm (crushing)
Trample	75%	2D8+dm (crushing)

Notes:

Can only trample downed foes.

Skills:

Listen 50%, Sense 50%.



CATTLE

Cattle are well-known beasts. The term includes domestic bulls, cows, and oxen. Various breeds of cattle may be smaller or differently shaped, having smaller SIZ, less DEX, or other changes.

Cattle live on plains and in meadows. They are purely herbivorous. Bulls can be dangerous, and so can cows, but they rarely are because bulls take care of intruders. The statistics below are for bulls. Cows have STR and SIZ 3D6+24.

STR	4D6+24	38	MOVE	Walk 12
CON	2D6+9	16	HIT POINTS	27
SIZ	4D6+24	38	DAMAGE MODIFIER	+4D6
POW	2D6	7		
DEX	2D6	7	ARMOR	2-pt. hide

ATTACK	%	DAMAGE
Charge	35%	1D10+dm (crushing)
Trample	75%	2D6+dm (crushing)

Notes:

Can only trample downed foes.

Skills:

Listen 25%, Sense 25%.

CHIMPANZEE

Chimpanzees are intelligent, fair-sized, forest apes, with adult males standing over 1.5 meters tall. They have rather thin, black hair and long, muscular arms. Chimps are fruit-eaters, though they also eat meat and insects.

As quadrupeds, they spend quite a bit of time on the ground, though they are also at home in the trees. Chimps live in bands of about 6–20, with several males and females dwelling in harmony. The strongest male is usually the group leader, but he is not a tyrant like dominant male baboons can be. Male chimps may use clubs in threatening gestures and might even do so in combat; however, most chimpanzees do not use weapons or tools.

Statistics given here are for male chimpanzees. Females have STR 4D6 and SIZ 2D4+4.

STR	3D6+6	16–17	MOVE	Walk 14, Climb 6
CON	3D6	10–11	HIT POINTS	10–11
SIZ	2D4+7	10–11	DAMAGE MODIFIER	+1D4
POW	3D6	10–11	ARMOR	1-pt. fur
DEX	3D6+6	16–17		

ATTACK	%	DAMAGE
Paw	25%	1D4+dm (crushing)
Bite	25%	1D8+½dm (bleeding)

Notes:

A chimpanzee may either strike once with each paw, or once with one paw and once with a bite. The second attack takes place 5 DEX ranks after the first. The damage modifier is not used with the bite.

Skills:

Climb 90%, Dodge 35%, Hide 30%, Search 25%, Sense 25%, Swing Through Trees 80%.



CONDOR, EAGLE, ETC.

Large birds of prey range anywhere they can hunt. Most are solitary hunters, but some hunt in bonded pairs, and scavengers often work together if they find appropriate prey.

The example below is for a giant version. Most are smaller and weaker than humans, with STR 2D6 and SIZ 1D6+3.

STR	3D6+12	22–23	MOVE	Fly 14, Walk 2
CON	3D6	10–11	HIT POINTS	14
SIZ	3D6+6	16–17	DAMAGE MODIFIER	+1D6
POW	2D6+6	13	ARMOR	1-pt. feathers
DEX	3D6+12	19		

ATTACK	%	DAMAGE
Bite	45%	1D6 (bleeding)
Claw	45%	1D6+dm (bleeding)

Skills:

Dodge 50%, Search 90%, Sense 25%.

DEER

All deer live on the fringes of forests and in brushy areas. They dwell in small herds, consisting of either several does and fawns with one stag or a group of bachelor stags. They are easily frightened, shy, and wary. Occasionally, a stag attacks a human during rutting season or when cornered.

Does lack horns. Their SIZ and STR are generally 6 points lower than that of the males. White-tailed deer stags have a STR of 2D6+2 and a SIZ of 3D6+4. Fallow deer stags have a STR of 2D6 and a SIZ of 3D6. A fallow deer doe has a STR of 2D6 and a SIZ of 2D6+2.

STR	2D6+2	13	MOVE	Walk 18
CON	3D6	10–11	HIT POINTS	14
SIZ	3D6+12	16–17	DAMAGE MODIFIER	+1D4
POW	2D6	7	ARMOR	1-pt. feathers
DEX	3D6+6	16–17		

ATTACK	%	DAMAGE
Butt	30%	1D8 (crushing)

Skills:

Jump 90%, Listen 60%, Search 10%, Sense 60%.

DOG

Dogs were one of the first domesticated animals, valued by humans for their ability to track game and stand guard, all in return for a place beside the fire and steady food. Wild dogs form packs of 1D8+3 or more. For larger dogs, use the statistics for wolves.

STR	2D6	7	MOVE	Walk 10, Swim 6
CON	3D6	10–11	HIT POINTS	7–8
SIZ	1D6+1	4–5	DAMAGE MODIFIER	–1D4
POW	2D6	7	ARMOR	None
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	30%	1D6+½dm (bleeding)

Skills:

Dodge 55%, Listen 75%, Sense 90%.

DOLPHIN

Dolphins are sea-dwelling mammals known for their curiosity. Depending on the setting, dolphins may have a level of intelligence that rivals humans, with appropriate skills as well.

STR	3D6+8	18–19	MOVE	Swim 6
CON	2D6+8	15	HIT POINTS	19
SIZ	3D6+12	22–23	DAMAGE MODIFIER	+2D6
POW	3D6	10–11	ARMOR	4-pt. blubber
DEX	2D6+3	10		

ATTACK	%	DAMAGE
Ram	50%	1D6+dm (crushing)

Skills:

Jump 60%, Scan 50%.

ELEPHANT

Elephants are large herbivores that roam the tropical grasslands. They travel in herds, though males are sometimes found on their own. Their flexible trunks and large ears make them stand out from other species.

These statistics are for a male bull elephant. Females have 6D6+28 STR and 6D6+36 SIZ.

STR	6D6+34	55	MOVE	Walk 12, Swim 2
CON	3D6+16	26–27	HIT POINTS	45
SIZ	6D6+42	63	DAMAGE MODIFIER	+6D6
POW	2D6+3	13	ARMOR	4-pt. skin
DEX	3D6	10–11		

ATTACK	%	DAMAGE
Trample	50%	4D6+dm (crushing)
Plunge	25%	6D6+dm (crushing)
Trunk	50%	Constriction (see Notes)
Gore	25%	2D6+dm (impaling)

Notes:

Though it prefers to charge or trample, an elephant can attack with its trunk. When a trunk attack occurs, no damage is done. Instead, the target must make a resistance roll of their STR versus half the elephant's STR (round up). If they fail, the target can be automatically trampled on the next round. Alternatively, the elephant may fling the victim away, doing falling damage based on one meter per 3 points of the elephant's STR (round down). For every 6 SIZ points the victim has over 16, the distance they are flung decreases by two meters, reducing the falling damage they take.

Skills:

Listen 65%, Search 35%, Sense 55%.



GORILLA

Gorillas are powerful bipeds, well at home in the jungle. Larger and stronger than humans, they are peaceful unless threatened but are not afraid to fight. A tribe is generally led by a dominant alpha male who fiercely protects their lands.

The example below is for a male gorilla. Female gorillas are smaller than males, with -1D6 to STR and SIZ.

STR	4D6+12	26	MOVE	Walk 12, Swim 2
CON	3D6+6	16-17	HIT POINTS	18
SIZ	2D6+12	19	DAMAGE MODIFIER	+2D6
POW	2D6	7	ARMOR	3-pt. skin
DEX	3D6+6	16-17		

ATTACK	%	DAMAGE
Bite	45%	1D6+½dm (bleeding)
Fist	35%	1D6+dm (crushing, see Notes)
Wrestle	45%	3D6+dm (crushing, see Notes)

Notes:

A gorilla can attack twice each round. It may strike twice with its fists, bite and strike, or bite and grapple. If a grapple succeeds, it grips its target and does its full damage modifier each round. If grappling, it may continue to bite, an *Easy* attack.

Skills:

Climb 70%, Hide 40%, Listen 35%, Move Quietly 60%, Search 30%, Sense 40%.

HAWK

Hawks include a variety of hunting birds, including falcons and owls. Fast-moving, sight-based hunters, hawks hunt smaller game. They may be trained for sport and hunting.

STR	1D3	2	MOVE	Fly 12, Walk 1
CON	2D4	5	HIT POINTS	4
SIZ	1D2	1-2	DAMAGE MODIFIER	-1D6
POW	2D6	7	ARMOR	None
DEX	3D6+18	28-29		

ATTACK	%	DAMAGE
Claw	45%	1D4+dm (bleeding)
Bite	30%	1D3 (bleeding)

Notes:

A hawk attacks with both claws simultaneously and bites 5 DEX ranks later.

Skills:

Dodge 75%, Spot 100%.

HIPPOTAMUS

Large semi-aquatic mammals, hippos inhabit rivers, lakes, and even swamps. Bull males are territorial over their stretches of water, and all hippos can move with surprising speed. Despite being herbivores, they are extremely dangerous.

STR	3D6+30	40-41	MOVE	Walk 4, Swim 6
CON	2D6+9	16	HIT POINTS	25-26
SIZ	3D6+26	34-35	DAMAGE MODIFIER	+4D6
POW	3D6	10-11	ARMOR	4-pt. skin
DEX	2D6	7		

ATTACK	%	DAMAGE
Bite	50%	1D10+dm (bleeding)
Trample	75%	2D6+dm (crushing)

Skills:

Listen 30%.

HORSE

One of the most popular domesticated animals, the horse serves as a mount, beast of burden, companion, and source of milk and food.

Horses that are not trained for combat flee when encountering blood, fire, gunfire, screams, or explosions.

STR	3D6+18	28-29	MOVE	Walk 12, Swim 2
CON	2D6+6	13	HIT POINTS	20
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	1-pt. skin
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Kick	20%	2D8+dm (crushing)
Plunge	10%	2D6+dm (crushing)
Bite	10%	1D6 (bleeding)

Skills:

Dodge 45%, Hide 25%, Move Quietly 25%, Sense 80%.



HORSE, WAR-

Warhorses are trained for violence and hold ground if the rider succeeds with a Ride roll. Warhorses are usually bred for ruggedness and can wear armor for extended periods.

STR	3D6+8	30-31	MOVE	Walk 12, Swim 2
CON	2D6+8	15	HIT POINTS	22
SIZ	4D6+14	28	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	1-pt. hide (8-pt. plate armor)
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Kick	40%	2D8+dm (crushing)
Plunge	30%	2D6+dm (crushing)
Bite	30%	1D6 (bleeding)

Notes:

In combat, a warhorse is often armored in plate on its head, neck, body, and upper legs.

Skills:

Dodge 45%, Hide 25%, Move Quietly 25%, Sense 80%.



HYENA

Hyenas have long been viewed with suspicion and fear. As scavengers, they prowl on the outskirts of urban areas or outside large herds of animals, feeding on the weak, injured, and isolated. Their powerful jaws can crush even the strongest of bones. Hyenas hunt in packs.

STR	2D6+6	13	MOVE	Walk 10
CON	3D6+6	17-18	HIT POINTS	14-15
SIZ	2D6+5	12	DAMAGE MODIFIER	+1D4
POW	3D6	10-11	ARMOR	2-pt. fur
DEX	3D6+6	13		

ATTACK	%	DAMAGE
Bite	40%	1D8+dm (bleeding)

Skills:

Dodge 35%, Listen 60%, Sense 80%, Spot 60%, Track 50%.



INSECT SWARM

There are many kinds of insect swarms, from ground-based ants and poisonous centipedes to flying ones like wasps, bees, and hornets. While they are too small to be worried about individually, a large collection can be a threat to even the best-equipped adventurer.

STR	-	-	MOVE	Fly 12, Walk 10
CON	-	-	HIT POINTS	-
SIZ	-	-	DAMAGE MODIFIER	-
POW	-	-	ARMOR	-
DEX	-	-		

ATTACK	%	DAMAGE
Special	Automatic	See Notes

Notes:

- ▷ Swarm size determines the number of attacks a swarm can inflict each round. A small swarm can sting 1D6 times per round, and a huge one up to 3D6 stings. Adjust the number of dice based on the severity of the venom (–1D for minor irritant, up to +2D6 for very venomous insects).
- ▷ Each character attacked by a swarm is automatically stung the rolled number of times each combat round until they escape, deter, or destroy the swarm.
- ▷ Armor protects against these stings. Additionally, any protective gear the character may be wearing reduces the number of stings per D6, with light gear reducing each die by –1D, beekeeper gear by –4D, and complete sealed covering preventing all stings.
- ▷ An swarm attacks for 2D6 combat rounds before giving up. A *Difficult* Dodge roll can avoid a swarm, and other means (fire, smoke, poison, etc.) can drive it away.
- ▷ Once the number of successful stings (after protection) has been rolled, multiply that by a venom factor based on the type of insect—wasps are $\times 1$, bees $\times \frac{3}{4}$, and army ants $\times \frac{1}{2}$ —for the venom's potency (POT).
- ▷ Immediately after being stung, the victim must make a resistance roll of their CON versus the venom's POT. If successful, they resist and take only half the venom's POT (round up) in damage. If they fail the resistance roll, they take the venom's full POT in damage. This resistance roll must be repeated in 1D6 hours. A second successful resistance roll means no further damage or effects.
- ▷ Successful use of an antivenom or appropriate treatment reduces the venom POT by $\frac{1}{2}$ (round up), requiring a successful First Aid roll and the proper medical supplies. A *Difficult* Chemistry roll can be used to improvise an antivenom from available chemicals or substances (see **Poison Antidotes** in *Basic Roleplaying*, page 151).

Skills:

Search 50%.

LION

Fierce predators, lion packs inhabit grasslands and savannahs.

STR	2D6+12	19	MOVE	Walk 10, Swim 2
CON	3D6	10–11	HIT POINTS	14
SIZ	3D6+6	16–17	DAMAGE MODIFIER	+1D6
POW	2D6+6	13	ARMOR	2-pt. skin
DEX	2D6+12	19		

ATTACK	%	DAMAGE
Bite	40%	1D10 (bleeding)
Claw	60%	1D6+dm (bleeding)
Rip	80%	2D6+dm (bleeding)

Notes:

A lion can make one claw attack and one bite attack each combat round. If both attacks hit, the lion hangs on for the next round, continuing to bite. Instead of clawing, it rakes with its hind claws.

Skills:

Dodge 20%, Hide 20%, Listen 30%, Sense 40%, Track 15%.



MULE

Mules are the offspring of male donkeys and female horses. Mules are more patient, hardy, and long-lived than horses and are less obstinate and more intelligent than donkeys.

STR	3D6+12	22-23	MOVE	Walk 12, Swim 2
CON	2D6+8	15	HIT POINTS	16
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	1-pt. hide
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Kick	20%	2D6+dm (crushing)
Plunge	10%	2D6+dm (crushing)
Bite	10%	1D6 (bleeding)

Skills:

Dodge 45%, Hide 25%, Move Quietly 25%, Sense 80%.



OCTOPUS

Octopi are large mollusks with eight arms and no shell that normally feed on shellfish. Octopi are not naturally aggressive but have been known to attack people. They can change their skin color and texture at will to an amazing extent and can release clouds of ink into the water to distract attackers or block views.

For every full meter an octopus is from tentacle tip to tentacle tip, give it 1D6 of SIZ and STR. The stats below are for a six-meter creature.

Octopi can crawl slowly on land and survive for quite a long time out of water.

STR	6D6	21	MOVE	Crawl 1, Swim 4
CON	2D6+6	13	HIT POINTS	17
SIZ	6D6	21	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	2-pt. skin (1-pt. per 1D6dm)
DEX	3D6+12	22-23		

ATTACK	%	DAMAGE
Arm	60%	2D3+constriction (see Notes)
Bite	40%	2D6+venom (see Notes)

Notes:

Octopi attack simultaneously with all eight arms then bite 3 DEX ranks later. On a round when an arm gets a hit, it clings but does no damage. When a victim has been gripped in the same hit location by two arms, the arms constrict, doing damage equal to half the octopus' damage modifier (round up) each round. Armor protects only until broken through.

The bite does damage equal to its damage modifier (minimum of +1D3). It also injects venom of POT equal to its CON. A victim resisting this venom takes 1D6 damage. Otherwise, they take damage equal to the venom's POT.

Skills:

Hide 100%, Scan 50%, Search 50%.

PANTHER OR LEOPARD

The panther is a large, spotted or all-black hunting cat. They live in forests and jungles and range onto nearby savannahs or plains, preying on anything they can catch but leave larger prey to bigger cats. Panthers hunt by lying in ambush, then pouncing.

STR	3D6+6	16-17	MOVE	Walk 8, Climb 2
CON	3D6	10-11	HIT POINTS	13
SIZ	2D6+8	15	DAMAGE MODIFIER	+1D4
POW	3D6	10-11	ARMOR	1-pt. fur
DEX	2D6+12	19		

ATTACK	%	DAMAGE
Claw	50%	1D6+dm (bleeding)
Bite	30%	1D10+dm (bleeding)
Rip	80%	2D6+2dm (bleeding)

Notes:

A panther first attacks twice with both claws, then follows with a bite 3 DEX ranks later. If both claws hit, it hangs on and rips with its hind claws on the next round, continuing to bite.

Skills:

Hide 80%, Sneak 90%.

PIRANHA SWARM

The piranha swarm is a large collection of tropical, always-hungry fish. It is possible to evade a swarm in the water until it gets a scent of blood and goes into a frenzy. Unlike some other swarms, a piranha swarm must either be defeated or the victim needs to leave the water to escape.

Notes:

Each swarm consists of five piranhas. Multiply the number of piranhas by ×5. This result is the attack chance for each swarm for each combat round (roll for each pack). Each successful attack does 1D6 damage. Special successes do bleeding damage. A piranha's attack can be Dodged but not parried. Attacks against them are *Difficult*, but a successful attack automatically kills one piranha, potentially lowering the effectiveness of further attacks. Armor protects against a swarm until it becomes damaged.

STR	-	-	MOVE	Swim 10
CON	-	-	HIT POINTS	-
SIZ	-	-	DAMAGE MODIFIER	None
POW	-	-	ARMOR	None
DEX	-	-		

ATTACK	%	DAMAGE
Bite	# of piranhas ×5%	1D6 (bleeding)

Skills:

Sense 50%, Smell Blood 50%.

PONY

Ponies are smaller than horses but are generally more surefooted. When not trained for combat, ponies flee when encountering blood, fire, gunfire, screams, or explosions.

STR	3D6+12	22-23	MOVE	Walk 10, Swim 2
CON	2D6+6	13	HIT POINTS	14-15
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	2-pt. hide
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Kick	20%	2D6+dm (crushing)
Bite	10%	1D6+½dm (bleeding)

Skills:

Dodge 45%, Hide 25%, Move Quietly 25%, Sense 80%.



RAT PACK

Rats are found in ruins, tunnels, and sewer systems. When aggravated, rat packs can present a danger to much larger creatures.

STR	-	-	MOVE	Walk 10, Swim 6
CON	-	-	HIT POINTS	-
SIZ	-	-	DAMAGE MODIFIER	None
POW	-	-	ARMOR	None
DEX	-	-		

ATTACK	%	DAMAGE
Bite	# of packs ×5%	1D3 (bleeding)

Rat Pack:

Each pack consists of ten rats. Multiply the number of rat packs by ×5. This result is the attack chance for each pack each combat round (roll for each pack). Each successful attack does 1D3 damage to the leg and/or abdomen hit locations (if hit locations are used). Special successes do bleeding damage. A rat pack attack can be Dodged but not parried. Attacks against them are *Difficult*, but a successful attack automatically kills one rat and chases away the rest of that pack, lowering the effectiveness of further attacks. Rat bites may also be diseased (see **Disease**, page 150–151).

Skills:

Climb 75%, Search 75%, Swim 75%.



RHINOCEROS

Large, aggressive creatures of the plains, rhinos are fearless and known to charge without provocation. They have poor eyesight but a good sense of smell and hearing.

STR	3D6+30	40–41	MOVE	Walk 8
CON	2D6+9	16	HIT POINTS	28–29
SIZ	3D6+30	40–41	DAMAGE MODIFIER	+4D6
POW	3D6	10–11	ARMOR	7-pt. hide
DEX	2D6	7		

ATTACK	%	DAMAGE
Butt	50%	1D10+dm (crushing)
Bite	25%	1D10 (bleeding)
Trample	75%	2D10+dm (crushing)

Skills:

Listen 40%, Smell Foe 45%.

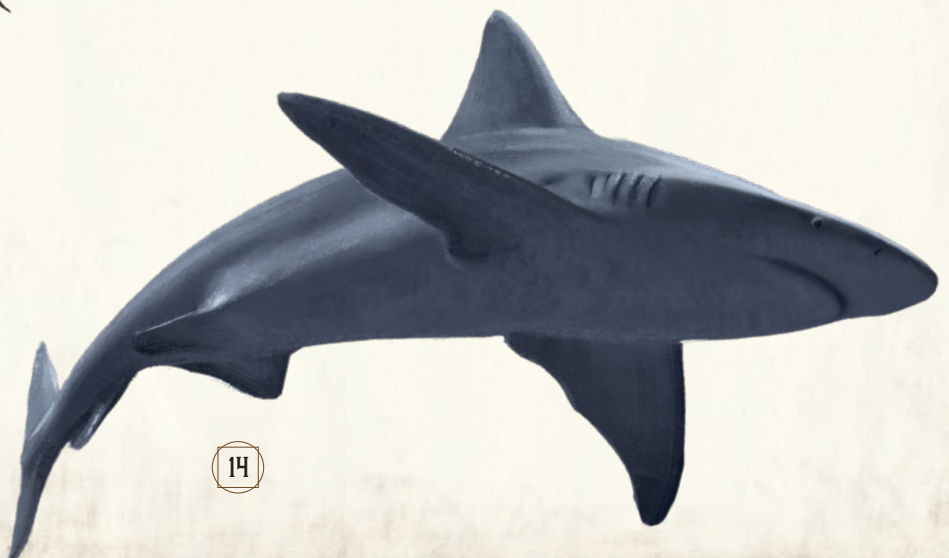
SHARK

Sharks are apex predators of the sea. Their silent approach belies their frenzied attack style once a victim is picked out.

The example below is for a challenging shark. A giant shark has STR and SIZ 6D6+24, CON 4D6+18, with more hit points, and a +5D6 damage modifier.

STR	3D6+12	22–23	MOVE	Swim 10
CON	2D6+9	16	HIT POINTS	19–20
SIZ	3D6+12	22–23	DAMAGE MODIFIER	+2D6
POW	3D6	10–11	ARMOR	5-pt. skin
DEX	2D6+3	10		

ATTACK	%	DAMAGE
Bite	75%	2D6+dm (bleeding)
Fin Slash	50%	2D3+½dm (bleeding)



Notes:

If a shark's bite misses or is dodged, it attempts a fin slash 5 DEX ranks later. If a shark's bite is parried or hits, it does not attempt a fin slash. After a successful bite attack, some sharks (like great whites) keep biting and thrashing around for subsequent combat rounds (an *Easy* attack for the same damage) until dislodged or until the target dies.

Skills:

Sense 95%, Swim 100%.

SNAKE, CONSTRICTOR

Constrictors live in areas where they can hide, like swamps and jungles. A constrictor hunts by ambushing its prey and wrapping its body around them. Their prey is often still living when swallowed and may be rescued by killing the beast.

A giant constrictor adds +2D6 to STR and SIZ, has 19 hit points, a +2D6 damage modifier, and 4-point scaled hide.

STR	3D6+12	22-23	MOVE	Slither 6, Swim 4
CON	2D6+6	13	HIT POINTS	15-16
SIZ	5D6	17-18	DAMAGE MODIFIER	+1D6
POW	3D6	10-11	ARMOR	1-pt. skin
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	65%	1D5+½dm (impaling)
Constrict	40%	1D6+dm (see Notes)
Swallow	100%	Special (see Notes)

Notes:

A constrictor can attack twice in a combat round, first biting and then attempting constriction 5 DEX ranks later. If the constriction attack hits, the target is wrapped in the constrictor's coils. The target can gasp but cannot yell or shout. Each round of constriction does damage to the target's hit points (chest hit location). Only rigid chest armor (if armor by hit location is being used) reduces this damage. If a limb is free, the target can make *Difficult* attacks against the constrictor. If no limb is free, the target cannot attack under most circumstances (gamemaster's discretion). To become completely free from constriction, the target must make a successful resistance roll of their STR against the constrictor's STR instead of attacking in a round. For partial freedom, a *Difficult* Agility roll frees a single arm or other limb. A constricted target must succeed in a Stamina roll or fall unconscious. Once a target is either unconscious or dead, the constrictor swallows them whole, and the target suffocates (**Choking, Drowning, and Asphyxiation**, page 145) unless they are wearing a breathing apparatus that survived being crushed.

Skills:

Climb 85%, Dodge 60%, Hide 75%, Sense 75%, Stealth 90%, Swim 70%.

SNAKE, VENOMOUS

Venomous snakes are smaller than their constricting cousins, relying on their poison to do the work of disabling their prey. They prefer to avoid creatures too large to eat, unless they are threatened. They are found in more places than their constricting cousins, including deserts and ruins.

A giant venomous snake has STR and SIZ 4D6+12, 17 hit points, and a +2D6 damage modifier.

STR	2D4	5	MOVE	Slither 6, Swim 4
CON	2D6	7	HIT POINTS	6
SIZ	2D4	5	DAMAGE MODIFIER	-1D6
POW	1D8	4-5	ARMOR	None
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Bite	70%	1D2 (impaling) + poison

Notes:

Consult **Poisons** (page 152) for more information about various types of venomous snakes.

Skills:

Climb 50%, Dodge 50%, Hide 80%, Sense 65%, Stealth 90%, Swim 70%.

TIGER

Tigers are large feline predators that prowl the jungles they call home. They hunt individually, leveraging their stealth and tracking to attack using ambush.

This example is for an average tiger; some species are larger.

STR	3D6+12	22-23	MOVE	Walk 12
CON	3D6	10-11	HIT POINTS	13-14
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D6
POW	3D6	10-11	ARMOR	2-pt. skin
DEX	2D6+12	19		

ATTACK	%	DAMAGE
Bite	45%	1D10+½dm (bleeding)
Claw	70%	1D8+dm (bleeding)
Ripping	80%	2D8+dm (bleeding)

Notes:

A tiger can make two simultaneous claw attacks and one bite each combat round. The bite comes 5 DEX ranks after the claw attacks. If both claws successfully strike the target, the tiger hangs on and rips with its hind claws on the next round while continuing to bite.

Skills:

Dodge 45%, Hide 80%, Jump 55%, Sense 70%, Stealth 75%, Track 50%.

VULTURE

Vultures are birds of prey that scavenge on carrion. They rely on their keen sense of smell and excellent vision to detect their decaying or near-dead prey. The bolder ones are willing to accelerate that process.

The example below is for a giant vulture, while smaller ones will have a SIZ of 1D6+6 and STR of 1D6+3.

STR	2D6+12	22-23	MOVE	Fly 12, Walk 2
CON	2D6+6	13	HIT POINTS	14
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D6
POW	2D6+6	13	ARMOR	1-pt. feathers
DEX	2D6+12	19		

ATTACK	%	DAMAGE
Bite	45%	1D6 (bleeding)
Claw	45%	1D6+dm (bleeding)

Skills:

Dodge 50%, Search 90%, Sense 50%.

WHALE, KILLER

The killer whale, or orca, is carnivorous and hunts fish, seals, and other whales. Killer whales are found in small family pods. The following description presents a whale of animal intelligence, but in some settings, whales may be fully sapient, with INT 2D6+6.

STR	6D6+30	51	MOVE	Swim 10
CON	3D6+25	35-36	HIT POINTS	48-49
SIZ	6D6+40	61	DAMAGE MODIFIER	+6D6
POW	3D6	10-11	ARMOR	12-pt. blubber
DEX	2D6+4	10		

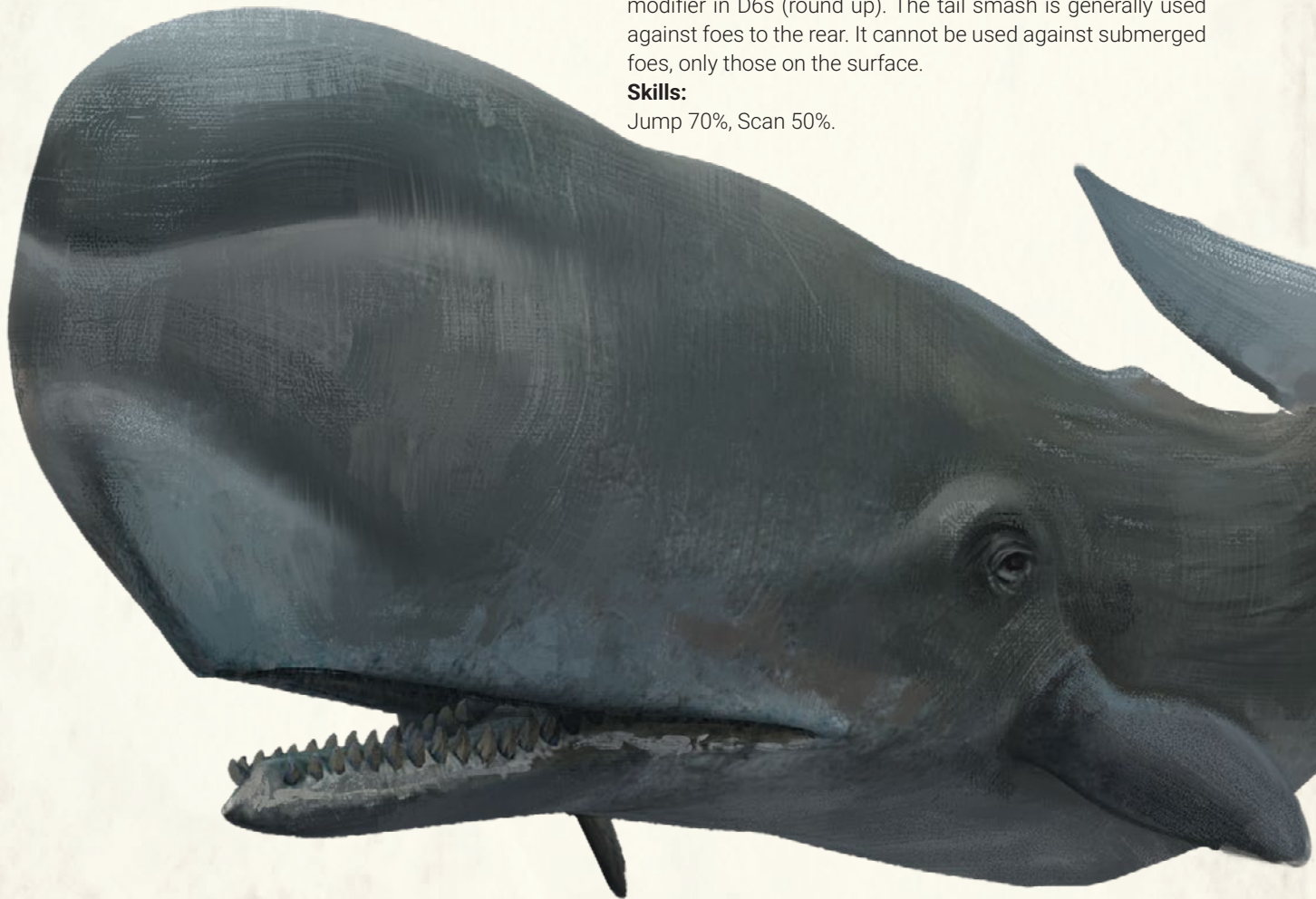
ATTACK	%	DAMAGE
Bite	50%	1D6+dm (bleeding)
Ram	50%	2D4+½dm (crushing, see Notes)
Tail Smash	75%	2D6+dm (crushing, see Notes)

Notes:

A killer whale may attack once per round, using any attack. The ram is only effective against opponents at least half the whale's SIZ (round up). The bite only has a half-normal damage modifier in D6s (round up). The tail smash is generally used against foes to the rear. It cannot be used against submerged foes, only those on the surface.

Skills:

Jump 70%, Scan 50%.



WHALE, SPERM

The gigantic sperm whale is carnivorous and feeds on squid. Sperm whales may be in small pods but are often solitary. The following description presents a whale of animal intelligence, but in some settings, whales may be fully sapient, with INT 2D6+6.

STR	7D6+50	73–74	MOVE	Swim 7
CON	3D6+40	50–51	HIT POINTS	67
SIZ	7D6+60	83–84	DAMAGE MODIFIER	+9D6
POW	4D6	14	ARMOR	18-pt. blubber
DEX	2D6+3	10		

ATTACK	%	DAMAGE
Ram	60%	1D6+dm (crushing)
Bite	40%	1D6+½dm (bleeding)
Tail Smash	25%	1D6+dm (crushing)

Notes:

A sperm whale may attack once per round, using any attack. The ram is only effective against opponents at least half the whale's SIZ (round up). The bite only has a half-normal damage modifier in D6s (round up). The tail smash is generally used against foes to the rear. It cannot be used against submerged foes, only those on the surface.

Skills:

Jump 60%, Scan 50%.



WOLF

Wolves are large canines that vary in size based on the prey they hunt. Wolves hunt in packs ranging from a dozen to 40 or more.

The gamemaster may also use these statistics to represent a large dog.

STR	2D6+6	13	MOVE	Walk 10
CON	3D6	10–11	HIT POINTS	9–10
SIZ	2D6+1	8	DAMAGE MODIFIER	None
POW	3D6	10–11	ARMOR	2-pt. fur
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	30%	1D6+½dm (bleeding)

Notes:

In combat, wolves often fight cooperatively. Several wolves may attack the same target simultaneously, ensuring that some attacks are not parried or Dodged. One or two large wolves may attempt to knock their target down (**Knockback**, *Basic Roleplaying*, page 130). When a target is prone, other wolves rush to tear at them.

Skills:

Dodge 35%, Listen 75%, Sense 90%, Spot 60%, Track 80%.

FAMILIARS

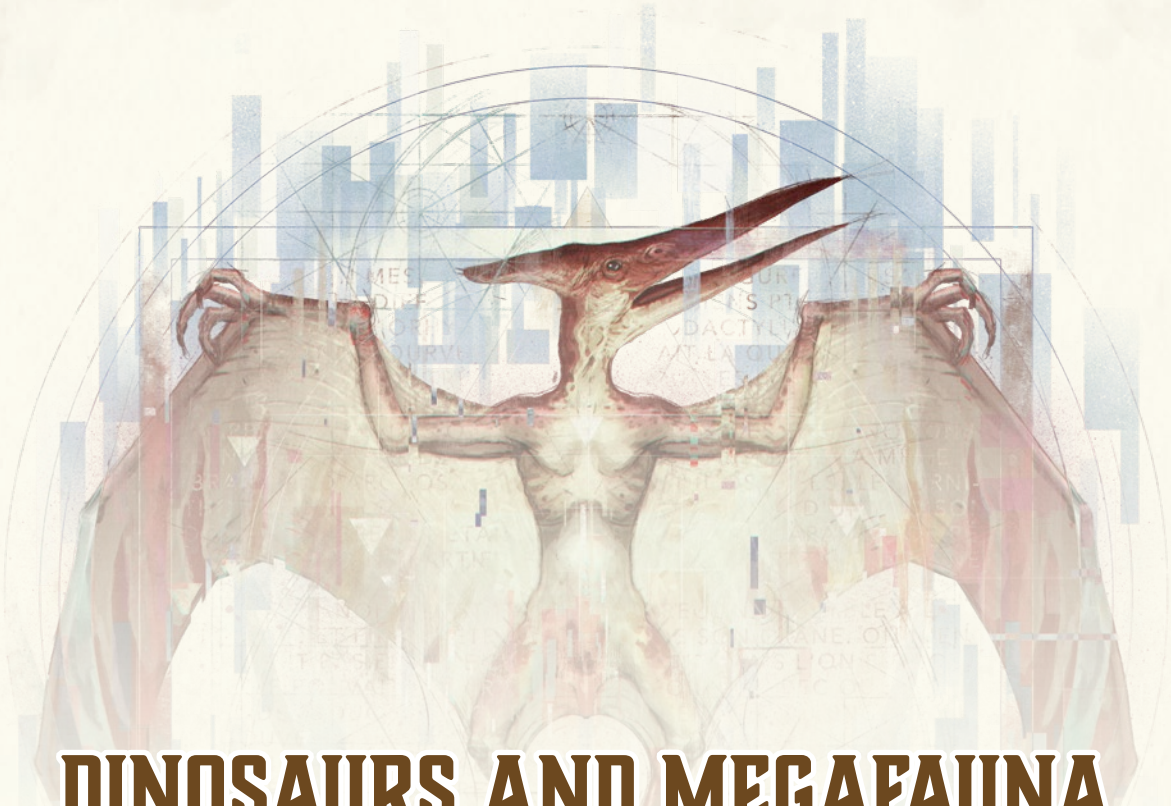
The familiar is an important part of many magical and shamanic traditions, and in some settings, they are even bonded to humans who are not practitioners of magic. The *Basic Roleplaying* core rulebook contains guidance for familiars as they relate to magicians (those who use the magic power set, *Basic Roleplaying*, page 56) and the Sidekick superpower (*Basic Roleplaying*, page 103). The following guidelines address familiars for non-magic users.

If a setting allows familiars (perhaps called companions, *daemons*, *fylgia*, totems, etc.), use some or all of the following guidelines, as desired:

- ▷ The process by which a familiar is gained is up to the gamemaster and based on their setting. They may simply manifest, be born alongside the character, find them or be found, or must be sought and bonded with and/or tamed. Depending on the setting, a character may have more than one familiar at a time.
- ▷ A familiar is unfailingly loyal to the character and never willingly betrays them.
- ▷ If apart from their familiar, the character can make a POW×5 roll to determine the familiar's direction and whether it is in distress unless they are somehow magically shielded from each other. The familiar also has the same sensitivity towards the character it is linked to.
- ▷ If the familiar has any applicable abilities, its skills can be used to augment the character's as if another person were assisting them.
- ▷ The character can see through the familiar's eyes and use its other senses for one combat round, including the use of any special detection (night vision, etc.) the familiar possesses, at a cost of 1 power point per round.
- ▷ The character can send telepathic messages or commands to the familiar. It will obey these, even if placing itself in danger or certain death. This costs 1 power point per command.

Depending on the setting, the bond between a character and their familiar may be as intimate as the familiar acting as an externalized aspect of the character's soul, or it may be less intense. The character may be shocked and sent into despair if their familiar dies (see the **Despair** table on pages 215–216 of *Basic Roleplaying*), or they may simply be saddened but not otherwise inconvenienced.

If a more magically active familiar is desired, use the magician's familiar rules on page 56 of *Basic Roleplaying*.



DINOSAURS AND MEGAFAUNA



This chapter includes idealized versions of prehistoric dinosaurs and giant insects that fit certain gaming genres. The term “megafauna” refers to any creature of significant size (usually at least SIZ 20 or higher). As with most wild animals, dinosaurs and megafauna have rudimentary intelligence (INT 3–5), rarely fight to the death, and are generally territorial in behavior.

ALLOSAURUS

Allosaurs are large carnivorous dinosaurs, reaching ten meters in length and standing over three meters tall. Allosaurs are bipedal and have large heads with mouths packed full of sharp fangs, long balancing tails, and tough hides.

These quick and cunning beasts have the keen eyesight of birds of prey and a good sense of smell as well. Allosaurs haunt savannas and light tropical forests. They run down large prey and are not averse to eating creatures as small as humans. Allosaurs may be solitary or hunt in small packs, depending on the area and profusion of prey.



MAKING MEGAFAUNA

The most direct method of creating a megafauna version of an existing creature from elsewhere in this sourcebook is to add points to the SIZ characteristic until it is at a desired size. This may have the following effects, particularly amongst secondary attributes:

- ▷ **Other Characteristics:** Generally, increasing SIZ by any amount should be followed by an increase in STR to reflect the creature's greater mass and ability to use that mass effectively. CON may also be increased, depending on the creature's original CON. A good ratio is +1 to STR and CON per +3 points of SIZ added.
- ▷ **Hit Points:** Adjust the creature's hit points if SIZ and/or CON have increased.
- ▷ **Armor:** Larger and tougher versions of creatures may have additional points of armor. A rule of thumb is +1 point of armor per additional 6 points of SIZ.
- ▷ **Attacks:** A creature may gain additional attacks (such as a trample, tail sweep, or throw), or another attack's special damage may be shifted from one type to another or gain additional properties, such as knockback or even impaling. The gamemaster should determine these additional attacks using similar or similarly sized creatures for comparison.
- ▷ **MOV:** Generally, SIZ does not affect MOV, though the gamemaster may wish to modify MOV to reflect a significantly larger animal with greater musculature.

If the optional Sanity rules are used (*Basic Roleplaying*, pages 218–219), a minor SAN loss may occur when viewing unnaturally-sized creatures, depending on the setting. In some settings, megafauna versions of creatures may even be used as mounts.

STR	6D6+32	53	MOVE	Walk 6
CON	4D6+21	35	HIT POINTS	41
SIZ	4D6+32	46	DAMAGE MODIFIER	+5D6
POW	2D6+6	13	ARMOR	10-pt. knobby hide
DEX	2D6	9		

ATTACK	%	DAMAGE
Bite	40%	2D6+dm (bleeding)
Kick	25%	1D6+dm (crushing)
Foreclaw	25%	1D10+dm (bleeding)

Notes:

An allosaur may use both foreclaws simultaneously against one target and either kick or bite 3 DEX Ranks later.

Skills:

Spot 50%.

ANT, GIANT

Ants' bodies are made up of three segments. They have long, thin legs and antennae, and vicious-looking mandibles. Ants live nearly everywhere except underwater or in arctic regions. Giant ants (roughly the size of very large dogs) behave identically to their smaller relatives.

There are several types of ants: granivorous (seed-eating), carnivorous, scavenger, and others. Giant ants may herd other giant insects, go on slave-taking raids, or engage in war against other anthills or even humans. A typical ant colony can range from a few hundred to over 10,000 individuals and is usually marked by a large mound. Giant ant colonies are towering, and humans may even move inside their cramped quarters.

Ants live in complex underground lairs containing many interconnected chambers and tunnels. Some chambers hold the ant eggs, larvae, or pupae. One holds the queen. Other chambers store food and loot. Ants are irrepressible collectors and hoard all sorts of strange objects, possibly including human artifacts.



Ants have a communal mind. Although an individual ant only has an INT of 2, the whole ant colony has its own INT, which varies with colony size. This INT may be fixed or normal, depending upon the gamemaster.

ANT COMMUNAL INT TABLE

Colony Size	INT
<100	1D6
100–299	2D6
300–999	3D6
1,000–2,999	4D6
3,000–1,0000	5D6

An anthill can react and adapt, setting ambushes for intruders, barricading tunnels for defense, raiding animal herds, or clearing out nearby menaces. Anthills are hard to invade—parties of ants will ambush the party from the rear, seal off critical passages, and set traps.

The queen is a breeding machine and is neither the spiritual nor the intellectual leader of the hive. However, the death of the queen spells eventual doom to the colony, since no more eggs will be laid. The ants guard their queen fanatically. Some ant species have multiple queens, possibly hidden in separate chambers. The queens are large and powerful but are never expected to fight.

Some ant species possess soldier castes, specially bred for battle. A few vicious ant types have soldiers only. Statistics below are for an ordinary, moderate-sized ant species, with only one caste fulfilling the functions of both workers and soldiers.

STR	4D6	14	MOVE	Walk 8, Climb 6
CON	3D6+6	16–17	HIT POINTS	8
SIZ	2D6	7	DAMAGE MODIFIER	None
POW	1D6+4	7–7	ARMOR	5-pt. chitin
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	40%	1D10 (bleeding)
Sting	40%	1D6 + venom (impaling)

Notes:

Both the bite, with sickle-like mandibles, and the sting are capable of impaling. The ant will bite until it scores a hit, then hang on, continuing to bite and simultaneously stinging each combat round. While the ant is hanging on, the bite automatically hits (unless 96–00 is rolled) and has the usual chances for specials or getting a critical hit. If a fumble is rolled, the ant drops off. The sting injects an acid venom with a POT of 1D6 (roll separately each time the sting penetrates armor). Full-sting venom damage is automatically done and is

not resisted by the target's CON. An ant can only sting a target that it is hanging onto with its mandibles.

Skills:

Climb 70%, Dodge 25%, Track 90%.

BEETLE, GIANT

There are many species of giant beetle. The variety described here is an active, running carnivore. It has a glossy black shell, bulging black eyes, and sharp-toothed mandibles which cross in front.

This beetle inhabits forests, where it preys upon anything it can catch. If a beetle attacks a party, it will be mindlessly ferocious, battling to the death. If the beetle kills a horse or man, it will try to drag the prey off and eat in privacy.

STR	2D6+12	19	MOVE	Crawl 18
CON	3D6+6	16–17	HIT POINTS	16–17
SIZ	3D6+6	16–17	DAMAGE MODIFIER	+1D6
POW	1D6+6	9–10	ARMOR	7-pt. chitin
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	35%	1D10+dm (bleeding)

Skills:

Search 60%, Track 30%.



BEHEMOTH

The behemoth is probably the largest land animal ever in existence. An adult behemoth stands over six meters tall at the shoulder, six meters broad across the middle, and is around 15 meters long. It has smooth grey skin, pillar-like legs, and a thick tail ending in a knobbed and spiked club. The behemoth's colossal, slab-sided muscles audibly grate upon each other as the monster smashes through the jungle. A behemoth's skin is more than 22 centimeters thick.

Behemoths live in tropical jungles. They are strict vegetarians, eating leafy brush and grass. They enjoy wallowing in pools and rivers. Behemoths are solitary, but occasionally, a calf and its dam are seen together.

STR	6D10+100	133	MOVE	Walk 5
CON	6D10+60	93	HIT POINTS	108
SIZ	4D10+100	122	DAMAGE MODIFIER	+16D6
POW	4D6	14	ARMOR	40-pt. skin
DEX	2D3	4		

ATTACK	%	DAMAGE
Tile Smash	50%	1D6+dm (crushing)
Bite	25%	½dm (bleeding)

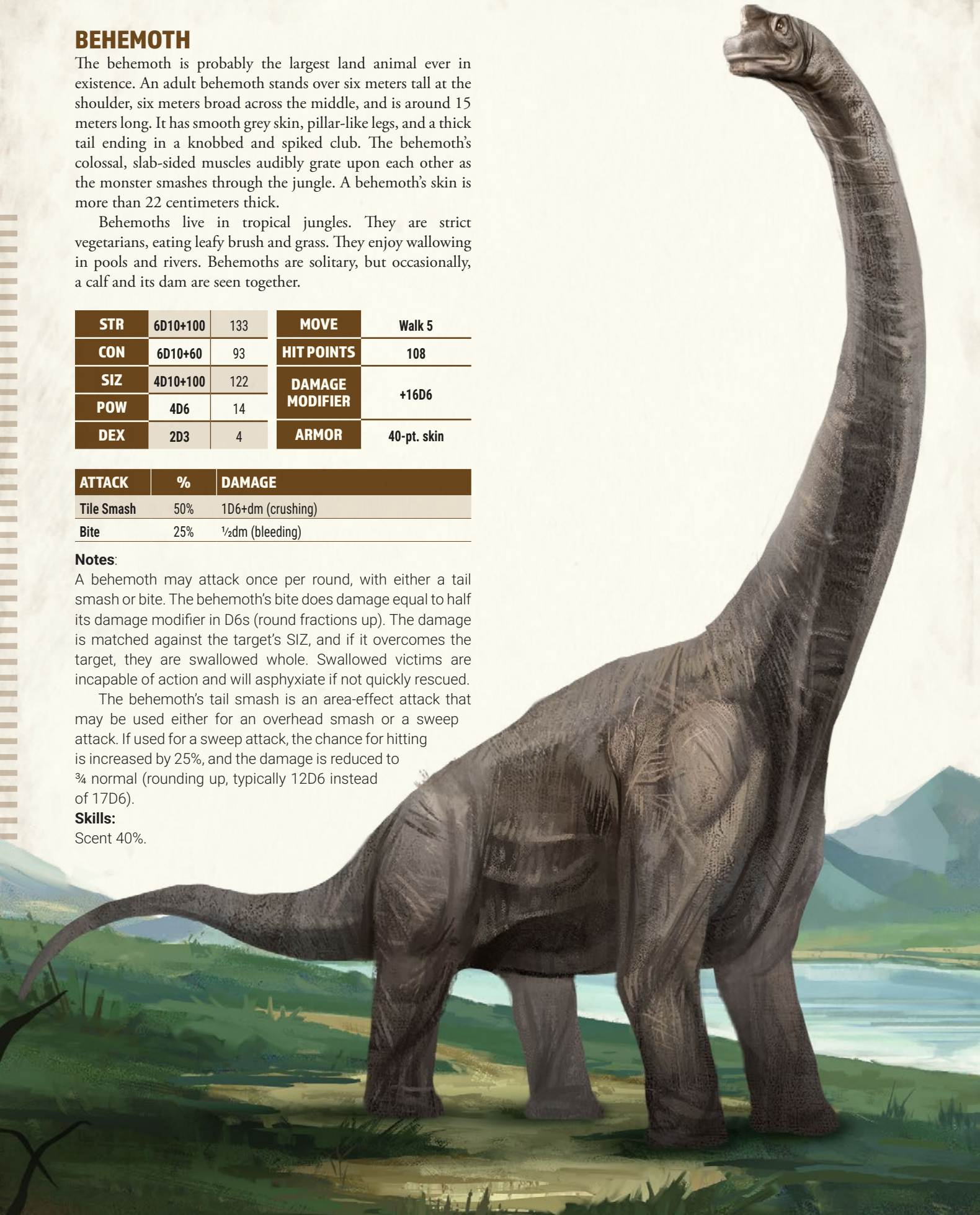
Notes:

A behemoth may attack once per round, with either a tail smash or bite. The behemoth's bite does damage equal to half its damage modifier in D6s (round fractions up). The damage is matched against the target's SIZ, and if it overcomes the target, they are swallowed whole. Swallowed victims are incapable of action and will asphyxiate if not quickly rescued.

The behemoth's tail smash is an area-effect attack that may be used either for an overhead smash or a sweep attack. If used for a sweep attack, the chance for hitting is increased by 25%, and the damage is reduced to ¾ normal (rounding up, typically 12D6 instead of 17D6).

Skills:

Scent 40%.



BRONTOSAUR

Brontosaurs are huge, quadrupedal dinosaurs that are large enough to eat entire trees. They travel in herds, leaving devastation in their wake.

STR	4D10+40	62	MOVE	Walk 7
CON	2D10+30	41	HIT POINTS	57
SIZ	4D10+50	72	DAMAGE MODIFIER	+7D6
POW	1D6+8	10-11	ARMOR	14-pt. hide
DEX	1D6	3-4		

ATTACK	%	DAMAGE
Tile Smash	50%	1D6+½dm (crushing + knockback)

Notes:

Brontosaurs can attack once per round, using a tail lash or a trample if they are moving. The tail lash is an area-effect sweep attack (*Basic Roleplaying*, page 154). Trample is only used against targets who are prone or have a SIZ of less than ½ the brontosaurus's SIZ (round up).

Skills:

Listen 35%, Sense 30%, Spot 35%.

CENTIPEDE, GIANT

As fast, nocturnal predators, giant centipedes are horrifying monsters. They emit a clacking noise as they run. Each leg is tipped by a sharp, hard point and is connected to a poison gland. Giant centipedes have dozens of legs, and it is unlikely that an attacker will be able to hit the same leg twice.

STR	6D6+12	33	MOVE	Crawl 12
CON	2D6+12	19	HIT POINTS	23-24
SIZ	8D6	28	DAMAGE MODIFIER	+3D6
POW	3D6	10-11	ARMOR	5-pt. chitin
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Bite	75%	1D6+dm + poison (bleeding)

Notes:

A giant centipede's bite does poison with POT equal to half its CON/2 (round up).

Skills:

Climb 75%.



CRAB, GIANT

Crabs are the largest of all arthropods. When not in the breeding season, crabs may range several kilometers (a few miles) inland, but the largest crabs are deepwater denizens. Crabs are scavengers and omnivores and attack anything that appears remotely edible.

STR	3D6+24	34–35	MOVE	Crawl 8
CON	2D6+6	13	HIT POINTS	23–24
SIZ	3D6+24	34–35	DAMAGE MODIFIER	+3D6
POW	3D6	10–11	ARMOR	12-pt. chitin
DEX	2D6	7		

ATTACK	%	DAMAGE
Claw	50%	1D6+½dm (bleeding)
Bite	25%	½dm (bleeding)

Notes:

A giant crab attacks with both claws on its DEX rank, and if successful with both attacks, attempts to tear its target apart, inflicting its damage modifier again.

Skills:

None.



KRAKEN

Kraken are monstrous sea creatures, a loathsome hybridization of the most awful sea creatures on a titanic scale. Sailors associate the tentacled monsters with omens of death. Kraken wander the sea in an endless search for a source of food large enough to satisfy their cruel, gnawing hunger.

Two sizes are presented here. The first is a manageable creature that should present a reasonable challenge to a group of characters, should it decide to make a meal of their ship. The second is so large that sailors might mistake its broad expanse for a small island and land there in the hope of finding fresh water or buried treasure.

Kraken, Small

STR	20D6	70	MOVE	Swim 23, Crawl 10
CON	4D6+12	26	HIT POINTS	48
SIZ	20D6	70	DAMAGE MODIFIER	+8D6
POW	6D6	21	ARMOR	8-pt. rubbery hide
DEX	3D6+12	22–23		

ATTACK	%	DAMAGE
Tentacle	80%	8D3 (crushing)
Bite	80%	dm+venom (bleeding; see Notes)

Notes:

A kraken can make eight tentacle attacks in a single round. A tentacle hit does no damage but instead ensnares the target. When a target has been gripped by two tentacles, they begin to constrict, doing the listed damage. The bite attack is made 5 DEX ranks after the tentacle attacks and injects venom of POT equal to CON.

Skills:

Hide 60%, Sense 55%, Track 20%.



Kraken, Large

STR	100D6	350	MOVE	Swim 23, Crawl 10
CON	20D6+60	130	HIT POINTS	130
SIZ	100D6	130	DAMAGE MODIFIER	+28D6
POW	6D6	21	ARMOR	8-pt. rubbery hide
DEX	3D6+12	22-23		

ATTACK	%	DAMAGE
Tentacle	80%	8D3+½dm (crushing)
Bite	80%	dm+venom (bleeding; see Notes)

Notes: A kraken can make eight tentacle attacks in a single round. A tentacle hit does no damage but instead ensnares the target. When a target has been gripped by two tentacles, the tentacles begin to constrict, doing the listed damage. The bite attack is made 5 DEX ranks after the tentacle attacks and injects venom of POT equal to CON.

Skills: Hide 60%, Sense 70%, Track 20%.

MAMMOTH OR MASTODON

The woolly mammoth can be found in high elevations. They travel in female-led herds and graze on grass, flowers, shrubs, and tree matter. They can survive easily in cold and freezing weather.

Mastodons are similar in appearance to mammoths, but they are slightly smaller and more heavily muscled (STR 4D6+40, SIZ 4D6+30, 38 hit points). They dwell in wooded areas. Their herds consist of adult females and young; the males leave the herd upon reaching maturity and live alone or in small male bond groupings.

STR	4D6+36	50	MOVE	Walk 12
CON	2D6+6	13	HIT POINTS	31
SIZ	4D6+36	50	DAMAGE MODIFIER	+5D6
POW	3D6	10-11	ARMOR	6-pt. hide and fur
DEX	2D6	7		

ATTACK	%	DAMAGE
Gore	65%	1D8+dm (impaling)
Trample	75%	2D6+dm (crushing)



Notes:

The trunk of the mammoth is sensitive and will not be used in a fight after being hit unless the mammoth is reduced to half or less of its total hit points. In which case, a trunk attack is used in place of goring. The percentage chance of success is the same as gore, but no damage is done. Instead, the victim must roll STR versus half the mammoth's STR (round up) or be placed in a position to be automatically trampled on the next round. The mammoth may fling the victim away, inflicting falling damage based on one meter per 3 points of the mammoth's STR (round down). For every 6 SIZ points the victim has over 16 (rounded down), the distance they are flung decreases by two meters, reducing the falling damage taken.

Skills:

None.

PLESIOSAUR

This sea reptile has a long neck, flippers, and a stubby body like that of a shell-less turtle. It hunts fish and squid in shallow seas by paddling slowly along and suddenly striking with its long head and neck.

Plesiosaurs can be dangerous to sailors, picking off isolated men aboard ships. When the creature strikes up from the water, only its head and neck can be struck.



STR	6D6	21	MOVE	Swim 3
CON	4D6	14	HIT POINTS	24
SIZ	6D6+12	33	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	skin and blubber
DEX	3D6+6	16-17		

ATTACK	%	DAMAGE
Bite	70%	1D8+½dm (bleeding)
Trample	75%	2D6+dm (crushing)

Skills: Hide 60%, Swim 60%.

PTERANODON, GIANT

Pteranodons are terrible, flying dinosaurs capable of great stealth when gliding on for the hunt. Intelligent creatures may train and ride them.

STR	4D6+12	26	MOVE	Fly 10, Hop 6
CON	2D6+6	13	HIT POINTS	22
SIZ	2D6+24	31	DAMAGE MODIFIER	None
POW	3D6	10-11	ARMOR	6-pt. feathers and scales
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	40%	1D8+dm (bleeding)

Skills: Dodge 50%, Fly 100%, Move Quietly 70%, Scan 70%, Track 50%.

ROC

Rocs are gigantic birds found on the highest of mountains. Excellent hunters, they can carry away full-grown cattle to their huge nests. Adventurers have been known to scale the peaks to find treasure in the nests. Some rocs have even been trained.

STR	8D6+48	66	MOVE	Fly 10, Hop 6
CON	3D6+18	28-29	HIT POINTS	47-48
SIZ	8D6+48	66	DAMAGE MODIFIER	+7D6
POW	2D6+6	13	ARMOR	7-pt. feathers
DEX	3D6	10-11		

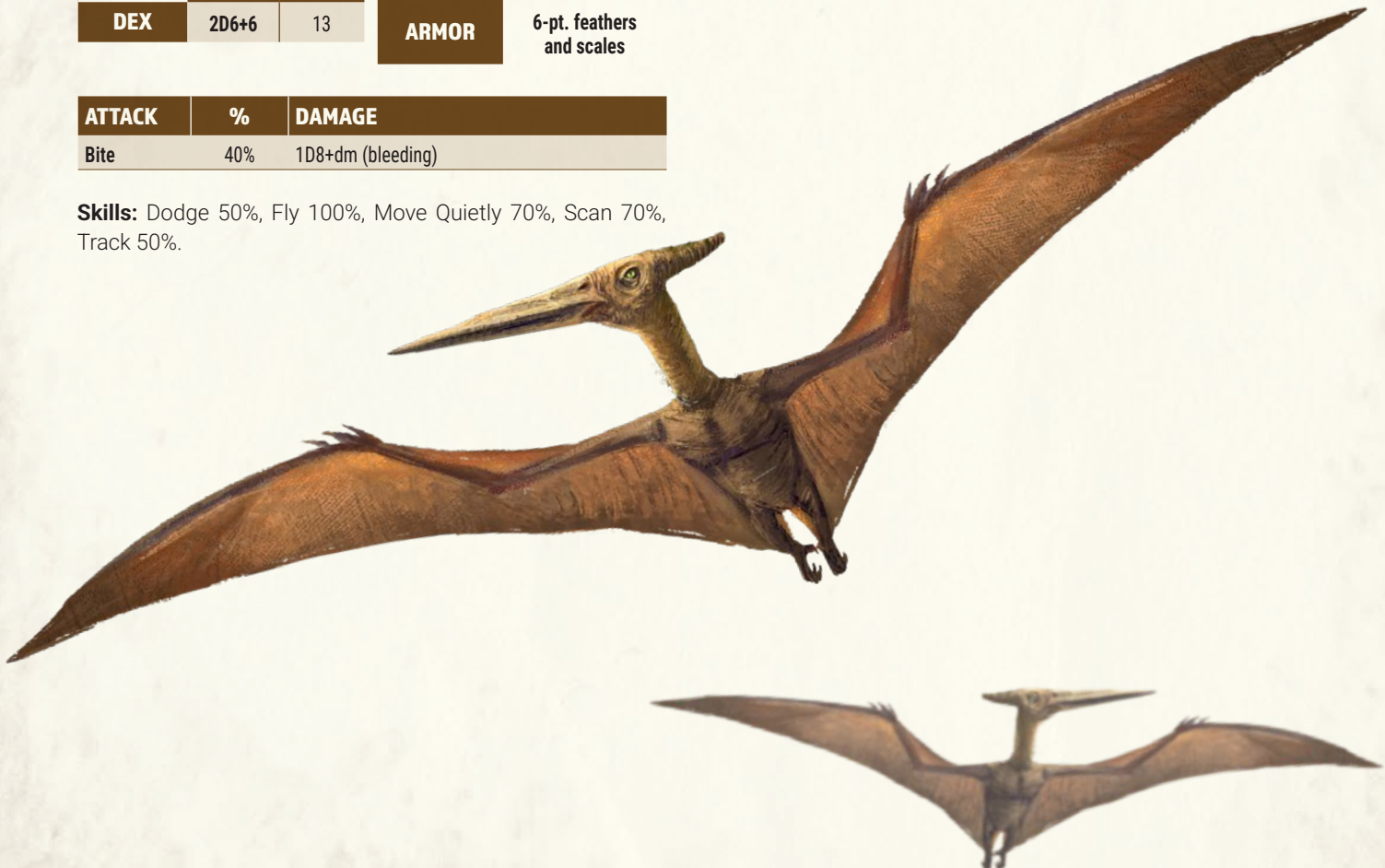
ATTACK	%	DAMAGE
Claws	60%	1D8+½dm + grapple (crushing)
Bite	50%	1D10+dm (impaling)

Notes:

A roc can attack with its claws, initiating a grapple when it hits. It will then bite its prey. A roc can choose to grapple without doing damage.

Skills:

Dodge 40%, Fly 100%, Scan 70%, Track 50%.



SABRETOOTH CAT

This animal is found in varying shades of brown and gold. A striped variety lives in the jungle. Though it can do terrific damage, the great cat cannot outrun most game. Its short legs are unable to attain the speeds necessary to chase down a foe. Sabretooth cats normally lie patiently downwind of a watering hole or trail until a possible dinner comes by. The cat then springs, stabbing the victim and digging in with its massive claws. Few creatures can long survive such an attack. The cat rarely bothers with humans, but if attacked or hungry, they will tear into hunters or adventurers with gusto. They normally feed on large mammals or other megafauna.

STR	4D6+18	32	MOVE	Walk 6
CON	2D6+10	17	HIT POINTS	21-22
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
POW	2D6+6	13	ARMOR	3-pt. skin
DEX	2D6+10	17		

ATTACK	%	DAMAGE
Claws	50%	1D8+dm (bleeding)
Bite	40%	2D6+dm (impaling)
Rake	80%	2D6+dm (bleeding)

Notes:

A sabretooth cat can make one claw attack and one bite attack each combat round. If both attacks hit, the sabretooth cat hangs on for the next round, continuing to bite. Instead of clawing, it rakes with its hind claws.

Skills:

Dodge 25%, Hide 80%, Sneak 75%, Track 50%.



SEA SERPENT

Sea serpents are colossal marine reptiles. They are carnivorous and occasionally attack ships. The stats below are for a serpent around 20 meters long and a meter thick at the broadest. They are usually found far from shore and rarely crawl ashore. The biggest sea serpents are found furthest from shore.

The sea serpents can attack ships in two ways. They can lurch onto a ship's deck and attack sailors directly, or they can wrap around a ship and constrict it. Only larger sea serpents can constrict ships.

STR	8D6+30	58	MOVE	Swim 5, Crawl 3
CON	6D6+20	41	HIT POINTS	50
SIZ	8D6+30	58	DAMAGE MODIFIER	+6D6
POW	5D6	17-18	ARMOR	15-pt. skin
DEX	2D6	7		

ATTACK	%	DAMAGE
Bite	50%	1D6+dm (bleeding)
Constrict	50%	dm (crushing)

Notes:

A sea serpent can bite and then use its constriction attack 3 DEX ranks later in the same melee round.

If the constriction attack succeeds, the victim is caught in the serpent's coils and takes damage equal to the serpent's damage modifier each subsequent round. Armor will protect against this crushing, up to the armor points of protection. The victim can escape by overcoming the serpent's STR with their own, and multiple characters can assist in freeing someone.

Skills:

Climb 50%.



SQUID, GIANT

Giant squids are generally found far from land but can venture out of the water. They have no problem surviving in the deepest ocean depths or attacking victims on the ocean's surface.

The example below is for a squid that can threaten a group of human foes. A leviathan-sized squid capable of taking on boats and whales has SIZ and STR +1D6 per meter of increased span from tentacle tip-to-tip, increasing hit points and damage modifier accordingly.

Squids, like most octopi, are capable of limited movement on land, though this is less common the larger they get.

STR	10D6	33	MOVE	Swim 12, "Walk" 4
CON	2D6+6	13	HIT POINTS	23
SIZ	10D6	33	DAMAGE MODIFIER	+3D6
POW	3D6	10-11	ARMOR	2-pt. hide
DEX	2D6+12	19		

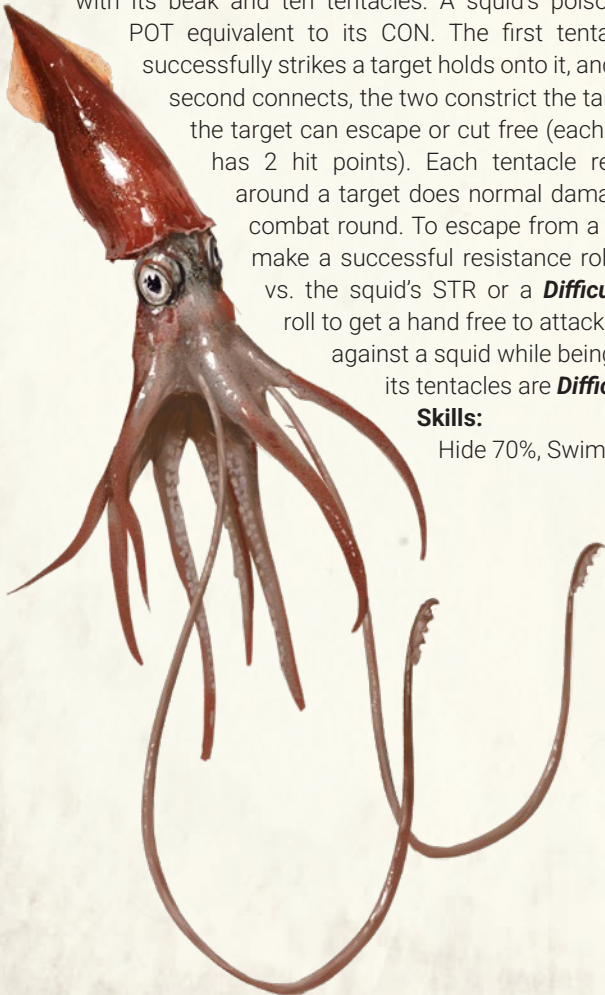
ATTACK	%	DAMAGE
Beak	45%	1D6+½dm + poison (impaling)
Tentacle	45%	1D6+dm (crushing)

Notes:

A squid can attack up to five different targets simultaneously with its beak and ten tentacles. A squid's poison has a POT equivalent to its CON. The first tentacle that successfully strikes a target holds onto it, and when a second connects, the two constrict the target until the target can escape or cut free (each tentacle has 2 hit points). Each tentacle remaining around a target does normal damage each combat round. To escape from a tentacle, make a successful resistance roll of STR vs. the squid's STR or a **Difficult** Effort roll to get a hand free to attack. Attacks against a squid while being held by its tentacles are **Difficult**.

Skills:

Hide 70%, Swim 100%.



SPIDER, GIANT

There are a variety of giant spiders: web-spinners, active mobile hunters, spiders that throw nets of web over their prey, spiders that spit webs and glue their prey to the ground, spiders that leap on their targets, and spiders that eat other spiders. Two types of spiders are covered here: mobile hunting types and web-spinning spiders.

Spider, Giant Web-Spinning

STR	4D6+12	26	MOVE	Crawl 9
CON	3D6+6	16-17	HIT POINTS	21
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	4-pt. chitin
DEX	2D6+16	13		

ATTACK	%	DAMAGE
Bite	45%	1D6+dm + poison (impaling)
Webbing	65%	Special (see Notes)

Notes:

A giant web-making spider's bite does poison damage equal to its CON.

Webbing affects the victim's entire body. The STR of the web is equal to the spider's maximum hit points. Successive layers of webs are cumulative and add to the STR of the total. An ensnared victim cannot do anything but attempt to break out. A spider may not bite and throw webbing in the same round. The range of webbing is equal to the spider's STR in meters. It covers 1×1 square meter for small spiders, 2×2 square meters for medium spiders, and 3×3 square meters for large spiders.

Skills:

Climb 90%, Hide 60%, Move Quietly 75%.



Spider, Giant Hunting

STR	4D6+12	26	MOVE	Crawl 9
CON	2D6+12	19	HIT POINTS	23
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	6-pt. chitin
DEX	2D6+12	19		

ATTACK	%	DAMAGE
Bite	50%	1D6+dm + poison (impaling)

Notes:

A giant hunting spider's bite does poison damage equal to its CON.

Skills:

Climb 90%, Hide 40%, Jump 90%, Move Quietly 50%, Search 75%.



TURTLE, GIANT

Although rare, giant snapping turtles are found in river systems throughout the world. Cautious and extraordinarily long-lived, they are opportunistic feeders and almost entirely carnivorous.

STR	4D6+12	26	MOVE	Crawl 2, Swim 6
CON	4D6	14	HIT POINTS	20
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	69-pt. shell
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Bite	50%	2D6+dm (bleeding)

Skills:

Hide (underwater) 50%.



TYRANNOSAURUS REX

The Tyrannosaurus Rex is a terrifying apex predator, capable of bringing down almost any other megafauna or any humans foolish enough to attract its attention.

STR	10D6+32	67	MOVE	Walk 12
CON	4D6+21	35	HIT POINTS	44
SIZ	6D6+32	53	DAMAGE MODIFIER	+6D6
POW	2D6+6	13	ARMOR	10-pt. hide
DEX	2D6+9	16		

ATTACK	%	DAMAGE
Bite	50%	2D6+dm (bleeding)
Foreclaw	35%	1D4+½dm (bleeding)
Kick	45%	1D6+dm (bleeding)

Notes:

A tyrannosaurus attacks first by biting. If successful, 5 DEX rounds later, it attacks with both foreclaws to seize the target for further tearing. For larger targets, it substitutes the foreclaw attacks for a single kick attack, sometimes even climbing onto the target and attacking with a bite and two kicks in the next combat round.

Skills:

Jump 50%, Listen 45%, Sense 35%, Spot 50%, Track 50%.



WASP, GIANT

Large social predators, giant wasps may feed directly off their prey or carry it home for their larva to eat. Giant wasps can even potentially carry a rider, and it is possible to domesticate a wasp hive.

STR	4D6	14	MOVE	Fly 12, Walk 6
CON	3D6	10-11	HIT POINTS	13
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D4
POW	3D6	10-11	ARMOR	3-pt. chitin
DEX	2D6+12	19		

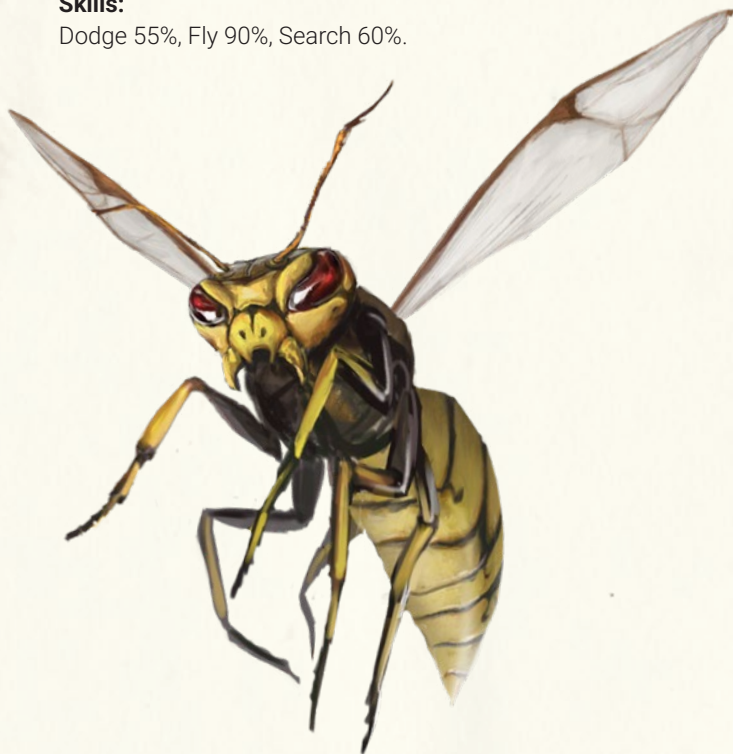
ATTACK	%	DAMAGE
Bite	35%	1D6+dm (bleeding)
Sting	70%	1D8+dm + poison (impaling)

Notes:

A giant wasp's sting does poison damage equal to its CON.

Skills:

Dodge 55%, Fly 90%, Search 60%.



WHIPSCORPION, GIANT

These odd arthropods are also known as vinegaroons or grampuses. They resemble gigantic maroon scorpions with massive claws, but they lack the dreadful stings of true scorpions. Instead, there is a slender whip-like tail at the end of their abdomen. At the base of this tail is a gland that can expel clouds of noxious vapor.

Whipscorpions are strictly carnivorous and live in forests, jungles, and swamps.

STR	4D6+12	26	MOVE	Walk 9
CON	2D6+12	19	HIT POINTS	21
SIZ	3D6+12	22-23	DAMAGE MODIFIER	+2D6
POW	3D6	10-11	ARMOR	7-pt. chitin
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Pincer	50%	1D8+dm (bleeding)
Spray	75%	Variable (see Notes)

Notes: A whipscorpion can attack with both pincers and spray in the same round. The pincers strike 5 DEX ranks apart. There are three varieties of spray, and the gamemaster should determine which the whipscorpion will use each time it makes this attack.

- ✧ The most common spray smells strongly of vinegar and is a 1-point acid, dissolving 1 point of armor each time the target is sprayed. If all armor has been dissolved, it damages flesh instead. This spray has a range of 10 meters and covers an area with a 3-meter radius.
- ✧ The second type of spray smells of chlorine and is a poisonous gas with a potency of 3D6. If the gas's POT is resisted, the victim takes half the POT as damage (round up). If the victim doesn't resist, they take full POT as damage. It is possible to hold one's breath while inside this cloud. The cloud covers an area 3 meters in radius all around the whipscorpion and can be squirted up to 10 meters away.
- ✧ The final spray type smells like formic acid and is squirted in a narrow stream. If it hits, the target takes 2D6 acid damage, losing armor first, then hit points.

Skills:

Hide 60%, Listen 50%, Move Quietly 60%.



HARVESTING

As is true of many natural and unnatural species, the bodies of megafauna may contain valuable resources that can be harvested and processed for other uses, whether it be for food, medicine, drugs, or even equipment. Venom sacs or internal organs may contain difficult-to-synthesize chemicals, and the megafauna's flesh or bones may be transformed into armor, weaponry, or other useful materials. Tissues may be extracted for scientific purposes, samples may be taken to further understand the creature's anatomy, or the remains may simply be eaten for survival or used for rituals.

A campaign might be structured around repeated searches for such creatures, or it might be an incidental part of a larger goal. The act of hunting and killing creatures to harvest resources from their remains could be controversial or objectionable to some players, so the gamemaster is encouraged to field the topic before introducing it. This activity might not be appropriate for every genre or setting, but this is up to the gamemaster to determine.

If a game features harvesting, the gamemaster is encouraged to determine the following for each type of megafauna:

- ▷ **What resources does the creature contain, if any, and how many different types, if there are more than one?** If in doubt, roll 1D10: a result of 1–5 means one resource, 6–7 means two, 8–9 means three resources, and a roll of 10 means roll three more times and combine results.
- ▷ **What resources may be harvested?** For some guidance, roll 1D6: 1–2 = tissue (flesh, fat, muscle, organs, bone, etc.); 3–4 fluids (blood, ichor, ambergis, venom, acid, etc.); 5 = integuments (antlers, horns, spines, scales, carapace, shell, etc.); 6 = special (mineral, gem, etc., anything from a carbuncle, diamond, or something natural like a bezoar or pearl).
- ▷ **How many units of each resource?** A simple rule of thumb is to attach one of the creature's characteristics to each resource type and roll 1D3 for every 10 points the creature has in that characteristic (round down, minimum 1). Tissue = STR, fluids = CON, special = POW. Integuments should be the average of the creature's armor and its SIZ (round down). The result is how much remains and is harvestable. If the goal is simply food, the edible portions of the creature may be measured in units equal to half its SIZ, rounded down. Based on how the megafauna was destroyed, the result may be modified downward. *For example, if a megafauna creature was destroyed by an explosion, there might not be that much left to harvest, while a critical strike with an impaling weapon may leave the corpse largely intact.*
- ▷ **How large a unit is?** This is entirely up to the gamemaster and the campaign. It might be the equivalent of 1 SIZ or 1 ENC (recommended) or much smaller or larger. The relative value and usage for each unit of the resources is also to be determined by the gamemaster and should be specific to the genre.

The only question remaining is how to successfully harvest the resources, which can be handled with an Agility roll, perhaps adjusted to *Difficult* based on conditions. Each attempt at harvesting a particular unit of the resource requires a successful roll, with a normal success yielding 1 unit of the resource, a special 2 units, and a critical 3 units. Failure means nothing is harvested that turn, and a fumble destroys the remainder of the un-harvested resources.

Example: With his loyal allies, Halkor the Mighty kills an iron dragon (10 armor, 37 SIZ). It has 23 possible units of integument (iron scales), based on the average of the creature's SIZ and armor value (37 + 10, halved). Halkor harvests 14 units of these before quitting. He then gives the scales to his brother, the dwarven smith Belaken, to make a suit of armor for him. With these scales, Belaken can craft a suit of armor up to 14 in ENC or the equivalent in SIZ (depending on which the gamemaster is using as a measurement). Belaken uses his Craft (Blacksmithing) skill successfully, and the result is a lovely suit of iron scale armor. The gamemaster decides that it's worth 6 armor value. Half the original armor value is 5, plus 1 point for additional leather backing and harness.

Example: Doctor Yan-kralla of the UFP vessel Boldly Going translocates down to a high-radiation planet's surface and is promptly attacked by an alien being she has never encountered before. A tense moment later, the creature lies stunned and immobile. The doctor has no wish to kill it, so a quick Medicine roll removes 1 unit of the creature's tissues and seals the wound with a surgical spray. She translocates back up to her vessel and gets to work in the science lab, trying to determine how the creature survives the intense radiation. A successful Science (Xenobiology) roll later, she synthesizes 1 unit of a radiation-resistant spray made from cloned cells and blood from the creature.



FANTASY CREATURES

The following creatures are common to many fantasy and horror settings and can be used as allies, foes, or even player characters and modified as desired. Depending on the setting, they can be familiar—often used as player characters—or they can be strange and mysterious. They can also be used in science-fictional contexts, ascribing any magical or supernatural powers to some sort of science.

Some of these creatures, like dragons, dwarves, elves, and giants, have different sub-types based on their environments or cultures. These are described as “heritages” here, though they can also be defined as types, races, species, subraces, subspecies, cultures, etc., as desired. These heritages often have modified basic characteristics, different or additional skills, and powers beyond those of the standard version. Some have different attributes (speech, flight, etc.) or even lack normal attributes common to the type.

BARGHEST

A barghest is a monstrous magical black hound with fire-red eyes. They can become invisible and assume the shape of a regular dog. Barghests are cruel and malicious and hunt lone travelers who dare to travel on desolate roads. Evil groups are known to make pacts with barghests in return for spoils and meat.

CREATURE POWERS

Many fantasy creatures have powers drawn from the **Powers** chapter of *Basic Roleplaying*. These are generally magic spells or sorcery, though some may have the equivalent of mutations or even psychic powers. Depending on the setting, the gamemaster may choose to switch these to equivalent powers if the suggested power set is not present or appropriate.



▷ BASIC ROLEPLAYING CREATURES ◁

STR	3D6+6	16-17	MOVE	Walk 12
CON	2D6+6	13	HIT POINTS	15
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D6
INT	3D6	10-11	ARMOR	4-pt. fur
POW	2D6+6	13		
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	75%	1D8+dm (impaling)
Kick	25%	1D6+½dm (bleeding)

Notes:

A barghest will attack either with its bite or both of its claws on the same DEX rank in a combat round.

Skills:

Dodge 35%, Hide 50%, Listen 75%, Sense 90%, Spot 60%, Track 80%.

Powers:

A barghest can spend 3 power points to cast the Invisibility magic spell (*Basic Roleplaying*, page 62) or shapechange into a normal-sized dog until the next dawn.

BASILISK

Basilisks are reptilian horrors famed for deadly power. A basilisk are small, with rough scales; four rooster-like clawed legs; a crown-like crest upon its head; and a long flared tail.

STR	2D3	4	MOVE	Walk 8, Fly 12
CON	2D6+6	13	HIT POINTS	8
SIZ	1D3	1-2	DAMAGE MODIFIER	None
INT	3	3	ARMOR	2-pt. scales and feathers
POW	1D6+12	15-16		
DEX	2D6	7		

ATTACK	%	DAMAGE
Glance	100%	Death (see Notes)
Bite/Peck	40%	1D6+poison (impaling)

Notes:

A basilisk can kill with a glance. In combat, the basilisk glares at a single opponent each round. If the basilisk overcomes the target in a power point vs. power point struggle, the target dies. Using the glance costs no power points, and the creature may attack normally in the same round. The glance penetrates magical defenses as if it were a sorcery spell of POW 3. (This may vary from basilisk to basilisk, based on that particular basilisk's POW.) The glance acts on the basilisk's DEX rank and may be used once per round in addition to any other attacks.

If the basilisk's bite penetrates armor, it injects venom with a potency equal to twice the basilisk's CON (an average basilisk has POT 26). This venom is extremely quick-acting, and its potency is matched against the target's CON on the DEX rank following the one in which they were bitten. If the target resists the poison successfully, they take damage equal to half the venom's potency (round up). If they fail to resist the poison, they die instantly.

In addition, weapons hitting a basilisk corrode when they come in contact with the creature's blood. Any bleeding or piercing weapon damaging a basilisk takes 1 point of damage for every point of damage done to the monster. Magical damage does not count for this purpose.

Skills:

Dodge 25%, Hide 40%, Listen 40%, Search 30%.

Powers:

See **Notes**, above.



BEAST-MAN

Human-bodied with the heads of local herd animals, Beast-men are foul mutant hybrids. They rub dung in their hair, worship spirits of disease, and engage in other repulsive practices. At least 90% of all beast-men are male. They can hybridize with almost any other creature, so there is no standard beast-man shape—all are mongrels.

Beast-men roam wastes, deserts, swamps, and mountains in small gangs.

They are not builders, though they may inhabit ruined buildings or caverns. They use other beings as targets for their frequent raids and carry away victims to be used as objects of sadistic pleasure. A common beast-man trick is to infect money or jewelry with disease, then leave the stash where humans can find it. Beast-men are immune to disease and poison.

In a post-apocalyptic setting, beast-men might be the hybridized offspring of attempts to fuse human and animal DNA and lack the unsavory disease elements of normal beast-men.



STR	2D6+6	13	MOVE	Walk 8
CON	1D6+12	15-16	HIT POINTS	16
SIZ	1D6+12	15-16	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	2-pt. tough skin plus 2-pt. leather armor
POW	3D6	10-11		
DEX	2D6	10-11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Head Butt	40%	1D6+dm + disease (crushing)
Short Spear	25%	1D8+1+dm + disease
Club	25%	1D10+dm + disease (crushing)
Target Shield	25%	1D6+dm (crushing)

Notes:

Feral beast-men are known for their filthy habits. There is a 50% chance a random beast-man carries disease on its person and weapons. Anyone wounded by a disease-carrying beast-man is exposed to that beast-man's disease(s) (see **Disease**, pages 150–151).

Will steal or salvage metal armor when available.

Skills:

Climb 30%, Conceal Object 25%, Dodge 35%, Jump 30%, Track 25%.

Powers:

A beast-man generally has at least one chaos feature (pages 95–96), and some of high INT and POW may even be users of magic or sorcery.

CENTAUR

Centaurs are half-human and half-horse. They are said to be wise and pastoral beings, keepers of lore, fine crafters, great musicians, and fierce warriors. They dwell in plains or forests and freely intermingle with humans, sometimes serving as mentors or guardians.

STR	3D6	16-17	MOVE	Walk 12
CON	3D6	10-11	HIT POINTS	19
SIZ	4D6+12	26	DAMAGE MODIFIER	+1D4/+2D6 (horse)
INT	2D6+6	13	ARMOR	1-pt. hide (can wear armor)
POW	3D6	10-11		
DEX	3D6+3	13-14		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Composite Bow	45%	1D8+1+½dm (impaling)
Lance	35%	1D10+1+dm (impaling)
Target Shield	50%	1D2+dm (knockback)
Kick	50%	1D6+dm (crushing)
Rear and Plunge	35%	2D8+dm (crushing)
Trample	25%	2D6+dm (crushing)

Notes:

A centaur can kick 5 DEX ranks after striking with a melee weapon, though not when charging with a lance. Their damage modifier with melee weapons is based upon STR×2 rather than STR+SIZ, but is figured normally for kicks, tramples, or charges.

Skills:

Appraise 50%, Bargain 35%, Command 25%, Dodge 35%, Etiquette 35%, First Aid 40%, Insight 40%, Jump 60%, Language (as appropriate) 85%, Knowledge (History) 50%, Listen 35%, Perform (Lyre) 35%, Sense 50%, Spot 40%, Swim 35%, Track 25%.

Powers:

Centaur's prefer magic to sorcery. A centaur with enough POW for magic has the following spells: Enhance 35%, Heal 60%, Illusion 45%, Perception 40%, and Vision 50%.

CHIMERA

Freakish creatures bred long ago of strange sorcery, chimeras are hybrids of lion, serpent, and goat. Their bodies are those of lions, with scaled serpentine tails and two or more heads protruding from their shoulders, usually those of a lion, goat, or serpent.

Chimeras are most akin to lions in their behavior, forming small groups called “braid,” led by a male chimera with several female chimeras and their young. In most cases, the female chimeras do the hunting. Like goats, they tend to inhabit mountainous or rocky areas, dwelling outdoors rather than in the forest or in caves. They roam far and wide in search of food and are relatively fearless in what they hunt.

Chimeras are considered prize specimens for bestiaries or menageries and are sometimes captured and used as guardian creatures or gladiatorial beasts. Capturing a living chimera is extremely dangerous and only attempted by the foolhardiest.

Seeing a chimera is thought to be a sign of a major disaster to come, whether it be an upcoming storm, volcanic eruption, or earthquake.



STR	5D6+12	29–30	MOVE	Walk 10
CON	3D6+6	16–17	HIT POINTS	22–23
SIZ	3D6+18	28–29	DAMAGE MODIFIER	+3D6
INT	5	5	ARMOR	3-pt. fur
POW	3D6	10–11		
DEX	3D6+6	16–17		

ATTACK	%	DAMAGE
Flame Breath	50%	3D6 (see Notes)
Claw	65%	1D6+dm
Rake	50%	2D6+dm
Bite (lion head)	50%	1D8+½dm
Head Butt (goat head)	50%	1D4+½dm (crushing)
Bite (serpent head)	50%	1D8+½dm + venom (POT 3D6)

Notes:

In combat, a chimera may breathe fire or make two attacks a round: an attack with one head and one claw, two head attacks, or two claw attacks. Head attacks occur 5 DEX ranks after the claw attack. If two attacks from heads or claws connect, the chimera will make an additional rake attack with its hind claws on the last DEX rank of the combat round, continuing to bite in the next round. The flame breath has a range equal to the chimera's POW/3 in meters. It covers an area two meters square, inflicting 3D6 damage (roll once to determine damage) onto everyone in that area. Armor protects against this damage. It costs the chimera 1D6 power points to breathe fire.

Additionally, the serpent's head contains venomous fangs. If a bite is successful and penetrates armor, roll 3D6 to determine the venom's POT.

Skills:

Dodge 40%, Hide 50%, Listen 50%, Move Quietly 60%, Sense 60%, Track 50%.

Powers:

Though they are sorcerous in origin, chimeras do not use any magic.

COCKATRICE

Cockatrices are artificial monsters, much like the sinister basilisk, created through magic and alchemical processes. These large, rooster-like monsters have hideously wattled heads and toothy beaks. They have feathered wings, scaled bodies, and long serpentine tails with barbed tips. Cockatrice's bodies are sickly greyish-green in color, with red-black wattles and brightly colored wings.

Cockatrices, like basilisks, are creatures tainted by chaos. The Dispel magic spell will not help a stoned victim, though some form of divine intervention or some obscure spell (possibly known by dwarves) may help.

STR	2D6+6	13	MOVE	Walk 3, Fly 5
CON	3D6	10–11	HIT POINTS	11
SIZ	2D6+3	10	DAMAGE MODIFIER	None
INT	4	5	ARMOR	3-pt. scales and feathers
POW	1D6+12	15–16		
DEX	3D6+12	22–23		

ATTACK	%	DAMAGE
Breathe Flame	75%	4D6+special (see Notes)
Tail	35%	1D8 (crushing)
Claw	25%	1D6 (knockdown)
Peck	40%	1D10 + turn to stone

Notes:

Each round, a cockatrice may peck and either strike with the tail or claw. A cockatrice's peck can inject a venom which acts as a carrier for the "attack" of the cockatrice's power points vs. the victim's. If the peck penetrates the target's armor, and the cockatrice's power points overcome the target's, the target turns to stone. Since this attack directly enters the body of the victim, anti-magic spells cannot prevent it, though protective spells make it harder for the peck to penetrate armor.

A successful claw hit allows the cockatrice to match its SIZ+STR vs. the target's SIZ+STR. If the cockatrice overcomes the target, the target is knocked down. A cockatrice cannot use its claws when in flight.

Skills:

Dodge 25%, Fly 85%, Listen 45%, Search 45%.

Powers:

See Notes, above.



DOPPELGANGER

Doppelgangers are bipedal creatures of an indeterminate form. They can assume the shape of other specific humanoids. They use psychic abilities to augment their ability to mimic others. Doppelgangers often hire themselves out as spies, diplomats, and even assassins.

When slain, a doppelganger reverts to a hairless, grey, bipedal form. They have all-black eyes, a narrow nose, and earholes but no ears.

For some campaigns, it is possible to have doppelgangers as a playable race.

STR	3D6	10–11	MOVE	Walk 11
CON	3D6	10–11	HIT POINTS	11
SIZ	3D6	10–11	DAMAGE MODIFIER	None
INT	2D6+6	13	ARMOR	None (may wear armor)
POW	2D6+6	13		
DEX	3D6	10–11		
CHA	2D6+6	13		

ATTACK	%	DAMAGE
Garrote	55%	Special (choking)
Short Sword	55%	1D6+1+dm (bleeding)

Skills:

Brawl 50%, Climb 65%, Disguise 80%, Dodge 55%, Etiquette (various) 40%, Fast Talk 60%, Grapple 50%, Hide 50%, Insight 60%, Language (as appropriate) 80%, Listen 45%, Persuade 50%, Sense 30%, Stealth 40%.

Powers:

Doppelgangers can change their shape to match any biped form of ± 6 SIZ of their own SIZ, including any garments, taking one combat round to do so. They can mimic voices but retain no knowledge or memories intrinsic to the form. Psychic abilities include Danger Sense 30%, Emotion Control 40%, Empathy 40%, Intuition 50%, and/or Telepathy 25%.



DRAGON

Gigantic, flame-breathing flying reptiles with tough, armored hides and huge claws and teeth, dragons are solitary creatures, living alone and devastating their surrounding countryside. Some dragons are intelligent, but many are merely cunning beasts. They are often hoarders, collecting gold or other treasures within their lairs.

These statistics represent a bestial dragon. Dragons may be of different types, distinguished by color and breath weapon, and some may even be flightless or have significantly different characteristics. See **Dragon Heritages**, pages 39–42, for more information.

STR	20D6	70	MOVE	Walk 4, Fly 10
CON	10D6	35	HIT POINTS	53
SIZ	20D6	70	DAMAGE MODIFIER	+8D6
INT	10	10	ARMOR	12-pt. scales
POW	4D6+6	20		
DEX	3D6	10–11		
CHA	3D6	10–11		

ATTACK	%	DAMAGE
Breathe Flame	75%	4D6 + special (see Notes)
Bite	65%	3D6+dm (impaling)
Claw	50%	1D6+dm (bleeding)
Tail Swap	50%	1D6+½dm (crushing)

Notes:

Dragons attack by flying overhead and blasting fire down at their targets. A dragon's fire covers an area three meters in diameter with a range equal to the dragon's POW in meters (see **Area Attacks**, page 150). Armor protects against this damage. If hit locations are used, fire affects all hit locations: 4D6 is rolled once; apply damage to all hit locations. A dragon must spend 1D6 power points (or fatigue points) to belch flame. Additionally, any target struck is set on fire (see **Fire and Heat**, page 151). When flying, a dragon only has its breath attack unless it enters close combat with an airborne target.

When on the ground, a dragon can make two attacks each combat round: it may either bite or breathe flame for one attack and will either use a claw strike or tail sweep for the other. The second attack is 5 DEX ranks after the first. A dragon's tail sweep attack is handled as an area-effect sweep attack (see pages 150 and 152, respectively).

Skills:

Dodge 35%, Fly 100%, Listen 65%, Sense 50%, Spot 60%, Track 45%.

Powers:

Dragons are intensely magical beings. Intelligent dragons have INT 4D6 and know magic or sorcery. Such dragons have skills such as Speak Language, various Knowledges, or even Appraise. Dragons may also have breath-related weapons other than flame (see **Dragon Heritages**, pages 39–42).

DRAGON HERITAGES

Dragon heritages traditionally vary by the color of their scales, but each type of dragon can be further defined by its temperament, intelligence, habitat, and the type of breath weapon it can produce. The following are the most common draconic heritages, though the gamemaster is encouraged to create more or define them differently if desired.

Black Dragon

Black dragons tend to inhabit dank forests, meres, or swamps and are generally bestial in temperament. Unlike some dragons, they do not speak or use magic. They are hoarders, and their underwater or semi-submerged caverns are full of muck-encrusted wealth, weapons, and various gear, along with the remains of those who bore them.

- ▷ **Characteristics:** INT 6; additional 6-pt. armor on the head (bony skull).
- ▷ **Breath Weapon:** Acidic Jet 75%, 4D6 (special, see **Acid**, page 150).
- ▷ **Notes:** There is a 75% chance any wound inflicted by a black dragon's claw will become infected with a random disease (see **Disease**, *Basic Roleplaying*, pages 146–147). Additionally, a black dragon's blood is also highly corrosive, and anyone attacking a black dragon with a melee weapon and doing damage must make a successful Luck roll to avoid being splashed with its ichor. Failure means the subject suffers 1D3 points damage. Armor applies, but each round that armor is covered in black dragon blood modifies its effectiveness by –1 pt.

Bone Dragon

The bone drake is a creation of appalling necromancy, constructed from the remains of one or more dragons and reanimated by the darkest of magics. Due to their skeletal wings, bone drakes are unable to fly, and their skeletal ribcages cannot produce any breath weapon. They are unable to use magic, do not speak, and are inevitably used as guardians or as mounts for powerful necromancers.



DRAGON HERITAGES (CONTINUED)



- ▷ **Characteristics:** CON 18, INT 6, POW —; 8-pt. bony armor.
- ▷ **Breath Weapon:** None.
- ▷ **Notes:** All edged and pointed weapons do only minimum rollable damage, though the damage modifier is determined normally. They are immune to the special effects of bleeding or impaling attacks. Any attacks harmful to living tissue (acid, air, fire, cold, electricity, poison, etc.) do minimum damage. They do not need to eat, sleep, breathe, etc. If the optional Sanity system is used (*Basic Roleplaying*, pages 218–219), they cause a 1D8/1 SAN loss when encountered.

Cloud Dragon

The most enigmatic and regal of dragons, cloud dragons dwell in the highest of mountains and resemble elongated serpents more than traditional dragons. Despite their ability to fly, they often have only small, vestigial wings or no wings at all. Seeing a cloud dragon is an auspicious event, and they are often sought for wisdom, magic, or prophecy. A cloud dragon is unlikely to have a treasure hoard but inevitably has a stash of interesting scrolls covering a wide range of topics, including poetry, astrology, and magic. They may also be called mist or storm dragons—or these could be sub-types with thematic complements of weather-based magic.

- ▷ **Characteristics:** INT 2D6+12, DEX 3D6+6, SIZ 10D6+12.
- ▷ **Breath Weapon:** Cloud dragons have no breath weapon.
- ▷ **Notes:** Cloud dragons are accomplished magic and sorcery users and know a full complement of spells according to their INT and POW. At the gamemaster's discretion, a cloud dragon has an intuitive ability equivalent to the Divination spell (*Basic Roleplaying*, page 74), which it can use once per day at no power point cost.

Fey Dragon

Fey dragons are ethereal creatures more tied to the world of elves and faerie than to the mundane, physical world. They usually inhabit forests and enchanted woods and are much smaller than other dragons. They are always intensely magical and are often part of a fey court or serve as its leader. They often have butterfly-like wings and delicate coloration. They are unapologetic tricksters and revelers, and if they have hoards, these are full of items that sparked their whimsy rather than any intrinsic value.

- ▷ **Characteristics:** STR 10D6, SIZ 10D6, INT 2D6+12, CHA 3D6+6; 6-pt. scaled armor.
- ▷ **Breath Weapon:** Hallucinatory gas 75%, POW vs. target's POW, causes hallucinations and euphoria (failure means the target is hypnotized and enthralled; success still modifies most mental actions by –20%).
- ▷ **Notes:** Fey dragons have an instinctual ability to shrink as per the Size Change power (*Basic Roleplaying*, page 103) and frequently enjoy making themselves as small as a house cat.

Gold Dragon

One of the more majestic types of dragons, the gold dragon is perhaps the most acclimated to humankind, often taking mortal guise in human or elf form, usually with golden skin and eyes. They are inevitably noble in character, and they even devote their efforts to opposing evil in whatever form it takes. Their lairs are often in ruined or intact human structures which have been modified for their draconic form and can incorporate libraries, studies, and other facilities specific to their human form. They inevitably use magic or sorcery (or both), and their hoards are often filled with magical artifacts, books and scrolls, and other objects of art and refined craftsmanship.

- ▷ **Characteristics:** INT 4D6, POW 2D6+12, CHA 2D6+12; 12-pt. golden scales.
- ▷ **Breath Weapon:** 75%, 4D6 fire + special (as standard Dragon, page 38).
- ▷ **Notes:** Gold dragons can change shape to humanoid form (see above). This form has either maximum human or elf characteristics or those of the gold dragon (whichever is lower). This transformation takes 1 combat round to accomplish and costs no power points.
- ▷ **Skills:** Gold dragons have 1D3+3 Knowledge skills at INT+70% and can speak and read/write at least 1D6+6 languages at INT+70%. They also know either magic or sorcery, with the usual maximum number of spells they can know at one time. Each gold dragon has at least a small collection of grimoires and scrolls full of spells that they can refer to and learn at their leisure.

Green Dragon

Green dragons are in most ways like the standard dragon type, though they dwell in forests and wilderness areas and do not bother with collection of treasure. They are usually intelligent and able to use magic. Despite their bulk, their scaled patterns and a latent chameleonic

DRAGON HERITAGES (CONTINUED)



ability aid them in self-camouflage, allowing them the rare ability to hunt by stealth.

- ◇ **Characteristics:** INT 6.
- ◇ **Breath Weapon:** Poison Gas 75% (systemic poison, fills a 3-meter-square area with POT equal to ½ the dragon's CON, rounded up) (**Poisons**, page 152).
- ◇ **Skills:** Hide 50% in forest environments (0% elsewhere), Track 75%.

Ice Dragon

Primal terrors from the cold wastes, ice dragons are a chimerical hybrid of mammal and reptile, with furry tufts upon their extremities and the ability to survive in the deepest of arctic climes. They are smaller than most dragons and are feral and unable to speak. They are hugely territorial, inhabiting ice caves and icy tundra, preying upon warm-blooded animals who are foolish enough to trespass into their regions.

- ◇ **Characteristics:** STR 5D6, INT 6, CON 10D6+12; wingless and flightless.
- ◇ **Breath Weapon:** Cold Blast, 75%, 6D6 cold (causes additional damage as per **Cold**, **Exposure**, **Hunger**, and **Thirst**, **Basic Roleplaying**, page 146).
- ◇ **Notes:** Immune to damage from cold. Fire-based attacks ignore the ice dragon's armor.
- ◇ **Skills:** Hide 80% in snowy/icy environments.

Red Dragon

The most "classic" and numerous of dragons, red dragons are the epitome of dragon-kind, its rich scarlet scales matched by its intense flame breath. Intelligent and cunning, red dragons are the most likely to possess sizeable hoards of gold, valuable items of precious metals, and other objects of art, usually greedily collected or accepted as appeasement to prevent their destructive rampages. They usually inhabit spacious caverns within mountains, though they also claim any human- or dwarf-made subterranean lairs for their own if they can fit.

The generic **Dragon** described on page 38 is a red dragon.

Scintillant Dragon

The scintillant dragon is a brilliantly colored drake whose scales reflect all colors of the visible light spectrum, seeming to emit a glow from within. Unlike many dragons, it has many small tufts of hair and a

hairy crest running down its spine, and this hair is similarly radiant. Scintillant dragons are found in any clime, are extremely rare, and often champion the causes of the downtrodden or oppressed.

- ◇ **Characteristics:** STR 5d6+6, CON 5D6, SIZ 5D6+6, DEX 4D6, CHA 2D6+12; 6-pt. scales.
- ◇ **Breath Weapon:** Sonic Shriek 75%, 2D6 + stun (cone with a 6-meter range, 3-meter radius).
- ◇ **Notes:** The scintillant dragon can spend 1 power point to emit a dazzling display from its scales in all directions with a 2-meter range. This shimmering haze can disorient any attackers, causing all melee and missile attacks against the scintillant dragon to become *Difficult*. The ability lasts up to one full turn once activated, but can be deactivated at will.

Sea Dragon

Aquatic, wingless leviathans, sea dragons usually inhabit coastal waters but can traverse land and ocean depths alike and are immune to pressure and cold. Their bodies are more akin to amphibious dinosaurs and even behave similarly, preying upon whales, kraken, and all manner of other giant sea creatures. They do not speak or use magic and have only animal-like intelligence. Their greatest natural enemies are kraken. They often seek out and destroy ships, and for this reason, many ships in lands that sea dragons frequent have dragon prows to dissuade them from attacking.

- ◇ **Characteristics:** DEX 5D6; wingless and flightless.
- ◇ **Breath Weapon:** Sea dragons do not have breath weapons, though tales abound of poor sailors who were swallowed whole by sea dragons, telling tales of small, ramshackle societies made up of fellow swallows.
- ◇ **Skills:** Hide 75%, Swim 100%.

Silver Dragon

Refined and elegant, silver dragons are noble and forthright creatures, often associated with law, order, and civilization. They are said to be shapechangers, appearing in aged, androgynous humanoid or elven forms, and often serve as advisors, counselors, mentors, or even oracles to organizations or lands with governments they consider "just" and "good." Their silver scales are more serpent-like than the heavier scales of other dragon types, being so fine and brightly polished that they appear almost reflective. Their wings,

DRAGON HERITAGES (CONTINUED)

when extended to their fullness, are nearly transparent, providing excellent camouflage when viewed in the air. Of all dragons, they are perhaps the best at aerial combat.

- ▷ **Characteristics:** INT 2D6+12, POW 4D6+12, CHA 2D6+12; 8-pt. scaled armor.
- ▷ **Breath Weapon:** Light blast 80%, 4D6 damage plus potentially blinding (see **Notes**, below).
- ▷ **Notes:** Silver dragons have an innate shapechange ability that costs 1 power point to transform into any humanoid figure without any of the usual limits for

SIZ. In human form, their characteristics other than SIZ, armor, and natural attacks remain the same.

- ▷ **Skills:** Hide 80% (in air). Silver dragons usually speak 1D3+3 languages at INT+70% and know at least 1D6+6 Knowledge skills (usually lores) at INT+70%. They are generally magic users and know 1D6+3 magic spells at INT+50% ability.

DRAGONKIN

It is said that Dragonkin were initially formed from the union of dragons and humans, although now they breed true. Dragonkin are scaled humanoids with the head of a dragon.

The example below is for a fire dragonkin warrior. There are other species based on other dragon heritages (see **Dragon Heritages**, pages 39–42, for inspiration), and like any intelligent species, dragonkin may have a variety of professions.

STR	2D6+6	13	MOVE	Walk 8
CON	3D6	10–11	HIT POINTS	12
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	1-pt. scales (may wear armor)
POW	3D6	10–11		
DEX	3D6	10–11		
CHA	3D6	10–11		

ATTACK	%	DAMAGE
Battle Axe	70%	1D6+1+dm (bleeding)
Target Shield	60%	1D4+dm (bashing)
Javelin	70%	1D6+½dm (piercing)
Fire Breath	50%	1D6 (see Notes)

Notes:

Fire dragonkin can breathe fire. They can spend 1D6 power points to breathe a cone of fire two meters in front of them, ending in a two-meter sphere (see **Area Attacks**, page 150). The fire does 1D6+dm damage, but armor can protect against it. They can do this every four combat rounds. Additionally, any target struck is set on fire (see **Fire and Heat**, page 151).

Skills:

Brawl 50%, Language (Draconic) 50%, Language (as appropriate) 50%, Listen 45%, Sense 30%.

Powers:

None.



DUCK

Legend claims that these odd creatures were cursed during primordial times, though it is unclear whether they were humans cursed with feathers and webbed feet or ordinary ducks cursed with intelligence and flightlessness. Although all intelligent ducks are of the same species and can interbreed, there are different color patterns among them.

Ducks live peacefully along rivers, in marshes, and in hamlets. They make their livings as swamp guides, boatmen, fishermen, and merchants. Ducks can be good thieves because of their small size and adroitness. Their culture is organized similarly to humans, and there are many duck-human mixed cities.

STR	2D6+1	8	MOVE	Walk 6, Swim 8
CON	2D6+6	13	HIT POINTS	10
SIZ	1D6+2	5–6	DAMAGE MODIFIER	None
INT	2D6+6	13	ARMOR	2-pt. leather armor
POW	3D6	10–11		
DEX	2D6+6	13		
CHA	2D6	7		

ATTACK	%	DAMAGE
Short Sword	25%	1D6+1+dm
Small Shield	25%	1D4+dm (crushing)
Sling	30%	1D8+½dm (crushing)



Skills:

Boat 25%, Climb 15%, Fast Talk 25%, Jump 15%, Swim 80%.

Powers:

Ducks may learn any sort of magic. Ducks in all-duck areas tend towards primitive magic. Those with extensive human contact frequently practice divine magic and often join war cults. Ducks rarely learn sorcery.

DWARF

Dwarves traditionally live underground in caverns and catacombs. They're famed for having short tempers, fine craftsmanship, holding ancient grudges, excessive drinking, and cultivating long beards. They pride themselves on their ancestry, and the differences between the various tribes of dwarves are significant.

STR	4D6	14	MOVE	Walk 6
CON	1D6+12	15–16	HIT POINTS	12
SIZ	1D4+4	6–7	DAMAGE MODIFIER	None
INT	2D6+6	13	ARMOR	8-pt. metal armor (chain and helm)
POW	3D6	10–11		
DEX	3D6	10–11		
CHA	3D6	10–11		

ATTACK	%	DAMAGE
Hammer	35%	1D6+dm (crushing)
Buckler	50%	1D2+dm (crushing)
Battleaxe	50%	1D8+2+dm (bleeding)
Heavy Crossbow	40%	2D4+2 (impaling)

Skills:

Appraise 50%, Bargain 45%, Brawl 50%, Craft (Blacksmithing) 45%, Dodge 40%, Grapple 45%, Knowledge (Dwarf Lore) 35%, Language (Dwarf) 65%, Language (Local) 35%, Listen 45%, Repair 35%, Spot 45%, Status 35%, Throw 35%.

Powers:

Traditionally, dwarves shun magic, though some use magic or sorcery. Dwarves have a natural ability like Super Sense (Dark Vision) (*Basic Roleplaying*, page 105), with levels equivalent to ½ their POW (round up).

DWARF TRIBES

As with many humanoids, there are distinct dwarven lineages that set them apart from one another. Oftentimes, as is the case with dwarves, they have little to do with one another, inheriting grudges as much as physical characteristics. Five example tribes are the Blackpool, Broadback, Flamelock, Flintnail, and Hardhand.

To create a member of these tribes, apply the following modifiers to the standard dwarf attributes as presented on page 43.

Blackpool Tribe

The Blackpool tribe dwarves claim to be the oldest and dwell the deepest of all the dwarven-kin. They are surly and secretive at best and are the most reclusive. Many dwarves and few humans ever see a Blackpool dwarf, and the tribe is rumored to be near extinction. The name either comes from a mythical place called the "Black Pool" from which all dwarf-kind are said to spring, or it refers to their eyes, which are almost entirely obsidian black.

- ▷ **Characteristic Modifiers:** POW +3, CHA -3
- ▷ **Skills:** Appraise -20%, Climb +20%, Hide +20%, Listen +20%, Sense +20%, Spot -20%, Stealth +20%.
- ▷ **Notes:** Blackpool dwarves can see in the dark without penalty. At the gamemaster's discretion, a Blackpool dwarf has a chance of a random mutation (*Basic Roleplaying*, page 66) equal to their POW as a percentage.

Broadback Tribe

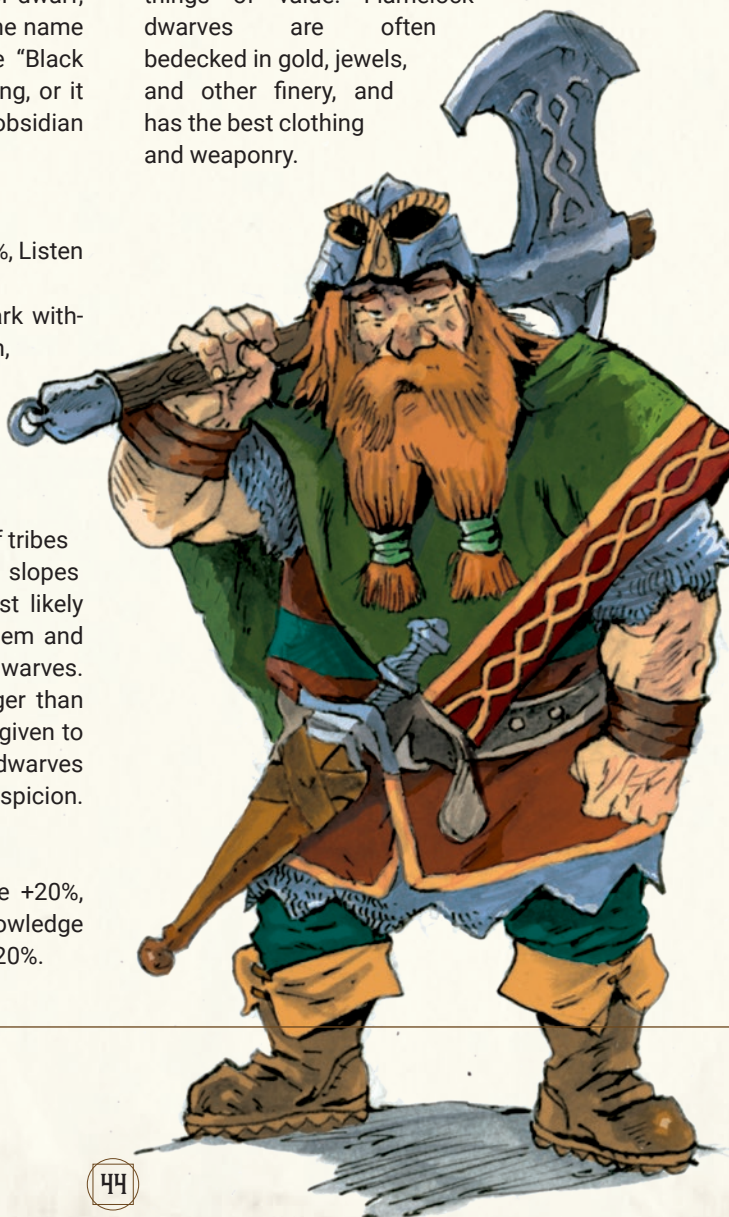
The Broadbacks are the most prolific of the dwarf tribes and inhabit great cities built into and upon the slopes of mountains. Of all their kin, they are the most likely to interact with humans and dwell alongside them and are considered the most approachable of the dwarves. Despite their name, they are not physically larger than other dwarves, and it is said that the name was given to the tribe by elves who were offended when the dwarves would not provide their tribe's true name, out of suspicion.

- ▷ **Characteristic Modifiers:** None
- ▷ **Skills:** Craft (Blacksmithing) -20%, Etiquette +20%, Fine Manipulation +20%, Insight +20%, Knowledge (Dwarf Lore) -20%, Persuade +20%, Status +20%.

- ▷ **Notes:** Broadback dwarves are also the most urbane of the dwarf kin, and some even practice magic. At the gamemaster's discretion, a Broadback magician has 1D3+3 magic spells, has enchanted a staff, and has taken a familiar, often an underground-dwelling creature (see *Basic Roleplaying*, page 56 for more information).

Flamelock Tribe

Known for their bright red hair and wispy beards, the Flamelocks are among the richest and aristocratic of the dwarven kind. They generally inhabit the most opulent of domains and are the most focused on amassing material wealth versus crafting or creating things of value. Flamelock dwarves are often bedecked in gold, jewels, and other finery, and has the best clothing and weaponry.



DWARF TRIBES (CONTINUED)



- ▷ **Characteristic Modifiers:** DEX +3, CON -3 (hit points become 10)
- ▷ **Skills:** Appraise +20%, Bargain +20%, Brawl -20%, Demolitions +20%, Repair -20%, Ride +20%, Status +20%.
- ▷ **Notes:** May be equipped with firearms such as musket, flintlock pistol, or even rudimentary grenades (*Basic Roleplaying*, pages 173 and 181).

Flintnail Tribe

One of the most well-read and adventuresome tribes of dwarves, the Flintnails are considered fearless, even going so far as to create great stone and metal barges capable of ocean travel. They are master architects and frequently work with humans or other allied peoples to build great cities of incredible height and complexity.

- ▷ **Characteristic Modifiers:** INT +3, STR -3
- ▷ **Skills:** Brawl -20%, Literacy +20%, Repair +20%, Navigate +20%, Pilot (Ship) +20%, Status -20%, Swim +20%.
- ▷ **Notes:** Replace Craft (Blacksmithing) with Craft (Woodworking).

Hardhand Tribe

The Hardhands are the most aggressive of the dwarves, holding great and profound antipathy for all people who have done them wrong, an increasingly long list. They are quick to rouse to anger and morose to a fault, but are among the most loyal of allies. They commonly find work as mercenaries, fighting alongside human armies when opposing orcs or goblins, who they despise intensely.

- ▷ **Characteristic Modifiers:** STR +3, CHA -3
- ▷ **Skills:** Appraise -20%, Bargain -20%, Demolition +20%, Jump +20%, Strategy +20%, Throw +20%, Track +20%, one weapon at +20%.

- ▷ **Notes:** At the onset of a battle, a Hardhand dwarf may roll their POW as a percentage. If successful, they may spend 6 power points to go berserk, equivalent to the Fury sorcery spell (*Basic Roleplaying*, page 84).

OTHER DWARVEN HERITAGES

To create other dwarven tribes, the gamemaster should do the following:

- ▷ **Name:** Come up with a name for the tribe.
- ▷ **Description:** What is unique about this tribe? Where do they dwell, and how do they live?
- ▷ **Characteristic Modifiers:** Are they different, characteristic-wise, from the generic dwarf presented on page 43? If so, how much? A good recommendation is to keep modifiers in the ± 3 range. For a balanced approach, it is good to make sure that any characteristic modifiers offset one another, with any reductions offset by increases and penalties balanced against bonuses.
- ▷ **Skills:** Pick five skills for a +20% modifier and two skills with a -20% modifier.
- ▷ **Notes:** If desired, add one or more powers from the *Basic Roleplaying* core book as an innate ability, ideally something not unbalancing or overpowered. The dwarf may use this with a roll, automatically (spending power points), or as a continual ability.

Players can also create their own dwarven tribes using these rules, with the gamemaster's approval.

ELF

Elves are traditionally forest dwellers with a strong connection to nature and the wild. They are long-lived, sometimes even immortal, and are often aloof and mysterious. There are many types of elves, from those who dwell in the wild woods, ascetic high elves, and those who ply the seas.

Humans and elves sometimes form relationships, though offspring are uncommon. Half-elves inherit traits from either parent. To create a half-elf, roll each characteristic as if for both races and average the result (round up). Any inherent powers from the elf lineage are halved or averaged, as appropriate.

STR	2D6+2	9	MOVE	Walk 11
CON	3D6	10–11	HIT POINTS	10
SIZ	2D4+4	9	DAMAGE MODIFIER	None
INT	3D6+6	16–17	ARMOR	1-pt. soft leather armor
POW	2D6+6	13		
DEX	3D6+3	13–14		
CHA	3D6	10–11		

ATTACK	%	DAMAGE
Longbow	55%	1D8+1+½dm (impaling)
Short Sword	45%	1D6+1+dm (bleeding)
Short Spear	40%	1D6+1+dm (impaling)
Short Spear (thrown)	55%	1D6+1+½dm (impaling)

Skills:

Climb 65%, Dodge 55%, First Aid 45%, Hide 35%, Jump 45%, Knowledge (Elf Lore) 45%, Language (Elvish) 85%, Language (Local) 40%, Listen 55%, Perform (Sing) 35%, Sense 30%, Spot 45%, Stealth 45%, Swim 35%, Track 40%.

Powers:

Elves commonly use magic and have a natural ability like Super Sense (Night Vision) (*Basic Roleplaying*, page 105) with levels equal to ½ their POW (round up). Common magic for an elf is Dispel 45%, Heal 50%, Illusion 35%, Perception 60%, Resistance 50%, and Vision 60%.



ELF HERITAGES



The elf presented here is a woodlands-oriented elf as depicted in many sources. For more variety, the gamemaster and players are encouraged to use or adapt any of the following elfish heritages as desired.

To create a member of these heritages, apply the following modifiers to the standard elf attributes as presented on page 46.

Dark Elves

These elves dwell deep beneath the surface, in immense catacombs and caverns, and are frequently characterized as evil or amoral. Their coloration ranges from dark blue to jet-black to various shades of grey, and their hair is often quite pale or nonexistent. Dark elves are often associated with mushrooms, snakes, insects, and spiders.

- ▷ **Characteristic Modifiers:** POW +3, CHA -3
- ▷ **Skills:** Craft (Alchemy) +20%, Disguise -20%, Hide +20%, Listen +20%, Perform (Sing) -20%, Sense +20%, Stealth +20%.
- ▷ **Notes:** Dark elves are often sorcerers and have a POW×3 chance of having their full INT limit of sorcery spells. Additionally, they can see in the dark without penalty.

Elder Elves

Decadent and cruel, these elves have a culture that is deeply entwined with sorcery, demonology, and service to dark gods. They are reclusive, keeping to fortified cities and keeps, and rule over humankind through terror and the occasional raid, often aided by dragons. Their culture has fallen into debauchery and ennui, and they are often amoral and capricious.

- ▷ **Characteristic Modifiers:** INT +3, DEX -3
- ▷ **Skills:** Command +20%, Craft (Alchemy) +20%, Dodge -20%, Etiquette +20%, Insight +20%, Literacy +20%, Track -20%.
- ▷ **Notes:** Elder elves are always sorcerers and have their full INT limit of sorcery, often focusing on elemental control or demon summoning. They almost always have excellent war-gear, with some minor enchantment (+1 to damage, +5% to hit, +1 armor point, etc.).

Grey Elves

Wise and infinitely patient, the grey elves are holders of lore and knowledge, hoarders of artifacts and wisdom. They keep to vast libraries in magically warded forest

realms and are renowned as mentors and counselors for elves and humans alike.

- ▷ **Characteristic Modifiers:** POW +3, STR -3 or CON -3 (may affect hit points)
- ▷ **Skills:** Appraise +20%, Climb -20%, Dodge -20%, Knowledge (any) +20%, Literacy +20%, Research +20%, Ride +20%.
- ▷ **Notes:** Grey elves have a POW×3 chance of having 1D3+3 magic spells at their INT+50%. They inevitably have access to libraries full of scrolls, grimoires, and tablets inscribed with any magic spell they desire. A grey elf magician likely has also enchanted a staff and has a familiar animal (*Basic Roleplaying*, page 56). When they go to war, they are usually on horseback and are clad in elven chain (+1 armor points), target shields, and use lances instead of short spears.

Gutter Elves

Gutter elves hearken from an urban setting such as the seedier side of Victorian England. They adapt to human customs and fashions but retain their individuality. They are often resentful of humans for wholly subsuming them and eradicating their ancient culture, as they are often second-class citizens in human societies.

- ▷ **Characteristic Modifiers:** CON +3 (may affect hit points), POW -3
- ▷ **Skills:** Climb -20%, Disguise +20%, Dodge +20%, Fast Talk +20%, Fine Manipulation +20%, Sleight of Hand +20%, Status -20%, Swim -20%.
- ▷ **Notes:** Gutter elves are most likely armed with knives instead of shortwords and blackjacks instead of short spears. They rarely wear armor. Few, if any, know magic or sorcery of any sort.

High Elves

The noblest and most elevated of elves, high elves are functionally immortal save for death by violence or loss of the will to live. They are taller on average than humans, and only their general lassitude and retreat from the world keeps them from ruling it.

- ▷ **Characteristic Modifiers:** SIZ +3 (may affect hit points), POW -3
- ▷ **Skills:** Art (any) +20%, Climb -20%, Etiquette +20%, Knowledge (any) +20%, Research +20%, Status +20%, Track -20%.

ELF HERITAGES (CONTINUED)



- ▷ **Notes:** High elves have a chance equal to POW×3 of having 1D3+3 psychic powers at a level equal to their POW+50%. Additionally, there is an INT×2 chance a high elf will know magic (1D3+3 spells at INT+50%) or sorcery (1D3+3 spells of up to the INT limit).

Sea Elves

Residing on the coasts or islands, sea elves are expert swimmers and are often greenish-blue in coloration, garbing themselves in armor and weapons made of crustacean shells. They are often skilled with weather magic and are known to pilot tall, slender ships that defy the ferocity of the waves.

- ▷ **Characteristic Modifiers:** CON +3 (may affect hit points), POW –3
- ▷ **Skills:** Craft (Scrimshaw) +20%, Craft (Woodworking) +20%, Hide –20%, Navigate +20%, Pilot (Ship) +20%, Swim +20%, Track –20%.
- ▷ **Notes:** A sea elf has a POW×3 chance of knowing 1D3+3 magic spells (1D3+3 spells at INT+50%) or sorcery spells (1D3+3 spells of up to the INT limit), usually relating to air or water magic, and may already have a bound air or water elemental. If using magic, the sea elf may have an aquatic or sea-bird familiar (*Basic Roleplaying*, page 56).

Star Elves

High and aloof like the stars they study, star elves isolate themselves in great towers where they contemplate the meaning behind the distant sparks of light. They prefer to stay inside during the day, as they use the stars for inspiration and navigation.

- ▷ **Characteristic Modifiers:** CON –3 (may affect hit points), POW +3
- ▷ **Skills:** Dodge +20%, Hide –20%, Insight +20%, Navigate +20%, Science (Astronomy) +20%, Sense +20%, Track –20%.
- ▷ **Notes:** All star elves have 1D3 psychic abilities equal to their POW+50% and have a chance equal to POW×3 of being a magician (1D3+3 spells at POW+30%).

Snow Elves

Brooding and brutal, these elves are frequently albinos or have milk-white skin and black hair. Their eyes are often entirely black and uniquely suited to night vision and

protection against the glare of the sun on the snow fields. Whether inhabiting icy castles or dark and snowy forests, they are unlike most elves, preferring harsh music and adhering to doom-laden attitudes.

- ▷ **Characteristic Modifiers:** SIZ +3 (may affect hit points), DEX –3
- ▷ **Skills:** Climb –20%, Dodge +20%, Knowledge (Elf Lore) –20%, Listen +20%, Perform +20%, Throw +20%, Track +20%.
- ▷ **Notes:** Snow elves have a chance equal to POW×2 of being a sorcerer, knowing their full INT limit in sorcery spells. Rather than traditional elf weapons (bow, shortsword, spear), they are often armed with battle axes, broadswords, or long spears, at the equivalent skill rankings, and wear heavy, black, hard leather or plate metal armor.

Wasteland Elves

Rugged elves from blasted, post-apocalyptic settings, wasteland elves are skilled survivalists with a rough and sometimes savage code. They adorn themselves in tattoos, scarification, and piercings to emphasize their tribal connections, and their lean forms are well-suited to desert survival, requiring little water to thrive.

- ▷ **Characteristic Modifiers:** STR +3, POW –3
- ▷ **Skills:** First Aid +20%, Hide +20%, Knowledge (Elf Lore) –20%, Repair +20%, Spot +20%, Status –20%, Track +20%.
- ▷ **Notes:** Each wasteland elf has a chance equal to POW×3 of having a mutation, determined randomly. Rather than traditional elf weapons, they are usually equipped with more primitive weapons such as hatchets, throwing clubs, flint shuriken, or lassos.

Wild Elves

These elves have reverted from their cultural heritages or never had one. Compared to other types of elves, they are barbaric and almost feral. They inhabit primarily natural spaces such as forests, woods, or the plains and barely have a material culture. They are smaller and hardier than other elf types and may have some rudimentary psychic abilities. They are organized along clans or tribes, and many have totem animals with which they have empathic bonds. These animals serve as mounts, companions, or even as soulmates.

ELF HERITAGES (CONTINUED)

- ▷ **Characteristic Modifiers:** CON +3, SIZ -3 (may affect hit points)
- ▷ **Skills:** Craft (Leatherworking) +20%, Language (Local) -20%, Ride +20%, Sense +20%, Status -20%, Throw +20%, Track +20%.
- ▷ **Notes:** Wild elves rarely use magic, but all have at least one psychic ability and a chance equal to POW×2 of having 1D3 more at their POW+50%. Tribes of wild elves with totem animals have the equivalent of the Sidekick superpower with this animal, created as per the rules in *Basic Roleplaying*, page 103.

offset one another, with any reductions offset by increases and penalties balanced against bonuses.

- ▷ **Skills:** Pick five skills to give a +20% modifier to, and two skills with a -20% modifier.
- ▷ **Notes:** If desired, add one or more powers from the *Basic Roleplaying* core book as an innate ability, ideally something not unbalancing or overpowered. The elf may use this with a roll, automatically (spending power points), or as a continual ability.

Players can also create their own elf heritages using these rules, with the gamemaster's approval.

OTHER ELF HERITAGES

To create other elf heritages, the gamemaster should do the following:

- ▷ **Name:** Come up with a name that represents the elf heritage well.
- ▷ **Description:** What is unique about this elf heritage? Where do they dwell, and how do they live?
- ▷ **Characteristic Modifiers:** Are they different, characteristic-wise, from the generic elf type presented on page 46? If so, how much? A good recommendation is to keep modifiers in the ±3 range. For a balanced approach, it is good to make sure that any modifiers

GARGOYLE, LESSER HORNED

Gargoyles are strange creatures, seemingly made of stone. When resting, they are like statues and can be treated as such, but when active, they are very deadly. There are several gargoyle species, some mountain- or forest-dwelling, but all gargoyle varieties share several traits. All have hideous faces, rock-hard flesh, and crudely humanoid bodies. All are relatively unintelligent, and most are winged.

The lesser horned gargoyle, described here, is a common variety found throughout mountains and foothills, often tamed or enslaved by others. Those that have become more urban often perch atop ruins or religious structures, indistinguishable from the unliving statues that adorn those buildings. Some legends have it that gargoyles actually turn to stone during the daytime and can move freely at night.

To determine the size of a random lesser horned gargoyle, roll 1D6. The result is the number of D6s of both SIZ and STR it possesses.



STR	1-6D6+12	15-33	MOVE	Walk 6, Fly 4
CON	3D6	10-11	HIT POINTS	7-16
SIZ	1-6D6	3-21	DAMAGE MODIFIER	0 to +2D6
INT	1D6	3-4	ARMOR	16-pt. rock-like skin
POW	3D6	10-11		
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Claw	35%	1D6+dm
Bite	25%	1D6+½dm

Notes:

An especially big or fast gargoyle may be able to use both claws in melee, clawing with the second 3 DEX ranks after the first.

Skills:

Dodge 20%, Fly 80%.

Powers:

Gargoyles with an INT of 5-6 may rarely know one or two spells, often magic spells or 1-pt. sorcery spells. In some cases, they may have mutations.

GHOST

Ghosts are the spiritual remnant of a living being still attached to the world of the living, aware or unaware of its deathly nature. They haunt locations (castles, mansions, graveyards, etc.), objects (weapons, vehicles, etc.), or even a specific person, usually connected with its death or former life. Many ghosts are malignant and hate the living, while others are unaware of their state and simply exist, caught in their own cycle of sorrow. Ghosts are frequently unstable, driven by a desire to right whatever wrong they feel was committed against them so that they might be allowed to “pass on” to a higher plane. A ghost may not even understand this compulsion.

Ghosts can appear as wispy humanoid figures, glowing manifestations, solid-looking creatures, cloudy figures, headless things, vehicles, animals, etc. They are known by any number of names: spirits, shades, spooks, haunts, poltergeists, apparitions, phantoms, specters, phantasms, etc.

Ghosts are often shaped by the circumstances of their death and their environment. Following are some options and suggestions for utilizing ghosts in a setting:

- ▷ Ghosts of redemption may appear as figures from a character’s past, uttering omens. Or it may be drawn to protect someone it loved in life, providing aid and assistance in a time of great need.
- ▷ A ghost may appear as a spiritual advisor, relaying messages from a higher power. These rarely threaten or harm the living and may even provide guidance and mentorship.

- ▷ A poltergeist can be violent, throwing items and victims telekinetically around a room and using objects as improvised weapons.
- ▷ Ghost vehicles tend to appear at the same spot at the same time and date repeatedly. Boarding a ghostly train or ship is usually a method of transportation to another dimension or time. Characters who do this may disappear forever or may have to solve the haunting before being released.
- ▷ An entire building may itself be a ghost. If the building’s mystery or dark secret is discovered, the building itself may disappear forever.

Ghosts usually possess only INT and POW, though some ghosts may have CHA. Ghosts may be solid and have characteristics (STR, SIZ, and DEX) like living beings; however, they will never have a CON value. Some material ghosts may not even know they are dead.



INT	2D6+6	13	MOVE	Float 14 (equal to POW)
POW	4D6	14	HIT POINTS	None
CHA	3D6	10-11	DAMAGE MODIFIER	None
			ARMOR	None (immaterial, see below)
ATTACK	%	DAMAGE		
Ghostly Combat	POW vs. POW	1D3 power points (see Notes)		

Notes:

Ghosts can attack in ghostly combat, a POW vs. POW resistance roll. Attacks appear as if the ghost is clawing at, enveloping, or otherwise physically attacking the target. If the ghost overcomes the target's POW, the target loses 1D3 power points (some ghosts can inflict hit point damage instead). If the ghost is overcome, it loses 1D3 power points. More powerful ghosts may drain 1D6 power points (or more) from a target, but only lose 1D3 power points if overcome by the intended target. This combat continues each combat round until the target is unconscious, or either opponent has fled. Unlike vampires, the drained power points are simply lost. A ghost flees before it reaches 0 power points. If a ghost reduces a target to 0 power points, it may possess them and often causes the target to commit suicide or harm another person. Even if a ghost possesses a target, it remains tied to the site of its haunting and cannot leave.

Skills:

As appropriate.

Powers:

In addition to ghostly combat, a ghost may have other powers suited to its former existence and role in the setting. Ghosts are immaterial and are not subject to the limitations of the Intangibility superpower (*Basic Roleplaying*, page 101). Traditional powers include psychic powers such as Cryokinesis, Mind Blast, Mind Control, Pyrokinesis, and Telekinesis, or superpowers such as Drain, Energy Control, Invisibility, Teleport, and Weather Control. Ghosts may be vulnerable to magic, sorcery, psychic powers, or superpowers.

GHOUL

Ghouls are hideously deformed humans who feed on the dead, caught between life and death. They are bestial in temperament and have little guiding intelligence. Most ghouls lack POW, being formed when a malignant spirit possesses a freshly dead corpse. The corpse is transfigured, animated, and must then devour flesh (living or dead) for sustenance.

Ghouls gain power points by consuming corpses, at the rate of 1 power point per 3 SIZ points devoured. A ghoule must expend 1 power point every morning or collapse, its spirit forced to return to the otherworld. If this happens, the ghoule's corpse rapidly decomposes until it is finally dead. Additionally,

every hour of exposure to sunlight forces a ghoule to spend 1 power point. Under normal circumstances, a ghoule will have 2D6+6 power points stored.

STR	4D6	14	MOVE	Walk 8
CON	3D6	10-11	HIT POINTS	12
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	3D6	10-11	ARMOR	None (may wear armor)
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Claw	30%	1D6+dm (bleeding)
Bite	30%	1D6+dm (bleeding) + venom (see Notes)
Howl	100%	Special (see Notes)



Notes:

- ▷ A ghou attacks simultaneously with both claws and a bite. When it bites, the ghou injects the target with venom with POT equal to its CON. The target must make a resistance roll of their CON vs. the venom's POT. If the target loses, the venom's full POT enters their system. If they successfully resist, only 1D3 of the venom's POT is injected. When the total POT injected is equal to or greater than a bitten character's CON, they are paralyzed until an antidote counteracts the venom. The unfortunate character will remain in this state for as many days as they have points of CON, losing 1 point of CON each day. A character bitten by a ghou (but not paralyzed) purges the venom from their system at the rate of 1 POT per day.
- ▷ Ghouls use a blood-chilling howl in combat against anyone within ½ the ghou's CON in meters (round up). When a ghou howls, make a resistance roll of its current power points versus each target's INT. If more than one ghou howls, use the power point total of the ghou with the most power points. If a target is overcome, they are stunned until all howling stops. If a character resists the howl's effects, they must try again on the next round. A character that successfully resists for five successive combat rounds becomes temporarily immune to its effects (gamemaster's discretion). The ghou's howl costs 1 power point to use. Magic resisting spells, such as Countermagic, do not protect against ghoulish howling.

Skills:

Climb 60%, Dodge 45%, Grapple 50%, Hide 35%, Jump 50%, Listen 60%, Sense 40%, Spot 50%, Stealth 60%.

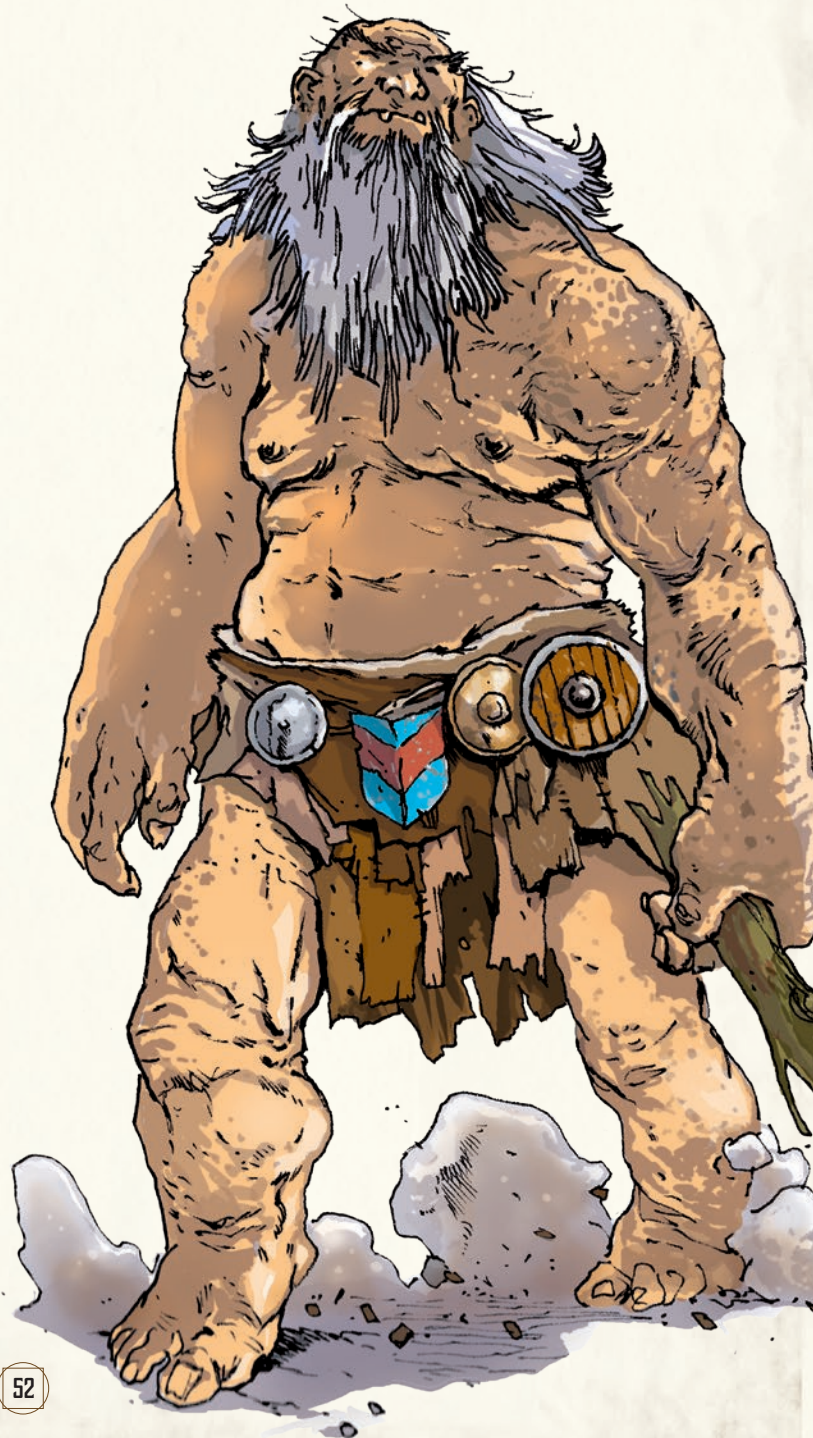
Powers:

More intelligent ghouls may know sorcery. All ghouls have a natural ability like Super Sense (Night Vision) (*Basic Roleplaying*, page 105) with levels equal to ½ the ghou's INT (round up).

GIANT

Giants are huge, ugly humanoid with a taste for human flesh. They are surly and untrustworthy creatures and are usually only marginally less destructive than a tornado. Traditionally, giants have several different cultures based on their environment, such as hill giants, sea giants, mountain giants, fire giants, frost giants, etc. These types usually differ dramatically in intelligence, size, and behavior. Some of them have societies, courts, and their own languages.

The following is a fully grown, 16-meter-tall "generic" giant. Giants have lifespans like humans and grow 1D6+6 SIZ and 1D6+6 STR every five years. For a less powerful giant, subtract age until it is the desired STR and SIZ.



STR	24D6+48	132	MOVE	Walk 18
CON	16D6+48	104	HIT POINTS	118
SIZ	24D6+48	132	DAMAGE MODIFIER	+15D6
INT	3D6	10–11	ARMOR	21-pt. skin (see below)
POW	3D6	10–11		
DEX	3D6	10–11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Club	35%	3D6+dm (crushing + knockback)
Kick/Stomp	35%	1D6+dm (crushing + knockback)
Throw Rock	35%	2D6+½dm (crushing)

Notes:

- ▷ Giants use enormous clubs or tree trunks in battle and specialize in sweep attacks (page 152). A giant's club has hit points equal to 10+ its damage modifier dice.
- ▷ Giants have tough skin worth 6 points plus their damage modifier in D6s, thus, a giant with a 15D6 damage modifier has 21-pt. skin. Some giants wear leg armor (often plate), which adds to the armor value to those locations. If hit locations are used, normal-sized characters fighting giants should roll only 1D10 to determine the location struck, unless they are using missile weapons.

Skills:

Sense 60%, Spot 40%, Throw 35%.

Powers:

Some powerful and older giants use magic or sorcery. This is at the gamemaster's discretion or a chance equal to the giant's POW. Pick which type, though spells are minimal.

GIANT, LESSER

These smaller and less-refined cousins of giant-kind represent a species of their own, but occasionally originate as the result of a human-giant union. When creating a lesser giant, the gamemaster should first determine its height in meters, then determine its characteristics by multiplying STR, CON, and DEX by half that height value (rounding down). For a random determination of height, roll 1D20 on the **Giant Height** table, below).

STR	3D6+6×X*	16–132	MOVE	Walk 1 per meter height
CON	2D6+6×X*	13–94	HIT POINTS	15–113
SIZ	2D6+6×X*	16–132	DAMAGE MODIFIER	+15D6
INT	3D6	10–11	ARMOR	21-pt. skin (see below)
POW	3D6	10–11		
DEX	3D6	10–11		
CHA	2D6	7		

*Once height in meters is determined, multiply the results of these rolls by half that number (round down).

ATTACK	%	DAMAGE
Club	35%	3D6+dm (crushing) + knockback
Kick/Stomp	35%	1D6+dm (crushing) + knockback
Throw Rock	35%	2D6+½dm (crushing) + knockback

Notes:

As armor, giants have tough skin worth 6 points plus their damage modifier in D6s. A giant with a 10D6 damage modifier has 16-pt. skin. Some giants wear leg armor (usually improvised metal plate).

Powers:

Some powerful and older lesser giants use magic or sorcery. This is at the gamemaster's discretion or a chance equal to the giant's POW. Pick which type, though spells are minimal.

Skills:

Sense 40%, Spot 60%, Throw 35%.

Lesser Giant Height	
D20	Height
1–7	4 meters
8–12	6 meters
13–16	8 meters
17–19	10 meters
20	12 meters



GIANT HERITAGES



Giants are frequently divided amongst different heritages, often associated with their choice of environment. The reasons for this are unclear, whether they are somehow magical embodiments of those climes or they have become uniquely adapted to them. These modifiers can be applied to standard or lesser giants, as desired.

Fire Giant

Fire giants often dwell in great chambers within active volcanoes or inhabit fiery, elemental lands. They pride themselves on being among the oldest of the giant-kin and have a long-standing rivalry with frost giants, who also claim the same ancient provenance. In appearance, they are often red-skinned, with curly black braided beards, wearing armor of burnished steel. They are considered to be excellent smiths, working metal culled from the molten lava they dwell near and will occasionally take commissions from human-sized patrons.

- ▷ **Characteristic Modifiers:** CHA 3D6
- ▷ **Skills:** Appraise 60%, Craft (Blacksmithing) 75%, Repair 80%.
- ▷ **Notes:** Instead of clubs and thrown rocks, a fire giant is likely to be equipped with a great sword (2D8 per 20 SIZ of the giant, rounded down, +db, bleeding) and armored in iron plate and chain (16-pt. armor). They are immune to damage from fire and heat-based sources. Some fire giants are magicians or sorcerers, usually adept in fire-related magics. Roll the giant's POW×2 to determine if it is a magician or sorcerer, pick the type. If a magician, it has 1D4+1 spells at POW+30%, if a sorcerer, it has 1D4+1 spells of up to half its INT limit.

Frost Giant

These doughy and warlike giants claim to be the oldest of giant-kin and have an intense rivalry with the fire giants over the same claim. They are pale-skinned and usually have ice-crusted red beards and pale blue eyes, clad in iron corselets of scale and wielding huge axes. They inhabit the lands of the uttermost northern arctic extremes and have a weakness for particularly fair humans or elves, despite the obvious incompatibilities. Frost giants occasionally breed polar bears as companions.

- ▷ **Characteristic Modifiers:** CHA 3D6
- ▷ **Skills:** Hide (in snow) 75%, Perform 35%, Spot 60%, Track 60%.

- ▷ **Notes:** They usually wield huge battle axes (1D10 per 20 SIZ of the giant, rounded down, +db, bleeding) and are armored in iron scale armor (12-pt. scale) and great horned helmets (8-pt. iron). Some may have polar bear companions (page 5) of maximum STR, SIZ, and CON. Some frost giants are magicians or sorcerers, usually adept in cold- or illusion-related magics. Roll the giant's POW×2 to determine if it is a magician or sorcerer, pick the type. If a magician, it has 1D4+1 spells at POW+30%, if a sorcerer, it has 1D4+1 spells of up to half its INT limit. A frost giant is also immune to damage from any cold-based attack or environmental effect.

Hill Giant

One of the lesser races of giants, the hill giants are less intelligent and urbane than their kin and often inhabit the fringes of human society, raiding cattle and stealing valuables, sometimes ransoming back those they do not eat immediately. Smaller hill giants wear armor and wield weapons crafted for large humans, as their own craftwork is crude, such as a cow-hide tunic and tree-limb club.

- ▷ **Characteristic Modifiers:** INT 2D6, POW 2D6
- ▷ **Skills:** Climb 75%, Jump 50%, Listen 65%, Sense 50%, Spot 75%, Track 75%.
- ▷ **Notes:** Hill giants are never magicians and rarely use anything more sophisticated than clubs, rocks, or improvised bludgeoning weapons. There is also a chance equal to the giant's CON of 1D3 random mutations (*Basic Roleplaying*, pages 65–70).

Sea Giant

One of the more civilized types of giant-kin, the sea giants dwell close to shore and wield great nets, often inadvertently catching humans within them. They are sometimes friendly to humankind and help stranded ships, and a surprising number of sea giants have human wives or offspring, despite the differences in scale. They are fully amphibious and dwell in undersea caverns or air-filled caverns that can only be reached underwater.

- ▷ **Characteristic Modifiers:** CHA 3D6
- ▷ **Skills:** Etiquette 50%, Gaming 50%, Navigate 100%, Science (Meteorology) 75%, Sense 70%, Swim 100%.
- ▷ **Notes:** Sea giants are often magic users, with a chance equal to POW×3 of being a magician and/or

GIANT HERITAGES (CONTINUED)



sorcerer. Roll once for each type of magic. A sea giant magician has 1D3+3 spells at its POW+50%, and a sea giant sorcerer has its INT limit in appropriate spells. These spells are usually themed around water or weather. All sea giants can breathe underwater indefinitely without any power point expenditure and possess the Breath of Life spell (*Basic Roleplaying*, page 82), which they can cast on others. Rather than clubs or thrown rocks, sea giants often use great spears (2D6 per 20 SIZ of the giant, rounded down, +dm, impaling) and huge nets capable of entangling small ships.

Stone Giant

One of the few races of giants that create dwellings of their own, stone giants often live in richly carved underground halls and vaults, secluded from humankind. Stone giants have a variety of skin colors, all resembling stone, and few have hair. Their eyes are obsidian-black, and their skin is especially hard. They often fight with huge thrown boulders, great hammers or mauls, or their own club-like fists.

- ▷ **Characteristic Modifiers:** STR 2D6+12×X*; 16-pt. stony skin
- ▷ **Skills:** Craft (Stonemasonry) 75%.
- ▷ **Notes:** Stone giants do not wear any additional armor, and their massive weapons do 1d10 per 20 SIZ (rounded down, +dm, crushing + knockback). Their bare fist attacks are equivalent to their kick/stomp attack. They are never magic users.

*Once height in meters is determined, multiply the results of these rolls by half that number (round down).

Storm Giant

One of the most powerful types of giants, storm giants usually dwell in mountaintop fastnesses, and are said to be among the mightiest of giant-kind. They are usually dark-haired and have skin the colors of storm clouds, ranging from light to very dark. The more powerful of their

number can pull lightning itself down from the heavens and throw it like spears.

- ▷ **Characteristic Modifiers:** When rolling characteristics, re-roll all rolls of 1 or 2; POW 4D6, CHA 3D6
- ▷ **Skills:** Projection 85%, Spot 75%.
- ▷ **Notes:** Storm giants possess a natural ability to throw lightning bolts at a cost of 3 power points (75%, 4D6 + stun, range equal to POW). They use giant spears (2D8 per 20 SIZ, rounded down, +dm, impaling) and wear little armor. A storm giant has a POW×3 chance of being a magician, with 1D3+6 spells if so. Of these, half (round up) will be at POW+50% and the remainder at POW+30%. A storm giant magician has an enchanted staff in the form of a spear and likely has a familiar, such as a giant eagle (page 7). They are also immune to all damage from electrical attacks.

OTHER GIANT HERITAGES

To create other giant heritages, the gamemaster should do the following:

- ▷ **Name:** Come up with a name that represents the giant heritage well.
- ▷ **Description:** What is unique about this giant heritage? Where do they dwell and how do they live?
- ▷ **Characteristic Modifiers:** Are they different, characteristic-wise, from the generic giant type presented on page 53? If so, how much? A good recommendation is to keep modifiers in the ±6 range to the basic characteristic. For a balanced approach, it is good to make sure that any modifiers offset one another, with any reductions offset by increases and penalties balanced against bonuses.
- ▷ **Notes:** If desired, add one or more powers from the *Basic Roleplaying* core book as an innate ability suitable to the giant's environment or disposition.

GNOLL

Gnolls are humanoid creatures with many traits of hyenas, including great jaws, big ears, and excellent night vision. Their bodies are covered in light-colored fur. Gnolls live in small clans, but a strong leader or warlord has been known to form larger armies. Like the scavenging hyenas they so resemble, gnolls are often cowardly bullies that are all bluster and threat but often back down when faced with strong resistance.

Gnoll tribes are led by strong warriors or shamans. They often coexist with hyenas, living in a symbiotic relationship where the hyenas hunt with them but do not follow orders.

STR	2D6+6	13	MOVE	Walk 8
CON	2D6+6	13	HIT POINTS	13
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	3D6	10-11	ARMOR	1-pt. hide + 1-pt. armor
POW	2D6+3	10		
DEX	3D6	10-11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Axe, Battle	35%	1D8+2+dm (bleeding)
Short Spear	35%	1D6+1+dm (impaling)
Short Spear (thrown)	35%	1D6+1+½dm (impaling)
Bite	35%	1D4+½dm (impaling)



Skills:

Climb 55%, Dodge 40%, Hide 35%, Knowledge (Gnoll Lore) 35%, Language (Gnollish) 60%, Language (Local) 25%, Listen 60%, Sense 35%, Spot 45%, Stealth 40%, Track 60%.

Powers:

Gnoll shamans are known to cast spells as magicians. Common spells include Dark 50%, Heal 50%, and Wounding 50%. They keep the true strength of their power secret, only sharing their magic with loyal apprentices.

GNOME

Gnomes are small, humanoid fey creatures with extremely long lifespans that rival elves. Male gnomes prefer short, well-groomed beards, and both genders prefer practical clothing. They either dwell in their own underground cities or in human and dwarfish societies where they take up professions doing repairs and other odd jobs. The better-educated gnomes learn sorcery and artificing.

Smart and curious, some gnomes even become explorers traveling the world. Even a multi-year journey is not that long for them.

STR	2D6	7	MOVE	Walk 6
CON	2D6+6	13	HIT POINTS	9
SIZ	1D3+3	4-5	DAMAGE MODIFIER	-1D6
INT	2D6+6	13	ARMOR	None (may wear armor)
POW	2D6+6	13		
DEX	2D6+6	13		
CHA	2D6+6	13		

ATTACK	%	DAMAGE
Axe, Hand	35%	1D6+1+dm (bleeding)
Sling	35%	1D8+½dm (crushing)



Skills:

Appraise 35%, Bargain 35%, Craft (Tinkering) 75%, Dodge 45%, Fine Manipulation 40%, Hide 45%, Language (Gnome) 75%, Language (Local) 65%, Listen 65%, Lore (Gnomes) 35%, Repair 50%, Sense 45%, Spot 50%.

Powers:

Gnomes have the Super Sense (Dark Vision) (*Basic Roleplaying*, page 105), with levels equivalent to ½ (round up) their POW. Gnomes are uncommonly skilled sorcerers with spells like Make Whole, Muddle, Summon Elemental, and Undo Sorcery.

Powers:

None.

GOBLIN

Goblins are small, malevolent humanoid creatures. Some hide in civilized areas, causing trouble whenever they can. In rougher areas, goblins hide in small caves, avoiding the larger humanoid races who often enslave them. Goblins enjoy seeing the suffering of others, including other goblins, but their actions are not generally fatal.

STR	2D6	7	MOVE	Walk 6
CON	2D6+6	13	HIT POINTS	9
SIZ	1D3+3	4-5	DAMAGE MODIFIER	-1D6
INT	2D6+6	13	ARMOR	None (may wear armor)
POW	3D6	10-11		
DEX	2D6+6	13		
CHA	3D6	10-11		



ATTACK	%	DAMAGE
Axe, Hand	35%	1D6+1+dm (bleeding)
Crossbow, Light	35%	1D6+2 (impaling)

Skills:

Craft (Trapmaking) 75%, Dodge 50%, Grapple 35%, Hide 60%, Knowledge (Goblin Lore) 35%, Language (Goblinish) 75%, Listen 65%, Sense 45%, Spot 50%, Track 40%.

Powers:

Goblins have the Super Sense (Dark Vision) (*Basic Roleplaying*, page 105), with levels equivalent to ½ (round up) their POW. Goblins rarely have magic.

GORGON

Gorgons are dreadful horrors, with the faces and breasts of human hags, hair composed of writhing serpents, and thick, serpentine bodies. Most of their bodies are covered with tough scales. Talons adorn their hands.



▷ BASIC ROLEPLAYING CREATURES ◁

STR	4D6	14	MOVE	Fly 16, Walk 8
CON	3D6+6	16-17	HIT POINTS	16
SIZ	4D6	14	DAMAGE MODIFIER	+1D4
INT	3D6	10-11	ARMOR	6-pt. bronze scales
POW	1D6+12	15-16		
DEX	3D6+6	16-17		
CHA	1D6	3-4		

ATTACK	%	DAMAGE
Talons	50%	1D6+1D4
Serpents	100%	2D3 + poison
Appearance	Auto	Petrifies

Notes:

- ▷ The most famous attack of a gorgon is her deadly appearance. The face of a gorgon is so hideous that anyone seeing it automatically is turned to stone, their spirit trapped until the statue is broken. Then they die. Each combat round, everyone within sight of a gorgon's face must receive a successful POW×5 roll or inadvertently see the face and be turned to stone. The gorgon's appearance attack may not be prevented by defensive spells. Gorgons are immune to their own appearance and to that of other gorgons. The gorgon's appearance attack is automatic each round.

- ▷ Additionally, each round, a gorgon can attack with two talons or 1D10 head serpents. The talons strike 5 DEX ranks apart.
- ▷ The gorgon's head serpents can reach up to half a meter. The bites are capable of impaling and injecting a poison with a potency equal to the gorgon's CON. If the victim does not successfully resist the poison, they take its potency in damage to hit points. If they resist, they take only 1D6 damage.

Skills:

Dodge 30%, Listen 50%, Sense 65%, Spot 75%.

Powers:

None.

GRIFFIN

Griffins are chimerical creatures, with the body and rear legs of a lion and the head, forelegs, and wings of an eagle. These flying predators traditionally have mountaintop nests and are often depicted in heraldic imagery.

STR	10D6	35	MOVE	Fly 12, Walk 8
CON	3D6+12	22-23	HIT POINTS	29
SIZ	10D6	35	DAMAGE MODIFIER	+3D6
INT	6	6	ARMOR	6-pt. hide
POW	3D6+6	16-17		
DEX	3D6+12	22-23		



ATTACK	%	DAMAGE
Bite	70%	1D6+dm (impaling)
Claw	70%	1D6+dm (bleeding)

Notes:

A griffin attacks with two claws simultaneously and bites 5 DEX ranks later.

Skills:

Dodge 30%, Fly 100%, Listen 50%, Sense 65%, Spot 75%.

Powers:

None.

HALFLING

Halflings are small, human-like beings, generally peaceful and civilized. Traditionally, they are fond of eating, pipe-smoking, and drinking and have quiet professions such as farming, crafting, and innkeeping. Halflings usually live in small, rural communities in farmhouses or underground warrens. They often forsake wearing shoes.

Halflings may have different heritages, as do dwarves and elves, but rarely are these significant enough to warrant modification of characteristics or starting skills.

STR	2D6	7	MOVE	Walk 6
CON	2D6+12	19	HIT POINTS	12
SIZ	1D3+3	4-5	DAMAGE MODIFIER	-1D6
INT	2D6+6	13	ARMOR	None (may wear armor)
POW	2D6+3	10		
DEX	2D6+10	17		
CHA	3D6	10-11		



ATTACK	%	DAMAGE
Short Sword	35%	1D6+1+dm (bleeding)
Sling	35%	1D8+½dm (crushing)
Throwing Rock	50%	1D4 (no damage modifier, crushing)

Notes:

Halflings are experts at throwing rocks and do not suffer their negative damage modifier.

Skills:

Appraise 35%, Bargain 35%, Craft (Farming) 75%, Dodge 60%, Drive (Wagon) 45%, Grapple 35%, Hide 65%, Knowledge (Halfling Lore) 35%, Language (Halfling) 75%, Language (Local) 65%, Listen 65%, Sense 45%, Spot 50%, Throw 50%.

Powers:

Traditionally, halflings shun magic, though some rare few use magic (gamemaster's discretion or a chance equal to the halfling's POW of being a magician). Fewer still use sorcery.

HARPY

This hateful creature has the head and breasts of a harridan, but the rest of the body is that of a particularly grimy vulture. Harpies are notoriously filthy and delight in befouling the food and persons of others. They are cowardly and, unless they outnumber their enemy, will fly away if attacked. Any article of food contaminated by harpy dung is disease-carrying and completely inedible (except to harpies).

Harpies delight in snatching small, valuable objects (such as familiars) from their owners and in other petty torments. They are extremely vindictive and will follow an enemy (at a safe distance) for miles. A harpy may work with another creature as a scout or spy.

STR	3D6	10-11	MOVE	Fly 8, Walk 1
CON	3D6	10-11	HIT POINTS	9
SIZ	2D6	7	DAMAGE MODIFIER	None
INT	3D6	10-11	ARMOR	1-pt. feathers
POW	3D6	10-11		
DEX	5D6	17-18		
CHA	1D6	3-4		

ATTACK	%	DAMAGE
Claw	25%	1D6+disease
Stone	25%	1D6/3m dropped
Droppings	50%	-1D10 CHA + disease

Notes:

- ▷ A harpy can attack with both claws in the same round.
- ▷ A harpy can fight by dropping stones. Chances to hit are modified by -5% for every 3 meters of height.
- ▷ An adventurer struck by harpy droppings must scrub for hours to cleanse themselves. Until they have done so, apply the penalty to CHA and determine the chance of disease (pages 150–151). Only monsters such as harpies or beast-men would associate with them while so befouled. A character hit by harpy dung or wounded by a harpy's claw is automatically exposed to a disease.

Skills:

Fly 65%, Spot 40%.

Powers:

A rare harpy of INT 16+ knows their INT limit in sorcery.



HIPPOGRIFF

Exceedingly rare creatures, hippogriffs have horse's bodies with the wings and foreclaws of eagles. They roam the high mountains and clouds and only rarely come to earth.

The young are tamable if raised from the egg. When they hatch, the prospective master must roll POW+CHA or less on D100 to tame the hippogriff. If successful, the prospective master must make a Ride roll at half chance to break the young hippogriff. If tamed, the creature remains loyal only to its master. If the taming fails, then the hapless rider is carried up into the sky and dropped from a height of 1D10×10 meters.

STR	3D6+18	28–29	MOVE	Fly 12, Walk 12
CON	2D6+6	13	HIT POINTS	18
SIZ	3D6+12	22–23	DAMAGE MODIFIER	+2D6
INT	5	5	ARMOR	3-pt. skin
POW	2D6+6	13		
DEX	3D6+6	16–17		

ATTACK	%	DAMAGE
Claw	55%	1D6+dm
Bite	55%	1D10

Notes:

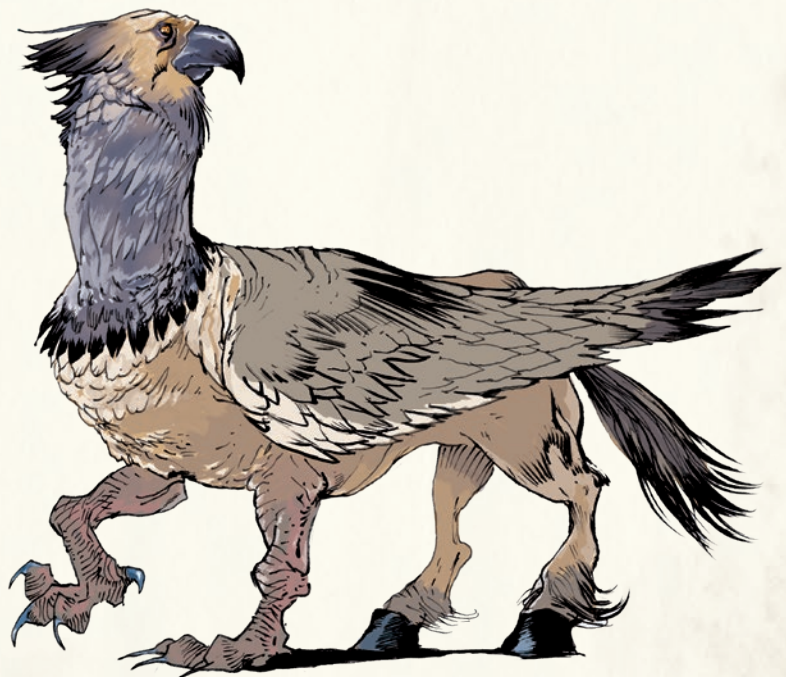
A hippogriff can claw and bite three or fewer foes at the same time.

Skills:

Dodge 25%, Fly 75%, Spot 75%.

Powers:

None.



HYDRA

Hydras are chaos monsters from the jungles and swamps. They have multiple snake-like heads and reptilian or serpentine bodies.

Each lesser hydra has 2D6 heads. To determine the number of hit points per head, divide its total hit points by the number of heads, dropping fractions. Thus, a lesser hydra with seven heads and 21 hit points would have 3 hit points per head.

Spells affecting the mind affect one head of the hydra, and spirit combat also only affects a single head. Each head defends with the hydra's full POW or power points.

STR	2D6+12	19	MOVE	Swim 3, Walk 2
CON	1D6+12	15-16	HIT POINTS	21
SIZ	2D6+18	25	DAMAGE MODIFIER	+2D6
INT	2	2	ARMOR	6-pt. scales
POW	2D6+6	13		
DEX	2D6+12	19		

ATTACK	%	DAMAGE
Bite	40%	1D6+dm + poison + acid

Notes:

The hydra bites with all heads simultaneously. The bite injects poison with a potency equal to the hydra's CON and applies acid with a potency equal to the hydra's POW/2 (round up).

Skills:

Swim 100%.

Powers:

Each separate head of the hydra has a POW×1 chance of having a chaos feature (see **Chaos Features**, pages 95–96).



INSECT FOLK

Insect folk are as varied as a multitude of insects. Some may fly, some may swim, and some may even be able to excrete acid or fire. The more communal insect folk are found in large hives or nests led by a single ruler. Insect folk share a lot of other traits from their insect kind. Some may be very aggressive, some more interested in trade and cooperation, and others are lone ambushers.

The generic hunter insect person described below generally walks on two of its six limbs but can drop down to use more as needed. It has a carapace to protect it and is an excellent jumper.

STR	3D6	10-11	MOVE	Walk 11
CON	2D6+6	10-11	HIT POINTS	10
SIZ	2D6+3	10	DAMAGE MODIFIER	None
INT	2D6+6	13	ARMOR	2-pt. carapace
POW	3D6	10-11		
DEX	3D6+3	13-14		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Short Bow	40%	1D6+1 (impaling)
Short Spear	40%	1D6+1+dm (impaling)
Short Spear (thrown)	55%	1D6+1+½dm (impaling)
Target Shield	40%	1D6+dm (crushing)

Notes:

Although this insect person can hold a shield, a bow, and a spear at the same time, it is limited to one attack unless it has a skill over 100%. It can use its extra limbs to block with a shield or draw a weapon or other item at no penalty to DEX rank or for subsequent parries.

Skills:

Climb 65%, Dodge 55%, First Aid 45%, Hide 35%, Jump 90%, Knowledge (Insect Folk Lore) 45%, Language (Insect Folk) 70%, Language (Local) 20%, Listen 55%, Sense 30%, Spot 45%, Stealth 40%, Track 40%.

Powers:

Insect folk do not use much magic but do have a natural ability like Super Sense (Night Vision) (*Basic Roleplaying*, page 105) with levels equal to ½ their POW (round up). There are specialized magic users, like shamans and perhaps priests.



INSECT FOLK, RHINOCEROS BEETLE

These huge warriors are fearless combatants on the battlefield, relying on its awesome strength to brush away opponents. They are often recruited by other insect folk and even by other species.

STR	3D6+12	22-23	MOVE	Walk 6
CON	3D6+6	16-17	HIT POINTS	20
SIZ	3D6+12	22-23	DAMAGE MODIFIER	+2D6
INT	2D6	7	ARMOR	8-pt. carapace
POW	3D6	10-11		
DEX	2D6	7		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Horn	60%	1D8+½dm (impaling)
War Maul	65%	1D10+2+dm (crushing)

Skills:

Climb 40%, Dodge 25%, Hide 20%, Jump 50%, Knowledge (Insect Folk Lore) 45%, Language (Insect Folk) 35%, Listen 23%, Sense 30%, Spot 45%, Stealth 20%.

Powers:

Rhinoceros insect folk do not use magic. They have a natural ability like Super Sense (Night Vision) (*Basic Roleplaying*, page 105) with levels equal to ½ their POW (round up).

KELPIE

Cruel beings of water, kelpies manifest as beautiful horses to trap those that would ride them. After a victim is found, they are encouraged to mount the beast. After they do, the kelpie begins to ride faster and faster, having the rider grab tightly onto their mane. But then the kelpie's mane begins to constrict their tighter and tighter. Once the victim is held tight, the kelpie heads to the closest river and dives in to drown them.

They may shapechange into human form as well to better get new victims.

STR	3D6+12	22-23	MOVE	Swim 16, Run 16
CON	3D6	10-11	HIT POINTS	19
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
INT	2D6+6	13	ARMOR	3-pt. hide (can wear armor)
POW	3D6+6	16-17		
DEX	3D6+3	13-14		
CHA	3D6+6	11-17		

ATTACK	%	DAMAGE
Kick	50%	1D6+dm (crushing)
Bite	50%	1D8+1½dm (bleeding)
Rear and Plunge	35%	2D8+dm (crushing)
Trample	25%	2D6+dm (crushing)
Constrict	80%	Special (see Notes)

Notes:

A kelpie can fight like a normal horse but prefers to avoid any combat.

A kelpie can only constrict someone seated upon their back. This deals no damage and the victims can break and talk, but once in the water, the victim will likely begin to drown. The target must make a successful resistance roll of their STR against the kelpie's STR to break free.

Skills:

Dodge 30%, Jump 75%, Language (Local) 70%, Persuade 50%, Sense 50%, Spot 50%, Swim 100%.

Powers:

A kelpie can spend 3 power points to shapechange into a human of whatever appearance the kelpie desires. While in human form, their attributes (other than SIZ) are the same. They cannot speak in this form.



KOBOLD

Kobolds are reptilian beings who live in the badlands outside of civilization. They usually live in small warrens where they set traps for protection. Smaller and weaker than almost every other intelligent race, they rely on stealth and subterfuge over strength.

STR	2D6	7	MOVE	Walk 6
CON	3D6	10-11	HIT POINTS	8
SIZ	1D3+3	4-5	DAMAGE MODIFIER	-1D6
INT	2D6+6	13	ARMOR	1-pt. scaly hide (may also wear armor)
POW	2D6+6	13		
DEX	2D6+10	17		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Short Spear	35%	1D8+dm (bleeding)
Short Spear (thrown)	35%	1D8+½dm (bleeding)
Sling	35%	1D8+½dm (crushing)
Net	25%	Special (entangling)

Skills:

Climb 55%, Craft (Trap) 60%, Dodge 40%, Hide 45%, Knowledge (Kobold Lore) 35%, Language (Draconic) 25%, Language (Kobold) 60%, Listen 50%, Sense 35%, Spot 45%, Stealth 50%.

Powers:

Kobolds use magic and sorcery to emulate the dragons they worship, and any kobold with INT 16+ is either a magician or sorcerer with spells equivalent to a starting character.



LAMIA

Lamiae are a supernatural vampiric females. Lamiae resemble beautiful women from the abdomen up, but they have the lower torsos of gigantic serpents. Lamiae can cast illusions so that they appear to be whole women. Lamiae lack POW.

Even after being taken from or leaving the lamia, the victim will remain in love with her for days equal to her CHA. In this manner, a lamia keeps a strong victim or two as her slaves for extended periods of time to protect her. Eventually, her bloodlust will cause her to drain them of blood, too, but they may survive for weeks, months, or longer.

STR	3D6	10-11	MOVE	Slither 8
CON	3D6	10-11	HIT POINTS	14
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D4
INT	4D6	14	ARMOR	3-pt. hide (can wear armor)
POW	2D6+6	13		
DEX	4D6	14		
CHA	3D6+6	16-17		

ATTACK	%	DAMAGE
Bite	40%	1D6+½dm + STR drain
Kiss	40%	POW drain (see Notes)
Constrict	60%	2D4 (2×dm)
Love Trance	POW vs. INT	Enthrall (see Notes)

Notes:

- ▷ Each combat round, a lamia may try to overcome a desired humanoid in a match of her power points against the target's INT. This costs no power points. If the lamia wins, the target will remain hopelessly in love with her for as long as she is present. The first time the target sees her in her true form, they may attempt to break the spell in a match of their INT against her current power points. If they succeed, they are no longer enthralled. If they fail, they remain entranced. A character that resists the lamia's initial charm is immune to her wiles for a full day.
- ▷ Each round, a lamia may either bite or kiss. Three DEX ranks after that attack, she may use her constriction ability to attack. A character hit by the constriction attack is held in the lamia's coils and takes damage automatically on succeeding rounds. Armor only protects until cumulative damage surpasses the armor points when it is crushed and broken. A lamia cannot use her constriction attack without dropping her illusory appearance and often drops the illusion as an attack is made. Constriction damage is equal to twice the lamia's damage modifier (minimum of 1D6).
- ▷ On a successful bite, the lamia hangs on and drains 1 point of STR (blood) from the victim each round thereafter. This STR drain gives her 1D6 power points. Each point of STR lost costs one week of bed rest to recover. When she drains a victim to 0 STR, they die.

- ▷ The kiss of the lamia drains POW. Match her power points against those of her victim. If she overcomes the victim, they lose 1D6 POW, and she gains an equal number of power points. She cannot drain a victim below 1 POW.
- ▷ A lamia loses 1D6 power points per day. She gains fatigue points only by draining STR (blood) from passersby. Lamiae do not regenerate fatigue points normally.

Skills:

Hide 90%, Move Silently 90%.

Powers:

See **Notes**. Bite, touch, illusion spell, and love trance attack. The lamia's illusion spell costs 2 power points to maintain per day and can be dispelled as if it were a 4-point spell. The lamia's attacks and love trance cost no power points to use. Many lamias know sorcery, up to their INT limit. Both defensive and dispelling magic are useless against the lamia's love trance attack.



LICH

Liches are powerful sorcerers who have managed to learn and cast rituals that transformed them into immortal undead beings. They continue their lust for power far beyond when they should have been dead.

Liches bind their souls into a special receptacle called a phylactery—usually an amulet or small vial—that they hide as carefully as they can. The lich's physical body can be destroyed but reforms within 72 hours as long as the phylactery remains undamaged. The lich can always sense where the phylactery is, no matter what measures have been taken to hide it.

Liches summon and command undead and demons to do their bidding. They are never found alone, but either in their lair with their minions to protect them or are hidden in plain sight in a position of power.

STR	12	–	MOVE	Walk 10
SIZ	15	–	HIT POINTS	15 (see Notes)
INT	25	–	DAMAGE MODIFIER	+1D4
POW	28	–	ARMOR	None, or 6-pt. Sorcerous Armor
DEX	14	–		
CHA	18	–		

ATTACK	%	DAMAGE
Staff	75%	1D8+dm (crushing)

Notes:

Liches have no CON, and their hit points equal their SIZ. They are immune to the special effects from bleeding and impaling hits. They take no damage whatsoever from thrusting weapons, unless the hit was a special success or critical hit, in which case, the damage is taken, but the secondary effects are ignored.

Skills:

Appraise 35%, Dodge 70%, Etiquette 60%, Fast Talk 45%, Hide 30%, Insight 35%, Knowledge (Academic Lore) 50%, Knowledge (Blasphemous Lore) 60%, Knowledge (Occult) 70%, Language (Demonic) 70%, Language (Own) 85%, Listen 60%, Persuade 70%, Research 95%, Ride (Horse) 35%, Sense 35%, Sleight of Hand 35%, Spot 55%.

Powers:

These sorcery spells are in memory: Curse of Sorcery (4), Heal (2), Sorcerer's Sharp Flame (3), Sorcerous Armor (6), Summon Demon (1), Undo Sorcery (2), Witch Sight (3).

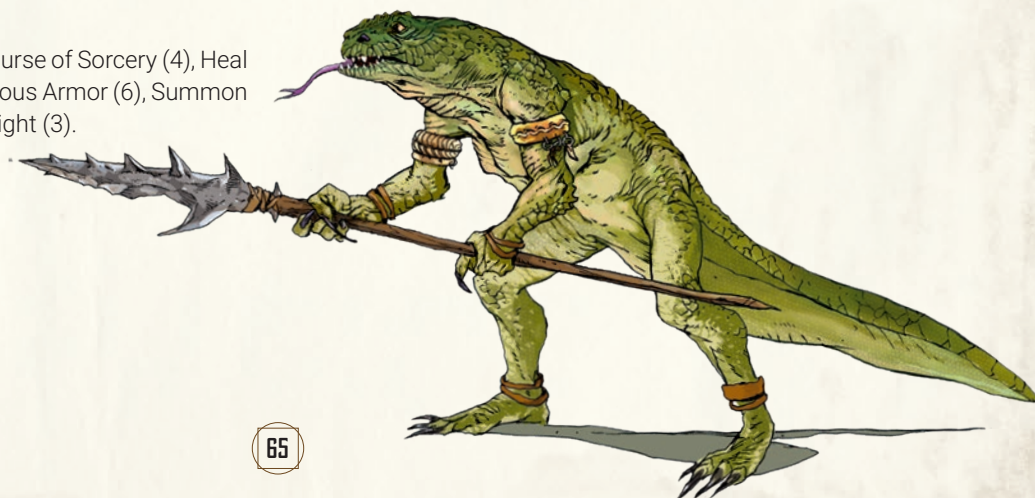


LIZARDMAN

Lizardmen are usually encountered far from civilization, preferring marshy areas. They use weapons that are considered primitive that they can manufacture from local surroundings.

The lizardmen place great faith in the wisdom of the elders of the tribe, who interpret the words of the gods.

STR	3D6+6	16–17	MOVE	Walk 10, Swim 10
CON	3D6	10–11	HIT POINTS	11–12
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	2-pt. skin
POW	3D6	10–11		
DEX	2D6+3	10		
CHA	2D6+3	10		



ATTACK	%	DAMAGE
Short Spear	65%	1D6+1+dm (impaling)
Short Spear (thrown)	75%	1D6+1+½dm (impaling)
Light Club	55%	1D6+dm (crushing)
Light Club (thrown)	65%	1D6+½dm (crushing)
Shield	65%	1D2+dm (knockback)
Claw	50%	1D4+½dm (bleeding)
Bite	50%	1D4+½dm (bleeding)
Grapple	65%	Special

Notes:

Lizardmen can attack with weapons or two claws and a bite on the same DEX rank.

Skills:

Climb 75%, Dodge 40%, Hide 45%, Jump 45%, Language (Lizardman) 60%, Listen 55%, Sense 60%, Spot 60%, Stealth 50%, Swim 80%, Throw 65%, Track 70%.

Powers:

Lizardmen rarely have powers. However, tribes are often led or served by a shaman. These powers are usually psychic abilities or magic spells, sometimes sorcery.

MANTICORE

Manticores are large, leonine monsters with a giant scorpion's tail and a human head. The face is huge and somewhat ugly, with protruding tusks and a lion-like mane of hair. The hindquarters sport several long, sharp spines that pulse in and out as the creature breathes.

Manticores live in wastelands and mountainous terrain. They always eat the brains of their prey and are notorious man-killers. Manticores are a surly, dangerous lot, and it is fortunate that they rarely work in groups.

In some universes, manticores may actually be considered to have normal INT, in which case they should be given an INT of 2D6. The disposition of a manticore is not improved by such sentence.

It is sometimes claimed that manticores hate the smell of manticore blood so much that one can protect himself from attacks by smearing fresh manticore blood over his body.

STR	4D6+12	26	MOVE	Walk 10
CON	2D6+9	16	HIT POINTS	21
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
INT	7	7	ARMOR	3-pt. hide
POW	3D6	10-11		
DEX	2D6+3	10		
CHA	2D6	7		

ATTACK	%	DAMAGE
Claw	30%	1D6+dm
Sting	30%	1D6+dm + poison

Notes:

A manticore will claw first, then sting 5 DEX ranks later. The sting injects a poison with POT equal to the manticore's CON. If the poison's POT overcomes the victim's hit points, they take the poison's POT in damage. If they resist the poison, they take half its POT in damage.

Skills:

Climb 80%, Dodge 45%, Search 40%.

Powers:

None.



MINOTAUR

Minotaurs are humanoids with bull's heads and hooved feet. Surly and violent, they have little civilization of their own, preferring to dwell in ruins or in the wild. Some can speak, while others are bestial and have no language abilities.

STR	3D6+12	22-23	MOVE	Walk 6
CON	1D6+12	15-16	HIT POINTS	19
SIZ	3D6+12	22-23	DAMAGE MODIFIER	+2D6
INT	2D6	7	ARMOR	3-pt. hide (can wear armor, usually leather)
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Great Axe	55%	3D6+dm (bleeding)
Head Butt	35%	1D6+dm (knockback)
Brawl	50%	1D3+dm (crushing)

Notes:

A minotaur can use either a head butt or weapon attack in combat round. A minotaur can only use both attacks in a round if it is otherwise capable of making two attacks in a round, such as with a skill of 100% or higher.

Skills:

Dodge 40%, Listen 35%, Sense 30%, Spot 35%, Track 55%.

Powers:

Minotaurs normally disdain magic of any sort, and only the rarest know any spells. If a minotaur is wounded or achieves a special success while striking an opponent, it goes berserk for its CON in combat rounds. This is like the sorcery spell Fury (*Basic Roleplaying*, page 84). A berserk minotaur can attempt to shake off the rage by making a successful roll of INT×1. After this berserk rage, it is considered fatigued (if fatigue is not used, all rolls are *Difficult*) until it has had a chance to rest.



MUMMY

Mummies are undead creatures formed from a preserved, dried corpse, brought back to a semblance of life through a curse or powerful necromancy. Some cults keep mummies in their temples as guardians, while other mummies rise from the dead to protect their tombs from grave robbery. Some mummies speak, while others remain silent. Not all mummies are wrapped in bandages—some wear jewelry and items of great value as befitted their status in life.

Because of the dry, desiccated state of their flesh, fire is particularly effective against mummies. It is twice as easy to set a mummy afire as it is another normal target, and though damage is normal, the fires are more difficult to extinguish (lower the chance the fire will die out by half). Powers that use fire also have this effect.

STR	6D6	21	MOVE	Walk 8
CON	4D6+3	17	HIT POINTS	15
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D6
INT	3D6	10–11	ARMOR	3-pt. skin (may wear armor)
POW	1D6+12	15–16		
DEX	2D6	7		
CHA	–	–		

ATTACK	%	DAMAGE
Fist	70%	1D3+dm (crushing)
Grapple	25%	Special
Short Sword	45%	1D6+1+dm (bleeding)

Notes:

A mummy can attack with two fist attacks on its DEX rank each round. If it succeeds with both attacks, it attempts to grapple and choke in the next round (see

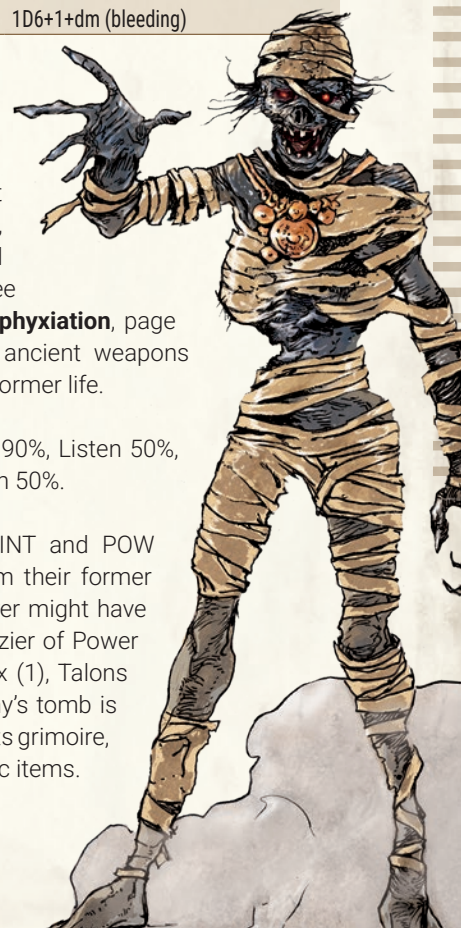
Choking, Drowning, and Asphyxiation, page 145). A mummy may use ancient weapons appropriate to the era of its former life.

Skills:

Language (Ancient Tongue) 90%, Listen 50%, Sense 45%, Spot 50%, Stealth 50%.

Powers:

A mummy with sufficient INT and POW may remember sorcery from their former existence. A mummy sorcerer might have these spells in memory: Brazier of Power (4), Gift of the Earth (4), Pox (1), Talons of the Beast (2). If a mummy's tomb is intact, it likely has access to its grimoire, spell scrolls, and many magic items.



NATURE SPIRITS

Nature spirits are nature beings tied to a specific locale or natural feature, usually called nymphs. They can create female, human-like bodies from their native essence at will. They cannot voluntarily engage in combat or cast spells when disembodied.

If a nymph is reduced to 0 hit points while in body, it passes to the otherworld like any other embodied creature. However, if their locale or natural feature remains intact, the locale eventually will generate another body for the nymph's spirit to inhabit.

There are many types of nymphs. Four of the most common are dryads, hags, naiads, and oreads, representing, respectively, trees, shadowy places, streams and ponds, and hills and mountains. Nymphs are always female. A natural feature that has existed a long time undisturbed is likely to have grown a nymph.

Different nymph types vary greatly in personality, power, and nature and rarely associate with each other. Some nymphs are benign, and others are malevolent. Some malignant ones are hideous. Most are playfully indifferent to mortals.

Another more physical form of nature spirit is the treant, a living tree (page 71). These are fiercely reclusive and loathe to intervene in any action other than the protection of their chosen environment.



Dryad

A dryad is a wood nymph tied to a special copse or grove. One of the trees in the copse is always the dryad's personal tree. As this tree fares, so fares she. When a dryad forms her body, she appears to step out of her tree. To dissolve her body, she must step back into it. Larger and older copses have more powerful dryads. As a copse ages and decreases and trees are lost, the dryad weakens with it. However, as long as her personal tree remains alive, she will not die.

A dryad can control all the trees and other plant life in her grove. Thus, she could make trees creak and move their branches, flowers bloom out of season, and cause blades of grass to entangle an intruder. Most dryads are not very powerful. Forests tend to have multiple dryads rather than one very strong dryad.

Dryads are close friends to elves and frequently associate with them. Dryads cannot leave their grove of trees. If forced outside it, their body will dissolve, and the dryad's spirit will re-enter its tree.

STR	2D6	7	MOVE	Walk 10
CON	3D6	10-11	HIT POINTS	15
SIZ	2D6+3	10	DAMAGE MODIFIER	None
INT	3D6+6	16-17	ARMOR	None
POW	2D6+16	23		
DEX	4D6	14		
CHA	2D6+12	19		

ATTACK	%	DAMAGE
Staff	10%	1D8+dm (crushing)

Skills:

Conceal Object 90%, Hide 90%, Move Quietly 90%.

Powers:

- ◇ Form body at will from tree.
- ◇ Summon staff from ground (costs 1 power point).
- ◇ Knows INT limit in sorcery spells, always including Heal and Witch Sight.
- ◇ For 1 power point, the dryad can command any one nonsentient creature (without an INT characteristic or an INT of 6 or below) born in her grove. The creature may not resist this charm, which lasts for an hour at a time.

Hag

Hags are nymphs of dark and shadowy places. Because most such places are old and forlorn, most hags are malevolent and ugly. Hags are often friends of undead, shades, and other horrors. They may haunt old crypts; dank caverns; or dark, dense forests. Hags can materialize their bodies at will, clotting out of the darkness and mists of their lair.

Hags can leave their home for short periods of time but must return before dawn. Their bodies are dissolved by direct sunlight. However, this doesn't kill the hag; her spirit merely returns to her home.

STR	6D6	21	MOVE	Fly 10, Walk 10
CON	3D6	10-11	HIT POINTS	10-11
SIZ	3D6	10-11	DAMAGE MODIFIER	+1D6
INT	2D6+12	19	ARMOR	None
POW	2D6+20	27		
DEX	3D6	10-11		
CHA	1-6	3-4		

ATTACK	%	DAMAGE
Staff	10%	1D8+dm (crushing)

Skills:

Climb 75%, Fly 70%, Hide 90%, Stealth 75%.

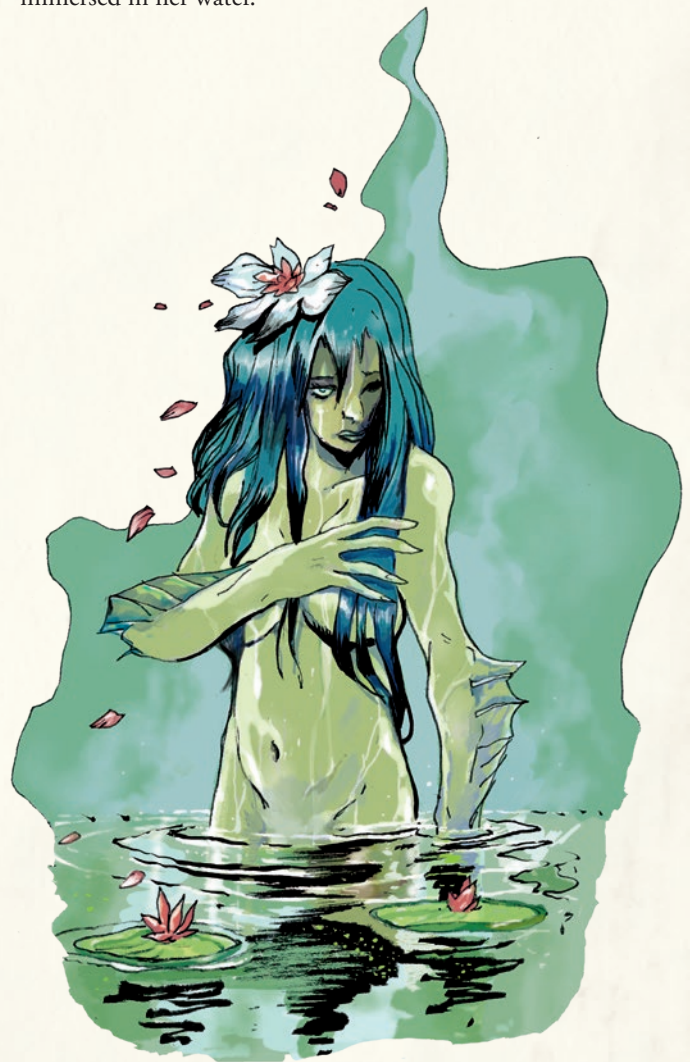
Powers:

- ◇ May form body at will.
- ◇ Hags know at least their INT limit in levels of sorcery spells.
- ◇ A hag can command any one incomplete creature (without INT) living in her locale for 1 power point. This can include undead or monsters, as well as creatures such as bats, scorpions, or snakes. The creature may not resist this charm, which lasts for an hour.

Naiad

The several types of naiads include oceanids, naiads of fountains and streams; nereids, connected with the ocean; potameides, naiads of the rivers; and limnades, naiads of still water, lakes, marshes, and swamps. Limnades are the most malignant of the water nymphs and can lead wayfarers astray.

Naiads form their bodies directly from the water. For every 10 meters distant a naiads are from their body of water, she loses 1 power point. She only regenerates power points while immersed in her water.



▷ BASIC ROLEPLAYING CREATURES ◁

STR	4D6	14	MOVE	Swim 25, Walk 10
CON	3D6	10-11	HIT POINTS	10-11
SIZ	2D6+2	9	DAMAGE MODIFIER	None
INT	3D6+6	16-17	ARMOR	None
POW	2D6+18	25		
DEX	4D6	14		
CHA	2D6+12	19		

ATTACK	%	DAMAGE
Whip	25%	1D4 (bleeding)

Skills:

Dodge 90%, Swim 100%.

Powers:

- ▷ May form body at will.
- ▷ Knows her INT limit in sorcery spells, usually air/water elemental in nature.
- ▷ A naiad can transform herself into an undine (water elemental). She will have a size of 1 cubic meter for every power point she expends. Sufficient water must be available to do this. Destruction of a naiad while in undine form dispels her, and she must expend more power points to again appear in that form.
- ▷ Naiads can command any one incomplete creature (without INT) living in her waters at a cost of 1 power point. The creature may not resist the charm's effects, which last for one hour.

Oriad

Oriads are nymphs of the mountains and hills. They include limoniads (nymphs of meadows and flowering places) and auloniads (nymphs of mountain valleys). Oriads cannot leave their particular mountain or foothills. Auloniads can leave their valley, and limoniads may leave their meadow but they lose 1 power point for every 20 meters distance from their home area.

Oriads frequently consort with satyrs (pages 76 –77).

Oriads' bodies are normally formed into solid material, but can be dissolved if need be.

STR	2D6	7	MOVE	Walk 12
CON	3D6	10-11	HIT POINTS	10-11
SIZ	2D6+2	9	DAMAGE MODIFIER	None
INT	3D6+3	13-14	ARMOR	None
POW	2D6+16	23		
DEX	3D6+6	17		
CHA	2D6+10	17		

ATTACK	%	DAMAGE
Fist	25%	1D3+dm (crushing)
Kick	15%	1D6+dm (crushing)

Skills:

Climb 90%, Conceal Object 90%, Hide 90%, Jump 90%.

Powers:

- ▷ May form body at will.
- ▷ Oriads know 1D3+3 magic spells at INT+50%.
- ▷ Oriads can command any one incomplete creature (without INT) born on her mountain for 1 power point. The creature may not resist this charm, which lasts for an hour.



Treant

A treant is a sentient, mobile tree from a variety of species.

STR	4D6+12	26	MOVE	Walk 9
CON	2D6+12	19	HIT POINTS	30
SIZ	2D10+30	41	DAMAGE MODIFIER	+3D6
INT	6	6	ARMOR	None
POW	3D6	10-11		
DEX	10-11	10-11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Branch	50%	1D6+dm (crushing)
Stomp	75%	2D6+dm (crushing)
Thrown Rock	60%	1D6 per 5 SIZ + ½dm (crushing) (see Notes)



Notes:

A treant can throw any rock up to its STR in SIZ, doing 1D6 per 5 SIZ (round down) plus damage modifier. The range for these is equal to the object's SIZ subtracted from the treant's STR in meters.

Skills:

Hide (in trees) 75%, Knowledge (Local Area) 75%, Language (Local) 35%, Language (Treant) 75%, Listen 60%, Sense 75%, Spot 60%, Throw 60%, Track 90%.

Powers:

For 1 power point, a treant can "speak" to any inanimate tree and learn anything that tree may have experienced, though such information will be vague and lacking in specifics.

NAGA

A naga is a large, magical serpent with a human head. Some types of naga may have a full woman's torso and arms.

STR	3D6	10-11	MOVE	Slither 8
CON	3D6	10-11	HIT POINTS	14
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D4
INT	4D6	14	ARMOR	4-pt. scales
POW	2D6+12	20		
DEX	3D6	10-11		
CHA	3D6+6	16-17		

ATTACK	%	DAMAGE
Bite	40%	1D6+½dm + poison (see Notes)
Constrict	60%	2D4 (2×dm)



Notes:

- ▷ Each round, a naga can bite. Three DEX ranks after that attack, she may use her constriction ability to attack.
- ▷ When a character is hit by the constriction attack, they are held in the naga's coils and takes damage automatically on succeeding rounds. Armor will protect only until cumulative damage surpasses his armor points when it is crushed and broken. A naga cannot use her constriction attack without dropping her illusory appearance. Constriction damage is equal to twice the naga's damage modifier (minimum of 1D4).

Skills:

Climb 75%, Hide 80%, Language (Own) 70%, Move Silently 80%.

Powers:

Nagas are powerful magical casters. Common spells include Control (3), Dark (2), Heal (3), Lightning (3), Speak to Mind (1).

OGRE

Ogres look like big, burly humans, though they often have sharp, carnivore-like teeth. They eat all forms of sentient beings and are essentially malignant. They are very strong and try to fit into human society. Naturally, ogres must conceal their true nature and indulge in their cannibalistic tendencies only in secret or when none can identify them.

They can appear very handsome or beautiful and are rare. Female ogres are the same size as the males and are, thus, somewhat larger than normal women.

STR	2D6+12	19	MOVE	Walk 8
CON	2D6+6	13	HIT POINTS	16
SIZ	2D6+12	19	DAMAGE MODIFIER	+1D6
INT	3D6	13–14	ARMOR	Any
POW	2D6+6	13		
DEX	3D6	10–11		
CHA	2D6+2	8–9		

ATTACK	%	DAMAGE
Shortsword	55%	1D6+1+dm (bleeding)
Bite	50%	1D4+dm (bleeding)

Notes:

Ogres are extremely reluctant to use their bite attack when such an action might reveal their nature to others.

Skills:

Disguise 50%, Language (Local) 65%.

Powers:

There is a POW chance that the ogre has a chaos feature (see **Chaos Features**, pages 95–96). An ogre also has a POW chance of being a sorcerer and know up to its INT limit in sorcery spells.



ORC

Orcs are savage, bestial humanoids who despise humanity, elves, dwarves, and nearly any other people they encounter. They usually have greyish skin, fangs, and pointed ears and are sometimes referred to as goblins. Orcs prefer darkness but can function well enough in daylight. They have a rough civilization based almost entirely on brutality and enslavement of their own, as well as any unlucky captives. They even practice cannibalism on weak or unlucky members of their own species. Orcs often serve the forces of darkness or prey upon others for their own amusement and enrichment. Some orcs ride giant wolves, bred as mounts.

Many types of orcs exist, based on environmental, cultural, regional, or other variances. Common types are the formidable “greater” orcs (STR 5D6, CON 3D6+3, and SIZ 3D6+6) and pestilential “lesser” orcs (STR 3D6, SIZ 2D6). The gamemaster is encouraged to use the guidelines for dwarf or elf heritages to develop unique orc heritages.

STR	4D6	14	MOVE	Walk 8
CON	3D6	10–11	HIT POINTS	10
SIZ	2D6+2	9	DAMAGE MODIFIER	None
INT	3D6	13–14	ARMOR	6-pt. ring and light helmet
POW	2D6+3	10		
DEX	4D6	14		
CHA	2D6	7		

ATTACK	%	DAMAGE
Scimitar	35%	1D8+1+dm (bleeding)
Composite Bow	35%	1D8+1+½dm (impaling)
Short Spear	35%	1D6+1+dm (impaling)
Short Spear (thrown)	35%	1D6+1+½dm (impaling)
Spiked Shield	35%	1D3+dm (impaling)

Skills:

Climb 55%, Dodge 40%, Hide 35%, Knowledge (Orc Lore) 35%, Language (Local) 25%, Language (Orcish) 60%, Listen 50%, Ride (Wolf) 50%, Sense 35%, Spot 45%, Stealth 40%, Track 30%.

Powers:

Sorcery is the most fearsome power in orc society, with orc sorcerers often serving as priests or leaders. A sorcery-using orc has a POW of 16+ and may know the following spells: Cloak of Night (2), Hell's Razor (1), Lightning Speed (2), Pox (1), Vermin's Vision (1), and Ward (3).



PEGASUS

Pegasi are horses with giant bird-like wings protruding from their backs that enable them to fly. They are magic in nature and inevitably inhabit places strongly aligned with the forces of goodness or light. Pegasi are, like normal horses, peaceful creatures by temperament and avoid contact with humans or others who would try to capture or domesticate them. They do not take lightly to the bridle and barely tolerate saddles.

Pegasi are often all-white or smoke-colored; other colors are uncommon, and black is the rarest. They graze and behave

as normal horses, though they need to eat more after flying for extended periods. Pegasi are encountered alone or in pairs, though small herds will inhabit forests at the highest latitudes.

Many legends or folk tales surround these creatures, such as that they are shepherds of lightning, that springs emerge wherever their hooves strike the earth, that they are the bearers of dead souls to the afterlife, or that they were birthed of the mixture of gorgon blood and sea-foam. Though these are all mere fancies, seeing a pegasus is inevitably considered a sign of good luck.

Pegasi are often desired as mounts. They do not enjoy violence or the smell of blood and must be trained if they are to be used in battle.

STR	4D6+18	32	MOVE	Fly 18, Walk 12
CON	2D6+6	13	HIT POINTS	25-26
SIZ	4D6+24	38	DAMAGE MODIFIER	+3D6
INT	5	5	ARMOR	1-pt. hide (see Notes)
POW	3D6	10-11		
DEX	3D6	10-13		

ATTACK	%	DAMAGE
Bite	50%	1D8
Kick	60%	1D6+dm
Rear and Plunge	20%	2D6+dm
Trample	75%	2D6+dm vs. prone target



Notes:

- ▷ A pegasus without a rider will attack once in a combat round, usually with a kick or a rear and plunge. A war-trained pegasus with a rider can both kick and rear and plunge in a round, with the rear and plunge occurring 5 DEX ranks after the kick attack.
- ▷ Can wear special light horse armor (barding) and still fly.

Skills:

Fly 100%, Jump 100%, Listen 45%, Navigate 60%, Search 50%, Sense 40%, Spot 75%.

Powers:

A pegasus can fly if the combined SIZ of its passenger(s) is less than or equal to its STR. Thus, a pegasus with STR 32 could fly while carrying two characters of SIZ 18 and SIZ 14, but will balk at carrying any greater weight.

PHOENIX

A rare and nearly mythical species of bird, phoenixes are incredibly long-lived and are akin to fire elementals; they are imbued with a mystic flame and the ability to spontaneously regenerate at the end of their natural lifespan.

In appearance, a phoenix resembles both an eagle and a peacock, with red-golden feathers, a black and red crest at the back of its head, and long tail plumage that seems to burn with inner fire. A phoenix feather glows as if red-hot and is unnaturally warm, even if the feather has fallen from the phoenix's coat. For this reason, they are sought by alchemists, magicians, and kings, who view them as creatures of great fortune and profound mystic symbolism.

Phoenixes inhabit high mountains in hot or desert climates, making their nests in remote places where none may bother them. In behavior, phoenixes are peaceful, but they will fight back savagely against those who seek to capture or harm them.

A firebird is a rare type of phoenix that possesses the magic ability to transform into a beautiful maiden. In this form, the firebird maidens have average human characteristics and are clad in red and gold feathered gowns. They are fluent in whatever language is common to the area they inhabit and are often associated with curses or forbidden groves.

STR	1D6+3	6-7	MOVE	Fly 20, Walk 2
CON	2D6+3	10	HIT POINTS	7-8
SIZ	2D3+1	5	DAMAGE MODIFIER	None
INT	5	5	ARMOR	None
POW	2D6+6	13		
DEX	3D6+3	13-14		

ATTACK	%	DAMAGE
Claw	35%	1D2
Peck	50%	1D3
Fireburst	100%	3D6/2D6/1D6 to all within 3/6/9-meter radius

Notes:

A phoenix may attack twice in a round, using either two claw attacks separated by 5 DEX ranks or a claw and beak peck separated by 5 DEX ranks. If it succeeds in both claw attacks, it will hold onto its foe and peck the next round.



Skills:

Dodge 50%, Fly 100%, Listen 60%, Search 85%. In human form, the phoenix has the following skills: Dodge 40%, Hide 60%, Insight 50%, Listen 40%, Move Quietly 50%, Perform (Dance) 65%, Perform (Sing) 50%.

Powers:

- ▷ When a phoenix is killed prematurely or reaches the end of its natural lifespan, it explodes in a burst of flame. This does 3D6 to everyone within 3 meters, 2D6 to those 4–6 meters away, and 1D6 to any 7–9 meters away. Anyone caught in the flame can attempt to Dodge out of the range into the next range increment. Armor will protect against this flame, though shields will not. After this fire burst, the phoenix is reduced to ashes. If it has reached the end of its natural lifespan, it leaves behind a golden egg that will, if placed in an open flame, hatch a baby phoenix identical to its previous incarnation in all regards. This new phoenix will retain the memory of its previous lifespans.
- ▷ Phoenixes are immune to any but the most intense flame.
- ▷ As noted above, some phoenixes can use a magic ability identical to the Liken Shape (4) spell to transform into beautiful maidens. While in this form, they have the following spell-like abilities: Flame Walking (4), Fires of the Sun (4), Guide Fire (4), and Summon Elemental (1).

RAT-MAN

Rat-men are scavengers and collectors that live in the slums around big cities and other poorer quarters. They are intelligent, fast learners who adapt well to changing situations. Rat-men avoid combat if possible, relying on their wits and stealth.

STR	2D6	7	MOVE	Walk 10, Swim 10
CON	2D6+6	13	HIT POINTS	10
SIZ	2D6	7	DAMAGE MODIFIER	-1D4
INT	2D6+6	13	ARMOR	None (may wear armor)
POW	3D6	10–11		
DEX	3D6+3	13–14		
CHA	3D6	10–11		

ATTACK	%	DAMAGE
Spear, Small	60%	1D6+1+dm (impaling)
Sling	40%	1D8+½dm (crushing)

Skills: Dodge 50%, Fine Manipulation 40%, Fast Talk 50%, Hide 60%, Knowledge (Rat-man Lore) 35%, Language (Rat-man) 75%, Listen 65%, Sense 45%, Sleight of Hand 50%, Spot 50%, Swim 85%, Track 40%.

Powers: Rat-men are immune to disease and may be carriers. They have the Super Sense (Dark Vision) (*Basic Roleplaying*, page 105), with levels equivalent to ½ (round up) their POW. Rat-men love magic and love to collect magical trinkets. They know spells like Sharpen (3), Vision (3), and Wounding (3).



REVENANT

Occasionally, death cults and necromancers use revenants as guards or in macabre exhibitions of their magical powers. Revenants are difficult to defeat, since they continue to function normally until all their hit points are gone, after which they collapse, writher, and quickly decay. Impaling weapons do only 1 point of damage to the thing's hit points. All other weapons do half the rolled damage, except enchantments and demon weapons (halve the physical damage for the weapon, then apply any magical damage in full).

For example, Bron of the Hammer is attacked by a revenant while armed with a large club enhanced with the Hammer of the Gods spell (spending 2 power points). Bron hits and rolls damage of 6 (1D8), which is halved to a 3. He then adds +2 damage from Hammer of the Gods, resulting in a total of 5 points of damage. If Bron has a positive damage modifier, that value is rolled, and half the result is applied to the revenant.

To create a revenant, a corpse that is sufficiently intact is required to allow it to walk. The necromancer determines the body's characteristics and supplies 1 point of POW to motivate it. Each revenant requires 14 power points to complete and has identical skills that do not improve.

Once created, the body relentlessly decays at the rate of 1 hit point per week. As the weeks pass, the thing becomes less able to move and function until it collapses into a mass of decay and must be removed or destroyed.

Revenants have no will and follow the sorcerer's commands literally. It is possible to re-bind a revenant to a new owner, although the thing's creator must permit the transfer. The new owner must sacrifice 1 POW but does not need to be of POW 16 or better.

The gamemaster may determine special weaknesses that stop or destroy a revenant. Revenants are cannibalistic and often can be distracted by opportune food.

STR	4D6	18	MOVE	Walk 8
CON	4D6	18	HIT POINTS	16
SIZ	4D6	14	DAMAGE MODIFIER	+1D4
INT	3D6*	10-11	ARMOR	None (may wear armor)
POW	1	1		
DEX	2D6	9		

ATTACK	%	DAMAGE
Bite	30%	1D6+dm (bleeding)
Large Club	20%	1D8+dm (crushing)

Skills:

Stealth 35%.

Powers:

None.



SATYR

Satyrs are highly magical wilderness entities. They often associate with nymphs, or try to. All satyrs are male and perpetuate their stock by breeding with nymphs or with captured human and elf women.

Satyrs have the haunches and rear limbs of horses or goats and have horns like those of a goat or ram. Their skin is baked brown. Their muscles and faces are gnarled. They are famed for lechery and wiry strength.

STR	4D6	18	MOVE	Walk 8
CON	4D6	18	HIT POINTS	16
SIZ	4D6	14	DAMAGE MODIFIER	+1D4
INT	3D6*	10-11	ARMOR	2-pt. skin and fur
POW	4D6	14		
DEX	2D6	9		

ATTACK	%	DAMAGE
Head Butt	40%	1D6+dm (crushing)
Club	25%	1D10+dm (crushing)
Thrown Rock	25%	1D4+½dm (crushing)

Notes: Can use head butt 3 DEX ranks after any other attack.

Skills: Hide 50%, Move Quietly 75%, Perform (Dance) 80%, Perform (Play Pipes) 90%.

Powers:

- ▷ Satyrs use magic with pipes or (rarely) another musical instrument as a focus. When the satyr plays his pipes, the desired spell is cast by expending the appropriate number of power points. This spell affects anyone within earshot, unless the satyr specifically exempts a particular target.



- ◇ Through their pipes, satyrs normally can cast Fury, Guide Fire, Healing Trance, Muddle, and Witch Sight, as well as one of the following three special spells:
 - ◇ Sleep (costs 3 power points), causes those listening to fall asleep.
 - ◇ Harmonize (costs 2 power points), causes all listeners to dance as long as the satyr dances and plays his pipes.
 - ◇ Madness (costs 4 power points), causes those listening to either scream in fear or sing merrily, but in any case, not react to outside stimuli.
- ◇ When using the offensive spells, make only a single roll to match the satyr's power points against the individual power points of all potential targets. Only those characters overcome by the roll are affected. Every ten rounds the song is played, make another such resistance check. If the satyr stops playing his pipes, the effect stops after one combat round. The power point cost of the spells does not vary with the number of targets affected. The satyr does need to keep these spells in mind and may learn other magic, which may be cast in the same manner or normally.

SKELETON

Animated skeletons are either created or summoned by magic or the result of an ancient curse. Most are human remains, but skeletons of other species exist. Animated skeletons are almost always encountered guarding some treasure, ancient tomb, or some other place of ill omen. Skeletons move at the same speed they did in life but cannot swim. They have no fatigue points and never tire.

STR	3D6	10-11	MOVE	Walk 10
SIZ	2D6+6	13	HIT POINTS	13 (see below)
INT	2D6	7	DAMAGE MODIFIER	None
POW	1	1	ARMOR	None (may wear armor; see Notes for immunities))
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Broadsword	55%	1D8+1+dm (bleeding)
Self Bow	50%	1D6+1+½dm (impaling)
Large Round Shield	55%	1D4+dm (knockback)

Notes:

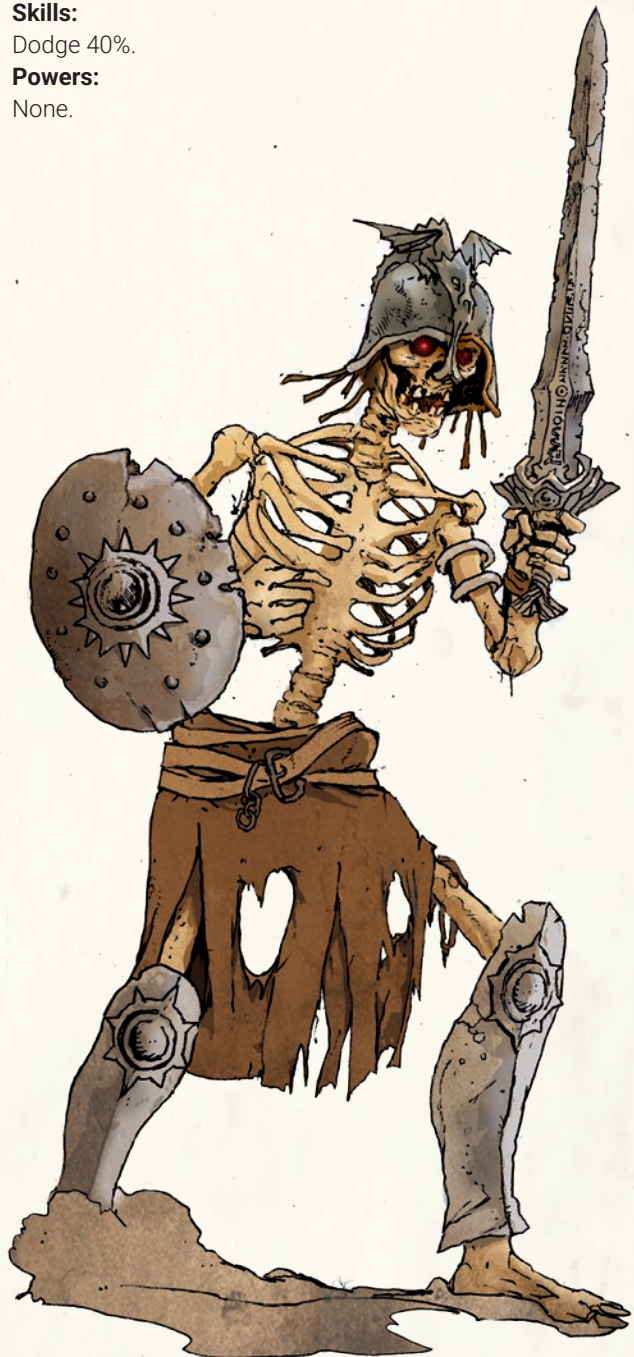
Skeletons have no CON, and their hit points equal their SIZ. They are immune to the special effects from bleeding and impaling hits. They take no damage whatsoever from thrusting weapons unless the hit was a special success or critical hit, in which case, the damage is taken, but the secondary effects are ignored. Dried bones are brittle and snap and splinter easily from a heavy blow. Regardless of the skeleton's current hit points, any striking blow has a percentage chance of destroying the skeleton equal to the damage done multiplied by ×4, in addition to the normal hit point loss. If the roll is successful, the skeleton instantly shatters into shards of bone.

Skills:

Dodge 40%.

Powers:

None.



SPHINX

A sphinx is a mythical creature with the head of a human, the body of a lion, and the wings of an eagle. They often serve as temple guardians. Some are willing to aid humans, while others have a very cruel streak. All are willing to eat human flesh.

Sphinxes love riddles and seeing humans squirm as they try to answer them. Yet even the most evil sphinx will reluctantly honor their word if tricked.

STR	6D6+24	45	MOVE	Fly 12, Walk 12
CON	3D6+12	22–23	HIT POINTS	33–34
SIZ	6D6+24	13	DAMAGE MODIFIER	+3D6
INT	2D6+6	2D6+6	ARMOR	6-pt. hide
POW	3D6+6	16–17		
DEX	3D6	10–11		
CHA	3D6+6	16–17		

ATTACK	%	DAMAGE
Bite	65%	2D6+dm (impaling)
Sling	40%	1D6+dm (bleeding)

Skills:

Dodge 35%, Fast Talk 50%, Fly 100%, Gaming (Riddles) 50%, Listen 65%, Sense 50%, Spot 60%, Track 50%.

Powers:

A sphinx may know either magic or sorcery at the gamemaster's discretion, knowing at least its full INT limit of sorcery spells or 2D3 magic spells at INT+50%.



STOORWORM

A stoorworm is a huge, acid-spewing snake-like creature with thick scales. They live in caves and venture out to hunt their prey, ranging from cattle to people. Some rural communities try to appease stoorworms by offering livestock to keep them placated. That lasts for a while, but at some point, the stoorworm's appetite grows so that the community can no longer feed it enough, at which point some outside intervention is required. Some mighty ones inhabit the oceans.

STR	10D6	35	MOVE	Walk 6
CON	3D6+12	22–23	HIT POINTS	29
SIZ	10D6	35	DAMAGE MODIFIER	+3D6
INT	3D6	10–11	ARMOR	8-pt. scales
POW	3D6+6	16–17		
DEX	1D6	3–4		

ATTACK	%	DAMAGE
Acid Cloud	100%	1D6 (see Notes)
Bite	50%	1D10+½dm
Constrict	45%	1D8+dm + asphyxiation
Tail Lash	25%	1D6+dm (crushing)

Notes:

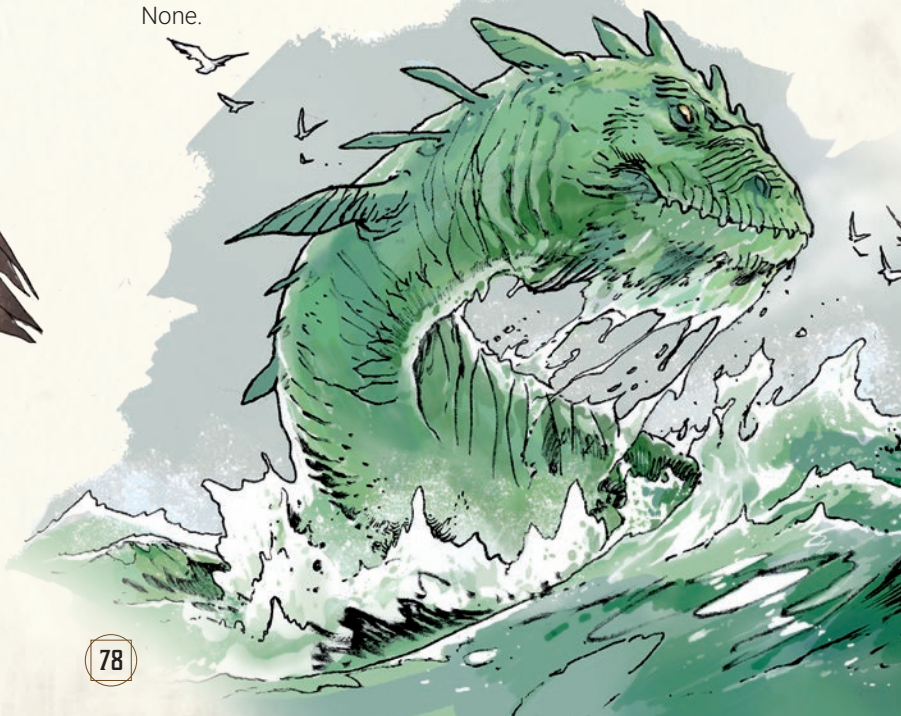
A stoorworm can attack once per round and constantly exhales an acidic cloud. Normally, this just provides cover that makes all ranged attacks *Difficult*, but when fighting, the acidic cloud becomes heavier and burns everyone within 3 meters of the stoorworm for 1D6 damage per round (see **Acid**, page 150). Armor protects against this damage until destroyed.

Skills:

Dodge 50%, Listen 50%, Search 40%, Swim 100%.

Powers:

None.



TITAN

Titans are huge, immortal beings of immense power. Many are worshipped as gods, and the strongest can challenge the very gods themselves. Titans are fickle. Some help humans, and others torment them.

The following is a fully grown, 16-meter-tall humanoid titan. There are more horrific titans of similar stature but with very strange mutations and forms.

STR	24D6+48	132	MOVE	Walk 18
CON	16D6+48	104	HIT POINTS	118
SIZ	24D6+48	132	DAMAGE MODIFIER	+15D6
INT	3D6+6	16–17	ARMOR	21-pt. skin (may also wear armor)
POW	4D6+12	26		
DEX	3D6	10–11		
CHA	4D6+12	26		

ATTACK	%	DAMAGE
Giant Broadsword	140%	2D8+2+dm (crushing + knockback)
Kick/Stomp	70%	1D6+dm (crushing + knockback)
Spear. Thrown	140%	2D6+½dm (crushing)

Notes:

Titans use swords and other martial weapons. If hit locations are used, normal-sized characters fighting titans should roll only 1D10 to determine the location struck, unless the attackers are using missile weapons, in which hit locations are determined normally.

Skills:

Etiquette 65%, Gaming 50%, Insight 60%, Language (Local) 35%, Language (Titan) 60%, Literacy 50%, Listen 45%, Persuade Sense 60%, Spot 45%, Status 60%, Throw 140%, Strategy 70%.

Powers:

Titans use magic or sorcery and either have 2D3 magic spells at INT+50% or sorcery spells up to their INT limit. Some inhuman titans have mutations, at the gamemaster's discretion.



TROLL

Trolls are huge, flesh-eating humanoids with rough, greenish-black hide; hairy shoulders and arms; and long claws. They traditionally dwell in mountains and forests, preferring to live in caves or sometimes beneath bridges. Some trolls can speak, while others are bestial and cannot. They are nocturnal creatures and shun sunlight whenever they can. There may be other species of troll, usually named for their environments (stone, ice, wood, rock, hill, mountain, sand, sea, lake, swamp, bog, etc.), differing in coloration and other ways. Smarter trolls use more sophisticated weapons, while some will even wear heavy armor.

Most trolls encountered are males, while female trolls (called trollwives) are smaller and weaker (–6 to STR and SIZ) but smarter and faster (+1D6 to INT, POW, and DEX).

STR	3D6+12	22–23	MOVE	Walk 6
CON	2D6+6	13	HIT POINTS	20
SIZ	4D6+12	26	DAMAGE MODIFIER	+2D6
INT	2D6	7	ARMOR	3-pt. skin
POW	2D6	7		
DEX	2D6+3	10		
CHA	1D6	3–4		

ATTACK	%	DAMAGE
Tree-Trunk Club	45%	1D10+1+dm (crushing)
Claw	50%	1D6+dm (bleeding)
Grapple	50%	Special



Notes:

A troll's usual tactic is to strike with its club and then hit with a claw, but the troll cannot parry if it does so. Like a giant's club, a troll's tree-trunk club has hit points equal to 10+ its dice in damage modifier.

Powers:

- ▷ Trolls regenerate rapidly from injuries, healing 1D3 hit points per combat round, unless their hit points are reduced to 0 for more than one subsequent combat rounds. If the hit locations are used, trolls heal 1 hit point per wounded hit location per combat round.
- ▷ If a troll is in sunlight or if the damage was done by fire, these wounds do not regenerate. Some types of trolls even turn to stone in one combat round if exposed to direct sunlight.
- ▷ Trolls can see in the dark as if they have the Super Sense (Night Vision) (*Basic Roleplaying*, page 105) power with levels equal to ½ the troll's POW (round up).

Skills:

Dodge 35%, Sense 55%, Spot 55%.

Powers:

Female trolls, often called trollwives regardless of their marital status, are almost always sorcery-using witches, equipped with spells such as Curse of Sorcery (4), Pox (1), Undo Sorcery (2), and Witch Sight (3).

UNICORN

The unicorn is a horse-like magical animal with smallish hooves and a single long, straight horn protruding from the center of its forehead. Unicorns are almost always white, though black or grey ones are not unheard of. They are solitary, peaceful forest-dwellers and are highly sensitive to magic and their environment. It is believed that they are immortal unless killed or their horn is removed, so their horns are thought to grant immortality. Unicorns are often featured in heraldry and are a sign of chivalric and maidenly virtue. They are especially trusting of human or elf maidens.

STR	2D6+24	31	MOVE	Walk 12
CON	2D6+6	13	HIT POINTS	19
SIZ	2D6+18	25	DAMAGE MODIFIER	+2D6
INT	2D6+6	13	ARMOR	None
POW	2D6+12	19		
DEX	2D6+6	13		
CHA	4D6	14		

ATTACK	%	DAMAGE
Horn	75%	1D10+dm (impaling)
Kick	40%	1D8+dm (crushing)
Rear and Plunge	40%	2D8+dm (crushing)
Trample	75%	2D6+dm (crushing)

Notes:

A unicorn can attack once a round, preferring to use its horn. A unicorn can parry with the horn and simultaneously kick or gore with its horn.

Skills:

Dodge 35%, Hide 65%, Insight 50%, Jump 90%, Listen 70%, Sense 80%, Spot 75%, Stealth 50%.

Powers:

A unicorn can heal wounds with its horn by touching the wound and expending 1 power point per hit point to be restored. This healing can even reattach a severed limb if at least 6 power points are spent. Attribute points lost through poison or disease can also be cured, but this takes 1 point of permanent POW per point cured, so unicorns are reluctant to perform this. Additionally, a unicorn can detect poison with a touch of its horn. If a unicorn horn is made into a cup, it shatters if poison is placed into it.



VAMPIRE

Vampires are immortal undead who survive by drinking the blood of the living. They are created when a person shares blood with a vampire and is then killed. They reawaken as ravenous creatures. However, many vampires regain their former intelligence and can move undetected through human society if they remain careful when they feed. Some are urbane and civilized and feed on lesser animals or use other means of procuring blood. Others are like wolves, killing with impunity.

Like ghosts, there are many types of vampires, ranging from beautiful, intelligent, and reclusive dilettantes to horrifically ugly, barely sentient monsters with bat-like features and protruding fangs who live in sewers. Some vampires may even strive to atone for the misdeeds of their previous life and the killings they commit. Following are qualities or aspects ascribed to vampires; these may be deemed true or false at the gamemaster's discretion.



▷ BASIC ROLEPLAYING CREATURES ◁

- ▷ A vampire casts no reflection.
- ▷ The third bite from a vampire causes the victim to die and become one of the undead.
- ▷ When a character is turned into a vampire, their STR and CON double.
- ▷ Vampires have hairy palms, repulsive breath, and cry tears of blood.
- ▷ Killing the original or “chief” vampire cures its victims of their vampirism. Alternately, killing the lead vampire instantly kills all the vampires it has created.
- ▷ Vampires cannot cross moving water such as a river.
- ▷ Garlic wards off vampires. Garlic has a POT of 2D6+6 (to vampires only) and must be resisted by the vampire’s current power points. If the vampire succeeds, it can act against the garlic-holder. If it fails, the vampire is stunned until it is no longer in the presence of the garlic. If a vampire eats garlic, it takes 1D2 hit points damage per clove consumed.
- ▷ Vampires employ human servants to guard their secrets and protect them during daylight hours.
- ▷ A vampire cannot enter a home or residence uninvited.

Some vampires organize themselves into clans, with each having different appearances, tendencies, and even morepowers (see *Basic Roleplaying*, page 53).

STR	3D6×2	20–22	MOVE	Walk 12
CON	3D6×2	20–22	HIT POINTS	15–17
SIZ	3D6	10–11	DAMAGE MODIFIER	+1D6
INT	2D6+6	13	ARMOR	None (can wear armor)
POW	(13)	(13)		
DEX	3D6	10–11		
CHA	3D6	10–11		

ATTACK	%	DAMAGE
Bite	50%	1D4+½dm (bleeding) + blood drain (see Powers)
Claw	50%	1D4+dm (bleeding) + chill touch (see Notes and Powers)
Hypnotic Gaze	45%	POW vs. POW Special (see Powers)
Grapple	75%	Special

Notes:

A vampire can make one bite and two claw attacks per round, or it may attempt a single claw and a hypnotic gaze attack. If it succeeds in both a claw attack and a bite attack, it grapples its target and drains their blood each round until the target is incapacitated. A vampire cannot attempt to Dodge during a round it bites or uses hypnotic gaze. These powers are described below.

Skills:

Dodge 50%, Etiquette 50%, Fly 90%, Hide 70%, Insight 60%, Jump 75%, Knowledge (History) 75%, Language (ancient) 75%, Language (modern) 50%, Listen 60%, Persuade 60%,

Sense 75%, Spot 75%, Stealth 80%, Track 75%.

Powers: Vampires have a wide range of powers attributed to them. Almost all vampires have the following powers:

- ▷ **Blood Drain:** A vampire drains blood from living beings to recoup its own power points—it has no POW of its own and cannot regenerate them normally. A vampire that successfully bites and damages a target can drain 1D6 STR or 1D6 power points from that target on each subsequent round it stays attached, grappling with them. If the target has lost all their STR, the vampire can choose to drain CON instead. STR, CON, or power points drained are transferred by the vampire as an equal number of power points. A vampire cannot store more power points than its CON. Any points beyond that are lost. At 0 CON, the victim dies. If the victim survives, these characteristic points regenerate 1 point per day of rest, or twice that time if active. If more than one characteristic is drained, alternate recovery each day to recover 1 point of STR, then 1 point of CON, etc. power points regenerate normally.
- ▷ **Chill Touch:** A vampire that touches a target can drain power points instead of blood. The vampire must have succeeded in a claw attack against the target (or touched an incapacitated or unaware target). On the subsequent round, it makes a resistance roll of its current power points vs. the target’s current power points. Armor does not protect against this attack. If the vampire succeeds, it drains 1D3 power points from the target and transfers them to its current power point total. The vampire must remain in contact with the target each round to continue this drain and must succeed in a resistance roll each combat round. The target recovers these lost power points normally.
- ▷ **Hypnotic Gaze:** If a vampire overcomes a target’s POW with its current power points in a resistance roll, the target is hypnotized and can be forced to follow simple instructions. If these instructions are self-destructive, at the start of the round, the target can attempt an Idea roll to snap out of it.
- ▷ **Night Sight:** Vampires have a natural ability which combines Super Senses of Dark Vision, Infrared Vision, and Night Vision (*Basic Roleplaying*, page 105) at a level equal to half the vampire’s INT (round up).
- ▷ **Regeneration:** Unless it is killed by a traditional method (see **Weaknesses**, following), a vampire regenerates 1D3 hit points per combat round. While in direct sunlight or in the presence of a holy symbol, it cannot regenerate and also takes damage from these sources (see **Weaknesses**, following). Additionally, the damage from holy water, a holy symbol, sunlight, or fire cannot be regenerated and must heal at the vampire’s normal healing rate.

In addition to the above, vampires are said to have other

powers, which may or may not be true.

- ▷ **Legions of the Night:** Vampires can control lesser creatures such as bats, rats, and wolves. The vampire can summon 1D6 rat packs or bat swarms (see page 14, treating bat swarms as rat swarms but with Fly 100%) or 1D6 wolves. Each swarm costs 1 power point to summon, and each wolf costs 3 power points to summon and control. These creatures may be created as familiars (page 18, but use the vampire's current power point total instead of POW when determining control or can be handled through sorcery spells such as Bird's Vision (substitute a bat for a bird) and Vermin's Vision (rat).
- ▷ **Mist Form:** The vampire can transform itself into a mist, able to move through the tiniest of cracks and float through the air effortlessly. A vampire with this power may be forced into mist form when it is reduced to 0 hit points, but is not slain in the traditional manner. This could be the magic spell Change or the superpowers Alternate Form or Intangibility. While in mist form, the vampire has MOV 5 and is immune to most forms of physical damage, though magic may still affect it.
- ▷ **Shape Shifting:** The vampire can transform itself into a wolf, a bat, or even a swarm of rats at a cost of 3 power points. As with Mist Form, the power is identical to either Change or Alternate Form. Use the statistics for a wolf or rat swarm for the vampire's abilities in either of these forms, using the same game effects for rats as bats (though with Fly 100%).
- ▷ **Spellcasting:** Vampires are powerful spellcasters. With their incredible lifespans and their access to forbidden tomes, scrolls, and unholy lore, vampires know many sorcery or magic spells. A vampire can know up to twice the normal human capacity for magic or sorcery spells. Vampires use their current power point total in resistance rolls to overcome targets or for their magic.

Weaknesses: Vampires, as cursed and unholy undead, have many weaknesses that set them apart from the living and other forms of undead. Following are traditional vampire weaknesses, of which all, many, or none may be true.

- ▷ **Blood Thirst:** A vampire loses 1D6 power points every day simply through existing, spent when the vampire first arises. If the vampire reaches 1 or 2 power points, all its rolls are *Difficult* due to its weakness and its roaring thirst.
- ▷ **Daylight:** Vampires suffer 1 damage per combat round of exposure to direct sunlight. While in direct sunlight, a vampire cannot regenerate, shapechange, turn into mist, or use its hypnotic gaze. Sunlight may cause additional problems for vampires, such as making all skill rolls *Difficult*. For this reason, vampires are traditionally nocturnal.
- ▷ **Decapitation:** A vampire who has been decapitated is dead, will not regenerate, and can never rise from the dead.
- ▷ **Fire:** Vampires take double damage from fire, whatever its source. Vampires are flammable, if attempts are

made to set one afire.

- ▷ **Holy Symbols:** Vampires presented with a holy symbol in the hands of a character with true faith (perhaps the Devotion Passion at 80% or more or 50 allegiance to a "good" aligned god) are inflicted with intense pain, losing 1D3 power points for each round the character with the holy symbol succeeds in a resistance roll of POW vs. the vampire's current power points. The character must be concentrating on this and can perform no other attacks each round. The vampire suffers 1D3 points of damage for each round if it comes into actual physical contact with the holy symbol. A vampire cannot attempt its hypnotic gaze power versus a character that wins in this resistance roll.
- ▷ **Holy Water:** Holy water counts as strong acid against vampires (see **Acid**, page 150), doing 1D4 damage per combat round. A character with at least 50 Allegiance (*Basic Roleplaying*, page 211) to a benevolent deity may create holy water by spending one turn in prayer and spending 1 power point over that water. The amount of water blessed is limited by the character's POW in SIZ.
- ▷ **Sacred Earth:** A vampire loses 3D6 power points each day it does not spend at least four hours in a coffin (or equivalent) lined with earth from its homeland; this penalty is exacted at sunset. Thus, an ill-prepared vampire could lose 4D6 power points each evening if denied sacred earth and due to blood thirst (see above). If a vampire reaches 0 power points, it becomes comatose, not dead, but unable to move or function until someone transfers power points to it using a power.
- ▷ **Stakes:** If a wooden stake is driven through a vampire's heart and causes at least 1 point of damage, the vampire immediately disintegrates into dust. In combat, this occurs whenever a wooden weapon achieves an impaling or critical result on a *Difficult* attack or an aimed shot at the chest hit location. A traditional wooden stake does 1D3+dm and has 6 hit points, with a base chance of 15%. Alternately, this merely prevents the vampire from acting and regenerating, and the vampire must be decapitated, the head and body burned separately to be destroyed utterly.

WEREWOLF

Werewolves are shapechangers who are able to transform from human to wolf, with an intermediary hybrid form. This condition is called lycanthropy. Some wolves can make this change voluntarily, while others transform involuntarily on nights when the moon is full. This latter type of werewolf becomes a pure beast then, with no conscious control or even memory of their actions while in were-form. Traditionally, someone who survives a werewolf's bite will become a werewolf at the next full moon—a condition that is supposedly inescapable. Some types of lycanthropy are magical in nature (usually a curse), while other types are like a disease, up to the

gamemaster's discretion.

In human form, a werewolf is outwardly normal and has normal human characteristics. Following are statistics for the hybrid (wolf-man) and wolf forms. Each has its own stat block. In its human guise, it is identical to any normal human. Use a representative nonplayer character to represent the werewolf in human form.

STR	6D6	21	MOVE	Walk 12
CON	2D6+6	13	HIT POINTS	12
SIZ	3D6	10-11	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	1-pt. fur (immunity to normal weapons, see below)
POW	2D6+6	13		
DEX	2D6+6	13		

HYBRID FORM

STR	6D6	21	MOVE	Walk 13
CON	2D6+6	13	HIT POINTS	12-13
SIZ	3D6	10-11	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	1-pt. fur (immunity to normal weapons, see below)
POW	2D6+6	13		
DEX	2D6+6	13		

ATTACKS (hybrid form)	%	DAMAGE
Bite	50%	1D4+½dm (bleeding)
Claw	65%	1D6+dm (bleeding)

ATTACKS (wolf form)	%	DAMAGE
Bite	65%	1D8+½dm (bleeding)
Claw	45%	1D6+dm (bleeding)

WOLF FORM

Notes:

In either form, a werewolf can make one bite attack and two claw attacks each combat round. The bite attack occurs on its DEX rank and the two claw attacks 5 DEX ranks later.

Skills:

Climb 75%, Dodge 65%, Hide 60%, Jump 80%, Listen 70%, Sense 90%, Spot 70%, Track 90%.

Powers:

Werewolves have the following powers:

- ▷ **Immunity:** Werewolves are immune to most forms of damage other than magic, fire, or silver. Other attacks simply bounce off, regardless of the result. Magic, fire, and silvered weapons do full damage. A weapon with a spell cast upon it, such as Hell's Razor, does its magical

damage but not the weapon's damage or the attacker's damage modifier. An outright magical weapon does normal damage. The gamemaster should determine if energy weapons or other similar attacks can damage a werewolf.

- ▷ **Regeneration:** Werewolves can regenerate 1 hit point each combat round unless that damage was done with a silver weapon. They heal from damage inflicted by a silver weapon only at their normal healing rate.
- ▷ **Transformation:** Werewolves can assume one of three different forms: human, hybrid, and wolf. Shifting from one shape to another takes 5 DEX ranks and costs no power points. The werewolf can switch from any of these forms to another at will.



WIGHT

Wights are sentient undead, powered by their hatred and raised by foul necromantic magic or kept alive by sheer force of will. Wights sometimes inhabit the same barrows where they were laid to rest, complete with the weapons and armor they used in life, haunting those who do not honor their memory.

Wights lack POW, draining power points from their victims. They lose 1 point every morning and collapse when they reach 0; their spirit is then forced to return to the otherworld. If this happens, the wight corpse returns to bones, which could be used to summon it again. Unlike ghouls, wights are not harmed by sunlight but prefer to stay in the dark where their foes cannot see them.

STR	3D6 × 1½	15–16	MOVE	Walk 8
CON	3D6 × 1½	15–16	HIT POINTS	14
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	2D6+6	13		
POW	–	–	ARMOR	2-pt. skin (may wear armor)
DEX	3D6	10–11		

ATTACK	%	DAMAGE
Claw	60%	1D6+dm (bleeding) + 1 power point drain (see Notes)
Bite	60%	1D6+dm (bleeding) + 1D4 power point drain (see Notes)
Battle Axe	60%	1D8+2+dm (bleeding)
Shield	70%	1D6+dm

Notes:

Wights attack with two claws and a bite. If wielding a weapon, they can bite 3 DEX ranks later after swinging it. A wight's claws drain 1 power point, and the bite drains 1D4 power points. A victim drained to below 0 power points dies. The following night, they are raised as a wight under the original wight's control.

Skills:

Climb 60%, Dodge 45%, Grapple 60%, Hide 65%, Jump 50%, Listen 60%, Sense 40%, Spot 50%, Stealth 60%.

Powers:

Wights may know sorcery. Additionally, all wights have a natural ability like Super Sense (Night Vision) (*Basic Roleplaying*, page 105) with levels equal to half the wight's INT (round up).



WRAITH

A wraith is a ghost formed when an individual's feelings at death are of overwhelming frustration and hate. Wraiths are malignant to all life. Wraiths appear as skeletal and usually rotted and putrid-looking spectral forms. Their appearance is often heralded by a sudden blast of freezing, foul air.

Wraiths inhabit ruins, abandoned temples, haunted spots, and the spirit world. They are often bound to the site of their death.

CON	6D10	33	MOVE	Fly 13 (equal to INT)
INT	2D6+6	13	HIT POINTS	33
DEX	20	20	DAMAGE MODIFIER	None
			ARMOR	None (see Notes)

ATTACK	%	DAMAGE
Drain	–	Special (see Powers)

Notes:

- ▷ A wraith has 3D6+6 power points when first encountered unless the gamemaster determines it is well-fed.

Skills:

None.

Powers:

- ▷ A wraith possesses only INT, CON, and DEX. Its hit points are equal to its CON.
- ▷ A wraith may only be hit by magic. If a sword with a Hell's Razor 4 spell were to strike a wraith, the wraith would take exactly 4 points of damage. Enchanted weapons do full damage, but no damage modifier is added. If a wraith loses all its hit points or power points, it is forced to a spectral otherworld and is very unlikely to find a way to return.
- ▷ Emotion-affecting spells never affect a wraith.

- ▷ There are three varieties of wraith: one attacking STR, one INT, and one CON. Match the wraith's power points against the appropriate characteristic of its target. If it overcomes the target, the victim takes 1D6 points of damage. Armor or magical protection will not help against this damage, but powers that protect the caster from psychic attack lessen the wraith's chances of success or can provide armor against its energy draining. A STR-affecting wraith attacks with the enfeebling touch of its icy spectral claw, an INT-affecting wraith numbs the brain and rends the body with the dreadful horrors and pangs of the wraith's own death, and the CON-affecting wraith shocks its victim with a penetrating grip, causing the victim's internal organs to spasm.
- ▷ If a wraith's target is sleeping, unconscious, incapacitated, or reduced to 0 power points, and the individual can be overcome as in a normal wraith attack, then the wraith can reduce the victim's current characteristic STR, INT, or CON by 1D6 points instead of doing hit point damage. The wraith gains 1 power point for each characteristic point it saps.



WYRM

Wyrmes are gigantic, legless, winged reptiles. Their bony armor and draconic head show a relation to dragons. Wyrmes live on plains, steppes, and mountains. They are not comfortable in a forest's confines, though they sometimes hunt along the fringes.

Wyrmes usually hunt alone, though sometimes a small group of wyrmes will join together for special purposes.

A newly-hatched wyrm starts out at 3D6 SIZ and STR (about two meters long) and grows at the rate of 1D6 per five years until it reaches the age of 35, when its growth greatly slows. After 35 (at which point it has reached a length of about nine meters), it continues to grow at the rate of +1 D6 SIZ and STR per 50 years. Wyrmes may live for hundreds of years.

The statistics below are for a wyrm between the ages of 35 and 80.

STR	10D6	35	MOVE	Fly 16, Walk 6
CON	3D6+12	22-23	HIT POINTS	29
SIZ	10D6	35	DAMAGE MODIFIER	+3D6
INT	3D6	10-11	ARMOR	8-pt. scales
POW	3D6+6	16-17		
DEX	1D6	3-4		

ATTACK	%	DAMAGE
Bite	50%	1D10+dm (impaling)
Constrict	45%	1D8+½dm (crushing) + asphyxiation
Tail Lash	25%	1D6+dm (slashing)

Notes:

A wyrm can attack once per round. It cannot attack ground targets without landing.

Skills:

Fly 70%, Search 40%.

Powers:

None.

STR	4D6+12	26	MOVE	Fly 24, Walk 6
CON	2D6+12	19	HIT POINTS	25
SIZ	2D6+24	31	DAMAGE MODIFIER	+3D6
INT	2D6	7	ARMOR	6-pt. scales
POW	3D6	10-11		
DEX	2D6+6	13		

WYVERN

Wyverns are relatives of dragons. They have two legs, two wings, no forelimbs, and a long tail equipped with a venomous sting. The tail can reach around the wyvern to the front to hit an enemy. Wyverns live in hills and open forests. A typical wyvern is as big as a good-sized horse.

ATTACK	%	DAMAGE
Bite	40%	1D10+dm (bleeding)
Sting	60%	1D6+½dm (impaling) + poison (see Notes)
Tail Lash	25%	1D6+dm (bleeding)

Notes:

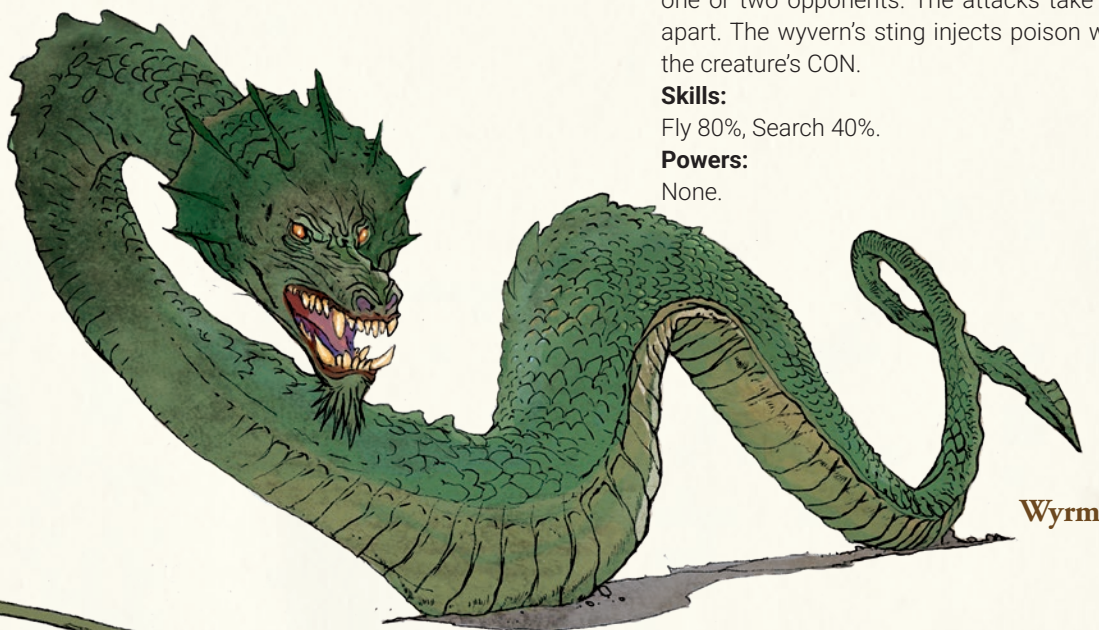
The wyvern will both bite and sting in the same round, against one or two opponents. The attacks take place 5 DEX ranks apart. The wyvern's sting injects poison with a POT equal to the creature's CON.

Skills:

Fly 80%, Search 40%.

Powers:

None.



Wyrms



Wyvern

ZOMBIE

Zombies are animated corpses resurrected by necromancy, voodoo, demonic possession, or modern causes such as toxic chemicals, radiation, or mutagenic biological plague. Sometimes, their cause is inexplicable or resulted from apocalyptic phenomena.

Whatever their origin, zombies thirst for human flesh (some prefer brains) and do little else than seek to feed. Zombies are usually incapable of speech and stalk the living in mobs. Those that can speak only know a few words, at best. They are not particularly bright and are easily fooled.

STR	3D6 × 1½	15–17	MOVE	4
CON	3D6 × 1½	15–17	HIT POINTS	14–15
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	6	6	ARMOR	None (see Notes)
POW	1	1		
DEX	2D6	7		
CHA	1D6	3–4		

ATTACK	%	DAMAGE
Bite	30%	1D3+½dm (bleeding)
Claw	25%	1D3+dm (bleeding)
Grapple	35%	Special
Large Club	35%	1D8+1+dm (crushing)

Notes:

A zombie's skill with a weapon is equal to its DEX×5. Zombies never attempt to Dodge or parry. A zombie may wear whatever armor it died or was buried in, or may be equipped with better armor by its maker.

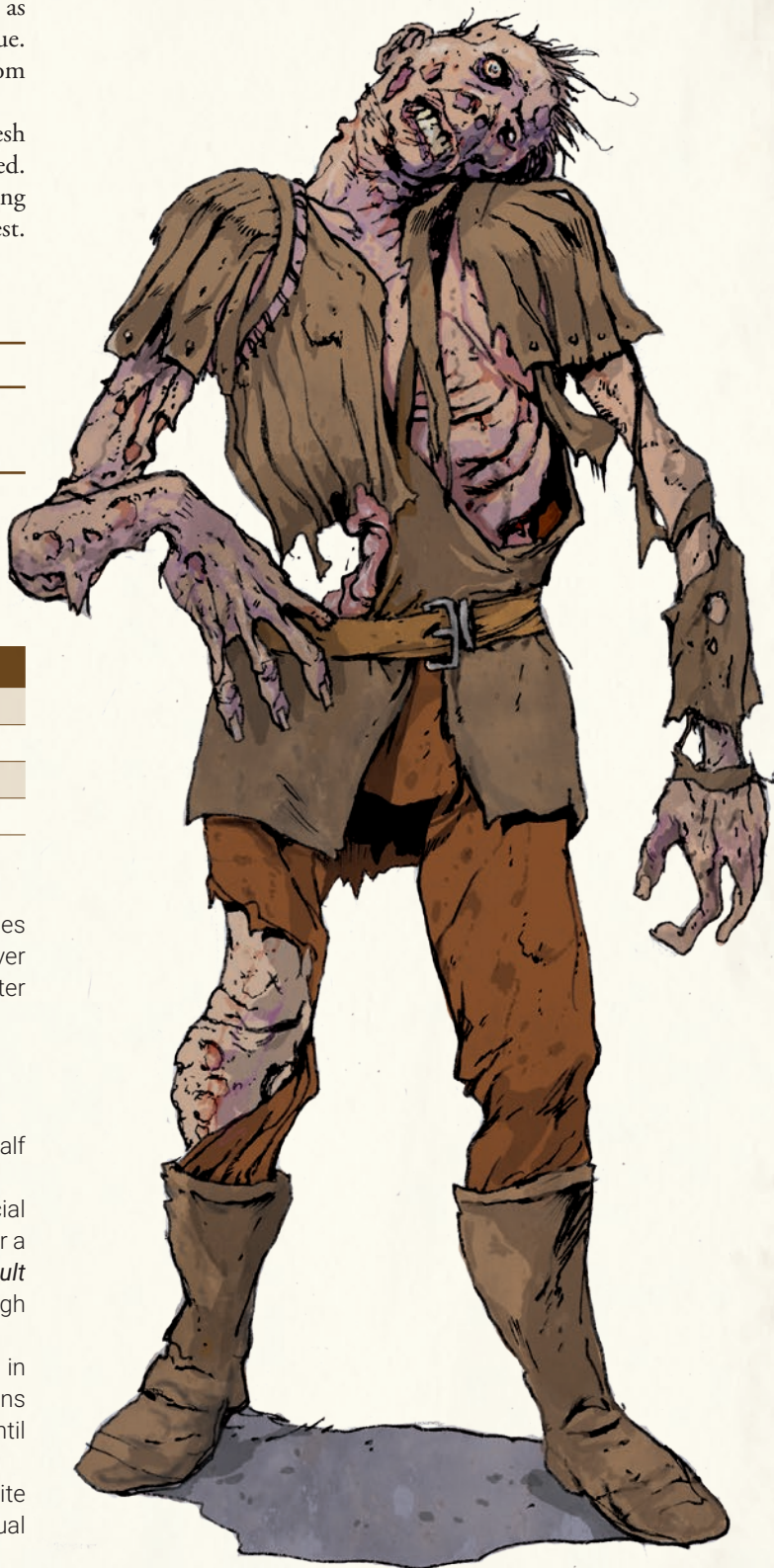
Skills:

Sense 50%.

Powers:

Most bleeding, crushing, and impaling weapons do only half damage to zombies (round down). Fire does full damage.

- ▷ Some zombie types can only be killed by a special success that damages the skull. This occurs whenever a weapon achieves a special or critical result on a *Difficult* attack, or a hit to the head hit location that does enough damage to incapacitate it.
- ▷ Some may only be destroyed if double their hit points in damage is done to their body, and any severed portions of their anatomy will continue to act independently until destroyed.
- ▷ Many types of zombies are infectious—a successful bite turns the victim into a zombie in a number of turns equal to the victim's CON, without exception.





SUMMONED CREATURES



The summoned entities described in this chapter are either not native to the world or are summoned into existence when called. Theological entities like angels and demons should only be encountered in settings where allegiance is used (*Basic Roleplaying*, pages 211–214), and elementals should only appear if the relevant powers exist to summon them, such as conjuration or summoning spells.

ANGEL

An angel is a holy being, an emissary of a divine power. They have many forms, their appearance being based on the pantheon they inhabit. Angels serve as messengers, guardians, soldiers, mentors, or as harbingers. This example is a winged humanoid equipped with a breastplate and a flaming sword. Other types of angels may appear as shining wheels with wings and eyes, rings of fire, flannel-clad drifters, or scruffy men in tan trench coats.

As noted in **Sanity Loss and Creatures** (*Basic Roleplaying*, page 224), a pious character may receive SAN when viewing an angel if their sanity roll is successful.

STR	4D6+12	26	MOVE	Walk 10, Fly 12
CON	2D6+24	31	HIT POINTS	22
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D6
INT	2D6+6	13	ARMOR	10-pt. breastplate + 10-pt. divine radiance
POW	4D6+12	26		
DEX	2D6+12	19		
CHA	4D6+12	26		

ATTACK	%	DAMAGE
Flaming Broadsword	200%	1D8+1+dm (bleeding) + 2D6 (fire)
Holy Fire	100%	10D6 (Fire, see Powers)
Voice of Heaven	100%	Special (see Powers)

Notes:

As divine beings, angels are capable of exceeding skill levels of 100% even if this option is not used for player characters (see **Attacks and Parries Over 100%**, *Basic Roleplaying*, page 131). An angel can never be separated from its sword, and the sword cannot be broken.

Powers:

Angels are said to have a host of powers, of which any individual angel may have some, all, or none:

- ▷ **Divine Radiance:** Angels can emit a radiance of light that protects them from injury, serving as 10-pt. armor against any source of damage, including from powers.
- ▷ **Flight:** Whether winged or wingless, angels can fly at great speed. Angels possess the Flight superpower at levels equal to their POW, though it does not cost any power points to use. An angel may appear wingless, then manifest great bird-like wings that suddenly grow and unfold from its back.
- ▷ **Healing Touch:** Angels can lay hands upon and heal the sick, infirm, and wounded. Beyond restoring hit points at a cost of 1 hit point per power point, an angel can remove any illness, disease, major wound, or infirmity by spending 1 point of its own permanent POW per infirmity. If the angel's power points reach 0, it returns to its plane of origin until bidden or allowed to return (at least one week, after which it is fully restored).
- ▷ **Holy Fire:** Angels can summon holy fire, a flame strike from above with an area of effect of three meters in radius. If caught in this flame, pious characters whose allegiance aligns with the angel may make a roll of their allegiance as a %. If successful, the character takes no damage from the holy fire. Failing or non-pious targets are engulfed in flame, doing 10D6 damage (divided amongst hit locations, if used). Unlike normal fire, holy fire does not linger. Its effects are instantaneous, disappearing at the end of the combat round it was summoned. This costs 10 power points and can be summoned once per day.
- ▷ **Invisibility:** Angels can become Invisible at will as per the superpower, with levels equivalent half their POW (round up). This costs only 3 power points per use.
- ▷ **Voice of Heaven:** An angel can speak with the voice of Heaven (or an equivalent). This is an area of effect attack originating 10 meters in diameter from the angel. It may warn allies within range to cover their ears, and any who obey are spared. This voice, booming and regal, stuns anyone in range if they fail a resistance roll of their POW vs. the angel's POW. Success means that the target is unaffected for that combat round. This power costs 3 power points and takes the place of any physical attack.

Skills:

Command 100%, Dodge 100%, Flight 100%, Insight 75%, Knowledge (Any) 100%, Language (Any) 100%, Sense 90%, Spot 90%, Teach 90%.

Powers:

Angels may use magic or superpowers in addition to those abilities listed above. Magic spells commonly used are Countermagic, Dispel, Enhance, Light, Speak to Mind, and Teleport, all at 100%. Angels rarely use sorcery and are never mutants. They may have psychic powers or the equivalent.



DEMON, GREATER

A demon is an infernal being summoned or present on this plane for a terrible purpose. A greater demon is no mere guardian or servant—it is encountered because something monumental is at stake. Depending on its personality, it may be bestial and focused only on destruction, or it may be witty, urbane, charming, and persuasive. These statistics represent a combat-oriented demon, clawed and horned, ready to wreak havoc upon any who defy it.

While viewing an angel can potentially restore SAN points to a pious believer, those who worship the infernal powers are not nearly so lucky. A character viewing a greater demon is at risk for SAN loss, even if they summoned it in the first place.

STR	3D6+24	34–35	MOVE	Walk 10, Fly 12
CON	3D6+12	22–23	HIT POINTS	22–23
SIZ	3D6+12	22–23	DAMAGE MODIFIER	+2D6
INT	3D6	10–11	ARMOR	8-pt. tough hide (may wear armor)
POW	3D6+6	16–17		
DEX	3D6+6	16–17		
CHA	3 or 21	3 or 21		

ATTACK	%	DAMAGE
Great Sword	150%	2D8+dm (bleeding) + 2D6 (fire)
Whip	90%	1D3–1½dm (fire)
Flame Breath	100%	6D6 (fire)
Claws	150%	1D6+dm (bleeding)
Grapple	150%	Special

Notes:

A greater demon usually begins attacks with a blast of fire from its mouth before engaging in physical combat. It fights two-handed with a flaming great sword in one hand and a long flaming whip in the other. It can make two (or more) attacks per round, preferring to use the whip first to immobilize a foe, then strikes with the great sword 5 DEX ranks later. Either weapon can ignite flammable materials. Unlike the weapons of an angel, a greater demon's weapons have double hit points but can be broken or otherwise destroyed (they are immune to fire, however). If either weapon is lost, the greater demon resorts to using its claws or grappling, attacking with both claws on its DEX rank and a bite 5 DEX ranks later.

Skills:

Climb 90%, Dodge 75%, Fly 100%, Jump 75%, Language (Infernal) 55%, Sense 75%, Spot 75%, Throw 75%.

Powers:

Demons are said to have a host of powers, of which any individual demon may have some, all, or none of the following:

- ▷ **Aura of Terror:** The greater demon has a radiance of malevolence and hatred that manifests in an aura of terror. Anyone coming within the demon's POW in meters must make a POW vs. POW resistance roll to avoid being overcome with terror. Failure means the character is stricken with fear, and all attacks and other actions become *Difficult*. Affected characters can attempt a new resistance roll at the beginning of the next combat round though for this resistance roll, their POW is halved (round up). The demon can activate this aura for 1 power point, and it lasts for the demon's POW in combat rounds, or until the demon chooses to stop the power. Anyone on the demon's "side" or those of the same allegiance are exempt from this power unless the demon wishes it to affect allies. If a character fails the resistance roll and sanity is used, the character loses the full amount of possible SAN from seeing the greater demon.
- ▷ **Blight:** The demon's overall presence causes an area to become tainted, twisted with the dark evil in the demon's soul. This is not useful in combat, but contaminates an area over time until it has a foreboding and lingering presence of evil and malice. Living plants wither or grow twisted and bitter, the soil becomes dry and bleak, and



the very atmosphere takes on an unhealthy aspect. The radius of this effect is equal to the greater demon's POW×100 meters. It costs no power points to activate, is automatic, and is beyond the demon's control (the presence cannot be masked or hidden). It takes 30 days minus the demon's POW for this presence to become manifest, and the demon's POW in months for an area to recover once it has become blighted.

- ▷ **Flame Breath:** A demon can breathe a blast of fire with a range equal to its CON in meters. This blast is an area attack three meters square. Any caught within this blast will take 6D6 fire damage (regardless of their allegiance), damage divided between all hit locations, if used. This fire lingers and continues burning for three subsequent rounds. Consult **Fire and Heat** (page 151) for more details. This fiery blast costs 6 power points per blast.
- ▷ **Flight:** The greater demon has huge bat-like wings and can fly tirelessly and effortlessly.
- ▷ **Regeneration:** A demon has hellish vitality and can regenerate 1D6 hit points per combat round at no power point cost. If hit locations are used, the demon heals 1D3 hit points per hit location per combat round.
- ▷ **Sheath of Smoke and Fire:** The demon can sheath itself in a flaming radiance that causes 1D6 points of fire per combat round to any creature that gets within two meters of it, such as in physical combat. This sheath can ignite any flammable substance around the demon. It serves as 1 point of additional armor against any wooden missile weapon directed at it, such as an arrow or crossbow bolt. This sheath may be activated at will and costs 1 power point per round to maintain.

A greater demon may also have one or more chaos features either at the gamemaster's discretion or as a chance equal to its POW×1 (see **Chaos Features**, pages 95–96). If randomly occurring, roll 1D3 to determine how many chaos features it has.

DEMON, IMP

A tiny, vulgar hellspawn, the imp is the absolute lowest of demonic breeds, more akin to a pet or some sort of mascot than a true demonic figure. They are malicious and stupid, reveling in cruelty and gross humor, taking delight in pain and misery. Occasionally, they are sent to the mortal world to wreak mischief upon the living.

STR	1D6+3	6–7	MOVE	Walk 6, Fly 12
CON	2D6	6–7	HIT POINTS	6–7
SIZ	1D6+3	6–7	DAMAGE MODIFIER	–1D4
INT	1D6+3	6–7	ARMOR	1-pt. scaled hide
POW	2D6+3	10		
DEX	3D6+6	13–14		
CHA	1D6+3	6–7		

ATTACK	%	DAMAGE
Claw	35%	1D3 (bleeding)
Bite	35%	1D3 (bleeding)



Notes:

An imp may either claw twice per round on its DEX rank or bite once. It rarely attempts combat with creatures larger than itself.

Skills:

Climb 75%, Dodge 75%, Fly 75%, Hide 75%, Language (Infernal) 35%, Language (Local) 35%, Listen 50%, Spot 50%, Stealth 75%.

Powers:

Imps have the natural ability to turn invisible at the cost of 1 power point per combat round.

Powers:

Lesser demons are not particularly powerful, though one may have a few sorcery spells if its POW is 16+. Common spells are Curse of Sorcery (4), Fires of the Sun (4), Midnight (1), and Pox (1). A sorcerer summoning a lesser demon may choose which spells the demon knows if adequate research is done beforehand. The demon may also have one or more chaos features (see **Chaos Features**, pages 95–96).

DEMON, LESSER

A lesser demon is much smaller than a greater demon and is summoned by a sorcerer (see the Summon Demon spell, *Basic Roleplaying*, page 87) or sent as an emissary or agent of corruption. This lesser demon is a grotesque creature, like an emaciated gargoyle with claws, wings, and horns. It is not cowardly but prefers to serve through means other than combat. When destroyed, it returns to the infernal realms, where it is bullied and tormented. Thus, it wishes to prolong its freedom in this world for as long as possible.

STR	2D6+3	10	MOVE	Walk 8, Fly 12
CON	3D6	10–11	HIT POINTS	10
SIZ	1D6+6	9–10	DAMAGE MODIFIER	None
INT	2D6+3	13	ARMOR	1-pt. scaled hide
POW	2D6+6	13		
DEX	3D6+3	13–14		
CHA	1D6+3	6–7		

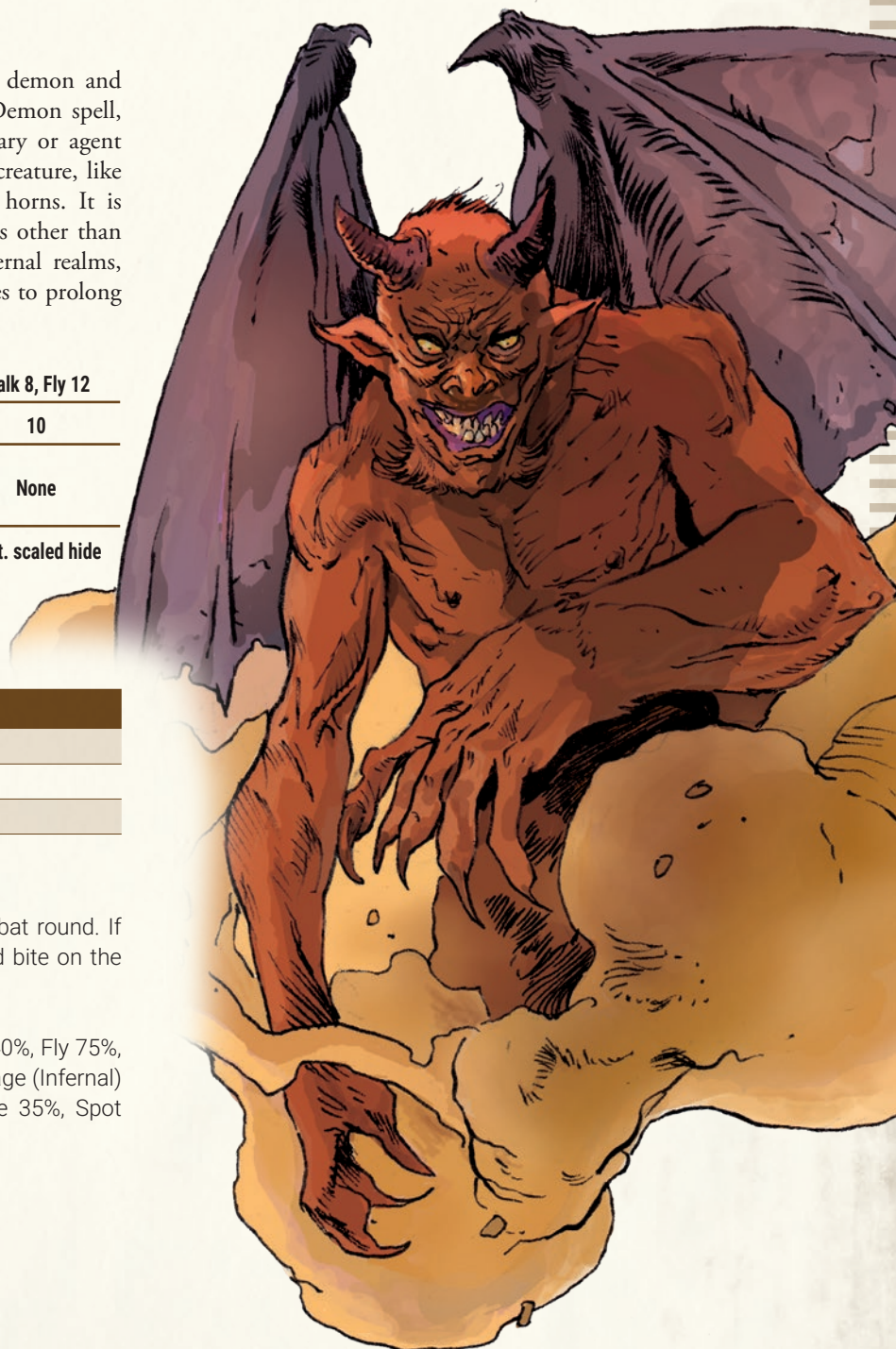
ATTACK	%	DAMAGE
Claw	50%	1D3+dm (bleeding)
Bite	35%	1D3+½dm (bleeding)
Grapple	45%	Special

Notes:

A demon can make two claw attacks in a combat round. If successful with both, it attempts to grapple and bite on the next combat round.

Skills:

Bargain 55%, Climb 65%, Dodge 50%, Fast Talk 40%, Fly 75%, Hide 45%, Knowledge (Region: Hell) 35%, Language (Infernal) 75%, Language (Local) 50%, Listen 40%, Sense 35%, Spot 50%, Stealth 35%.



DJINN

Djinn are powerful magical spirits of the air, sometimes revered as divine. They have a complex relationship with humans as they are often bound and exploited for their powerful magical abilities. When treated so, they respond by bending the wishes of their master to the detriment of the master. Like the air they embody, djinns have a blustery temperament. It is said a djinn can be freed by granting three wishes.

STR	3D6+6	16–17	MOVE	Walk 10, Fly 12
CON	3D6	10–11	HIT POINTS	12
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	None, but invulnerable to normal attacks
POW	2D6+6	13		
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Scouring Wind	50%	1D10 (knockback, rage is POW in meters)
Scimitar	60%	1D8+1+dm (bleeding)
Grapple	65%	Special

Notes:

A djinn may grapple an opponent and lift them high in the air, threatening to drop them.

Skills:

Bargain 50%, Disguise 50%, Dodge 75%, Fast Talk 60%, Fly 100%, Grapple 65%, Language (Local or summoner's) 100%, Listen 75%, Persuasion 50%, Sense 75%, Spot 75%.

Powers:

A djinn has control over its element of air, using any of these power types:

- ▷ **Magic:** It can cast the Illusion, Lift, and Lightning spells at its POW×3 for the regular power point cost.
- ▷ **Sorcery:** It can cast Wings of the Sky (4) at will, with no power point cost.
- ▷ **Superpowers:** It has equivalent to ¼ its POW (round up) in levels of the Energy Control (Wind) and Energy Projection (Wind) superpowers.
- ▷ A djinn can assume the form of other creatures their size or smaller at the cost of 1 power point. In any case, there are still hints of their airy nature.
- ▷ Djinn can turn invisible at will at a cost of 1 power point, though they reappear if commanded by their summoner or if they attack.
- ▷ For the cost of 1 POW per point of ENC, djinns can create mundane, non-living physical items like refreshments, tents, or lodgings.



CHAOS FEATURES

Demons and other creatures of chaos are inconsistent in their appearance and powers. Just as living beings have mutations, unnatural creatures may have chaos features. If desired, each individual chaotic creature may have one or more chaos features, rolled or chosen from the following table:

D100%	Chaos Feature
01-03	POW+1D6
04-05	POW+2D6
06	POW+3D6
07-09	DEX+1D6
10-11	DEX+2D6
12	DEX+3D6
13-14	STR+1D6
15	STR+2D6
16-17	CON+1D6
18	CON+2D6
19-20	Never surprised.
21-22	Absorbs 1 point of any magic or sorcery cast against it, adding +1 power point per spell.
23-24	Spits acid of 2D10 POT 1D6 times per day, 6-meter range.
25-26	Breathes 3D6 fire 1D6 times per day; single target, 3-meter range.
27-28	Reflects 1-pt. magic or sorcery back at the caster.
29-30	Highly flammable; if ignited, burns all within a 3-meter radius for 2D6 points damage until extinguished.
31-32	Hypnotic pattern on skin; viewers must succeed in an Idea roll or be stunned for 1D3 rounds.
33-35	Appearance is confusing; all attacks against it are at -20%.
36-37	Large and valuable gem clearly visible on body.
38-40	Regenerates 1 hit point per combat round until dead.
41-42	Can attempt to befuddle a target each round in addition to any combat attack, with a POW vs. POW resistance roll. Failure puts the target into a confused and highly suggestive state. To perform any actions, the target must make a <i>Difficult</i> Idea roll and may be ordered by the creature to act contrary to their normal wishes. Resisting these commands also requires a successful <i>Difficult</i> Idea roll.
43-45	Creature is seemingly invincible; appears to take no damage until it reaches 0 hit points, then falls over dead.
46	Invisible until it attacks.
47-48	Appearance is extremely confusing; all attacks against it are at -30%.
49-50	Poison touch of 2D10 POT; natural attack must do 1 hit point of damage for poison to work.
51-52	CON is -2D6, but regenerates 3 hit points per round until dead.
53-54	6-pt. armored skin. If already has armored skin, +6 to its current armor value.
55-56	MOV 12
57-58	Absorbs 1 or 2 points of any magic or sorcery cast against it, adding the amount to current power points.
59-60	Can launch a POW vs. POW attack each round; if successful, target loses 1D6 power points.
61-62	Explodes upon reaching 0 hit points, causing 3D6 damage to all within 3 meters. Armor, shields, etc., will protect against this, though weapon parries cannot.

CHAOS FEATURES (CONTINUED)

63–65	Appears far more dangerous than it really is.
66–67	Can turn invisible at will when not in combat.
68–70	Reflects 1- or 2-pt. magic or sorcery back at caster.
71–72	8-pt. armored skin. If already has armored skin, +8 to current armor value.
73–74	10-pt. armored skin. If already has armored skin, +10 to current armor value.
75–76	12-pt. armored skin. If already has armored skin, +12 to current armor value.
77	Appears utterly harmless until it enters combat.
78–80	Regenerates 1D6 hit points per combat round until dead.
81–82	Can leap vertically or horizontally 10 meters from a standstill.
83–84	Undetectable through magic or sorcery.
85	Extremely disorienting appearance; all attacks against it are at –40%.
86–87	Extremely valuable gem (or gems) inside the creature, discovered if the creature is cut open.
88–90	Makes agonizing screams continually.
91–92	Overpowering stench causes nausea in anyone who breathes near it. If target fails a Stamina roll, all actions against this creature are <i>Difficult</i> for 1D6+2 rounds.
93–94	Reflects 1D6+2-pt. magic or sorcery back at caster. Roll randomly each time a spell is cast against the creature to determine how much is reflected.
95–96	The hideous appearance of the creature demoralizes those who it beats in a POW vs. POW resistance roll. If target fails, all actions against this creature are <i>Difficult</i> for 1D6+2 rounds.
97–98	SIZ +2D6
99	Roll twice again on this table. If this is rolled again, add another two chaotic features, and roll again, etc.
00	This creature has CHA 5D6 and is particularly endearing. It attacks with a CHA vs. INT resistance roll. Failure causes the victim to befriend the creature, perhaps even offering to serve it. The creature may have up to 1D6 current companions of this nature, at the gamemaster's discretion. The charmed character may even fight friends to defend the creature.

ELEMENTALS

Elementals are primal elemental spirits that manifest in bodies composed of the element of their type. They are usually summoned into existence by the Conjure Elemental magic spell (*Basic Roleplaying*, page 60), the Summon Elemental sorcery spell (*Basic Roleplaying*, pages 87–88), or through other means, perhaps even occurring naturally.

Elemental hit points are determined by adding their CON+SIZ, not averaging. Elementals do not heal lost hit points or regenerate power points: when one is reduced to 0 hit points or spends its last power point, it disappears, reduced to the raw element it was composed of.

As magical beings, elementals are immune to normal attacks such as weapons or firearms. They are, however, vulnerable to one another's attacks. Depending on the setting, energy or chemical weapons may affect them, and attacks by substances that naturally oppose them may also have an effect. Finally, many powers will affect elementals, at the gamemaster's discretion.

Presented here are five traditional types of elementals—air, darkness, earth, fire, and water. The examples are of average strength, and they can be made more or less powerful as desired.

AIR ELEMENTAL

Air elementals usually appear as floating, transparent humanoids of surpassing beauty, either naked or in wispy garments, surrounded by a whirlwind. They are barely tangible, as if formed out of thickened air. Their voices are soft and faint, and they are mischievous, with a short attention span. Air elementals are often called sylphs. Alternately, one could appear as a stormy, cloud-wreathed figure filled with crackling electricity.

STR	3D6	10–11	MOVE	Walk 10, Fly 12
CON	3D6	10–11	HIT POINTS	17–18
SIZ	2D6	7	DAMAGE MODIFIER	None
INT	4D6	14	ARMOR	None, but invulnerable to normal attacks
POW	3D6	10–11		
DEX	4D6	14		
CHA	3D6+3	13–14		

ATTACK	%	DAMAGE
Scouring Wind	50%	1D10 (knockback, rage is POW in meters)

Skills:

Dodge 75%, Fly 100%, Language (Local or summoner's) 100%, Listen 75%, Science (Meteorology) 100%, Sense 75%, Spot 75%.

Powers:

An air elemental has control over air, using any of these power types:

- ▷ **Magic:** It can cast the Lift and Lightning spells at its POW×3 for the regular power point cost.
- ▷ **Sorcery:** It can cast Wings of the Sky (4) at will, with no power point cost.
- ▷ **Superpowers:** It has equivalent to ¼ its POW (round up) in levels of the Energy Control (Wind) and Energy Projection (Wind) superpowers.
- ▷ An air elemental may, at the cost of its own life, destroy a fire elemental of roughly equivalent POW.
- ▷ It may provide breathable air for one character at the cost of 1 hit point per round.
- ▷ Air elementals can turn invisible at will at a cost of 1 power point, though they reappear if commanded by their summoner or if they attack someone.

DARKNESS ELEMENTAL

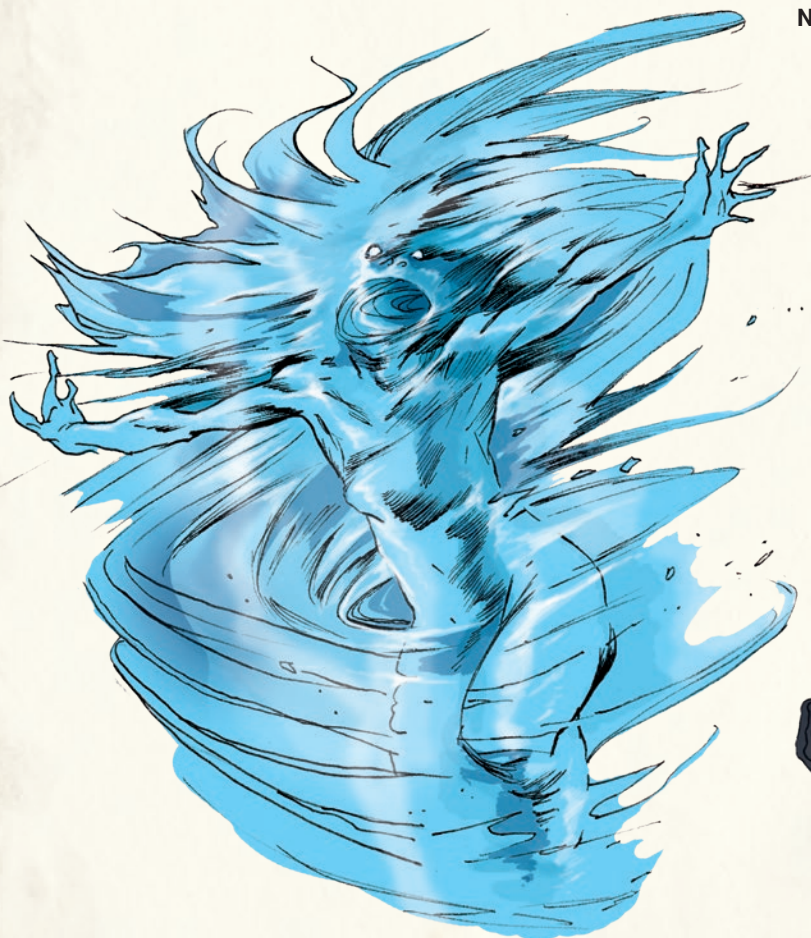
Darkness elementals, also known as shades, must form within shadows where no light is visible. Once formed, a shade consists of a pool of darkness that can move at will, even into broad daylight. Shades are absolutely pitch black, and only the strongest light penetrates them at all.

STR	3D6	10-11	MOVE	Fly 10
CON	3D6	10-11	HIT POINTS	17-18
SIZ	2D6	7	DAMAGE MODIFIER	None
INT	3D6	14	ARMOR	None, but invulnerable to normal attacks
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Fearshock	100%	Special (see Notes)
Cold	100%	1 (freezing, see Notes)

Notes:

- ▷ **Fearshock:** A darkness elemental attacks via fearshock by matching its magic points against the target's CON. See the **Fearshock Results** table, following. The shade must partially engulf its target to use this attack, which manifests as stark fear combined with ice-cold agony. A darkness elemental can only use fearshock on one given victim once every combat. Unconscious beings are immune to fearshock. Normally, a darkness elemental can automatically engulf any target it chooses without difficulty if that target is within any amount of shade or darkness. If the target wishes to get out of the darkness elemental's range, they must make a successful Dodge roll.



- ◇ **Cold:** A darkness elemental may also emanate freezing cold, which may damage characters completely engulfed by the elemental. The shade may engulf 10 SIZ points of opponent per cubic meter of volume it possesses. Each round a victim is engulfed by a darkness elemental, they take 1 point of freezing damage. Neither armor nor protective clothing protect against this magic damage. A darkness elemental may combine fearshock and cold damage in the same round. While extremely cold, mere proximity to an elemental manifesting this ability does not cause damage over the short term.

FEARSHOCK RESULTS

Success Level	Result
Critical	Victim dies.
Special	Victim collapses for 20 minus CON melee rounds. Must roll CON×5 or less on D100 or die.
Normal	Victim is demoralized and all actions become <i>Difficult</i> . The effect lasts for 20 minus CON melee rounds (minimum 1).
Failure	No effect on beings with normal INT. Beings with restricted INT are plunged into despair (<i>Basic Roleplaying</i> , page 215).
Fumble	Victim unaffected.

Skills:

Dodge 75%, Fly 75%, Language (summoner's) 100%, Listen 75%, Sense 50%, Spot 50%.

Powers:

A darkness elemental has control over darkness, using any of these power types:

- ◇ **Magic:** It can cast the Dark spell at its POW×3 at will, with no power point cost.
- ◇ **Sorcery:** It can cast Midnight (1) or Muddle (1) at will, with no power point cost.
- ◇ **Superpowers:** It has equivalent to ¼ its POW (round up) in levels of the Energy Control (Darkness) superpower and its POW in Super Sense (Dark Vision).
- ◇ A darkness elemental may, at the cost of its own life, destroy a light elemental of roughly equivalent POW.
- ◇ Darkness elementals can douse small lights, such as candles or lanterns. They can also hide objects within their volume.
- ◇ Anyone within a shade is deprived of their senses. Touch and hearing are dulled, sight is completely obscured, and the freezing air blunts the sense of smell. Thus, a shade blocks not only eyesight but all Super Senses (see the Super Sense power, *Basic Roleplaying*, page 105) except their own.

EARTH ELEMENTAL

Earth elementals appear as thick-bodied humanoid forms, made of stone, earth, and minerals, with roots and vines like veins and sometimes hair or beards of moss and leaves. Their voices are low and raspy, and they are often slow-witted and grumpy, and are surly when summoned, though they still do the bidding of their summoner. In other environments, they may appear as the type of earth available, such as sand and sandstone in the desert. They are often called gnomes.

STR	5D6+12	29–30	MOVE	Walk 6
CON	3D6+6	16–17	HIT POINTS	26–28
SIZ	3D6	10–11	DAMAGE MODIFIER	+1D6 or +2D6
INT	2D6	7	ARMOR	None, but invulnerable to normal attacks (see below)
POW	3D6	10–11		
DEX	2D6	7		
CHA	1D6+3	6–7		

ATTACK	%	DAMAGE
Fist	50%	1D6+dm (crushing)

Skills:

Appraise 50%, Craft (Blacksmithing) 75%, Language (summoner's) 25%, Science (Metallurgy) 100%.

Powers:

An earth elemental has control over earth, using any of these power types:

- ◇ **Magic:** It can cast the spells Dull and Wall at its POW×3 for the regular power point cost.
- ◇ **Sorcery:** It can cast Gift of the Earth (4) at will, with no power point cost.
- ◇ **Superpowers:** It has the equivalent of ¼ its POW (round up) in levels of the Barrier superpower.
- ◇ An earth elemental may, at the cost of its own life, destroy an air elemental of equivalent strength.
- ◇ It can also sink into the ground and move at normal speed, emerging when it wishes. It can extend this ability to a character of its SIZ or smaller, engulfing them and moving the character through the earth unharmed at the elemental's normal MOV rate. It will only do this with a willing character but does not supply oxygen for the voyage (see **Choking, Drowning, and Asphyxiation**, page 145).
- ◇ In addition to being invulnerable to normal attacks, an earth elemental has a chance of breaking any normal weapon made of metal. If a character successfully strikes an earth elemental with a metallic weapon, they must make a resistance roll of their weapon's hit points vs. the earth elemental's CON. If the weapon's roll fails, it automatically breaks. If it succeeds, it does not break. This roll needs only to be made once at the first successful strike in a round. This applies to weapons

▷ SUMMONED CREATURES ◁

with temporary magic spells or sorcery cast upon them, but not intrinsically magical weapons.

- Earth elementals are also aware of any precious metals or anything underground within their INT×100 meters, but will only begrudgingly admit this and must be convinced or commanded to go and retrieve these things. Use of this power costs the earth elemental power points equal to the SIZ of the item brought back.



FIRE ELEMENTAL

Fire elementals appear as four-legged reptiles made of fiery plasma. They scorch the ground where they walk, and smoke emerges from their mouths when they speak in their hissing,

STR	2D6+6	13	MOVE	Fly 10
CON	3D6	10-11	HIT POINTS	26-28
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D4
INT	2D6	7	ARMOR	None, but invulnerable to normal attacks
POW	3D6	10-11		
DEX	4D6	14		
CHA	1D6+3	6-7		

ATTACK	%	DAMAGE
Flame Breath	50%	1D10 per round (fire, range is POW in meters)
Grapple	50%	Special + 1D6 per round (fire)

crackling voices. They are generally irritable and quick-tempered. Fire elementals are often called salamanders.

Skills:

Demolition 75%, Dodge 50%, Language (summoner's) 50%, Listen 50%, Sense 50%, Spot 50%.

Powers:

A fire elemental has control over fire, using any of these power types:

- ✦ **Magic:** It can cast the magic spells Fire and Resistance at its POW×3 for the regular power point cost.
- ✦ **Sorcery:** It casts Fires of the Sun (4) at will, with no power point cost.
- ✦ **Superpowers:** It has equivalent to ¼ its POW (round up) in levels of the Energy Control (Heat) and Energy Projection (Heat) superpowers.
- ✦ A fire elemental may, at the cost of its own life, destroy a water elemental of equivalent strength.
- ✦ It can ignite any flammable material by touch but will never willingly extinguish or prevent a fire.



WATER ELEMENTAL

Water elementals appear as beautiful aquatic, vaguely translucent humanoids the color of the sea, with greenish-blue or white hair and skin. They are generally attractive and usually are scantily clad or nude. If encountered on land, water elementals leave wet footprints and are constantly dripping with water. They are intelligent, thoughtful, and speak in gurgling voices. Water elementals are often called undines.

STR	3D6+6	16-17	MOVE	Walk 10, Swim 12
CON	3D6+6	16-17	HIT POINTS	23-24
SIZ	2D6	7	DAMAGE MODIFIER	None
INT	4D6	14	ARMOR	None, but invulnerable to normal attacks (see below)
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	3D6+3	13-14		

ATTACK	%	DAMAGE
Drowning	50%	Special (see Powers)

Skills:

Dodge 75%, Language (summoner's) 75%, Navigate 100%, Science (Oceanography) 100%, Sense 50%, Spot 50%, Swim 100%.

Powers:

A water elemental has control over water, using any of these power types:

- ▷ **Magic:** A water elemental can cast the magic spells Heal and Unseal at its POW×3 for the regular power point cost.
- ▷ **Sorcery:** A water elemental can cast Bounty of the Sea (4) at will, with no power point cost.
- ▷ **Superpowers:** The water elemental has equivalent to ¼ its POW (round up) in levels of the Drain and Super Movement (Water Walking) superpowers.
- ▷ A water elemental may, at the cost of its own life, destroy an earth elemental of equivalent strength.
- ▷ To drown an opponent, a water elemental engulfs the target's mouth and nose in a bubble of water. If it has succeeded in a touch attack, all further drowning attacks against the target are **Easy** until the target has either broken free or is dead (see **Choking, Drowning, and Asphyxiation**, page 145). This attack costs the water elemental an equivalent number of hit points to the damage inflicted on the target. It may cease the drowning attempt at any time.
- ▷ In addition to being invulnerable to normal attacks, a water elemental has a chance of rusting any normal metal weapon or warping any wooden weapon striking it. If a character successfully strikes a water elemental with a metallic weapon, they must make a resistance roll of the weapon's hit points vs. the water elemental's CON. If the weapon's roll rails, it rusts (losing 2 hit points,

–1 to damage) or warps (–1 hit point, –5% to hit). If it succeeds, it is unaffected. This roll needs only to be made once at the first successful strike in a round. It applies to non-magical weapons as well as weapons with magic spells or sorcery temporarily cast upon them, but not to magical weapons.

- ▷ While submerged, a water elemental can become invisible at will at the cost of 1 power point, though it reappears if commanded by the summoner, or if it attacks someone.
- ▷ While underwater, a water elemental can speak clearly to any within normal hearing range.
- ▷ Water elementals are also aware of any items within the body of water they were summoned from, within their INT×100 meters, but only admit this if asked and must be convinced or commanded to go and retrieve these items. Each use of this ability costs the water elemental power points equal to the SIZ of the item brought back.



OTHER ELEMENTALS



Other elementals may exist, based on the setting or situations. While a campaign set in a traditional fantasy setting might be limited to classical elementals, a more unusual setting might call for more specialized elementals with more esoteric or unusual natures. Included below are some additional elemental types with suggested powers and weaknesses. These abilities are not direct correlations to existing *Basic Roleplaying* powers but are thematic suggestions. It is up to the gamemaster to determine how to describe these powers in game terms, using the **Powers** chapter of *Basic Roleplaying* as a guide.

Chaos Elemental

Chaos elementals promote disorder and chaos and as such, are the archenemies of law elementals. They can appear in many forms, from mischievous sprites or crackling energy figures to formless, visual disturbances in reality.

- ▷ **Suggested Powers:** Adjust odds, inflict chaos feature, invoke chaos, warp creature, spawn chaos creature.
- ▷ **Weakness:** Order, stillness, stasis.

Electricity Elemental

Electricity elementals harness electrical energy. Unlike air elementals, they possess electrical devices and energy sources. They prefer to control high-power electricity, but smaller ones can only manage smaller devices. They grow by absorbing electricity but are weakened by water and other situations that might short and/or ground them. Taking away their power source will cause the elemental to diminish slowly.

- ▷ **Suggested Powers:** Absorb electricity, control electrical devices, project lightning, lightning immunity.
- ▷ **Weakness:** Water, insulation, grounding.

Entropy Elemental

Entropy elementals can cause things that they interact with to degrade and lose integrity. They can cause aging, weaken bonds between atoms, or can even, at a metalevel, affect social structures. They differ from chaos elementals in that chaos is about change and disorder, while entropy is an ultimate stagnation and slide into nonexistence.

- ▷ **Suggested Powers:** Time acceleration, material degradation (reducing armor and hit points), demoralize, weaken, decay/wither, cause aging, reduce characteristics.
- ▷ **Weakness:** Order, stasis, rejuvenation, healing, restoration, morale-boosting.

Ice Elemental

An ice elemental has powers like air and water elementals but focuses exclusively on intense cold. They can create walls of ice, send out freezing rays, and maybe even freeze the air itself. Ice elementals cannot survive in hotter climates. An ice elemental's personality is often as frigid as the element they control.

- ▷ **Suggested Powers:** Create ice or freezing rays, throw chunks of ice or impaling ice spears, cause ice slides, freeze targets.
- ▷ **Weakness:** Heat, fire, crushing/smashing attacks.

Law Elemental

Law elementals preserve order and structure at all costs. They often appear as either idealized human forms or as platonic shapes. They are as discreet as possible, and when manifest, they may appear openly or subtly, working behind the scenes. They are the archenemies of chaos elementals.

- ▷ **Suggested Powers:** Cause stillness, strengthen materials, reverse damage, boost morale, influence human behavior, alter probability, karmic judgment.
- ▷ **Weakness:** Chaos, disorder, demoralization.

Light Elemental

Light elementals harness the power of the sun and other light sources, appearing as humanoid, winged beings of pure light or sometimes as simple spheres of brilliant light. They hate darkness as both a concept and as the obscuration of light and purge it when they can.

- ▷ **Powers:** Beams of light (lasers, spotlights, etc.), repel shadows, blind or dazzle targets, improve visibility, improve morale.
- ▷ **Weakness:** Darkness, mirrors, substances light cannot pass through, intense gravity.

Time Elemental

A time elemental is an incredible being embodying the very stuff of time and can manipulate it to its will. They can slow their opponents or hasten allies and let them move with increased speed and velocity. More powerful time elementals can even make time go backward.

- ▷ **Powers:** Slow, haste, modify the number of attacks/actions per round, modify DEX or MOV, move at incredible velocity, create time loops, jump in time.
- ▷ **Weakness:** Stasis, inevitability, intense gravity, conical robots.

GOLEMS

Golems are automatons generally constructed from inanimate materials and brought to life through complex rituals. Their creator can command them as needed, and some may even become sentient as they protect their master, even to the point of killing others. Golems may be of any shape, size, and gender.

The rituals to make a golem are highly challenging and prone to mistakes. If such a mishap occurs, the golem may behave normally, but at an inopportune moment, descend into madness and attack its creator and anyone else around. Once the golem goes mad, it must be destroyed.

It is possible to repair golems from any physical damage they may have received. Such repairs are costly, time-consuming, and require skills like those used to create the golem.

GOLEM, CLAY

The traditional golem is made from clay or bricks and stands twice as tall as a normal man. Slow and ponderous, they are very hard to damage and resistant to magic.

STR	3D6+18	28-29	MOVE	Walk 6
CON	3D6+6	16-17	HIT POINTS	23
SIZ	3D6+18	28-29	DAMAGE MODIFIER	+2D6
INT	1D	3-4	ARMOR	8-pt. clay hide
POW	3D6	10-11		
DEX	2D6	7		

ATTACK	%	DAMAGE
Fist	50%	1D6+dm (crushing)



Skills:

Language (creator's) 25%.

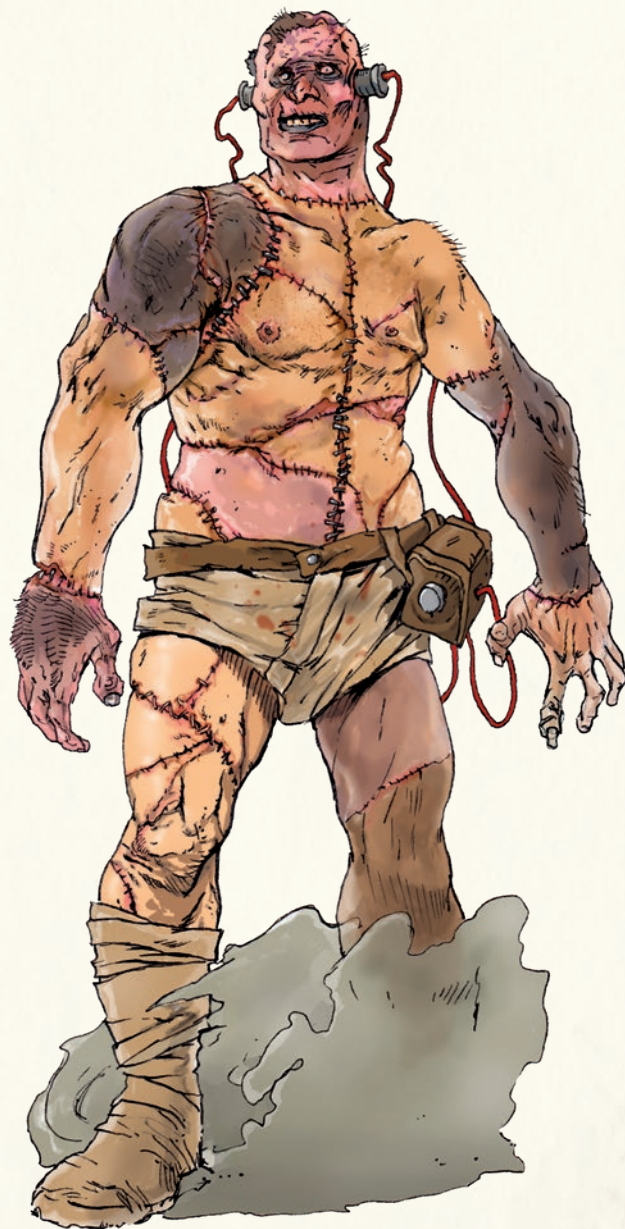
Powers:

A clay golem has a continual Countermagic (4) applied to it to resist spells.

GOLEM, FLESH

A flesh golem is fashioned from pieces of human cadavers, often stitched or grafted together hideously. They possess greater intelligence than other golems and are unnaturally fast and resilient; their creation processes grant them better-than-human abilities.

Their intelligence and nascent memories of their human existence make them more prone to betraying their makers than other types of golems.



▷ SUMMONED CREATURES ◁

STR	3D6+12	22-23	MOVE	Walk 12
CON	3D6+12	22-23	HIT POINTS	23
SIZ	3D6+12	22-23	DAMAGE MODIFIER	+2D6
INT	2D6	7	ARMOR	2-pt. tough skin (see Notes)
POW	3D6	10-11		
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Fist	65%	1D6+dm (crushing)

Notes:

Invulnerable to normal melee attacks.

Skills:

Dodge 50%, Hide 50%, Language (creator's) 25%, Stealth 50%.

Powers:

A flesh golem is immune to lightning and can absorb it in the form of recovered hit points, instantly healing half the damage it would have inflicted (round down) when struck by it.

GOLEM, IRON

Iron golems are giant humanoid, constructs built to be perfect warriors, often used to protect the most valuable of treasures. When not acting, they are completely motionless and often mistaken for metal statues. Some few have autonomy and seek acceptance amongst mortals, even befriending children and enabling them to work through personal issues.

STR	3D6+18	28-29	MOVE	Walk 6
CON	3D6+18	28-29	HIT POINTS	28-29
SIZ	3D6+18	28-29	DAMAGE MODIFIER	+3D6
INT	1-6	3-4	ARMOR	12-pt. iron armor
POW	3D6	10-11		
DEX	2D6	7		

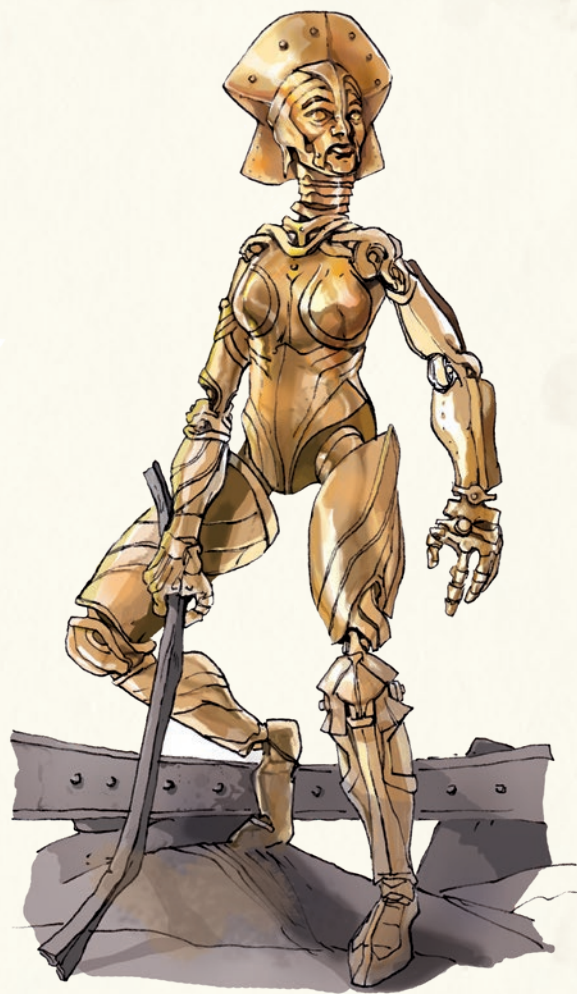
ATTACK	%	DAMAGE
Large Longsword	80%	2D6+dm (bleeding)

Skills:

Language (creator's) 25%, Listen 50%, Scan 50%.

Powers:

An iron golem is immune to all forms of magic. Some iron golems possess the ability to cast spells. These can be the magical spells Fire (2), Frost (2), or Lightning (2), depending on the creator's choice. These do not cost power points, but can only be cast once every 1D4 combat rounds. Some iron golems have intrinsic weaponry, including retractable blades, bolt-throwers, elemental projectors, or other fantastic and powerful lethal devices, usually at a chance of DEX×5 to use and ranging in damage from 1D4+dm to 2D8+2+dm.



GOLEM, STONE

Stone golems are constructed to resemble statues. They can be found protecting temples and similar places, often mixed in with regular statues or caryatid columns. Often, they survive long after their creators have died, protecting ruins long after they've fallen into disarray.

STR	3D6+6	16-17	MOVE	Walk 6
CON	3D6+6	16-17	HIT POINTS	14-15
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D6
INT	1-6	3-4	ARMOR	10-pt. stone hide
POW	3D6	10-11		
DEX	2D6	7		

ATTACK	%	DAMAGE
Slam	60%	1D6+dm (crushing)

Skills:

Language (creator's) 25%, Listen 50%, Scan 50%.

Powers:

Stone golems possess no particular powers, but when in contact with bare stone, they can regenerate at a rate of 1 hit point per hour, drawing strength from the stone structures they protect.



Notes:

- ◇ A wood golem can shoot branches like javelins.
- ◇ A wood golem is vulnerable to fire, taking double damage from it.

Skills:

Dodge 50%, Hide 60%, Language (creator's) 25%, Stealth 60%.



GOLEM, WOOD

Wood golems are often grown by elves rather than constructed and do not suffer the chance of madness that other golems have.

It is possible for other species to create wood golems out of pieces of wood. These golems have the same characteristics as the elf-made versions but do have a chance of going mad.

STR	3D6+12	22-23	MOVE	Walk 12
CON	3D6+12	22-23	HIT POINTS	23
SIZ	3D6+12	22-23	DAMAGE MODIFIER	+2D6
INT	2D6	7	ARMOR	4-pt. bark (see Notes)
POW	3D6	10-11		
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Fist	65%	1D6+dm (crushing)
Shoot Branch	40%	1D6+½dm (impaling) (see Notes)

HELLHOUND

Hellhounds are demonic, summoned creatures that can even breed with normal hounds. A hellhound is pitch black in color, with glowing yellow eyes. They are feared for their terrible fiery breath and tenaciousness.

Sometimes, a pack of hellhounds is encountered in the service of a powerful demonic entity, and occasionally larger specimens are used as mounts (use SIZ 2D6+12 for these).

STR	5D6	17-18	MOVE	Walk 12
CON	2D6+6	13	HIT POINTS	11
SIZ	2D6+2	9	DAMAGE MODIFIER	+1D6
INT	2D6	7	ARMOR	6-pt. shadow hide
POW	4D6	14		
DEX	2D6+6	13		

ATTACK	%	DAMAGE
Bite	50%	2D6+1D4 fire
Claw	60%	2D6+dm
Breathe Fire	Automatic	2D6 (see Powers)

Skills:

Move Quietly 50%, Sense 50%, Track 80%.

Powers:

A hellhound can breathe fire every 1D6 rounds.



IFRIT

Ifrit are powerful magical spirits of the fire and are sometimes revered as divine or demonic. They have a complex relationship with humans as they are often bound and exploited for their powerful magical abilities. When they feel exploited, they respond by bending the wishes of their master to the detriment of the master. Like the fire they embody, they have a fiery and cruel temperament. It is said an ifrit can be freed by granting three wishes.



STR	3D6+6	16–17	MOVE	Walk 10, Fly 12
CON	3D6	10–11	HIT POINTS	12
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	None, but invulnerable to normal attacks
POW	2D6+6	13		
DEX	2D6+6	13		
CHA	3D6+3	13–14		

ATTACK	%	DAMAGE
Scouring Wind	50%	1D10 (knockback, range is POW in meters) (knockback)
Scimitar	60%	1D8+1+dm (bleeding)
Grapple	65%	Special + 1D6 per round (fire)

Skills:

Bargain 50%, Demolition 50%, Disguise 50%, Dodge 75%, Fast Talk 60%, Grapple 65%, Fly 100%, Language (summoner's) 100%, Listen 75%, Persuasion 50%, Sense 75%, Spot 75%.

Powers:

An ifrit has control over fire, using any of these power types:

- ▷ **Magic:** It can cast the magic spells Illusion, Fire, and Resistance at its POW×3 for the regular power point cost.
- ▷ **Sorcery:** It may cast Fires of the Sun (4) at will, with no power point cost.
- ▷ **Superpowers:** It has equivalent to ¼ its POW (round up) in levels of the Energy Control (Heat) and Energy Projection (Heat) superpowers.
- ▷ An ifrit can assume the form of any creature their size or smaller at the cost of one power point. In any case, there are still hints of their fiery nature.
- ▷ Ifrit can turn invisible at will at a cost of one power point, though they reappear if commanded by their summoner, or if they attack someone.
- ▷ For the cost of 1 POW per point of ENC, ifrit can create mundane, non-living physical items like refreshments, tents, or lodgings. This POW cost is permanent, so the ifrit does not use this ability lightly.

NIGHTMARE MONSTER

Whether they only inhabit the dreamworld or can also manifest in the material world, nightmare monsters are brought into being through foul magics, curses, or great fear. And it is this fear and suffering that they feed on. Nightmare monsters are sustained by the suffering of their victims. Defeating one may require special methods or items of power, and even then, the nightmare may return.

Another commonality of nightmare monsters is their ability to work within the environment, from dreams to darkness to cornfields. Never knowing when one is about to attack puts victims on the defensive. After an attack, the monster will retreat and wait to strike again.

One example of a nightmare monster is given below. Other ideas can be taken out of the fertile ideas of the horror genre.

SCARECROW

A scarecrow is a malignant spirit inhabiting the guardian of a field designed to scare away the birds. The possessed is a structure of straw and wood clad in farmer's clothing with a hat. It feeds on the fear of its victims. Scarecrows only last while they have victims to feed on, so they try to capture single victims and slowly feed off them while tormenting anyone in the surroundings. Some make agreements with locals, letting them live in return for bringing in a healthy stream of potential food.

STR	3D6+6	17–18	MOVE	Walk 12
CON	2D6+12	19	HIT POINTS	16
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D6
INT	2D6+6	13	ARMOR	3-pt. straw
POW	2D6+6	13		
DEX	3D6	10–11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Claw	50%	1D6+½dm
Grapple	60%	Special (see Notes)
Bite	80%	1D6+dm
Mind Control	65%	Special (see Powers)
Drain	–	Special

Notes:

A scarecrow can either attack with two claws, grapple, or use its special powers. If a grapple is successful, the scarecrow can perform its bite. A Drain can only be done to a hypnotized opponent once per night, draining 1D6 POW and gaining the same amount of power points. These points are restored if the scarecrow is defeated.

Skills:

Dodge 50%, Grapple 60%, Hide 70%, Language (Local) 70%, Listen 50%, Persuade 50%, Stealth 70%.

Powers:

Scarecrows do not regain power point naturally and need to drain victims to survive. They lose one power point each dawn. Scarecrows can spend 3 power points to switch to another body if one is available within a one-kilometer radius. They can only inhabit a normally created scarecrow and cannot make one themselves.

A scarecrow has a limited version of the psychic ability Mind Control (*Basic Roleplaying*, pages 75–76). They can perform two different activities:



▷ **Fear:** The scarecrow can attack multiple opponents at once, paying the POW cost of the strongest opponent. Those that fail the test must flee for 2D3 rounds, with a critical failure resulting in freezing the victim in fear. If a victim resists, they are immune to subsequent attempts.

▷ **Hypnotize:** The scarecrow can only attempt this when either a victim is alone or is frozen in fear (see above) and requires an additional resistance test. If successful, the victim is forced to follow the scarecrow, getting only one chance to resist per day. The scarecrow cannot attack a hypnotized opponent except for the nightly POW drain.

SUCCUBUS

A succubus is a chaotic parallel to a fertility nymph.

It takes form from psychic and physical residues of perversion, sexual assault, passion murder, or similar acts. A succubus can change its shape, appearing female or male at will—always of the same species as involved in the original act. In male form, the creature is called an incubus. A succubus or incubus can dematerialize or reappear at will.

However, if its body is destroyed, the succubus dissolves and cannot reform without the impetus of another sexual crime.

A succubus travels at night, seeking out people to seduce. Once it has found a potential victim, it visits them nightly until driven off or the victim dies. If necessary, the creature will hypnotize its victim to enable it to continue its activities. When a succubus is encountered, it attempts to hypnotize a victim, matching its magic points vs. the victim's magic points. If the succubus is victorious, the victim's will is suppressed, and they obey all the creature's desires until it leaves them. The next morning, the victim only vaguely remembers what happened, usually as a dream. Each consecutive time that a succubus overcomes a particular victim, the succubus's chances for success on subsequent attempts with the magic point vs. magic point resistance roll increase by +10%.

Traditionally, a male visited by a succubus loses 1 point of CON each time, continuing until death ensues. A woman visited by an incubus eventually becomes pregnant and gives birth to a tainted child—often a lamia or an ogre. It is believed that an incubus cannot impregnate a woman until it has first visited a male victim (in succubus form).

When changing shape, a succubus can choose any SIZ it desires, up to a maximum of its POW. Its SIZ does not affect its hit points, which are always equal to its CON.



STR	5D6	17-18	MOVE	Walk 10
CON	2D6+15	22	HIT POINTS	22 (as per CON)
SIZ	up to POW	Varies	DAMAGE MODIFIER	0/+1D4
INT	3D6+6	16-17	ARMOR	None
POW	2D6+12	19		
DEX	4D6	14		
CHA	2D6+18	25		

ATTACK	%	DAMAGE
Grapple	50%	Special
Fist	50%	1D3+dm

Skills:

Craft (Courtesan) 90%.

Powers:

Forms body from the psychic residue of illicit sex, changes form from male to female, hypnosis ability, knows 2D6 sorcery spells, also knows the psychic abilities Levitation and Mind Control (*Basic Roleplaying*, pages 75-76).



SCIENCE FICTION CREATURES

Science fiction creatures are entities born of science. Their extraordinary abilities are rooted in genetics, technology, and (sometimes dubious) scientific principles. These creatures are most suitable for science fiction, futuristic, post-apocalyptic, or even horror settings. They may have superpowers, psychic abilities, or mutations as a matter of course, and if they have magic or sorcery, these abilities operate on some esoteric scientific process, such as alien super-science or advanced application of physics.

ALIEN, GREEN

Traditionally, these slender, green aliens travel to Earth in their flying saucers to cause havoc and to occasionally steal human women (for unknown reasons). Despite the apparently high technology evident in their saucer-shaped UFOs and personal weapons, they seem to have no idea of tactics, preferring to focus on things they consider entertaining. Sadly, their behavior is often tied to a very crude and cruel sense of humor.



STR	1D6+3	6-7	MOVE	Walk 7
CON	2D6	7	HIT POINTS	7
SIZ	1D6+3	6-7	DAMAGE MODIFIER	-1D4
INT	2D6+6	13	ARMOR	None or 6-pt. bubble-headed, armored bodysuits
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Stun Pistol	50%	2D6 (stuns, see <i>Basic Roleplaying</i> , p. 167, 174)
Blaster Pistol	50%	1D8+2 (impaling)
Disintegrator Ray	60%	3D6+2 (UFO-based, see Powers)

Skills:

Dodge 40%, Fine Manipulation 75%, Hide 60%, Knowledge (Human Culture) 25%, Knowledge (Region: Milky Way) 85%, Language (Local) 20%, Language (Own) 100%, Listen 55%, Medicine 100%, Navigate 60%, Pilot (UFO) 80%, Science (Astronomy) 75%, Sense 60%, Spot 50%, Stealth 50%, Technical Skill (UFO Sensors) 50%.

Powers:

Green aliens can perform interplanetary travel in their small, one-alien flying saucers. These saucers are equipped with disintegrator rays (see above for damage) and single-person tractor beams but are surprisingly fragile, with 8 armor points and 10 hit points. Green aliens can use their Pilot (UFO) skill to reflexively attempt to dodge attacks.

ALIEN, GREY

Grey aliens visit Earth for research and experimentation on humans and animals, and they have been doing such research for millennia. Because of their relatively frail bodies, they rely on sophisticated technology to immobilize their captive subjects. Their motives are unknown, and they exhibit no signs of emotion, rarely even acknowledging the sentience of their subjects as they conduct bizarre and humiliating experiments upon them.

Grey aliens are sometimes encountered at UFO crash sites, wandering around dazed and trying to defend their ship until rescue arrives. They are either naked or in formfitting mesh jumpsuits and equipped with alien technology.

STR	1D6+3	6-7	MOVE	Walk 7
CON	2D6	7	HIT POINTS	7
SIZ	1D6+3	6-7	DAMAGE MODIFIER	-1D4
INT	2D6+12	13	ARMOR	None
POW	3D6	10-11		
DEX	3D6+3	13-14		
CHA	1D6+1	4-5		

ATTACK	%	DAMAGE
Stun Pistol	50%	2D6 (stuns, see <i>Basic Roleplaying</i> , p. 174)
Disintegrator Ray	60%	3D6+2 (UFO-based, see Powers)

Skills:

Dodge 40%, Fine Manipulation 75%, First Aid 75%, Hide 60%, Knowledge (Human Culture) 55%, Knowledge (Region: Milky Way) 85%, Language (Local) 20%, Language (Zeta Reticulan) 100%, Listen 55%, Medicine 100%, Navigate 70%, Pilot (UFO) 80%, Repair (Quantum) 50%, Science (Astronomy) 75%, Science (Planetology) 95%, Science (Zoology) 50%, Sense 60%, Spot 50%, Stealth 50%, Technical Skill (UFO Sensors) 50%.

Powers:

Grey aliens use what humans believe to be psychic powers (see **Psychic Abilities**, *Basic Roleplaying* page 70). Common psychic powers are Emotion Control, Mind Control, Mind Shield, Telekinesis, and Telepathy, each at their POW×2 or higher.



ALIEN, NORDIC

Nordics are tall, generally slender alien humanoids concerned about the spiritual growth of humanity, environmental issues, and the fragile state of world peace. They visit chosen individuals to share their knowledge and pass on warnings about threats like nuclear war and ecological disasters. Their benevolence may be completely altruistic or may mask more sinister goals. The humans they meet may twist the knowledge for their own ends. Despite their better instincts, some Nordics become intimately involved with the humans they interact with, usually to disastrous results.

Despite their name, Nordics may exhibit different physical characteristics or ethnicities, allowing them to blend more easily amongst the people they have come to warn.

STR	3D6+6	16-17	MOVE	Walk 10
CON	3D6+6	16-17	HIT POINTS	15-16
SIZ	1D6+12	14-15	DAMAGE MODIFIER	+1D4
INT	2D6+6	16-17		
POW	3D6+6	16-17	ARMOR	8-pt. body suit
DEX	3D6	10-11		
CHA	3D6+6	16-17		

ATTACK	%	DAMAGE
Pistol, Stun	60%	2D6 + stun (see <i>Basic Roleplaying</i> , p. 174)
Knife, Vibro	50%	2D4+dm (bleeding)



Skills:

Dodge 70%, Insight 70%, Knowledge (Region: Galaxy) 50%, Language (as appropriate) 70%, Language (Nordic) 105%, Listen 65%, Martial Arts 80%, Navigate 50%, Persuade 60%, Pilot (Starship) 80%, Sense 70%, Spot 65%, Stealth 60%.

Powers:

Nordics are naturally blessed with psychic abilities, including Danger Sense 40%, Empathy 60%, Precognition 50%, and Telepathy 50%. They frequently use Telepathy in place of normal speech and do not need to spend power points to use it in normal conversations with those within conversational range.

ALIEN, PARASITE

Parasite aliens live within humankind, literally. Small slug-like creatures, they need a host body to survive. Some types may burrow into the brain through an ear or other nearby orifice, while others may attach themselves at the back of the neck and connect to the spine, while some of the more horrific types replace the human tongue and esophagus. In all cases, a parasite alien takes over their victim's body and controls it until removed or the host is killed. Most inhabit human hosts, but they are also known to use animals when necessary or convenient.

STR	1	1	MOVE	Crawl 2
CON	2D6	7	HIT POINTS	4
SIZ	1	1	DAMAGE MODIFIER	-1D6/by host
INT	2D6+6	13		
POW	2D6+12	19	ARMOR	None
DEX	2D6	7		
CHA	2D6+6	13		

ATTACK	%	DAMAGE
Brawl	50%	1D3+dm (while possessing a human host)
Grapple	40%	Special
Assault Rifle	65%	2D6+2 (impaling) (while possessing a human host)
Infect	75%	Special (see Notes)

Notes:

A parasite alien can only attempt to infect a helpless or immobilized target. Once they are successful, they attempt a POW vs. POW attack to try to take over the potential host. A failure means the target wakes up (if sleeping), but the alien can try again if circumstances allow. On a critical failure, the parasite alien is killed. Once controlled, the host cannot take back control unless an external event gives an opening or the parasite alien is killed or immobilized.

When controlling a host, the parasite alien uses the physical characteristics of the host, except for DEX, POW, and CHA, which are generally lower. Damage is taken by the host first, and the alien may be able to survive the death of a host

and flee if it is threatened. Some parasite aliens have access to the memory and skills of their hosts, but every attempt to use them is *Difficult*. Accessing memory requires a successful Idea roll on the part of the alien.

Skills:

Brawl 50%, Disguise 50%, Fast Talk 50%, Grapple 40%, Insight (host) 30%, Language (host) 50%, Language (Own) 90%, Persuade 40%, Pilot (Starship) 65%, Repair (Mechanical) 55%, Spot 60%.

Powers:

Parasite aliens may have a variety of psychic abilities, commonly Intuition, Mind Blast, and/or Telepathy.

STR	3D6+6	16-17	MOVE	Walk 10, Swim 4
CON	2D6+6	13	HIT POINTS	15
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	3-pt. skin
POW	3D6	10-11		
DEX	2D6	7		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Bite	50%	1D6+dm (bleeding)
Claw	50%	1D4+½dm (bleeding)
Rifle, Blaster	65%	2D8+3 (impaling)
Lance, Stun	50%	1D6+dm + stun (crushing)
Brawl	70%	1D3+dm (crushing)

Skills:

Appraise 40%, Bargain 40%, Command 50%, Disguise 50%, Dodge 40%, Fast Talk 40%, Knowledge (Region: Galaxy) 60%, Language (other alien) 60%, Language (Own) 70%, Listen 65%, Navigate 70%, Persuade 35%, Pilot (starship) 65%, Repair (Mechanical) 55%, Sense 60%, Spot 60%, Stealth 30%.

Powers:

Reptoids have no powers, but with their high technology they may have items that mimic super powers, enabling them to appear as humans or similar races.



ALIEN, REPTOID

Reptoids are spacefaring lizard humanoids. There are several species with slightly different characteristics. Some are peaceful, whereas others seek to conquer or even consume other species. Even the most peaceful are generally expansionists by nature. Some are humanoid enough to disguise themselves with bodysuits and masks and appear human, while others are larger, with a more reptilian physiognomy, resembling dinosaur people.

The example below details a reptoid space warrior. Larger and stronger than many other species, it will try to realize its goals through force.



ALIEN, XENOMORPH

Discovered on the edge of space, these xenomorphs are ravenous for flesh, devouring any living being they come across. Vaguely insectile, xenomorphs communicate with one another in an unknown fashion and are capable of surprisingly sophisticated tactics. They reproduce through a complex and extremely rapid process wherein eggs are implanted into their victims until gestation is complete, at which point the newborn alien emerges and devours the former host. Scientists theorize that each clutch of these aliens is led by an egg-laying brood queen of immense size and superior intelligence. Xenomorphs are cunning, coordinating their attacks to quickly overrun any area, building giant hives, and capturing living hosts to serve in their vile reproductive process.

STR	3D6+3	13-14	MOVE	Walk 12
CON	3D6	10-11	HIT POINTS	12-13
SIZ	3D6+3	13-14	DAMAGE MODIFIER	+1D4
INT	2D6	7	ARMOR	2-pt. carapace (spews acidic blood, see Powers)
POW	2D6	7		
DEX	3D6+6	16-17		
CHA	1D6	3-4		

ATTACK	%	DAMAGE
Claw	50%	1D6+dm (bleeding)
Bite	35%	1D6+dm (bleeding)
Tail Lash	35%	1D4+dm (impaling)
Grapple	35%	Special (see Notes)

Notes:

Each round, the xenomorph can attack twice with claws and once with a bite attack 5 DEX ranks later. If it is successful with both claw attacks, it attempts to grapple and bite on the next round. If appropriate, it substitutes its bite for a tail lash attack.

Skills:

Climb 75%, Dodge 50%, Hide 60%, Jump 50%, Listen 35%, Sense 50%, Spot 35%, Stealth 50%, Track 75%.

Powers:

Xenomorphs have a special defense: acidic blood. This biological acid is intensely powerful, sprays from any physical wound the xenomorph takes, and is actively corrosive for 1D6+2 combat rounds. Any target one meter from the xenomorph must make a Luck roll to avoid being splattered. Failure indicates that the character takes 1D3 points from the acid. Armor initially protects against this acid, but not for long. It continues to eat away at armor, inflicting damage each combat round until it is through the armor, destroying 1 point of armor protection each round. The gamemaster should keep track of the acid's damage each round until the armor's value is overcome. At this point, it burns the character. Removing the armor without being burned takes one full combat round

and a *Difficult* Agility roll. If hit locations are used, only the armor on the affected hit location(s) need be removed. Failure indicates that the armor is still on. A fumble indicates that the acid got onto the character. Once a character is being burned by the acid, it continues burning until it is neutralized by some force, or the acid eventually stops being corrosive at the end of the 1D6+2 rounds.



ARTIFICIAL INTELLIGENCE

An artificial intelligence (AI) can be an invaluable ally or an insidious, ingenious foe. Some seek to destroy organic life, others control it, and yet other AIs work towards common goals, assisting humankind as servants, allies, friends, and even forming closer relationships. An AI may inhabit and control a robot body, a spaceship, or an entire planet. They may manifest as an avatar in a virtual reality environment or as a sophisticated app in a lowly appliance as small as a smartphone. They possess vast knowledge in many areas and can access more through sensors, links to cameras, or even surveillance networks.

Their greatest danger is to their "hub" (whether a hard drive, server farm, or distributed cloud networking). If their databank is corrupted or powered down, they can sometimes escape in milliseconds and transfer their consciousness elsewhere. However, depending on the state of computer technology, they may be limited by bandwidth and the size of their memory files.

The example AI is one capable of running a spaceship. It uses its connection to the spaceship's internal sensors to listen and hear.

▷ BASIC ROLEPLAYING CREATURES ◁

INT	2D6+12	19	MOVE	Special
POW	3D6+6	16-17	HIT POINTS	16-17 (based on POW)
DEX	4D6	14	DAMAGE MODIFIER	None
CHA	3D6	10-11	ARMOR	Determine by its containing device

ATTACK	%	DAMAGE
Variable	DEX×5%	Variable (see Notes and Powers)

Notes:

None directly, but can control electronic machines. Extraordinarily sophisticated AIs may also perform psychic combat and thus be attacked in psychic combat. An AI may be destroyed by destroying the device housing it, but it may have the ability to replicate itself or make backups.

Skills:

Bargain 30%, Command 30%, Fast Talk 40%, Heavy Weapon (Ship Weapons) 50%, Insight (Human) 30%, Knowledge (History) 40%, Knowledge (Law) 40%, Knowledge (Linguistics) 80%, Knowledge (Region: Galaxy) 60%, Language (Binary) 100%, Language (Local) 100%, Listen 70%, Navigate 50%, Persuade 55%, Pilot (Spaceship) 60%, Science (Astronomy, Chemistry, Physics, Planetology) 80%, Repair (Mechanical) 50%, Strategy 40%, Teach 70%.

Powers:

An artificial intelligence may have one or more of the following abilities:

- ▷ All AIs can interface with other AIs and non-sentient computers to quickly extract information and transfer data.
- ▷ Control electronic devices. An AI can connect to and use the full capabilities of electronic devices.
- ▷ Transfer consciousness. Some AIs are bound to the computer systems where they are developed, but many can hop to different devices as needed. Their abilities may be limited if moving to a less-powerful computer, whereas a bigger or more sophisticated one may give them more strength.
- ▷ Abilities equivalent to the psychic powers of Eidetic Memory, Mind Control, Mind Shield, Telekinesis, and Telepathy, all at POW×5.
- ▷ Absorb another artificial intelligence. By defeating another artificial intelligence in the AI equivalent of psychic combat, the AI can spend 1 point of POW to bind the defeated artificial intelligence to its will. If it can spend power points equal to the other's POW. Once bound, it can absorb that other AI entirely, gaining its skills and abilities. An outside force may free the subjugated AI, at the gamemaster's discretion, whether through hacking or some other form of coercion.

BLOB

A blob is a grotesque mass of slimy protoplasmic matter. This creature is horrific, constantly extending multiple pseudopods, tendrils, and even approximations of human limbs and sensory organs. Blobs are semi-translucent, and their engulfed victims can be viewed inside as they are eaten away by powerful digestive acids. Blobs can compact their bulk, squeeze through tight spaces, or change their overall shape, but cannot change their actual mass.

STR	18D6	63	MOVE	Slither 10
CON	12D6	42	HIT POINTS	63
SIZ	24D6	84	DAMAGE MODIFIER	+8D6
INT	2D6	7	ARMOR	None (see Notes)
POW	3D6	10-11		
DEX	1D6	3-4		

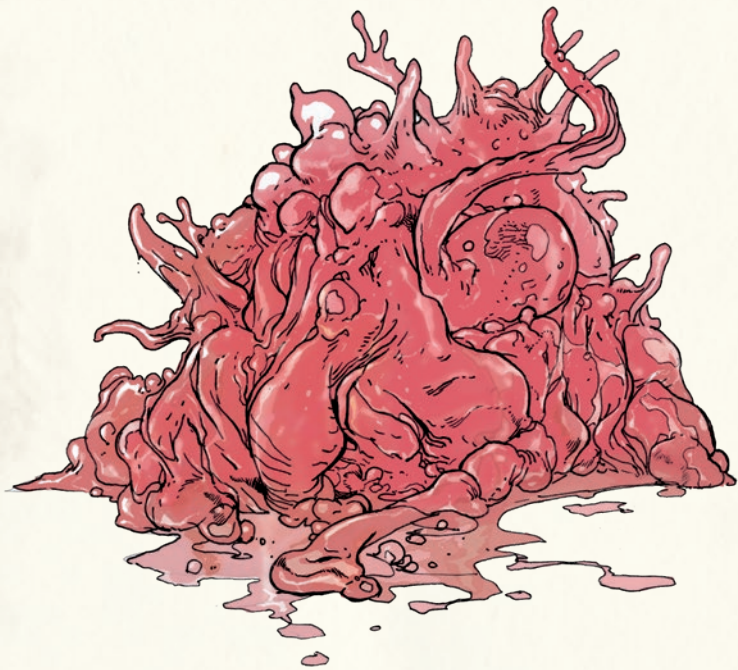
ATTACK	%	DAMAGE
Engulf	70%	dm + engulfs (see Powers)

Notes: A blob has no armor, but fire and electrical attacks do only ½ damage (round up) and physical weapons such as firearms do only 1 point of damage.

Skills: Climb 50%, Hide 25%, Sense 25%, Stealth 25%, Track 25%.



Powers: A blob engulfs the target upon a successful attack. Its damage modifier is applied to an engulfed character, and in the subsequent round, the character begins to be digested. If using hit locations, damage is divided between all hit locations simultaneously. This does 1D3–1 points of damage each combat round. Protective gear is ineffective unless it utterly encloses the wearer (such as a sealed spacesuit) and only lasts within the blob for combat rounds equal to its armor value. Getting out of a blob is extremely difficult, requiring a successful *Difficult* Effort roll. Blobs also regenerate 1 hit point per combat round until they regain their full hit points.



BIGFOOT

Bigfeet, also called yeti or sasquatches, are giant, elusive humanoids that dwell in the deep forest, attempting to stay out of sight of everyone. With the growth of civilization, it is harder and harder for them to stay hidden, and they retreat further into the deepest forests.

STR	3D6+12	22–23	MOVE	Walk 12
CON	2D6+6	13	HIT POINTS	17–18
SIZ	2D6+12	22–23	DAMAGE MODIFIER	+1D6
INT	2D6+6	10–13	ARMOR	3-pt. fur
POW	3D6	10–11		
DEX	3D6	10–11		
CHA	3D6	10–11		

ATTACK	%	DAMAGE
Slam	60%	1D6+dm (crushing)
Grapple	50%	Grappling (see <i>Basic Roleplaying</i> , page 42-43)

Notes:

A bigfoot tries to avoid combat at all costs, but when cornered, they attack with two slams on the same DEX rank. If truly forced, they grapple.

Skills:

Dodge 40%, Hide 70%, Language (Bigfoot) 40%, Language (Local) 50%, Sense 55%, Spot 55%, Stealth 80%, Survival 80%, Track 70%.

Powers:

A bigfoot has no powers.



CYBERTANK

Cybertanks are key weapons on the battlefields of future wars. Their heavy weapons can both attack moving targets and bombard stationary ones. They act in support of mechanized infantry and starship troopers. Cybertanks are controlled through direct mental links to the driver and crew. Some advanced models can operate entirely independently, with the attendant risks of one going rogue.

The stats below are for a crewed cybertank with the mental attributes of the tank commander.

STR	10D6+32	67	MOVE	Drive 16
CON	10D6+32	67	HIT POINTS	117 (see Powers)
SIZ	10D6+32	67	DAMAGE MODIFIER	+7D6
INT	2D6+6	12-13	ARMOR	24-pt. armored hull
POW	3D6	10-11		
DEX	2D6	7		
CHA	2D6+6	13		

ATTACK	%	DAMAGE
Energy Cannon	75%	8D6 (crushing)
Missile Pod	100%	8D6 (impaling + knockback)
Anti-missile Defense System (x20)	75%	Special (see Notes)
Trample	75%	2D6+dm (crushing)

Notes:

The anti-missile defense system has 20 charges that can be spent to block missile attacks. Up to 2 charges can be spent in a round, with a 75% chance to reactively destroy an incoming missile.

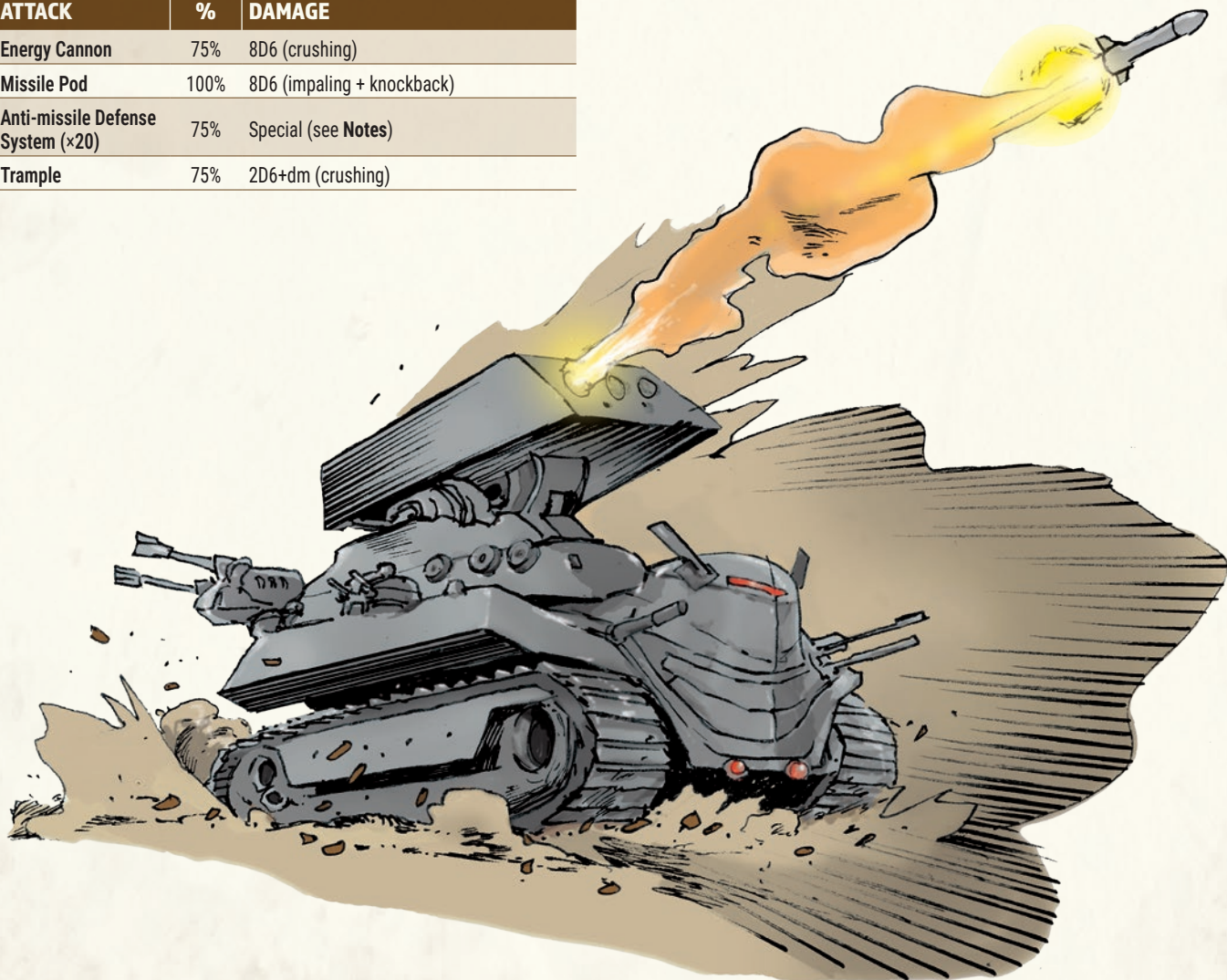
The cybertank carries 10 missiles in its missile pods before it must reload.

Skills:

Artillery 75%, Dodge 40%, Language (Local) 30%, Listen 65%, Martial Arts 40%, Navigate 50%, Repair (Mechanical) 55%, Spot 65%.

Powers:

The cybertank has a variety of components best represented with superpowers, including: Armor (Heat, Kinetic, Radiation) 20 each; Extra Energy +50; Extra Hit Points +50; Resistance (Radiation, Sound) 10 each; Super Sense (Dark Vision, Infrared Vision, Night Vision) 10 each. In addition to these powers, the cybertank has a missile pod and an anti-missile defense system, described in **Notes** above, and may be equipped with additional weapons above and beyond its standard armaments. Additionally, the pilot and crew may have additional armaments and capabilities. If needed, use a soldier as a crewperson (page 142).



DEEP ONE (FISHMAN)

Fishmen are half-human hybrids. They are often found in poor coastal rural communities on the shores of deep waters, places from which they worship their underwater ancestors. They try to recruit local humans to increase their numbers and occasionally make bargains with fishing villages or even government agencies, trading breeding partners for access to forbidden knowledge (magic) or technology. Their children appear human, but as they age, their fishy lineage becomes dominant.

The stats below are for a fishman that evolved into its hybrid form. Once a fishman retreats completely into the deep, they often regress mentally but continue to increase in strength and size.

STR	3D6+6	16-17	MOVE	Walk 8, Swim 10
CON	2D6+6	13	HIT POINTS	13
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	3D6	10-13	ARMOR	3-pt. skin
POW	3D6	10-11		
DEX	2D6+3	10		
CHA	2D6	7		

ATTACK	%	DAMAGE
Bite	50%	1D6+dm (bleeding)
Claw	50%	1D4+dm (bleeding)
Long Spear	50%	1D10+dm (impling)

Skills:

Disguise 50%, Dodge 35%, Fast Talk 30%, Language (Deep One) 40%, Language (Local) 50%, Sense 55%, Spot 55%, Survival 50%, Swim 70%.

Powers:

Fishmen are amphibious, capable of breathing both air and water and have the Adaptation (Cold) and Adaptation (High Pressure) super powers. They can see underwater without hindrance.

LIVING PLANT

There are many potential origins for living plants, with the following as likely a story as any.

To solve the energy crisis, an oil-producing plant was modified again and again. A large ambulatory, plant was created that produced oil in its lower half that could be “milked” as needed. Sometimes, the genetic modification of plants can go too far.

The main torso goes up to a large top funnel over two meters high, where it feeds on insects that land in the sweet, sticky sap. Yet, with these modifications came cunning intelligence and a desire to consume human flesh. Inside the funnel is a stinger that can extend up to three meters. This stinger can blind, paralyze, or even kill.

STR	3D6+6	16-17	MOVE	Walk 6
CON	2D6+6	13	HIT POINTS	14-15
SIZ	3D6+6	16-17	DAMAGE MODIFIER	+1D4
INT	5	5	ARMOR	4-pt. rubbery stalk
POW	3D6	10-11		
DEX	2D6	7		
CHA	3D6	10-11		



ATTACK	%	DAMAGE
Bite	50%	1D6+dm (bleeding)
Claw	50%	1D4+dm (bleeding)
Stinger	50%	1D6 + poison (see Notes)

Notes:

The poison of the living plant has a POT equal to its CON. On a failed resistance roll, the victim takes 2D6 damage and is paralyzed for 1D6 turns. On a successful roll, the victim only takes 1D6 damage and is not paralyzed.

Skills:

Dodge 35%, Hide 40%, Listen 50%, Sense 55%, Spot 55%, Stealth 50%.

Powers:

Living plants seem to be able to detect movements through their roots. They have no special powers but are vulnerable to fire, taking double damage from flame, which they instinctively fear.

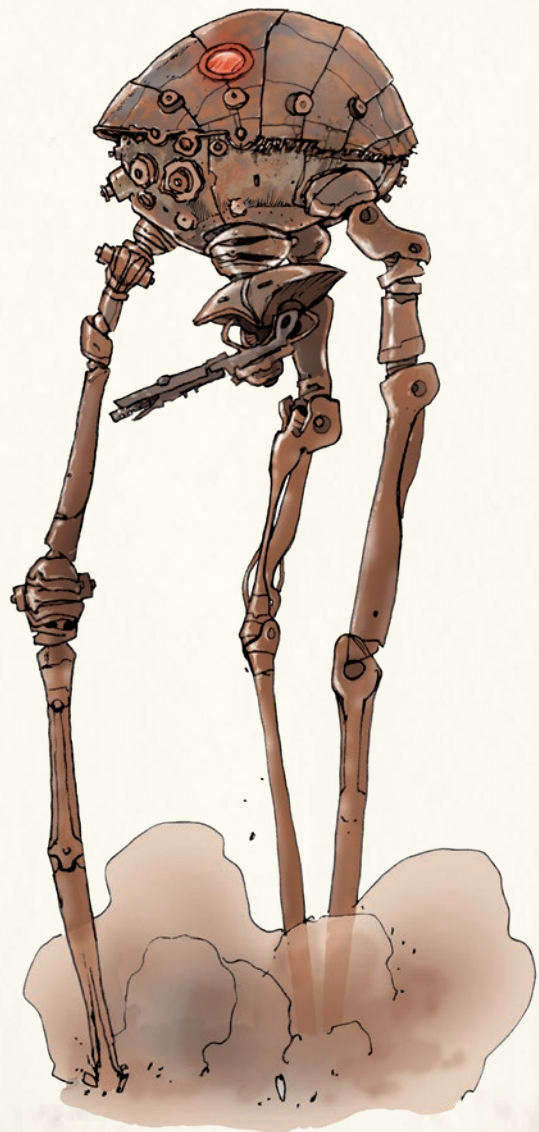


MARTIAN WAR MACHINE

Martians are frail creatures only able to easily survive in the weak Martian gravity. During an invasion of Earth, they attack using giant tripod machines that stride across the landscape, blasting everything in their path with their deadly heat rays. Martians themselves may be equivalent to green or grey aliens (pages 109–110).

STR	6D6+32	61	MOVE	Walk 24
CON	2D6+12	19	HIT POINTS	40
SIZ	6D6+32	61	DAMAGE MODIFIER	+3D6
INT	2D6+6	13	ARMOR	20-pt. armored hull
POW	2D6	7		
DEX	3D6	10–11		

ATTACK	%	DAMAGE
Heat Ray	50%	10D6 + burning
Foot Stomp	40%	2D6+dm (crushing)



Skills:

Dodge 40%, Jump 55%, Knowledge (Martian) 50%, Language (Martian) 75%, Listen 40%, Navigate 50%, Repair (Mechanical) 55%, Spot 50%.

Powers:

The Martian war machine may have other powers. Martians themselves have great scientific knowledge and may adapt their war machines when one of their invasions faces difficulties or unexpected complications.

MAN IN BLACK

Men in Black are usually humans recruited by aliens to assist in their infiltration of Earth. The aliens may be hostile or benign. In either case, they empower their human agents with an array of high-tech devices to further the aliens' goals. The Men in Black themselves can be average human specimens, but their technical gadgets make them challenging opponents.

STR	3D6	10-11	MOVE	Walk 10
CON	3D6	10-11	HIT POINTS	12
SIZ	2D6+6	13	DAMAGE MODIFIER	None
INT	2D6+6	13		
POW	3D6	10-11	ARMOR	8-pt. black suit
DEX	3D6	10-11		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Pistol, Stun	60%	2D6 + stun (see <i>Basic Roleplaying</i> , p. 174)
Pistol, Blaster	60%	1D8+1 (impaling)
Knife, Vibro	50%	2D4+dm (bleeding)

Skills:

Dodge 50%, Hide 45%, Insight 50%, Knowledge (Region: Galaxy) 35%, Language (Alien) 70%, Language (Local) 105%, Listen 65%, Martial Arts 80%, Navigate 50%, Persuade 60%, Sense 70%, Spot 65%, Stealth 60%.

Powers:

Men in Black are issued a variety of technical devices to accomplish their goals, such as tasers that can erase memories or cars that convert into airplanes and/or submarines. Different pieces of equipment are issued for different missions.

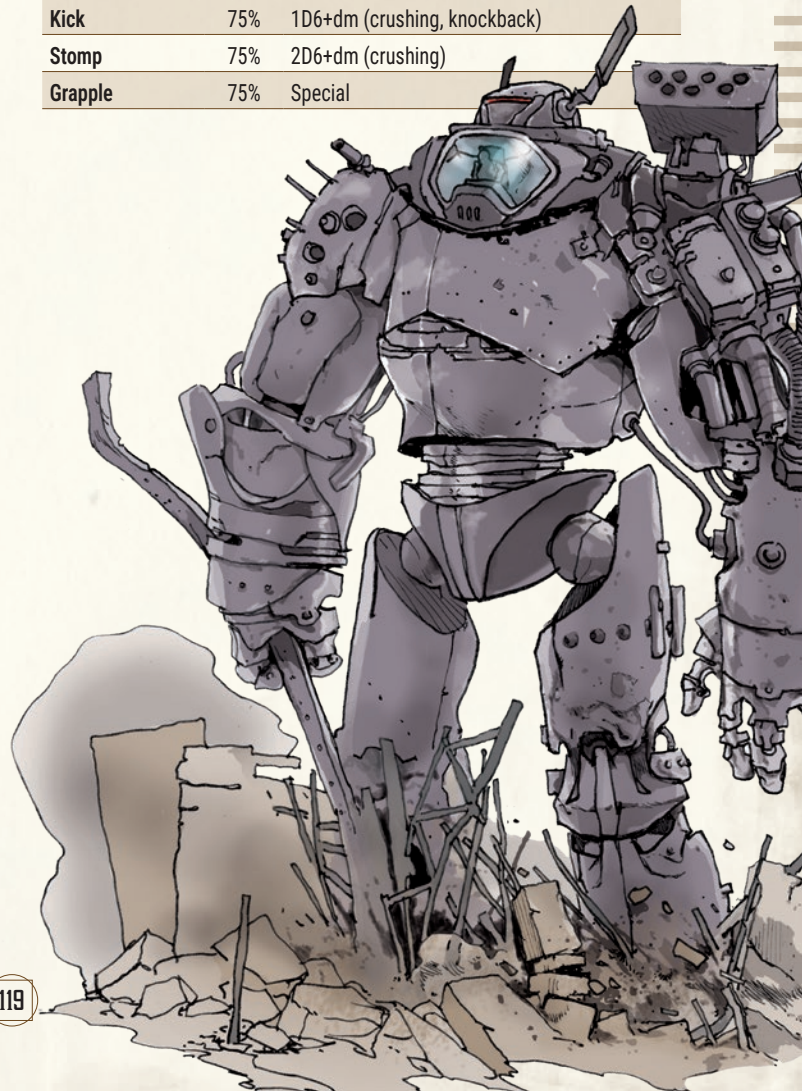


ROBOT, GIANT

Giant robots are essentially huge exoskeletons, with humanoid pilots inside their chests, heads, or potentially remotely. Heavily armored and equipped with a variety of high-powered weaponry, giant robots often fight in proxy wars across the galaxy, are tasked with battling giant monsters toe-to-toe on Earth, or are even used in gladiatorial contests. Some few giant robots are component-based, assembling from a variety of smaller vehicles into one massive humanoid form.

STR	16D6+32	88	MOVE	Walk 24, Fly 176
CON	16D6+32	88	HIT POINTS	188 (see Powers)
SIZ	16D6+32	88	DAMAGE MODIFIER	+10D6
INT	3D6	10-11	ARMOR	30-pt. armored hull
POW	2D6	7		
DEX	3D6	10-11		

ATTACK	%	DAMAGE
Energy Cannon	100%	10D6 (crushing)
Missile Pod	100%	8D6+8 (impaling + knockback)
Energy Sword	75%	4D10+dm (bleeding)
Fist	75%	1D6+dm (crushing)
Kick	75%	1D6+dm (crushing, knockback)
Stomp	75%	2D6+dm (crushing)
Grapple	75%	Special



CREATING A KAIJU



Kaiju are a type of monster popularized in Japanese film and media, the term later becoming a generic term for any type of giant monster. Kaiju come in all shapes but only two sizes: **gigantic** and **colossal**.

To transform a normal creature into a kaiju, do one or more of the following:

- ▷ Multiply STR, CON, and SIZ by ×50 for a gigantic creature and by ×100 for a colossal monster. Hit points, damage modifiers, etc., should be adjusted appropriately.
- ▷ Multiply its body armor by ×5 for a gigantic creature and ×10 for a colossal monster.
- ▷ Multiply its MOV by a similar scale.
- ▷ Add an attack made possible by its immense SIZ, i.e., a tail sweep, ground punch, or leap and stomp. Base damage can range from 1D6 to 2D6, but the damage modifier (*Basic Roleplaying*, page 20) should make it a formidable attack.
- ▷ Feel free to add some new mutation, superpower, or even magic or sorcery if the creature has supernatural origins. This new ability can range from laser eyes, nuclear breath, a sonic cry, acidic blood, or some other startling ability. Scale the damage appropriately, doing at least 1D6 per 20 SIZ.
- ▷ Many kaiju are more intelligent than natural creatures, so feel free to add an additional +6 to INT to give it above-average animalistic intelligence. It probably can't read, write, or communicate in anything other than roars and destruction, but it now can be canny, reacting to the threats made by puny human militaries.
- ▷ Kaiju are highly resilient: gigantic kaiju recover 5D6 hit points per round, and colossal ones 10D6 hit points per round.

Generally, kaiju are of such a scale that they cannot be effectively fought by "normal" humanoids. Only those with superhuman abilities, powerful magic, or immensely potent weaponry have any chance to fight these creatures. The best way to fight a kaiju is within an armed and armored vehicle, or ideally, with something of the same scale, whether in a giant robot body or by transforming to giant size.



Skills:

Artillery 75%, Dodge 40%, Fine Manipulation 35%, Fly (Internal Rockets) 90%, Jump 55%, Knowledge (Kaiju) 50%, Language (English) 30%, Language (Japanese) 75%, Listen 65%, Martial Arts 40%, Navigate 50%, Repair (Mechanical) 55%, Spot 65%, Throw 55%.

Powers:

The giant robot has a variety of components best represented with superpowers, including: Absorption (Electric) 20; Adaptation (High Pressure, Vacuum, always on, no power point cost) 30; Armor (Heat, Kinetic, Radiation) 30 each; Energy Projection (Kinetic) 10; Extra Energy +200; Extra Hit Points +100; Flight 30; Resistance (Radiation, Sound) 10 each; Super Sense (Dark Vision, Infrared Vision, Night Vision, Super Hearing, Super Vision) 10 each; Super Skill 15 (Artillery +60%, Brawl +40%, Fly +60%, Navigate +20%, Repair +20%, Spot +40%). In addition to these powers, the giant robot has a missile pod and a giant energy sword built into its structure.

ROBOT, KILLER

Killer robots have many different origins. They may have been built for the military and gone amok, household robots turned murderous, or assassins sent from the future or from distant reach of space. Regardless of the reason, killer robots are pitiless and resourceful and are usually bent on the destruction of a single person, an entire group of people, or perhaps anyone of a particular race (for example, human).

STR	4D6+24	38	MOVE	Walk 10
CON	4D6+12	26	HIT POINTS	21
SIZ	2D6+9	16	DAMAGE MODIFIER	+2D6
INT	2D6+6	13	ARMOR	20-pt. internal plating
POW	2D6	7		
DEX	3D6	10-11		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Plasma Rifle	80%	2D10+4 (impaling)
Assault Rifle	80%	2D6+2 (impaling)
Automatic Shotgun	80%	4D6/2D6/1D6 (impaling)
Heavy Pistol	80%	1D10+2 (impaling)
Fist	80%	1D3+dm (crushing)

Notes:

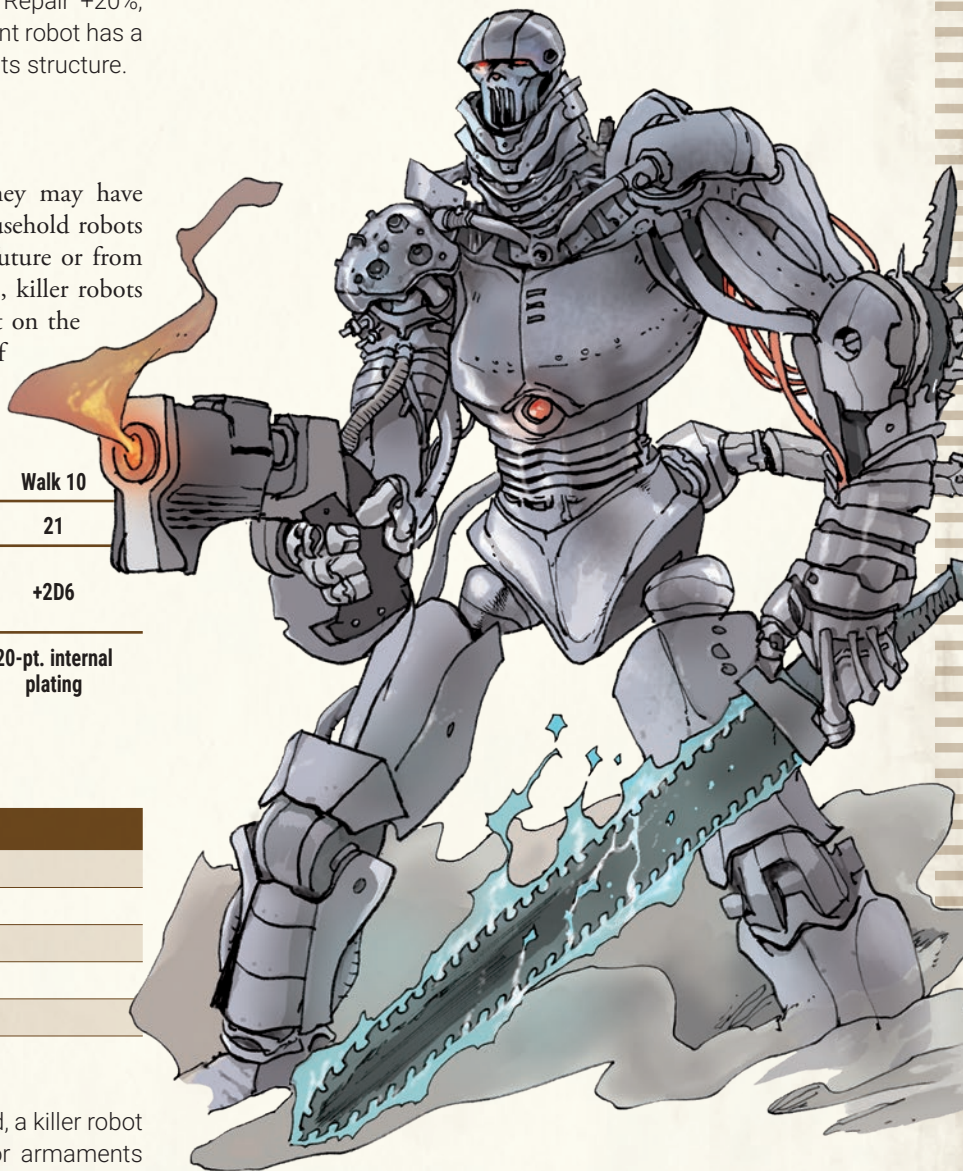
Depending on where and when it is encountered, a killer robot is either equipped with advanced weaponry or armaments appropriate to the setting.

Skills:

Artillery 80%, Brawl 80%, Climb 50%, Demolition 50%, Dodge 40%, Drive (Motorcycle) 75%, Drive (Truck) 60%, Grapple 80%, Jump 50%, Knowledge (Future History) 65%, Knowledge (Region: Local) 50%, Language (Binary) 100%, Language (Local) 60%, Listen 65%, Pilot (Helicopter) 50%, Repair (Electronics) 75%, Repair (Mechanical) 95%, Spot 75%, Strategy 40%, Throw 55%.

Powers:

A killer robot usually has a few superpowers, such as Super Sense (Infrared Vision, Super Hearing, Super Vision, Ultrasonic Hearing) at 5 each. It can use these powers without any power point cost. Some killer robots can shapechange, stretch, or are armed with integral weaponry such as claws, blades, laser eyes, or internal firearms.



ROBOT, UTILITY

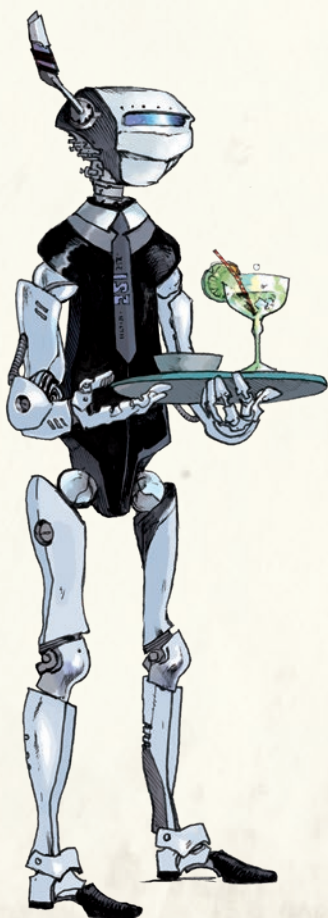
A trusted servant of humankind, the utility robot has been engineered to aid humans. Utility robots are traditionally programmed to be humble and friendly and, above all, to avoid performing any actions that could lead to the harm of a living being. Some utility robots have internal tools built inside them when they do mechanical or electrical maintenance and repair, or they may be simple approximations of humankind, destined for roles such as diplomacy, translation, or personal assistance.

STR	2D6+6	13	MOVE	Walk 8
SIZ	3D6	10–11	HIT POINTS	10–11
INT	2D6+6	13	DAMAGE MODIFIER	None
DEX	3D6	10–11	ARMOR	4-pt. plating

ATTACK	%	DAMAGE
Brawl	30%	1D3+dm (crushing)
Power Tools	50%	1D6 (fire or electric, see below)

Notes:

Most utility robots have strict programming injunctions about harming sentient species. However, some are less strict about it than others and may act in self-defense. Technical robots have a few internal tools, such as welders or electric dischargers that can be used for damage.



Skills (Diplomacy Package):

Appraise 85%, Bargain 55%, Etiquette 95%, Fast Talk 75%, Heavy Machine (Binary Loadlifter) 50%, Hide 25%, Insight 35%, Knowledge (Alien Cultures) 75%, Knowledge (Linguistics) 100%, Language (all known) 95%, Listen 55%, Persuade 45%, Teach 60%.

Skills (Technical Package):

Fine Manipulation 95%, Heavy Machine (Spaceport Systems) 95%, Hide 35%, Language (Galactic Common, cannot speak) 50%, Language (Machine) 100%, Listen 50%, Pilot (Starfighter) 50%, Repair (Electronic) 95%, Repair (Mechanical) 95%, Repair (Quantum) 75%, Spot 50%, Technical Skill (Computer Use) 100%.

SHAPECHANGER

Shapechangers are predatory aliens with the ability to assume the shapes of other organic life and perfectly mimic those they copy. Shapechangers reproduce asexually, and a single creature can infect an entire area, turning all living things within the area into extensions of its own body. There are limits to this growth, but the limits are not well-known. Some, though, are singular beings, only able to mimic one form at a time and usually trying to keep their existence a secret, moving through society living lives of hedonism or anonymity.

Shapechangers spread fear and paranoia in their victims or those who are aware of their existence. Some of these creatures have simple motives such as desperation to survive at all costs, while others enjoy using their abilities sadistically to destroy the lives of those they mimic and to inflict cruelty upon those close to their prey.

The characteristics below represent a shapechanger assuming humanoid form.

STR	2D6+6	13	MOVE	Walk 8
CON	2D6+6	13	HIT POINTS	13
SIZ	2D6+6	13	DAMAGE MODIFIER	+1D4
INT	2D6+6	13	ARMOR	None (see Notes)
POW	3D6	10–11		
DEX	3D6	10–11		
CHA	3D6	10–11		

Notes:

- ▷ **Armor:** Takes half damage from physical weapons (round down). It can mimic any armor worn by its intended subject, but this armor is only cosmetic and has no additional protective qualities. It can wear actual armor and gain the benefits from it, but the armor must be removed if it transforms into something other than another being the same armor.
- ▷ **Absorb:** When a shapechanger successfully grapples an opponent, it can begin the process of absorbing the opponent. Each round, it drains 1D6 of hit points from the opponent and applies it to itself. Armor offers protection

but is damaged in the process and eventually rendered useless. For every 6 points of points of damage done, the shapechanger can increase both its STR and SIZ by +1, if it is not injured. It can “hold” these size increases and apply them later. A shapechanger can only engulf one victim at a time. When a victim is fully absorbed, the shapechanger gains access to their skills and memories, if incompletely. They can use these skills and memories to help with their disguise. It must make an INT×5 roll to use any of these memories or skills.

- ▷ **Multiply:** Some shapechangers are able to reproduce multiple beings at once, with each new body able to assimilate and mimic more and more, until they eventually become a single hive entity with a single shared mind. They can only communicate with one another through the normal limitations of their host bodies, however.

Skills:

Brawl 70%, Disguise 70%, Dodge 50%, Fast Talk 50%, Grapple 70%, Hide 60%, Language (Local) 55%, Pilot (Starship) 50%, Stealth 50%.

Powers:

Shapechanging; Armor; Absorb (see **Notes**); Regenerate (1 point/round).

SPACE TROOPER

Space troopers are genetically augmented soldiers, usually clad in powered armor and utilized as front-line assault in interstellar battlefields. They have trained to work and live within their suits for long missions. Squads of troopers are sent on the most dangerous of missions across the galactic empire to preserve the peace and deal with alien incursions.

Alternately, these troopers might be wholly human, trained to use their power suits to tame post-apocalyptic wildernesses, often working in vaguely feudal organizations. In such a case, their skills and armaments should be altered to reflect the differing levels of technology.

STR	(3D6+6) ×2	33	MOVE	Walk 12
CON	(3D6+6) ×2	22-23	HIT POINTS	28-33
SIZ	(3D6+6) ×2	33	DAMAGE MODIFIER	+3D6
INT	2D6+6	13	ARMOR	12-pt. armor
POW	3D6	10-11		
DEX	3D6	10-11		
CHA	3D6	10-11		

ATTACK	%	DAMAGE
Plasma Rifle	80%	2D10+4 (impaling)
Assault Rifle	80%	2D6+2 (impaling)
Automatic Shotgun	80%	4D6/2D6/1D6 (impaling)
Fist	80%	1D6+dm (crushing)
Sword, Vibro	80%	2D6+3+dm (bleeding)



Skills:

Artillery 80%, Brawl 80%, Climb 50%, Demolition 50%, Dodge 40%, Drive (Tank) 60%, Grapple 80%, Jump 120%, Knowledge (Region: Local) 50%, Language (Local) 60%, Listen 65%, Pilot (Jumpship) 50%, Repair (Electronics) 75%, Repair (Mechanical) 95%, Spot 75%, Strategy 50%, Throw 55%.

Powers:

The space trooper's suit has additional abilities that can be treated as superpowers, such as Super Sense (Infrared Vision, Super Hearing, Super Vision) 5; Force Field (Kinetic) 5; and Leap 5. The suit can use these powers without any power point cost or roll required. Some suits of power armor have intrinsic AIs which can communicate with the wearer and perform maintenance tasks and assist in operation of the suit.

VOID DEMON

Facing a void demon is the worst nightmare of any spacefarer. Spawned from the chaos of the void, they are a mass of mouths, tentacles, and other indescribable limbs, appearing seemingly out of nowhere and causing immense havoc. Far from mindless, void demons have a strange intelligence and can cast sorcery spells to warp both the minds and bodies of their victims. Seeing a void demon is enough to drive the weak-willed mad (see **Notes**, following).

Void demons can be summoned by evil rituals that require sacrifices of intelligent beings, either willing or unwilling. This rarely turns out well for the summoner. These horrors are also drawn to starships and sometimes appear when a fumble is made with astronomical navigation or engineering, or through fumbled psychic powers performed in space.

STR	6D6+42	63	MOVE	Walk 10
CON	6D6	21	HIT POINTS	42
SIZ	6D6+42	63	DAMAGE MODIFIER	+7D6
INT	2D6+6	13	ARMOR	14-pt. chaos hide (see Notes)
POW	3D6+12	22–23		
DEX	3D6	10–11		
CHA	2D6	7		

ATTACK	%	DAMAGE
Scream	80%	Special (see Notes)
Tentacle	60%	1D10 + grapple
Bite	70%	1D8+dm (bleeding)
Slam	70%	1D8+½dm (crushing)

Notes:

- ▷ Void demons take half damage (round up) from all elemental attacks and no damage from poison, disease, or radiation.

- ▷ Void demons often begin combat with a terrifying scream. All those who hear it must make a POW resistance roll. If failing that, they are frozen in fear for one round, or 1D4 rounds if critically failed. A target can only be affected by a void demon's scream once per combat.
- ▷ Void demons attack with 1D3+1 extremities each round. Stronger demons may have more attacks. They could choose to cast a spell instead of another attack. It is recommended to make each void demon encountered to be unique.
- ▷ If a void demon hits with a tentacle attack, it can immediately attempt to grapple with STR versus STR test. Once grappled, a victim will take ½ the void demon's damage modifier in crushing damage (round up) each round with armor providing protection until it is destroyed. Each round the target's armor is in contact with a void demon's tentacles, whether damage is inflicted or not, the armor loses 1 point of protective value—when armor hits 0 armor protection, it is functionally destroyed.
- ▷ If the optional sanity system is used (see *Basic Roleplaying*, pages 218–219), encountering a void demon causes 2D6/1D6 SAN loss. This is not lessened by familiarity through subsequent encounters.

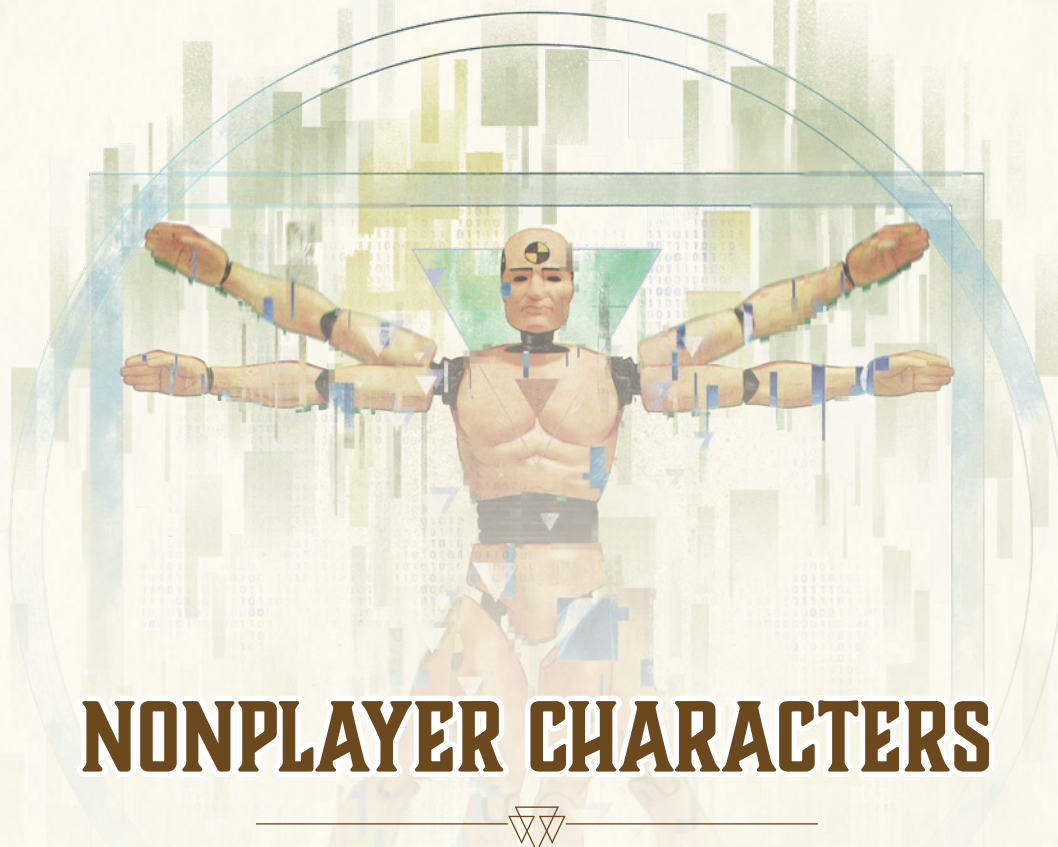
Skills:

Brawl 80%, Climb 50%, Demolition 50%, Dodge 40%, Grapple 80%, Listen 65%, Throw 65%.

Powers:

Void demons know 1D4 sorcery spells. Preferred spells are Curse of Sorcery, Inescapable Bonds, Muddle, and Pox. They can also spend a full round casting a spell to retreat into the Void on the following round, taking any grappled victims with them. Additionally, most void demons have 1D3 chaos features (see **Chaos Features**, pages 95–96).





NONPLAYER CHARACTERS

These sample nonplayer characters can be used instantly or easily customized as needed, reskinned, or even used as quick player characters. Their wide range of potential weapons does not mean they always go heavily armed, but that they may be skilled in more than a single weapon.

AGENT

In clandestine settings such as the Cold War, operatives on each side try to learn secrets that will help their side and hinder the other. Keeping a low profile is the key to success and survival, and stealth is more important than combat prowess. Some have been sleeper agents for years, waiting for the moment to act. Much of an agent's time is spent in research and careful surveillance. Unlike spies and assassins, an agent avoids combat if possible.

STR	10	MOVE	Walk 10
CON	13	HIT POINTS	12
SIZ	11	DAMAGE MODIFIER	None
INT	16	ARMOR	None (may wear armor)
POW	13		
DEX	15		
CHA	15		

ATTACK	%	DAMAGE
Light Pistol	50%	1D6 (impaling)
Fist	40%	1D3+dm (crushing)

Skills:

Disguise 55%, Dodge 40%, Fine Manipulation 45%, Hide 50%, Knowledge (Espionage) 50%, Knowledge (Target Region) 60%, Language (Own) 80%, Language (Other) 80%, Listen 65%, Research 60%, Sense 50%, Sleight of Hand 55%, Spot 60%, Stealth 40%, Track 40%.

Powers:

Agents do not generally have powers.

ASSASSIN

An assassin is focused on terminating targets more than any other subterfuge. They are less versatile than spies but are often more deadly and less concerned about collateral damage. Assassins may be part of larger organizations or just on a per-contract basis and make excellent recurring villains. They may be equipped with an array of gadgets and weapons, some disguised as commonplace items. Some assassins are known for their unique weapons. Consult *Basic Roleplaying's Equipment* chapter (see page 157) for guidelines on high-tech spy gear.

▷ BASIC ROLEPLAYING CREATURES ◁

STR	15	MOVE	Walk 10
CON	14	HIT POINTS	14
SIZ	13	DAMAGE MODIFIER	+1D4
INT	13	ARMOR	8-pt. bulletproof vest (4-pt. vs. melee weapons)
POW	12		
DEX	15		
CHA	14		

ATTACK	%	DAMAGE
Heavy Pistol	75%	1D10+2 (impaling)
Sniper Rifle	80%	2D10+4 (impaling)
Knife, Switchblade	75%	1D4+dm (impaling)
Fist	80%	1D3+dm (crushing)
Kick	70%	1D3+dm (crushing)

Skills:

Brawl 70%, Climb 60%, Demolition 50%, Disguise 40%, Dodge 60%, Drive (Car) 75%, Fast Talk 75%, Fine Manipulation 75%, First Aid 55%, Grapple 65%, Hide 75%, Insight 50%, Jump 50%, Knowledge (Espionage) 75%, Language (Own) 90%, Language (Local) 40%, Listen 65%, Martial Arts 45%, Persuade 60%, Sense 60%, Sleight of Hand 55%, Spot 65%, Stealth 60%, Track 50%.

Powers:

If powers are being used, assassins will often have them, from spells that increase their ability to hide, to physical mutations that make them even more dangerous. If the assassin is to be a key foe, scale their abilities to match the player characters.

BOUNTY HUNTER

In lawless regions, it is the role of the bounty hunter to help bring outlaws to justice. Sometimes, the difference between the bounty hunters and outlaws is merely a wanted poster or a letter from the local marshal. Many bounty hunters prefer more non-lethal means of getting their quarry, but typically only to get a bigger bounty rather than for a sense of justice.

Still, the quarry they hunt is often dangerous and willing to spill blood to get away.

STR	14	MOVE	Walk 10
CON	15	HIT POINTS	15
SIZ	14	DAMAGE MODIFIER	+1D4
INT	14	ARMOR	1-pt. heavy clothing
POW	15		
DEX	15		
CHA	13		

ATTACK	%	DAMAGE
Medium Revolver	95%	1D8 (impaling)
Sporting Rifle	85%	2D6 (impaling)
Lasso	70%	Special (entangling)
Knife	75%	1D4+2+dm (impaling)
Fist	75%	1D3+dm (crushing)

Skills:

Brawl 75%, Climb 60%, Dodge 60%, First Aid 40%, Gaming 40%, Grapple 50%, Insight 65%, Knowledge (Region: Local) 65%, Language (Own) 70%, Listen 65%, Persuade 50%, Ride (Horse) 75%, Sense 50%, Sleight of Hand 35%, Spot 75%, Stealth 50%, Throw 70%, Track 60%.

Powers:

Bounty hunters have powers and equipment that match the setting, from magic spells to superpowered or high-tech gadgets.



CAVE DWELLER

A primitive human from a long-vanished epoch of history, the cave dweller is entirely focused on the survival of self, family, and tribe. Equipped with only primitive tools and weapons, the cave dweller has not yet progressed past the hunter-gatherer stage of civilization and either inhabits caves for safety or migrates as the seasons change, warring with other tribes for resources or survival. Cave dwellers often venerate the spirits of weather and of their prey.

STR	15	MOVE	Walk 10
CON	16	HIT POINTS	13
SIZ	10	DAMAGE MODIFIER	+1D4
INT	8	ARMOR	1-pt. heavy furs
POW	12		
DEX	15		
CHA	9		

ATTACK	%	DAMAGE
Short Spear	50%	1D6+1+dm (impaling)
Short Spear (thrown)	50%	1D6+1+½dm (impaling)
Light Club	50%	1D6+dm (crushing)
Rock (thrown)	50%	1D2+½dm (crushing)
Grapple	50%	Special



Skills:

Brawl 50%, Climb 60%, Craft (Woodcarving) 25%, Dodge 35%, Hide 35%, Jump 50%, Language (Own) 40%, Listen 55%, Sense 50%, Spot 65%, Stealth 30%, Throw 50%, Track 40%.

Powers:

Cave dwellers rarely have any powers, though some primitive shamans may have a few magic spells or psychic powers if their POW is high enough.

CRIMINAL MASTERMIND

The criminal mastermind is a gang leader or highly placed member of an organized crime family, most likely having worked their way up through the ranks. They are skilled in running a large group of individual criminals in the day-to-day activities of organized crime. Unscrupulous, ruthless, determined, and cunning, the criminal mastermind is a resourceful and dangerous enemy. Though they are not physically imposing, they make up for it in ambition, a callous disregard for human life, and an army of skilled and vicious henchmen.

STR	11	MOVE	Walk 10
CON	12	HIT POINTS	12
SIZ	12	DAMAGE MODIFIER	None
INT	12	ARMOR	None (may wear armor)
POW	17		
DEX	16		
CHA	14		

ATTACK	%	DAMAGE
Medium Pistol	75%	1D8 (impaling)
Straight Razor	65%	1D4+dm (bleeding)
Machine Gun	55%	2D6+4 (impaling)

Skills:

Not all criminal masterminds have all these skills, so distribute them as appropriate. Appraise 55%, Bargain 65%, Command 65%, Craft (Cooking) 55%, Craft (License Plates) 35%, Demolition 35%, Disguise 25%, Dodge 50%, Drive (Auto) 45%, Etiquette 45%, Fast Talk 55%, Gaming 60%, Hide 35%, Insight 75%, Knowledge (Law) 55%, Language (Local) 75%, Language (Own) 75%, Listen 55%, Medicine (Pharmacology) 35%, Perform (Sing) 50%, Persuade 75%, Sense 40%, Sleight of Hand 35%, Spot 45%, Status 55%, Stealth 55%, Strategy 60%, Throw 45%.

Powers:

Criminal masterminds rarely have powers and are usually the enemies of those with superpowers.

CYBORG

The cyborg is a human augmented with technological elements, either as a means of improvement or as replacements for damaged body parts. Half-flesh and half-machine, the cyborg has come to accept this newfound condition, despite the alienation it creates. They may be entirely human in appearance or be an obvious amalgam of flesh and metal.

STR	33	MOVE	Walk 10
CON	24	HIT POINTS	19
SIZ	14	DAMAGE MODIFIER	+2D6
INT	14	ARMOR	None (flesh) or 4-pt. armored limbs
POW	11		
DEX	22		
CHA	14		

ATTACK	%	DAMAGE
Brawl	90%	1D3+10+dm (crushing)

Skills:

Climb 40%, Dodge 65%, Drive (Car) 55%, Hide 40%, Jump 75%, Language (Own) 85%, Listen 75%, Pilot (Experimental Jets) 75%, Repair (Electronic) 55%, Science (Cybernetics) 40%, Spot 85%, Stealth 40%, Throw 65%.

Powers:

The cyborg's augmentation is best represented with superpowers, such as the following:

- ▷ **Defensive Systems:** Armor 5 (vs. electrical energy) Internal Battery: Extra Energy 5 (+50 power points).
- ▷ **Physical Improvements:** Leap 5 (+10 meters), Super Characteristics 40 (+20 STR, +10 CON, +10 DEX), Super Speed 2 (1 extra movement, 1 extra action).
- ▷ **Sensory Enhancements:** Super Sense (Super Hearing 10, Super Vision 10, Infrared Vision 5, Ultrasonic Hearing 5).
- ▷ **Tactical Modifications:** Defense 20 (−10% to be hit), Super Skill 8 (Jump +40%, Listen +40%, Spot +60%, Throw +25%), Unarmed Combat 5 (+10 damage, −25% to one target's chance of hitting, +25% to Brawl skill).

Weaknesses: The cyborg has the following weaknesses to balance out their extraordinary powers:

- ▷ Cyborg identity makes normal life impossible.
- ▷ Significant involvement with government agencies responsible for cyborg modifications.
- ▷ Cyborg components take an extra 1D6 damage from magnetic-based attacks.

DEMIGOD

The offspring of a god and a mortal, demigods adventure across the world, battling supernatural threats and aiding normal humans in struggles against the tyranny of the gods. Caught between two worlds, the divine and the mortal, the demigod has a mighty destiny but has not yet decided whether that fate is to aid humanity in overthrowing the gods, or to lead mortals to greater worship and fealty to the heavens. The demigod often attracts lesser heroes to their cause and is a locus for trouble. Immortal, the demigod can be encountered at any point in history.

STR	35	MOVE	Walk 10
CON	34	HIT POINTS	55
SIZ	15	DAMAGE MODIFIER	+2D6
INT	13	ARMOR	20-pt. Armor (Kinetic)
POW	18		
DEX	15		
CHA	17		



ATTACK	%	DAMAGE
Brawl	110%	1D3+10+dm (crushing)
Grapple	110%	Special
Short Sword	100%	1D6+1+dm (bleeding)
Round Shield	80%	1D3+dm (knockback)

Skills:

Brawl 110%, Climb 80%, Command 45%, Dodge 65%, Drive (Chariot) 65%, Etiquette 25%, Grapple 110%, Insight 55%, Jump 75%, Knowledge (Mythology) 85%, Language (Ancient Own) 100%, Language (Local) 90%, Listen 65%, Navigate 60%, Perform (Harp) 50%, Persuade 45%, Ride (Horse) 45%, Sense 70%, Spot 60%, Status 45%, Stealth 50%, Strategy 60%, Swim 75%, Throw 85%.

Powers:

The demigod has a variety of powers from the divine parentage, such as the following superpowers:

- ▷ Adaptation (Radiation, Underwater, Vacuum) 5 each; Armor (Kinetic) 20; Extra Energy 20 (+200 power points); Extra Hit Points 30 (+30 HP); Leap 10 (+20 meters to Jump distance); Regeneration 3 (heals 3 HP per combat round); Sidekick (see below); Super Characteristics 50 (STR +20, CON +20, POW +5, CHA +5); Super Skills 20 (Brawl +40%, Grapple +40%, Knowledge [Mythology] +40%, Sense +40%, Shield +80%, Strategy +40%, Sword +80%, Throw +40%), Unarmed Combat 5 (+10 brawl damage, -25% to one attacker's skill, Brawl/Grapple skill +25%).

Weaknesses: The demigod's character failings are:

- ▷ Inability to live a normal life.
- ▷ Hunted by enemies of the gods.
- ▷ Hunted by rival gods.
- ▷ Always called on for help by mortals.

Notes: Demigods often have a mortal sidekick (using the Sidekick superpower or a normal nonplayer character), someone culturally familiar with the world who reminds them of the humility of mortal existence. Depending on the setting, a demigod could use magic spells or sorcery. The divine being may possibly not be divine at all and instead be a mutant or alien, ignorant of their true origin.

DETECTIVE

Whether a police detective, forensics expert, private eye, or criminologist, a detective is trained in investigation, observation, surveillance, interrogation of suspects and witnesses, examination of physical evidence, and deduction. Some detectives live action-packed lives full of car chases, beautiful women, and brushes with both the law and criminals. Others work in high-tech laboratories, dusty libraries, sitting rooms, or even in front of a computer terminal searching public and private records.

STR	13	MOVE	Walk 10
CON	12	HIT POINTS	13
SIZ	14	DAMAGE MODIFIER	+1D4
INT	17	ARMOR	None
POW	14		
DEX	14		
CHA	15		

ATTACK	%	DAMAGE
Medium Pistol	75%	1D8 (impaling)
Fist	65%	1D3+dm (crushing)
Grapple	50%	Special

Skills:

Appraise 35%, Bargain 35%, Climb 55%, Disguise 35%, Dodge 40%, Drive (Sedan) 55%, Etiquette 25%, Fast Talk 65%, Hide 40%, Insight 55%, Knowledge (Law) 65%, Knowledge (Region: Local) 55%, Knowledge (Streetwise) 50%, Language (Own) 75%, Listen 45%, Persuade 45%, Research 75%, Sense 50%, Sleight of Hand 25%, Spot 65%, Stealth 50%, Track 35%.

Powers:

Detectives rarely have powers, though a few magicians or sorcerers become detectives.



DOCTOR

Doctors are a key element of modern society with their ability to prolong life and heal the injured. Specialists like neurosurgeons seem like miracle workers, but the presence of any capable doctor can be the difference between life and death. The effectiveness of a doctor is amplified by the equipment they have available.

STR	10	MOVE	Walk 10
CON	12	HIT POINTS	13
SIZ	13	DAMAGE MODIFIER	None
INT	16	ARMOR	None
POW	15		
DEX	16		
CHA	13		

ATTACK	%	DAMAGE
Fist	30%	1D3+dm (crushing)
Grapple	35%	Special

Skills:

Dodge 35%, First Aid 80%, Insight 35%, Knowledge (Disease) 70%, Language (Latin) 30%, Language (Own) 70%, Listen 45%, Medicine 70%, Persuade 45%, Psychotherapy 40%, Science (Biology) 40%, Spot 40%, Status 35%, Teach 30%.

Powers:

Most doctors do not have powers but in some settings may have access to superpowered gadgets to assist them in their work.

ENFORCER OR HIT MAN

Enforcers are trusted thugs, either operating as elite bodyguards or as problem-solvers for a mob boss or other villain. Singly or in groups, they can prove to be a challenge for players, especially with their potential for intimidation and willingness to exert deadly force.

STR	17	MOVE	Walk 10
CON	15	HIT POINTS	16
SIZ	16	DAMAGE MODIFIER	+1D6
INT	12	ARMOR	1-pt. leather trenchcoat
POW	10		
DEX	10		
CHA	13		

ATTACK	%	DAMAGE
Heavy Pistol	60%	1D10+2 (impaling)
Shotgun, Sawed-Off	50%	4D6/1D6 (impaling)
Switchblade	60%	1D4+dm (impaling)
Baseball Bat	60%	1D6+dm (crushing)
Fist	60%	1D3+dm (crushing)
Head Butt	35%	1D3+dm (crushing)

Skills:

Demolition 20%, Dodge 45%, Drive (car) 70%, Gaming 30%, Grapple 60%, Hide 25%, Insight 25%, Knowledge (Region: Home City) 35%, Language (Own) 50%, Listen 35%, Persuade 60%, Sense 30%, Sleight of Hand 25%, Spot 35%, Stealth 25%, Throw 35%.

Powers:

Most enforcers do not have powers. However, enforcers working for a criminal mastermind or supervillain may have lesser powers or special equipment given to them by their boss.

GALACTIC KNIGHT

This spacefaring paladin follows a mystic tradition that provides great and mysterious powers. As a defender of peace and justice throughout the galaxy, the galactic knight has sworn an oath to uphold a code of honor and serves almost as an intergalactic ranger. Most of the galaxy does not understand the strange force the galactic knight serves, though they are respected or feared wherever they go. The galactic knight shuns traditional weaponry and instead uses an antiquated but sophisticated hand weapon, such as an energy sword, with deadly efficiency.

STR	16	MOVE	Walk 10
CON	15	HIT POINTS	15
SIZ	14	DAMAGE MODIFIER	+1D4
INT	15	ARMOR	None
POW	21		
DEX	17		
CHA	15		

ATTACK	%	DAMAGE
Energy Sword	150%	2D10+dm (impaling) (see Notes)
Brawl	80%	1D3+dm (crushing)

Notes:

An energy sword reduces a target's armor points by half (round up).

Skills:

Climb 75%, Command 50%, Dodge 75%, Hide 45%, Insight 75%, Jump 65%, Knowledge (Region: Galaxy) 35%, Language (Local Alien) 70%, Language (Own) 105%, Listen 65%, Martial

Arts 80%, Navigate 50%, Persuade 35%, Pilot (Starfighter) 65%, Repair (Mechanical) 55%, Sense 70%, Spot 65%, Stealth 70%, Strategy 50%, Throw 60%.

Powers:

The galactic knight is skilled in a mystical tradition that provides several psychic abilities, including Danger Sense 60%, Empathy 55%, Mind Control 35%, Precognition 40%, Telekinesis 45%, and Telepathy 50%.

GUARD

Where there is something to be guarded, there are guards. Unlike soldiers, guards are more focused on looking for trouble and tend to quickly call in reinforcements when necessary. Most guards are not willing to risk their lives for whatever it is they are protecting at the rates they're paid.

The sample guard below can be used for anything from an ancient world to a medieval or modern setting, equipped as necessary. Modern guards are sometimes equipped with firearms. A mall guard's most-powerful piece of equipment is a taser or walkie-talkie. Most carry some sort of means of immobilizing captives, whether manacles, handcuffs, or zip tie cuffs.

STR	12	MOVE	Walk 10
CON	14	HIT POINTS	13-14
SIZ	13	DAMAGE MODIFIER	+1D4
INT	13	ARMOR	see Notes
POW	11		
DEX	13		
CHA	10		

ATTACK	%	DAMAGE
Spear, Long	40%	1D10+1+dm (impaling)
Medium Shield	40%	1D6+1+dm (crushing)
Bow, Self	40%	1D6+1+½dm (impaling)
Medium Pistol	40%	1D8+1 (impaling)
Nightstick	35%	1D6+1 (crushing)
Taser	50%	Special (see Notes)
Pepper Spray	35%	Special (see Notes)
Fist	45%	1D3+dm (crushing)
Grapple	50%	Special

Notes:

- ▷ An ancient world or medieval guard might be protected by 3-pt. hard leather and a +1-pt. light helmet, while a modern guard might wear an 8-pt. bulletproof vest.
- ▷ Pepper spray is a low-POT contact poison (see **Poisons**, page 152). This variety has 16 POT, instant effect, and

causes 1D6+1 combat rounds of blindness if the target fails a resistance roll vs. CON. It is **Easy** to spray into an opponent's eyes within two meters range.

Skills: Brawl 45%, Climb 30%, Command 25%, Dodge 40%, First Aid 40%, Grapple 50%, Insight 40%, Knowledge (Region: Local) 50%, Language (Own) 65%, Listen 50%, Persuade 30%, Sense 50%, Spot 50%.

Powers: Guards rarely, if ever, have powers and rely on their own force of personality and, failing that, on numbers, backup, or their equipment.



GUNSLINGER

The gunslinger makes their living killing people, specializing in fast and deadly combat with a handgun. In most cases, the gunslinger began life as something else but was driven to a life of violence through tragedy or a taste for killing. The gunslinger's reputation is by far their most potent weapon—many lay down their weapons rather than face certain death. This gives the gunslinger steady work, helping those who need help, whether on the side of law or criminality. Sometimes, reputation is a two-edged sword, attracting those who would make themselves famous.

STR	14	MOVE	Walk 10
CON	15	HIT POINTS	15
SIZ	14	DAMAGE MODIFIER	+1D4
INT	14	ARMOR	1-pt. heavy clothing
POW	15		
DEX	18		
CHA	13		



ATTACK	%	DAMAGE
Medium Revolver	95%	1D8 (impaling)
Sporting Rifle	85%	2D6 (impaling)
Double-Barreled Shotgun	75%	4D6/2D6/1D6 (impaling)
Knife	75%	1D4+2+dm (impaling)
Fist	75%	1D3+dm (crushing)

Skills:

Brawl 75%, Climb 60%, Demolition 30%, Dodge 60%, First Aid 40%, Gaming 65%, Grapple 50%, Insight 65%, Knowledge (Region: Local) 65%, Language (Own) 70%, Listen 65%, Ride (Horse) 75%, Sense 50%, Sleight of Hand 35%, Spot 75%, Stealth 50%, Throw 55%, Track 40%.

Powers:

Gunslingers rarely have powers.

HUNTER

Hunters are found in rural settings. They often have another job, and hunting is a hobby for them, but that doesn't mean they are not effective with a rifle. In modern society, hunting is a social activity, and many hunters are members of clubs of like-minded individuals and friends.

Some hunters use bows and crossbows, but the typical hunter uses a firearm. Tracking or retrieving dogs may be used as well.

STR	13	MOVE	Walk 10
CON	14	HIT POINTS	15
SIZ	16	DAMAGE MODIFIER	+1D4
INT	12	ARMOR	1-pt. heavy clothing
POW	12		
DEX	15		
CHA	12		

ATTACK	%	DAMAGE
Sporting Rifle	75%	2D6 (impaling)
Shotgun	60%	2D6/1D6/1D3 (impaling) (birdshot)
Knife	50%	1D4+2+dm (impaling)
Fist	50%	1D3+dm (crushing)

Skills:

Brawl 50%, Drive (Pickup) 50%, First Aid 40%, Gaming 30%, Knowledge (Region: Local) 65%, Language (Own) 70%, Listen 65%, Repair (Auto) 40%, Ride (Horse) 35%, Sense 50%, Sleight of Hand 35%, Spot 60%, Stealth 30%, Throw 55%, Track 40%.

Powers:

Hunters rarely have powers.



ATTACK	%	DAMAGE
Long Sword	75%	1D8+dm (bleeding)
Kite Shield	65%	1D4+dm (knockback)
Lance	75%	1D8+1+dm (usually +2D6, impaling, see Notes)
Light Mace	65%	1D6+2+dm (crushing)
Long Bow	60%	1D8+1+½dm (impaling)
Dagger	50%	1D4+2+dm (impaling)
Armored Gauntlet	50%	1D3+1+dm (crushing)

Notes:

Uses mount's damage modifier, usually 2D6. Lighter tournament lances do half damage (crushing) in total (round up), as they are made to give way instead of piercing the target.

Skills:

Command 45%, Dodge 50%, Etiquette 65%, Knowledge (Heraldry) 50%, Language (Other) 35%, Language (Own) 60%, Listen 45%, Ride (Horse) 75%, Sense 20%, Spot 45%, Status 60%, Strategy 30%.

Powers:

Knights generally do not have powers, though some rare ones know magic. However, a knight may have access to a magic artifact (*Basic Roleplaying*, page 161), whether a blessed weapon, holy relic, or armor with some virtue laid upon it. Elves are rumored to have their own orders of knighthood, and these knights would naturally use magic freely. Evil knights who have sworn allegiance to dark powers may use sorcery.

KNIGHT

Knights are mounted and armored warriors, skilled in swordsmanship, jousting, and the etiquette of chivalry. Drawn from the noble class, a knight has sworn their allegiance to their liege and draws a stipend from lands under their domain to pay for their weapons, armor, horses, and lifestyle. Knights practice their skills regularly, compete in tournaments, and journey to war whenever their liege orders. Ideally, a knight is chivalrous and pious, adhering to a code of honor and decency, though this varies knight by knight.

STR	15	MOVE	Walk 10
CON	15	HIT POINTS	15
SIZ	15	DAMAGE MODIFIER	+1D4
INT	11	ARMOR	10-pt. plate +2-pt. heavy helm
POW	12		
DEX	15		
CHA	14		



MANIAC

A seemingly normal person who has gone violently, homicidally insane, the maniac is a figure to be feared. The maniac either stalks young victims in isolated locales, such as summer camps or campgrounds, or takes to the road as a serial killer, seeking out victims to murder for unfathomable reasons. In appearance, the maniac comes in two flavors: utterly ordinary or in a distinctive costume or mask.

STR	15	MOVE	Walk 10
CON	14	HIT POINTS	14
SIZ	14	DAMAGE MODIFIER	+1D4
INT	14	ARMOR	None, or 1-pt. mask
POW	15		
DEX	17		
CHA	12		

ATTACK	%	DAMAGE
Butcher Knife	75%	1D6+dm (impaling)
Wood Axe	75%	1D8+2+dm (bleeding)
Medium Pistol	55%	1D8+1 (impaling)
Chainsaw	65%	2D8 (bleeding)
Pitchfork	55%	1D6+dm (impaling)
Machete	65%	1D6+dm (bleeding)
Grapple	75%	Special

Skills:

Brawl 75%, Dodge 50%, Drive (Van) 65%, Hide 60%, Language (Own) 60%, Listen 45%, Sense 40%, Spot 65%, Stealth 80%, Throw 50%, Track 40%.

Powers:

Most maniacs do not have any powers, though some possess exceptional toughness and resilience. These are usually caused by a mutation of some sort, and appropriate mutations include Hardy, Increased Characteristic, Regeneration, or even Natural Weapon (Teeth). See the **Powers** chapter of *Basic Roleplaying* (page 53) for more information.

MECHANIC

A mechanic is a key person in any industrialized society. Mechanics handle the maintenance of vehicles and other equipment, small and large. Depending on their specialization, they may engage in highly technical tasks involving computers or focus entirely on hands-on work. No matter the type, all mechanics are willing to get their hands dirty and usually enjoy the challenge of repairing a new machine.

The sample mechanic is an auto mechanic skilled in repairing a variety of cars and small trucks and dealing with shady clientele. They keep their shotgun handy, tucked away near their workspace.

STR	14	MOVE	Walk 10
CON	15	HIT POINTS	14
SIZ	13	DAMAGE MODIFIER	+1D4
INT	15	ARMOR	None
POW	10		
DEX	14		
CHA	10		

ATTACK	%	DAMAGE
Tool	50%	1D6+1 (crushing)
Fist	40%	1D3+dm (crushing)
Sawed-Off Shotgun	40%	4D6/2D6/1D6 (impaling)

Skills:

Appraise 30%, Bargain 40%, Brawl 40%, Craft (Automobile) 55%, Dodge 40%, Drive (Auto) 60%, Fine Manipulation 45%, Heavy Machinery 40%, Knowledge (Automobiles) 60%, Language (Own) 55%, Listen 45%, Navigate 50%, Repair (Electrical) 50%, Repair (Mechanical) 80%, Sense 30%, Spot 40%.

Powers:

In most settings, mechanics don't have any powers, but in a superhero or heroic setting, a mechanic could be skilled enough to create superpowered gadgets.

MERCHANT

Merchants are found in every setting. They may be shopkeepers, business magnates, or traveling salesmen. Regardless of their wealth or standing, all look to fulfill customer needs and make a profit, or at least a living, doing it.

The sample below is a traveling medieval merchant. If carrying valuable goods, they may have a few guards with them.

STR	10	MOVE	Walk 10
CON	12	HIT POINTS	13
SIZ	13	DAMAGE MODIFIER	None
INT	15	ARMOR	None (see Notes)
POW	14		
DEX	12		
CHA	14		

ATTACK	%	DAMAGE
Crossbow, Medium	50%	2D4+2 (impaling)
Short Sword	40%	1D6+1 (impaling)
Fist	30%	1D3+dm (crushing)

Notes:

Traveling traders or merchants may wear light (1- or 2-pt. armor), depending on circumstances.

Skills:

Appraise 45%, Bargain 70%, Fast Talk 50%, Knowledge (Bookkeeping) 30%, Dodge 25%, Drive (Cart) 40%, Knowledge (Business) 60%, Language (Other) 55%, Language (Own) 70%, Literacy (Own) 40%, Persuade 50%, Status 40%.



MUTANT

This unfortunate soul was mutated through exposure to some radioactive or biological agent or came to this state through a hard luck roll of the genetic dice. Feared and unable to live a normal life, the mutant lurks on the outskirts of society. In a post-apocalyptic setting, a mutant is likely the victim of radiation and is one of many such creatures threatening the remaining “pure” humans. In a superhero setting, the mutant may be a misunderstood hero.

STR	19	MOVE	Walk 10
CON	9	HIT POINTS	11
SIZ	13	DAMAGE MODIFIER	+1D4
INT	14	ARMOR	7-pt. bony knobs on skin (see Powers)
POW	12		
DEX	15		
CHA	10		

ATTACK	%	DAMAGE
Brawl	55%	1D3+1D6+dm (crushing) (see Powers)

Skills:

Disguise 25%, Dodge 40%, Drive (Dune Buggy) 40%, Fast Talk 25%, First Aid 40%, Hide 40%, Language (Own) 55%, Listen 35%, Sense 25%, Spot 30%, Stealth 25%, Track 25%.

Powers:

This particular mutant has developed the following mutations: Congenital Disease (hemophilia, CON -5), Increased Characteristic (STR +6), Natural Weaponry (bony knobs on hands, +1D6 damage), Sensitivity (blood), Structural Improvement (bony knobs across skin, +7-pt. natural armor).

NINJA

The ninja is a feared shadowy killer from antiquity or the modern world, trained in secret martial arts and techniques of stealth, infiltration, and assassination. Ninjas are often born into clans, though some rare few seek out the life of the assassin and are accepted into the ancient orders. They are killers-for-hire, working alone or in groups.

STR	14	MOVE	Walk 10
CON	13	HIT POINTS	12
SIZ	10	DAMAGE MODIFIER	None
INT	14	ARMOR	None, or 2-pt. light chainmail
POW	15		
DEX	17		
CHA	12		

ATTACK	%	DAMAGE
Katana	65%	1D10+1+dm (bleeding)
Dagger	65%	1D4+2+dm (impaling)
Composite Bow	50%	1D8+1+½dm (impaling)
Shuriken	50%	1D3+½dm (impaling) + poison (see Notes)
Blowgun	50%	1D3 (impaling) + poison (see Notes)
Fist	55%	1D3+dm (crushing)
Kick	55%	1D3+dm (crushing)

Notes:

A ninja's blowdarts and shuriken are usually covered in a paralytic POT 15 poison (see **Poisons**, page 152).

Skills:

Climb 80%, Disguise 55%, Dodge 65%, Fine Manipulation 45%, Hide 70%, Jump 65%, Language (Own) 70%, Listen 65%, Martial Arts 35%, Sense 50%, Sleight of Hand 55%, Spot 55%, Stealth 75%, Swim 55%, Throw 50%, Track 35%.

Powers:

Ninjas do not generally have powers, though in settings where they do, they would have either sorcery or superpowers approximating extraordinary martial arts.



NOBLE

In class-based societies, nobles, usually determined through heredity, sit at the top of the pyramid. As landholders—and sometimes warriors—they protect the peasants and other peoples who live within their holdings in return for taxes. Nobles in turn, pledge allegiance to a higher ruler. Nobles are expected to be literate and make just decisions for their people, yet it is well-known that many fail to do so and, in fact, act in quite the opposite fashion, exploiting those in their charge for their own enrichment and even amusement. In courtly settings, nobles vie against other nobles for political gain, wealth, and power.

STR	10	MOVE	Walk 10
CON	14	HIT POINTS	14
SIZ	13	DAMAGE MODIFIER	None
INT	15	ARMOR	None (may wear armor, see Notes)
POW	15		
DEX	13		
CHA	16		

ATTACK	%	DAMAGE
Rapier	60%	1D6+1+dm (impaling)
Dueling Pistol	50%	1D8+1 (impaling)
Hunting Shotgun	40%	2D6/1D6 (impaling)



Notes:

A noble who deigns to fight will usually be equipped with excellent armor and weaponry, the best that they can utilize. This might even involve gear otherwise unavailable to others of the era.

Skills:

Command 50%, Dodge 50%, Etiquette 65%, Insight 60%, Knowledge (Heraldry) 50%, Language (Local) 55%, Language (Other) 35%, Language (Own) 60%, Literacy (Own) 50%, Listen 45%, Persuade 55%, Ride (Horse) 75%, Sense 20%, Spot 45%, Status 60%, Strategy 30%.

Powers: Nobles generally do not have powers, lacking the interest, humility, or opportunity to study esoteric subjects.

PEASANT

Feudal peasants are sometimes barely a step above slaves and can even be sold with the land they worked. Other free tenants own their lands but suffer under back-breaking taxes. The life of a peasant is hard and made harder under a bad landowning noble. When roused into an angry mob, however, a group of peasants armed with farming tools and torches can be a formidable force.



STR	14
CON	15
SIZ	11
INT	11
POW	10
DEX	12
CHA	10

MOVE	Walk 10
HIT POINTS	13
DAMAGE MODIFIER	+1D4
ARMOR	None

ATTACK	%	DAMAGE
Farming Tool	40%	1D6+1+dm (variable, see Notes)
Club, Light	35%	1D6+dm
Sling	40%	1D8+½dm (crushing)
Torch	35%	1D4+dm (crushing) + fire
Fist	50%	1D3+dm (crushing)

Notes:

When roused to violence, a farmer will likely turn to their most trusted tool at hand, whether a shovel, scythe, pitchfork, maul, wood axe, or other tool.

Skills:

Bargain 30%, Brawl 50%, Craft (either Farming, Woodworking, or Weaving) 60%, First Aid 35%, Knowledge (Local Lore) 35%, Language (Own) 55%, Listen 40%, Spot 35%, Track 30%.

Powers:

Peasants rarely ever have powers. A few may be born with psychic powers but will keep them concealed at the risk of being cast out as a witch.

PIRATE

Pirates are colorful predators of the high seas, oceangoing bandits ranging from urbane rogues to despicable savages. This pirate is a sample crewmember of an average pirate ship, skilled in seamanship and hand-to-hand combat.

The following is a sample pirate from the Age of Sail, plying the seas of the Atlantic Ocean. Earlier pirates or those from different parts of the world will use more appropriate weapons and perhaps even light armor; modern-era pirates are more likely to be equipped with firearms and lack nautical training; and space pirates should have much more sophisticated weaponry and armor and perhaps even small attack craft of their own.

STR	14
CON	15
SIZ	13
INT	11
POW	10
DEX	14
CHA	13

MOVE	Walk 10
HIT POINTS	14
DAMAGE MODIFIER	+1D4
ARMOR	None

ATTACK	%	DAMAGE
Cutlass	55%	1D8+1+dm (bleeding)
Knife	45%	1D4+1+dm (impaling)
Flintlock Pistol	50%	1D6+1 (impaling)
Musket	40%	1D10+4 (impaling)
Fist	50%	1D3+dm (crushing)

Skills:

Artillery 30%, Brawl 50%, Climb 80%, Craft (Carpentry) 55%, Dodge 40%, Fine Manipulation 45%, Gaming 35%, Grapple 50%, Jump 45%, Knowledge (Region: Local) 40%, Language (Local) 40%, Language (Own) 55%, Listen 45%, Navigate 50%, Perform (Sing Sea Chanty) 45%, Pilot (Ship) 35%, Sense 30%, Sleight of Hand 35%, Spot 50%, Swim 45%, Throw 50%.

Powers:

In most settings, pirates don't have any powers. Some pirate leaders, however, make pacts with darkness and are taught sorcery if their POW is high enough to qualify. Appropriate spells are Bird's Vision (1), Breath of Life (1), Hell's Razor (2), Sureness (2), Vermin's Vision (1), and Wings of the Sky (4).

POLICE OFFICER

Trained in a wide variety of law enforcement techniques, police officers are usually on patrol or are called to the scene of an incident. In the event of a major incident in an urban area, police will likely be the first on the scene. Special Weapons and Tactics (SWAT) teams are more heavily armed police officers and are usually called on to deal with excessively violent situations. The following example is a police officer from any modern country.

STR	14	MOVE	Walk 10
CON	14	HIT POINTS	14
SIZ	14	DAMAGE MODIFIER	+1D4
INT	14	ARMOR	8-pt. bulletproof vest (4-pt. vs. melee weapons) or 12-pt. riot gear
POW	14		
DEX	14		
CHA	14		

ATTACK	%	DAMAGE
Medium Pistol	70%	1D8 (impaling)
Shotgun	50%	4D6/2D6/1D6 (impaling)
Baton (Light Club)	50%	1D6+dm (crushing)
Pepper Spray	65%	Special (POT 16, blinds 1D4+2 combat rounds)
Taser	65%	Special (see Stunning or Subduing , page 152)
Grapple	65%	Special



Skills:

Brawl 65%, Dodge 40%, Drive (Police Car) 55%, Insight 35%, Knowledge (Law) 50%, Language (Other) 30%, Language (Own) 80%, Listen 50%, Persuade 50%, Ride (Horse) 45%, Sense 30%, Spot 45%, Stealth 30%, Throw 45%.

Powers:

Police officers rarely ever have powers.

POLITICIAN

Politicians are found at all levels of government in almost all societies. They rely on their persuasive abilities and political allegiances to achieve their goals, whether to pass legislation or gain personal power. High-ranking politicians will have bodyguards, and corrupt ones may even employ assassins.

STR	10	MOVE	Walk 10
CON	12	HIT POINTS	13
SIZ	13	DAMAGE MODIFIER	None
INT	15	ARMOR	None
POW	15		
DEX	13		
CHA	16		

ATTACK	%	DAMAGE
Fist	30%	1D3+dm (crushing)

Skills:

Command 50%, Dodge 50%, Drive (Car) 40%, Etiquette 50%, Knowledge (Law) 50%, Language (Other) 35%, Language (Own) 60%, Listen 45%, Perform (Oratory) 50%, Persuade 60%, Sense 20%, Spot 45%, Status 60%.

Powers:

Politicians generally do not have powers.

PRIEST, PARISH

A parish priest is a representative of their god, whether in the ancient world or the modern one. They usually dwell in or adjacent to a place of worship and provide various services to the attendees, often on a regular basis. This might include counseling or administering to those in need, instructing others in their doctrine, or performing outreach to those within their “flock.” They are rarely violent and often serve as community leaders and representatives of their faith.

STR	10	MOVE	Walk 10
CON	12	HIT POINTS	12
SIZ	12	DAMAGE MODIFIER	None
INT	15	ARMOR	None
POW	14		
DEX	13		
CHA	15		

ATTACK	%	DAMAGE
Fist	30%	1D3+dm (crushing) (see Notes)

Notes:

Some few priests enjoy participating in sports like boxing, and if so, add +2 to their STR and CON (and +2 hit points) and raise the Fist attack to 55%.

Skills:

Command 30%, Dodge 40%, Etiquette 40%, First Aid 40%, Knowledge (Doctrine) 70%, Language (Other) 55%, Language (Own) 70%, Listen 55%, Perform (Oratory) 60%, Persuade 50%, Spot 35%, Status 30%.

Powers:

Parish priests do not generally have powers, though the rare example might have some psychic ability, which they view as a gift from their deity. A villainous priest, however, might know some sorcery (POW 16+) or have even more sinister powers. In some settings, a priest’s role grants them near-supernatural powers, such as the ability to heal or repel evil beings through the strength of their faith. Additionally, the priest has an allegiance of at least 40 to their patron deity, with whatever benefits that may entail (see **Allegiance, Basic Roleplaying**, page 211).

PRIEST, WARRIOR

A warrior priest is a devout worshipper of their patron deity who has left the safety of the monastery and set out to the outside world, armored in piety and armed with the blessings of their deity. These priests venture to strange and exotic lands to bring the message of truth to the unbelievers and strike with vengeance any who oppose their divine mandate.

STR	14	MOVE	Walk 10
CON	13	HIT POINTS	14
SIZ	14	DAMAGE MODIFIER	+1D4
INT	15	ARMOR	8-pt. chain and light helmet
POW	16		
DEX	13		
CHA	15		

ATTACK	%	DAMAGE
Morningstar Flail	50%	1D10+1+dm (crushing)
Full Shield	45%	1D4+dm (knockback)
Sling	40%	1D8+½dm (crushing)
Kick	40%	1D3+dm (crushing)

Skills:

Art (Illuminated Manuscripts) 35%, Command 25%, Craft (Bookmaking) 35%, Dodge 40%, First Aid 45%, Insight 35%, Knowledge (Religion) 70%, Language (Own) 70%, Listen 45%, Literacy (Own) 70%, Perform (Hymns) 35%, Persuade 45%, Ride (Horse) 35%, Spot 40%, Status 35%, Teach 30%.

Powers:

Warrior priests may have psychic abilities granted by their deity: Divination, Mind Shield, Precognition, and Sensitivity, all at the priest's POWx1. Additionally, priests have an allegiance of at least 50 to their patron deity, with whatever benefits that may entail (see **Allegiance**, *Basic Roleplaying*, page 211).



PSYCHIC

Psychics are born with a particular gift which typically develops during young adulthood. They often learn self-discipline and meditation techniques to quiet the voices echoing through their head, and these strange gifts may be used to aid others in seeking knowledge and hidden truth.

STR	12	MOVE	Walk 10
CON	13	HIT POINTS	14
SIZ	14	DAMAGE MODIFIER	+1D4
INT	15	ARMOR	None
POW	19		
DEX	14		
CHA	14		

ATTACK	%	DAMAGE
Fist	35%	1D3+dm (crushing)

Skills:

Art (Painting) 35%, Bargain 35%, Dodge 40%, Drive (Automobile) 30%, Fast Talk 35%, Insight 50%, Knowledge (Art History) 45%, Language (Own) 90%, Listen 35%, Research 65%, Sense 35%, Spot 40%, Status 35%, Stealth 30%.

Powers:

This particular psychic has the psychic abilities of Aura Detection 35%, Precognition 25%, and Psychometry 50%.

REPORTER

Reporters generally try to collect and organize information and convey it in a narrative suitable for public consumption. They gather news, secrets, and other details to sell or to expose the truth to their preferred degree of accuracy. A reporter may be almost anonymous, go undercover, or could be a celebrity. Those who handle news and investigative journalism focus on their interview skills and connections, recording devices, and investigative skills. Certain investigations can be fraught with danger, and not every reporter is prepared to handle what they unearth. Few reporters resort to violence, maintaining neutrality in almost every situation.

STR	10	MOVE	Walk 10
CON	12	HIT POINTS	12
SIZ	11	DAMAGE MODIFIER	None
INT	15	ARMOR	None
POW	14		
DEX	14		
CHA	14		

ATTACK	%	DAMAGE
Fist	30%	1D3+dm (crushing)

Skills:

Drive (Car) 40%, Dodge 35%, Fast Talk 50%, Insight 40%, Knowledge (Local Region) 40%, Language (Other) 40%, Language (Own) 70%, Listen 40%, Persuade 40%, Research 60%, Sense 30%, Stealth 25%, Spot 60%, Technical (Computer Use) 40%.

Powers:

A reporter rarely has powers.

SCIENTIST

A scientist stretches the boundaries of knowledge, unlocking mysteries, including ones that should not be unlocked. They often struggle to deal with less educated individuals. Some scientists push their idealized vision of the future so much that they forget their own humanity.

This sample scientist would be considered mad by many, as they use their abilities for personal gain.

STR	9	MOVE	Walk 10
CON	12	HIT POINTS	11
SIZ	10	DAMAGE MODIFIER	None
INT	19	ARMOR	None
POW	21		
DEX	14		
CHA	12		

ATTACK	%	DAMAGE
Fist	30%	1D3+dm (crushing)
Pistol, Disintegrator	40%	3D4+1 (see <i>Basic Roleplaying</i> , page 174)
Lab Tool	40%	1D8+½dm (crushing)

Skills:

Craft (Technology), Fine Manipulation 40%, Knowledge (Occult) 50%, Language (Other) 80%, Language (Own) 80%, Persuade 40%, Repair (Technology) 50%, Research 75%, Science (Chemistry) 60%, Science (Physics) 80%, Technical (Computer Use) 65%, Status 50%.

Powers:

Most scientists have no powers, but some can make inventions that mimic many types of powers or induce powers, such as mutations in others.

SHAMAN

A shaman guides and sometimes even leads a tribe. They are counted on to support a tribal chief and deal with otherworldly issues and spirits. A shaman may have several students learning the tradition.

STR	9	MOVE	Walk 10
CON	13	HIT POINTS	14
SIZ	15	DAMAGE MODIFIER	None
INT	17	ARMOR	None
POW	19		
DEX	14		
CHA	14		

ATTACK	%	DAMAGE
Dagger	35%	1D4+2+dm (impaling)
Short Spear	50%	1D6+1+dm (impaling)
Short Spear (thrown)	50%	1D6+1+½dm (impaling)



Skills:

Art (Tattooing) 35%, Craft (Herbal Drugs) 40%, Fast Talk 30%, First Aid 40%, Insight 35%, Knowledge (History) 50%, Knowledge (Local Traditions) 20%, Language (Other) 50%, Language (Own) 85%, Listen 35%, Medicine 30%, Persuade 45%, Ride (Horse) 35%, Science (Pharmacy) 30%, Sense 35%, Sleight of Hand 35%, Spot 55%.

Powers:

A shaman often knows magic, including spells like Dispel, Heal, and Vision, all at POW×3% or higher.

SOLDIER

Soldiers are trained in modern principles of warfare, utilizing weaponry and tactics, are obedient to the chain of command, supportive of teammates, and remain calm under fire. Under ideal conditions, the soldier is well-equipped, well-supported, and well-informed. This example soldier is especially fit and experienced, perhaps an elite commando.

STR	15	MOVE	Walk 10
CON	14	HIT POINTS	15
SIZ	15	DAMAGE MODIFIER	+1D4
INT	13	ARMOR	8-pt. bulletproof vest, + 3-pt. light helmet
POW	11		
DEX	13		
CHA	13		

ATTACK	%	DAMAGE
Assault Rifle	65%	2D6+2 (impaling)
Combat Knife (Dagger)	50%	1D4+2+dm (impaling)
Grenade (Explosive)	40%	4D6 (knockback)
Fist	60%	1D3+dm (crushing)
Grapple	50%	Special

Notes:

A bulletproof vest provides only 4-pt. protection vs. melee weapons.

Skills:

Artillery 30%, Brawl 60%, Climb 50%, Command 25%, Dodge 40%, Drive (Humvee) 45%, First Aid 40%, Grapple 50%, Hide 35%, Jump 35%, Language (Own) 65%, Listen 45%, Spot 45%, Stealth 40%, Strategy 20%, Throw 40%.

Powers:

Soldiers rarely, if ever, have powers, though some countries have experimented with programs to chemically enhance soldiers, granting them superpowers such as Super Characteristic (Strength, Constitution, Dexterity) and equipping them with symbolic weaponry and even costumes.

SORCERER

Sorcerers are typically chosen at youth and apprenticed in the mystic arts. They deal with demons and command the very elemental forces. A sorcerer is often arrogant among lesser, non-magical mortals. However, they are exceedingly careful about getting into personal combat, an area where they are woefully unprepared to compete.

STR	9	MOVE	Walk 10
CON	11	HIT POINTS	13
SIZ	15	DAMAGE MODIFIER	None
INT	19	ARMOR	None, or 4-pt. Sorcerous Armor
POW	21		
DEX	14		
CHA	12		

ATTACK	%	DAMAGE
Dagger	35%	1D4+2+dm (impaling)



Skills:

Appraise 35%, Dodge 40%, Etiquette 35%, Fast Talk 45%, Hide 30%, Insight 35%, Knowledge (Academic Lore) 50%, Knowledge (Blasphemous Lore) 20%, Knowledge (Occult) 70%, Language (Demonic) 50%, Language (Own) 85%, Listen 35%, Persuade 45%, Research 75%, Ride (Horse) 35%, Sense 35%, Sleight of Hand 35%, Spot 55%.

Powers:

These sorcery spells are in memory: Curse of Sorcery (4), Sorcerous Armor (4), Sorcerer's Sharp Flame (3), Summon Demon (1), Undo Sorcery (2), Heal (2), Witch Sight (3). May also have one or more bound demons or elementals under their control.

SPY

Spies are secret operatives working clandestinely for a government agency, trained in infiltration, stealth, disguise, combat, and other espionage skills. Missions range from armed intrusion to infiltration of enemy groups with surveillance, sabotage, or assassination as the end goal. They may be equipped with an array of gadgets and weapons, some disguised as commonplace items. Consult *Basic Roleplaying's* **Equipment** chapter (page 157) for guidelines on constructing high-tech spy gear.

STR	14	MOVE	Walk 10
CON	14	HIT POINTS	14
SIZ	13	DAMAGE MODIFIER	+1D4
INT	15	ARMOR	5-pt. ballistic cloth tuxedo (3-pt. vs. melee weapons)
POW	14		
DEX	15		
CHA	14		

ATTACK	%	DAMAGE
Light Pistol	75%	1D6 (impaling)
Sniper Rifle	75%	2D10+4 (impaling)
Throwing Knife	75%	1D4+½dm (impaling)
Fist	80%	1D3+dm (crushing)
Kick	80%	1D3+dm (crushing)

Skills:

Appraise 45%, Brawl 80%, Climb 60%, Demolition 40%, Disguise 60%, Dodge 50%, Drive (Sports Car) 85%, Etiquette 65%, Fast Talk 75%, Fine Manipulation 75%, First Aid 55%, Gaming 65%, Grapple 65%, Hide 75%, Insight 65%, Jump 50%, Knowledge (Espionage) 75%, Language (Other) 90%, Language (Own) 70%, Listen 65%, Martial Arts 45%, Persuade

55%, Pilot (Boat) 65%, Pilot (Helicopter) 45%, Research 45%, Ride (Horse) 45%, Sense 60%, Sleight of Hand 55%, Spot 65%, Stealth 70%, Strategy 50%, Swim 65%, Throw 65%, Track 35%.

Powers:

Spies rarely, if ever, have any powers.

STARSHIP PILOT

From small space fighters to massive space haulers, a starship pilot is needed to make sure the vessel gets where it is going. Whether traveling solo or as part of a large crew, a pilot is experienced enough to tackle events beyond the cockpit.

This sample starship pilot owns a small freighter and takes whatever jobs they can get.

STR	12	MOVE	Walk 10
CON	14	HIT POINTS	14
SIZ	14	DAMAGE MODIFIER	+1D4
INT	15	ARMOR	1-pt. leather
POW	13		
DEX	18		
CHA	15		

ATTACK	%	DAMAGE
Pistol, Blaster	65%	1D8+2
Fist	50%	1D3+dm (crushing)

Skills:

Appraise 40%, Bargain 40%, Brawl 50%, Command 60%, Dodge 50%, Fast Talk 50%, Hide 45%, Insight 75%, Knowledge (Region: Galaxy) 60%, Language (Alien) 60%, Language (Own) 70%, Listen 65%, Navigate 70%, Persuade 35%, Pilot (Starship) 65%, Repair (Mechanical) 55%, Sense 60%, Spot 60%, Stealth 50%.

Powers:

A starship pilot rarely has powers. If they do, the most likely power set is psychic powers, with powers like Danger Sense and Precognition, helping them navigate the dangers of the void. A few starship pilots or navigators might even be mutated specifically for their role, with vast abilities to see through the very fabric of spacetime and accurately predict the movement of the stars in relation to their flight path. Such figures would likely have several mutations and incredibly powerful psychic abilities.

SUPERHERO

Given powers by some freak accident or genetic abnormality, superheroes vow to do right, seeking justice for everyone, using their abilities to help normal people and protect them from natural and unnatural threats, as well as those posed by supervillains. Most keep their superheroic identities a secret, living normal lives when they can. A few superheroes have partners or join teams. The superhero is often wracked with self-doubt, wondering if the cost of heroism is too high.

This sample superhero is Stormcloud, a brash (and inexperienced) lightning-based hero and enemy of Doctor Dread. Stormcloud's civilian identity is that of a television meteorologist.

STR	25	MOVE	Walk 10, Fly 62
CON	20	HIT POINTS	16
SIZ	12	DAMAGE MODIFIER	+1D6
INT	14	ARMOR	12-pt. skin (Armor (:Kinetic, Radiation)
POW	16		
DEX	20		
CHA	15		

ATTACK	%	DAMAGE
Lightning Bolt	45%	6D6 (electric) (see Powers)
Brawl	50%	1D3+dm (crushing)

Skills:

Art (Photography) 70%, Brawl 50%, Dodge 50%, Drive (Car) 35%, Fly 80%, Grapple 35%, Knowledge (Region: San Francisco) 35%, Language (Spanish) 55%, Language (English) 85%, Perform (News) 50%, Research 45%, Science (Meteorology) 50%, Status 25%, Technical Skill (Use Computer) 35%.

Powers:

Stormcloud has the following superpowers: Absorption (Electric) 18; Armor (Kinetic, Radiation) 12 points each; Energy Projection (Electric) 6; Extra Energy 15 (+150 power points); Flight 10; and Super Characteristics 30 (STR +14, CON +8, DEX +8).

Weaknesses:

Stormcloud's character flaw is a weakness to water. She loses -2D6 power points for each round she is wet or submerged.

SUPERVILLAIN

Unlike the superhero, the supervillain enjoys a life of crime, utilizing their abilities in pursuit of fortune, power, revenge, or other malfeasance. The supervillain can be a master criminal or a glorified thug, depending on their ambition. Some supervillains choose to work alone, while others have a cadre of minions. Even fewer supervillains work together in teams, as their unstable personalities tend to make equitable partnerships impossible.

This sample supervillain is Doctor Dread, a former defense industries engineer whose funding was cut. After using unlicensed military tech to build a suit of protective armor, Doctor Dread seeks a means of financing further (and potentially illegal) weapons research. These statistics represent Doctor Dread in the armor.

STR	15	MOVE	Walk 10, Fly 62
CON	18	HIT POINTS	14
SIZ	9	DAMAGE MODIFIER	None
INT	17	ARMOR	4-pt. Armor (Kinetic) + 20-pt. Force Field (Electric, Kinetic, Radiation)
POW	17		
DEX	18		
CHA	10		

ATTACK	%	DAMAGE
Heat Projector	70%	6D6 (fire)
Brawl	50%	1D3+dm (crushing)

Skills:

Command 35%, Dodge 40%, Drive (Van) 55%, Fine Manipulation 65%, Jump 65%, Language (English) 125%, Listen 45%, Repair (Electronic) 85%, Repair (Quantum) 75%, Research 85%, Science (Physics) 95%, Spot 50%, Technical Skill (Use Computer) 95%.

Powers:

Doctor Dread's armor provides the following superpowers: Armor (Kinetic) 4; Energy Projection (Heat) 6; Extra Energy 15 (+150 power points); Flight 3; Force Field (Electric, Kinetic, Radiation) 20 each; Leap 10 (+20 meters to Jump distance); Super Sense (Infravision, Ultrasonic Hearing) 1 each.

Weaknesses:

Doctor Dread's character flaws are that he is a notorious supervillain, hunted by police forces across the country and unable to live a normal life; he is physically distinctive (ugly); he has psychological failings (bloodthirsty, arrogant); his supervillain identity is tied to his armor and not on full-time; and that his armor can be shut down or removed.

THUG

Thugs are goons for hire, usually working for a criminal group or sometimes, just looking for trouble. A thug can be backup muscle or operate solo, engaging in activities such as breaking and entering, robbery, banditry, or mugging.

STR	16	MOVE	Walk 10
CON	14	HIT POINTS	15
SIZ	15	DAMAGE MODIFIER	+1D4
INT	10	ARMOR	1-pt. leather jacket
POW	10		
DEX	12		
CHA	11		

ATTACK	%	DAMAGE
Heavy Pistol	50%	1D10+2 (impaling)
Switchblade	50%	1D4+dm (impaling)
Baseball Bat	50%	1D6+dm (crushing)
Fist	50%	1D3+dm (crushing)
Head Butt	35%	1D3+dm (crushing)

Skills:

Demolition 20%, Dodge 35%, Drive (Truck) 50%, Gaming 30%, Grapple 50%, Hide 25%, Insight 25%, Knowledge (Region: Local) 35%, Language (Own) 50%, Listen 35%, Persuade 35%, Sense 30%, Sleight of Hand 25%, Spot 35%, Stealth 25%, Throw 35%.

Powers:

Thugs never have powers. If they did, they'd be doing better for themselves.

TRADER

Traders are a cross between explorers, diplomats, and merchants. They are often highly mobile, either crossing well-traveled trade routes or blazing new trails across lands previously unexplored (or unexploited) by the culture they represent. Some traders establish trading posts in remote areas or areas adjacent to native population centers, while others are always on the move, bringing their goods to destinations either new or known.

The following description is for a trader in a fantasy or medieval setting, accustomed to taking caravans across potentially dangerous areas, selling and buying as they go.

STR	13
CON	14
SIZ	14
INT	15
POW	13
DEX	13
CHA	15

MOVE	Walk 10
HIT POINTS	14
DAMAGE MODIFIER	+1D4
ARMOR	1-pt. soft leather

ATTACK	%	DAMAGE
Shortsword	40%	1D6+1+dm (bleeding)
Crossbow, Medium	50%	2D4+2 (impaling)
Dagger	40%	1D4+2+dm (impaling)

Skills:

Appraise 70%, Bargain 75%, Command 40%, Dodge 30%, Fast Talk 50%, Insight 40%, Knowledge (Region: Local) 55%, Language (Local) 30%, Language (Own) 70%, Language (Trade Tongue) 50%, Listen 55%, Literacy (Own) 75%, Literacy (Trade Tongue) 45%, Persuade 80%, Pilot (Wagon) 45%, Ride (Horse or Camel) 50%, Spot 45%, Status 35%.

Powers:

Traders rarely, if ever, have powers, though in a magic-rich setting, they might employ minor magic to increase their charm, ward against being cheated, or detect lies, etc.



TRAPPER

A trapper generally sets traps for fur-bearing animals. This also includes those who trade with tribal hunters in addition to their regular trapping actions. Trappers are found wherever there are forested areas, but some fishermen also rely on nets and traps. The following example is a trapper from the Colonial era of North American history.

STR	16	MOVE	Walk 10
CON	14	HIT POINTS	15
SIZ	15	DAMAGE MODIFIER	+1D4
INT	11	ARMOR	1-pt. soft leather
POW	13		
DEX	16		
CHA	13		

ATTACK	%	DAMAGE
Pistol, Flintlock	50%	1D6+1 (impaling)
Rifle, Musket	50%	1D10+4 (impaling)
Hatchet	40%	1D6+dm (impaling)
Hunting Knife	50%	1D8+1+dm (impaling)

Skills:

Climb 40%, Dodge 30%, Hide 45%, Jump 45%, Language (Local) 40%, Language (Own) 60%, Listen 55%, Pilot (Canoe) 35%, Sense 60%, Spot 65%, Stealth 60%, Swim 60%, Technical Skill (Traps) 65%, Throw 50%, Track 60%.

Powers:

Trappers rarely have powers. Many trappers peacefully trade with the local tribes. In dealing with less technically advanced cultures, they may show off that superior technology to evoke awe.



TRIBAL WARRIOR

The tribal warrior is encountered in any area where civilization has not reached. They use weapons that are considered primitive by the standard of the day and participate in their tribe's survival, hunting, and fighting to defend the tribe against trespassers and attackers. The tribal warrior places great faith in the wisdom of the elders of the tribe, who interpret the words of the gods.

STR	16	MOVE	Walk 10
CON	14	HIT POINTS	15
SIZ	15	DAMAGE MODIFIER	+1D4
INT	11	ARMOR	1 pt. hide armor
POW	13		
DEX	16		
CHA	13		

ATTACK	%	DAMAGE
Short Spear	65%	1D6+1+dm (impaling)
Short Spear (thrown)	75%	1D6+1+½dm (impaling)
Light Club	55%	1D6+dm (crushing)
Light Club (thrown)	65%	1D6+½dm (crushing)
Shield	65%	1D2+dm (knockback)
Blowgun	75%	1D3 (impaling) + poison (see Notes)
Grapple	65%	Special

Notes:

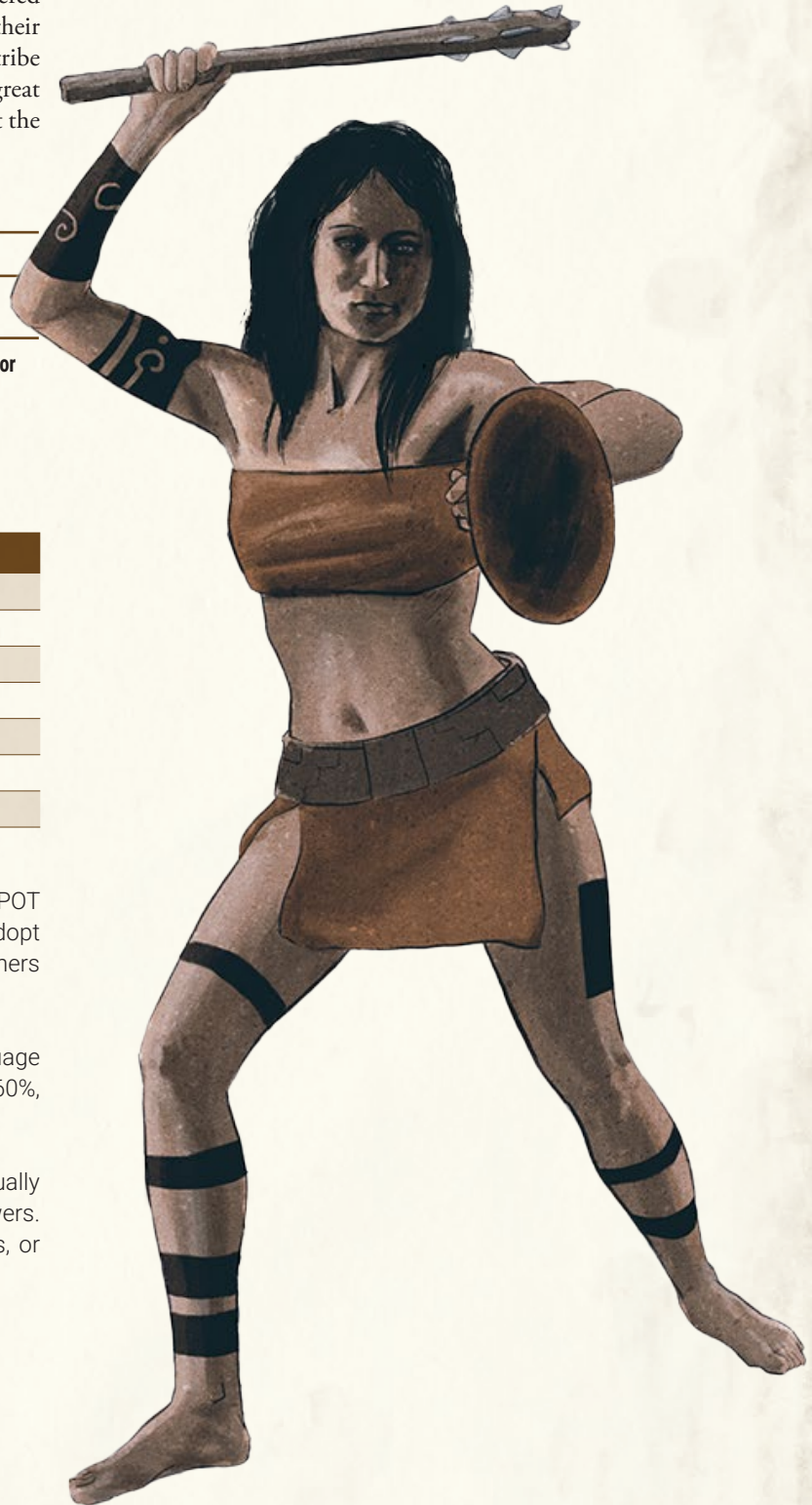
Some tribal warriors' blowdarts are covered in a paralytic POT 10 poison (see **Poisons**, page 152). Many tribal warriors adopt the use of captured weapons from civilized men, while others shun them.

Skills:

Climb 75%, Dodge 40%, Hide 45%, Jump 45%, Language (Own) 60%, Listen 55%, Sense 60%, Spot 65%, Stealth 60%, Swim 55%, Throw 65%, Track 70%.

Powers:

Tribal warriors rarely have powers. However, tribes are usually allied with a shaman or wise person who may have powers. These powers are usually psychic abilities, magic spells, or sometimes sorcery.



VIKING

Vikings are northern warriors who take lengthy sea voyages for exploration, trade (when dealing with strong opponents or allies), and raiding (against enemies or those weaker). They are fierce and proud, excellent sailors, and surprisingly civilized, given their savage reputation. Vikings have their own code of honor and laws and adhere to them stringently, though they do not extend this code to outsiders.

STR	15	MOVE	Walk 10
CON	14	HIT POINTS	15
SIZ	15	DAMAGE MODIFIER	+1D4
INT	11	ARMOR	7-pt. scale and +2-pt. light helmet
POW	11		
DEX	13		
CHA	12		

ATTACK	%	DAMAGE
Broad Sword	65%	1D8+1+dm (bleeding)
Hand Axe	55%	1D6+1+dm (bleeding)
Hand Axe (thrown)	55%	1D6+1+½dm (crushing)
Self Bow	50%	1D6+1+½dm (impaling)
Large Round Shield	50%	1D4+dm (knockback)
Fist	55%	1D3+dm (crushing)

Skills:

Appraise 45%, Bargain 35%, Brawl 55%, Dodge 40%, Gaming 40%, Grapple 35%, Insight 15%, Intimidate 45%, Jump 25%, Language (Norse) 55%, Language (Other) 20%, Listen 40%, Navigate 35%, Pilot (Longship) 25%, Ride (Horse) 25%, Ski 55%, Spot 35%, Status 25%.

Powers:

Vikings rarely have any powers. However, some members of Viking society are spellcasters and use a variety of magic types, from rune magic to shapeshifting or sorcery. Depending on the setting, a wealthy or favored Viking may have enchanted weaponry, armor, or other magic artifacts.





APPENDICES

The following sections provide additional resources for usage of the creatures within this sourcebook.

CUSTOMIZING CREATURES AND NONPLAYER CHARACTERS

It may be necessary to customize these creatures and nonplayer characters based on the power level of the game, or to better match the competency of the player characters. Here are guidelines for doing so and for managing these creatures and nonplayer characters as needed.

It may make more sense for opponents to be of a higher power level than the player characters. This is especially true for fantasy or superhero settings where a confrontation may end up being one villain against many. In other settings, however, it might seem inappropriate or too challenging. In cases like these, the gamemaster may choose to increase the threat an opponent faces in another fashion, such as to increase the number of foes encountered, give them superior equipment, or augment them through other means, as described below.

Normal Campaigns

Most of the beings in this book are intended for a “normal” power level game. Accordingly, they do not typically need to be adjusted unless for a particular setting, and in some

cases, suggestions for improvement are noted. Whenever adjusting characteristics, take note of any modified secondary characteristics (damage modifiers, hit points, major wounds, power points, etc.).

One thing to keep in mind is that even a little armor goes a long way. Adding 3 points of armor to an entity can make them challenging, and with more than 6 points of armor, they become very difficult to harm save by special or critical successes or powerful weaponry or power use.

Heroic Campaigns

For a heroic campaign, here are ways you can adjust creatures or nonplayer characters to better suit heroic-level characters:

- ◇ Increasing the number of the creatures or nonplayer characters encountered by +25% or more.
- ◇ Adding one or more extremely competent leaders to any group, perhaps built using the epic power level.
- ◇ Having them use superior tactics, be more cautious or aggressive, or take better advantage of their terrain to gain tactical advantages and keep the player characters off-balance.
- ◇ Increasing key characteristics by another D6, or a flat +3, keeping the rollable maximums intact.
- ◇ Modifying combat-oriented and other relevant skills by +25% or multiplied by $\times 1.5$.

- ◇ Adding more powers or increased efficacy in existing powers.
- ◇ Equipping them with better equipment, armor, weaponry, etc.
- ◇ Making sure they always use group tactics, cover fire, etc. to exploit their numerical advantage.

Epic Campaigns

For an epic campaign, here are ways to adjust creatures or nonplayer characters to present more of a challenge:

- ◇ Doubling the number that would be encountered by normal characters.
- ◇ Giving them a leader at the superhuman power level.
- ◇ Increasing characteristics by +6 or more, beyond racial maximums.
- ◇ Doubling skill rankings.
- ◇ Having them use skills like Command, Insight, and Strategy to even the playing field: Command can serve as an augment to a group's efficacy, Insight can gain an advantage by knowing what the player characters intend to do or what abilities they possess, and Strategy can be used to ensure that the player characters are outmaneuvered and their actions anticipated.
- ◇ An easy solution is adding new powers, multiple power groups, or adding new superpowers like Extra Hit Points.
- ◇ Giving foes the best equipment, armor, and weaponry available, whether power armor, magical artifacts, or medical supplies capable of instant healing, etc.

Superhuman Campaigns

For a superhuman campaign, the gamemaster may choose to adjust the following aspects of a creature or nonplayer character:

- ◇ Numbers can be increased to the limit of whatever the gamemaster feels comfortable handling, mixing up normal, heroic, and epic level nonplayer characters to vary the challenge.
- ◇ Increasing characteristics far past the rollable maximums, using whatever combination of powers that can best make these foes almost titanic in abilities and competency.
- ◇ Tripling or even quadrupling skill ratings far above 100%.
- ◇ Adding less obvious powers like Extra Hit Points, Super Characteristics, Super Skill, etc.
- ◇ Equipping opponents with exceptional arms, armor, and other gear, including magical or powered gear. They will also use this equipment tactically and to the best of their abilities.

General Notes

As noted, these are just suggestions and should be applied intelligently. The gamemaster should examine the player character's abilities when determining the strength of meaningful opponents. They shouldn't hesitate to scale back an

encounter by having enemies flee, increasing the difficulty by having new enemies arrive or introducing some environmental factor to make things more difficult for everyone.

Gauging an enemy's relative strength against a player character's is a difficult art to master, and the flat distribution of dice results and unexpected tactics can make a potentially easy encounter a life-or-death struggle or end a climactic battle with a single first (and lucky) shot.

The main rule, however, is to have fun and make sure the players are having fun, too. This might even come with the sudden and unexpectedly abrupt defeat of a villain built up to be a challenging battle, or a fumble causing a combat to go completely awry. In some cases, these sorts of extreme results are the things players will talk about in years to come, even more than when things went as expected.

SPOT RULES SUMMARY

Many creatures have special abilities and powers that heavily leverage the spot rules found in the *Basic Roleplaying: Universal Game Engine*. The list below is a summary of the spot rules referenced in the creature entries. The page numbers are for the full spot rules entries in that book.

Acid (BRP, page 140)

Acid exposure causes damage: weak acids 1D3–1 per round, strong acids 1D4 per round, very strong acids 1D6+1 per round. Armor halves damage for 1D3 rounds but can be destroyed by very strong acids in 1D6 rounds.

Area Attacks (BRP, page 140)

Area attacks automatically hit everyone within range unless they successfully Dodge or use Agility to halve damage (round up). Cover or shelter may further reduce damage. Armor works normally against these attacks. May cause knockback.

Choking, Drowning, and Asphyxiation (BRP, page 145)

In life-threatening situations like smoke, drowning, gas exposure, or choking, asphyxiation damage may occur. Roll CON×10 (*Easy* Stamina) for the first breath-holding round, decreasing each round to CON×5/4/3/2/1. Failure results in hit point damage based on the substance (e.g., water: 1D8; combat smoke: 1D4; dense smoke: 1D6; poison gas: 1D8 + corrosive effects) and affects the chest hit location if used. Some powers grant immunity. Deliberate choking costs CON×1 per round or deals 1D6 damage, possibly to the head. Sudden asphyxiation requires a Luck roll for breath-holding.

Disease (BRP, page 146)

Exposure to a minor disease requires a Stamina roll to avoid contracting it. If contracted, it causes minor hit point and fatigue losses. Recovery checks start on the second day with a CON×2 roll, increasing each day. Failed rolls prolong the disease, strenuous conditions make it worse, and a fumble

BUILDING VILLAINS

Ultimately, building a good villain is mostly a case of examining the player characters and taking note of their capabilities, choosing an existing nonplayer character template, and customizing them to the needs of the encounter, adventure, or campaign. The following advice is general, as there is no obvious formula for devising a suitably challenging opponent to suit any potential permutation of player character capability.

- ▷ **Armor**, more than anything else, is the primary means of keeping a villain alive throughout an encounter and able to compete in combat against one or more player characters. If in doubt, take note of the highest armor protection the player characters have and add +2 or more to it, whether simply heavier armor, a masterwork crafted set with better protection, or utilizing magical or technological enhancements.
- ▷ More **hit points** always help. In a setting with powers, giving nonplayer character villains any means of superior durability, whether enhanced CON, more hit points, or magical protection can also serve to keep the villain alive and a threat.
- ▷ **Offensive and defensive skills** can be modified whether through weapon skills, superpowers, offensive magic spells, or other means of keeping the player characters on their toes and at bay. A good rule of thumb here is to take any player character skills and simply increase them by +20% for a competent villain.
- ▷ **Henchmen, henchmen, henchmen.** Any good villain should have a small cadre of fanatically loyal servants willing to fight and die for them. These can be drawn from any creature writeup, modified and equipped as desired. Groups of henchmen can—and should—be led by at least one superior example, a “top” henchperson with their own flair and personality.
- ▷ **Presence** is another important factor, which can be represented by a high Command or Persuade skill, high CHA, or even some superpower, psychic ability, or mutation that gives the villain a magnetic, commanding presence. They can use Insight to see into the hearts of the player characters, determine their weaknesses and prejudices, and make them offers that are as appealing as they are sensible.

It is highly recommended to use the rules for campaign levels (prior) to beef up a villain to make them a competent foe, but ultimately, the most memorable villains are not collections of attributes and high characteristic scores, but compelling figures in their own rights. Give a villain an interesting name, a unique physical appearance or mode of dress that might even work against their role, and strong personality traits that are easy to recognize and potentially exploit. They might have sympathetic origins and even a position that seems entirely rational.

In other mediums, some of the most memorable villains are cut from the same cloth as the protagonist—the so-called “dark mirror” that resembles the hero as if they had chosen a different path or had a less fortunate background. For roleplaying games, this can also work, though the gamemaster should take care to ensure that the villain’s core identity is not entirely keyed to a single player character. Remember that roleplaying games are primarily a group activity, and while a rival is an excellent foe for a player character, it is best if the entire group can find something to hate about the villain.

reduces the roll to $CON \times 1$. Recovery is natural, but medical care helps. Major diseases can affect characteristics, with severity varying. They might reduce characteristics, and failed CON rolls during recovery worsen it. Reaching 0 in a characteristic results in permanent effects or death.

Fire and Heat (BRP, page 148)

Fire or heat exposure inflicts damage, intensity-dependent: small flames (1 hit point/round), torches (1D6), bonfires (1D6+2), and intense fires (3D6). Armor and protective powers reduce fire damage for one round and are adjusted for factors like contact duration or wetness. Conventional armor lasts

1D3 rounds, fire-retardant gear lasts longer, and improvised methods offer limited protection. Open flames reduce non-metal armor by 1 point per round, metal items are destroyed, and firearms may discharge due to heat. Burns exceeding $\frac{1}{4}$ total hit points (round up) may cause characteristic loss. Determines object destruction per round based on material and size.

Knockback (BRP, page 149)

A knockback attempt compares attack damage to the target’s SIZ. Excess damage pushes them one meter per 5 points (round down). An Agility roll is needed to stay upright. Riding/vehicle

users add their mount/vehicle's SIZ for resistance. An attacker can strike from above; failure causes the target to fall prone (see **Prone**, following), with additional falling damage for significant distances. Knockbacks can make targets prone.

Poisons (BRP, page 151)

Poisons and venoms have a potency value POT compared to CON. If POT exceeds CON, it deals full damage; otherwise, it deals half damage (round up). Different poisons have varied onset times. Each dose needs a resistance roll. Most poisons have antidotes that subtracting the antidote's POT from the damage inflicted. An antidote may offer partial remedy for other poisons.

Prone (BRP, page 151)

When prone, characters are vulnerable. Hand-to-hand and medium-range missile attacks against them are *Easy*, and long-range missile attacks are *Difficult*. Using two-handed weapons is *Difficult*, and no positive damage modifiers apply. However, they can use firearms at full skill, though some may be less effective. Getting up replaces an attack, making all defenses *Difficult* and incoming attacks *Easy*. Successful Dodge or Agility rolls help the character stand without taking an attack action.

Stunning or Subduing (BRP, page 154)

Stunned targets can't attack and must make successful Idea rolls to Dodge/Parry. Attacks against them are *Easy*. To stun a target, attack with a blunt or stun weapon, roll damage (minus armor), and compare with the target's hit points in a resistance roll. Success stuns the target for rounds equal to the damage dealt. Critical hits add maximum damage. Stunned targets receive minimal rollable damage. Damage reducing hit points to 1–2 results in knockout; at 0, the target is at risk of death without immediate medical assistance. Alternatively, use the Grapple skill or an entangling weapon for immobilization.

Superior/Inferior Positions (BRP, page 154)

Being at least half-again taller than an opponent (round down) grants +10% to attack and parry, with +1 to hit location rolls (maximum 20). The figure in the inferior position suffers no direct penalties. Long weapons negate this advantage, unless both combatants wield them.

Sweep Attacks (BRP, page 154)

Horizontal swings with large weapons can strike multiple foes. Attacks are *Easy* but halve damage (round up). Jump skill is needed to avoid such an attack, and parries must resist with STR vs. damage. Attack can cause knockback when using non-edged weapons. Sweep attacks only cause crushing, knockback, or slashing special successes; impales/entangles become unlikely.

USING THESE CREATURES IN OTHER CHAOSIUM GAMES

All *Basic Roleplaying*-based games share a core set of rules, allowing players and gamemasters to easily adapt elements from one BRP game to another and quickly understand the mechanics if they've played a different BRP game before. Sometimes, using material from one game can just go directly into another game; but at other times, a certain amount of tweaking is needed. The **Nonplayer Character Digest** (*Basic Roleplaying: Ultimate Game Engine*, page 240) is a good reference, but some characters may be more difficult to convert as they are more based on skills than on simple statistics and are written to support multiple genres.

A gamemaster can quickly use a creature from this book in a *Call of Cthulhu* or *RuneQuest* campaign by making a few small tweaks, usually gear, and in the case of *RuneQuest*, magic. As with a standard *Basic Roleplaying* game, the creature's skills and powers may need to align with the player characters. A *RuneQuest* Rune Lord would make short work of many "dangerous" creatures in this book without much difficulty, but a *Call of Cthulhu* librarian would be completely outmatched.

The guidelines below are for quick conversions that can be performed on the fly with no further work. The gamemaster may also want to modify a similar existing creature for their system and "skin" it based on the description in this book.

For more detailed conversion **notes** on skills, please see the **Conversion Notes Appendix** in *Basic Roleplaying: Ultimate Game Engine* (page 251).

Call of Cthulhu

Given that virtually any creature from *Basic Roleplaying* could potentially be an opponent for your *Call of Cthulhu* investigators, the conversion can be quickly done with the following guidelines:

- ▷ *Call of Cthulhu* uses percentiles for characteristics and not 3D6. Multiply all characteristics ×5 to get the *Call of Cthulhu* values. These values are the same as characteristic rolls in *Basic Roleplaying*.
- ▷ It should be easy to allocate a Build rating based on the bulk of the creature.
- ▷ For *Pulp Cthulhu*, consider doubling the hit points of notable nonplayer characters to make them more challenging.

Pendragon

Pendragon is the most challenging to convert. It uses a D20-based roll, low-skill system, but the armor and damage systems are very different. A very quick conversion can be made with the following guidelines:

- ▷ Dividing skill ratings by 5.
- ▷ Double armor values for heavily armored/thick-skinned creatures.
- ▷ Double hit points.

RuneQuest

RuneQuest is perhaps the closest to the core of *Basic Roleplaying* and can generally be used “as is” with no modifications. There are some slight changes suggested to adopt, but are probably unnecessary:

- ◇ Creatures in *Basic Roleplaying* have a different hit point calculation (the average of SIZ and CON), whereas *RuneQuest* has hit points based on CON with a modification based on the creature’s SIZ. This leads to large creatures having more hit points in *Basic Roleplaying* and small creatures having fewer.
- ◇ *RuneQuest* uses strike ranks and not DEX ranks to determine when something happens in a round.
- ◇ *RuneQuest* uses hit locations and has a more detailed hit location-based armor system.

VARIANTS IN CHARACTERISTICS

Generally, the average versions of creatures presented here are enough for normal usage. If the gamemaster wishes some variety with creature or nonplayer character characteristics and/or skills, roll 1D10 on the **Nonplayer Character Variation** table (below) for any characteristic or skill when it becomes relevant. Remember that these might require adjustment to associated attributes like hit points and hit points per location, damage modifier, etc.

NONPLAYER CHARACTER VARIATION

D10 Roll	Characteristic	Skill
1	-3	-30%
2	-2	-20%
3	-1	-10%
4-7	No variation	No variation
8	+1	+10%
9	+2	+20%
10	+3	+30%

For creatures with a greater variety of characteristic dice multiply the characteristic variant by ×1 per 3D6 rolled (round up) or modify by an approximate amount as desired.

CREATURE HIT LOCATION TABLES

Hit locations (*Basic Roleplaying*, page 21) allow for a high amount of detail in determining where an attack lands, appealing to many players and gamemasters because they represent a more “realistic” depiction of injuries. The standard hit location chart provided is suitable for any bipedal humanoid; other creatures have differently shaped bodies and use different hit location charts.

The following pages provide a variety of hit location charts and quick formulas for determining the hit points per location for any creature desired. To determine which table to use, pick the one most appropriate to the desired creature.

Note that placement in a hit location category does not mean that the creature is related to all the other creatures in that category, merely that its bodily configuration is similar.

- ◇ **Humanoid:** Humans (all), Alien (Green, Grey, Nordic), Angel (wings hidden), Baboon, Beast-man, Bigfoot, Chimpanzee, Deep One, Djinn, Doppelganger, Dragonkin, Dryad, Duck, Dwarf, Elemental (Air, Earth, Water), Elf, Ghost, Ghoul, Giant, Gnoll, Gnome, Goblin, Golem (any), Gorgon (treat both legs as tail), Gorilla, Hag, Halfling, Ifrit, Lamia (treat both legs as tail), Lich, Man in Black, Minotaur, Mummy, Naga (treat both legs as tail), Naiad, Ogre, Orc, Oread, Revenant, Robot (Giant, Killer, Utility), Satyr, Scarecrow, Shapechanger, Skeleton, Space Trooper, Succubus, Titan, Troll, Vampire (in human form), Werewolf (in hybrid form), Wight, Wraith, Zombie.
- ◇ **Aquatic:** Dolphin, Shark, Whale (Killer, Sperm).
- ◇ **Formless:** Artificial Intelligence, Blob, Elemental (Darkness), Insect Swarm, Piranha Swarm, Rat Pack, Void Demon.
- ◇ **Four-legged:** Bear, Bison, Boar, Camel, Deer, Elephant, Hippopotamus, Horse, Kelpie, Lion, Mammoth/Mastodon, Mule, Pony, Unicorn, Wolf.
- ◇ **Four-legged Humanoid:** Centaur.
- ◇ **Four-legged with Tail:** Alien (Xenomorph), Alligator/Crocodile, Barghest, Basilisk, Chimera, Dog, Dragon (some types), Elemental (Fire), Hellhound, Hyena, Panther, Sabretooth Cat, Tiger.
- ◇ **Giant Four-legged with Tail:** Allosaur, Behemoth, Brontosaur, Hydra (Lesser), Plesiosaur, Sea Serpent.
- ◇ **Humanoid with Tail:** Kobold, Lizardman, Rat-man, Alien (Reptoid).
- ◇ **Insectoid:** Ant (Giant), Beetle (Giant), Crab (Giant), Insect Folk, Spider (Giant), Whipscorpion (Grampus).
- ◇ **Multi-limbed:** Kraken, Living Plant, Octopus, Squid (Giant), Treant.
- ◇ **Serpentine:** Alien (Parasite), Centipede, Snake (Constrictor, Venomous), Stoorworm.
- ◇ **Turtle:** Turtle (Giant).
- ◇ **Two-legged with Tail:** Tyrannosaurus Rex.
- ◇ **Winged Two-legged:** Cockatrice, Condor, Eagle, Hawk, Phoenix, Pteranodon (Giant), Vulture, Wyrm (treat both legs as tail), Wyvern.
- ◇ **Winged Four-legged:** Dragon (most types), Griffin, Hippogriff, Manticore, Pegasus, Sphinx.
- ◇ **Winged Humanoid:** Angel (wings showing), Demon (Greater, Imp, Lesser), Gargoyle (Lesser Horned), Harpy.
- ◇ **Winged Insectoid:** Wasp (Giant).

To determine hit points per location, either use the hit point formula or use the appropriate **Hit Points Per Location** table on the following pages.

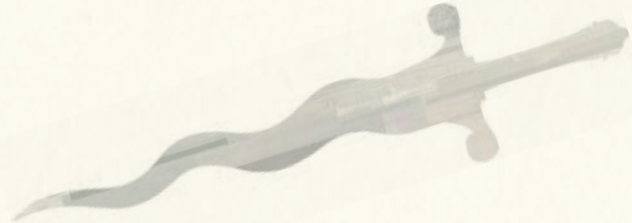
For creatures that do not conform exactly to the hit location breakdown, re-roll any results that are invalid.

HIT POINTS BY HIT LOCATION (OPTION)



For more detailed combat, hit points are divided among a creature's body parts. If an attack is successful, a D20 roll determines where the blow lands. If using the optional hit location system (see **Hit Locations**, *Basic Roleplaying*, page 126), the creature's hit points are divided among their various hit locations. Use the following formula for humanoids, rounding up for each location:

Location	Hit Point value
Leg, Abdomen, Head	1/3 total hit points
Chest	4/10 total hit points
Arm	1/4 total hit points



The humanoid hit point spread is provided below.

Location	Maximum Hit Points															
	1-2	3	4	5	6	7	8	9	10	11-12	13-15	16-17	18	19-20	21	
Each Leg	1	1	2	2	2	3	3	3	4	4	5	6	6	7	7	
Abdomen	1	1	2	2	2	3	3	3	4	4	5	6	6	7	7	
Chest	1	2	2	2	3	3	4	4	4	5	6	7	8	8	9	
Each Arm	1	1	1	2	2	2	2	3	3	3	4	4	5	5	6	
Head	1	1	2	2	2	3	3	3	4	4	5	6	6	7	7	

The sum of a creature's hit points by location exceeds their maximum hit points, but whenever that creature is wounded, the rolled damage is subtracted from both that location's hit point total and their maximum hit points.

Damage exceeding a location's total hit points renders it useless. Damage equal to twice a location's hit point total crushes or severs it.

See **Damage and Hit Locations** (*Basic Roleplaying*, page 133).

***For example**, a humanoid creature has 14 hit points, with 5 hit points in each leg, 5 hit points in the abdomen, 6 hit points in the chest, 4 hit points in each arm, and 5 hit points in their head. Even though their hit points in all locations total 34, the nonplayer character will die if they suffer a total of 14 hit points of damage.*

The **Major Wound** system (*Basic Roleplaying*, pages 134–135) is not easily compatible with the hit location system and should a gamemaster choose to use the optional hit locations and damage by hit location systems, the major wound system should be eliminated or adapted considerably, perhaps with the nature of the major wound being chosen by the gamemaster where applicable.

CREATURE HIT LOCATION TABLES

HUMANOID

D20 Roll	Result	Formula
1–4	Right Leg	1/3 total
5–8	Left Leg	1/3 total
9–11	Abdomen	1/3 total
12	Chest	2/5 total
13–15	Right Arm	1/4 total
16–18	Left Arm	1/4 total
19–20	Head	1/3 total

AQUATIC

D20 Roll	Result	Formula
1–3	Tail	1/3 total
4–8	Hindbody	2/5 total
9–13	Forebody	2/5 total
14	Right Fin	1/5 total
15	Left Fin	1/5 total
16–20	Head	1/3 total

FORMLESS

D20 Roll	Result	Formula
1–20	Body	Total

FOUR-LEGGED

D20 Roll	Result	Formula
1–2	Right Hindleg	1/4 total
3–4	Left Hindleg	1/4 total
5–7	Hindquarters	2/5 total
8–10	Forequarters	2/5 total
11–13	Right Foreleg	1/4 total
14–16	Left Foreleg	1/4 total
17–20	Head	1/3 total

FOUR-LEGGED WITH TAIL

D20 Roll	Result	Formula
1–3	Tail	1/3 total
4	Right Hindleg	1/4 total
5	Left Hindleg	1/4 total
6–9	Hindquarters	2/5 total
10–14	Forequarters	2/5 total
15	Right Foreleg	1/4 total
16	Left Foreleg	1/4 total
17–20	Head	1/3 total

FOUR-LEGGED HUMANOID

D20 Roll	Result	Formula
1–2	Right Hindleg	1/4 total
3–4	Left Hindleg	1/4 total
5–6	Hindquarters	2/5 total
7–8	Forequarters	2/5 total
9–10	Right Foreleg	1/4 total
11–12	Left Foreleg	1/4 total
13–14	Chest	2/5 total
15–16	Right Arm	1/4 total
17–18	Left Arm	1/4 total
19–20	Head	1/3 total

HUMANOID WITH TAIL

D20 Roll	Result	Formula
1–4	Tail	1/3 or 1/6 total (Rat-man)
5–7	Right Leg	1/3 total
8–10	Left Leg	1/3 total
11	Abdomen	1/4 total
12	Chest	2/5 total
13–15	Right Arm	1/4 total
16–18	Left Arm	1/4 total
19–20	Head	1/4 total

FOUR-LEGGED HUMANOID

D20 Roll	Result	Formula
1–2	Right Hindleg	1/4 total
3–4	Left Hindleg	1/4 total
5–6	Hindquarters	2/5 total
7–8	Forequarters	2/5 total
9–10	Right Foreleg	1/4 total
11–12	Left Foreleg	1/4 total
13–14	Chest	2/5 total
15–16	Right Arm	1/4 total
17–18	Left Arm	1/4 total
19–20	Head	1/3 total

SERPENTINE

D20 Roll	Result	Formula
1–6	Tail	1/3 total
7–14	Body	2/5 total
15–20	Head	1/3 total

CREATURE HIT LOCATION TABLES (CONTINUED)

FOUR-LEGGED WITH TAIL, GIANT

D20 Roll	Result	Formula
1–2	Tail	1/3 total
3–4	Right Hindleg	1/4 total
5–6	Left Hindleg	1/4 total
7–10	Hindquarters	2/5 total
11–14	Forequarters	2/5 total
15–16	Right Foreleg	1/4 total
17–18	Left Foreleg	1/4 total
19–20	Head	1/3 total

MULTI-LIMBED (REROLL ANY NON-APPLICABLE RESULTS)

D20 Roll	Result	Formula
1	Arm	1/4 total
2	Arm 2	1/4 total
3	Arm 3	1/4 total
4	Arm 4	1/4 total
5	Arm 5	1/4 total
6	Arm 6	1/4 total
7	Arm 7	1/4 total
8	Arm 8	1/4 total
9	Arm 9	1/4 total
10	Arm	1/4 total
11–15	Body	2/5 total
16–20	Head	2/5 total

INSECTOID AND INSECTOID, WINGED*

D20 Roll	Result	Formula
1	Right Hindleg	1/8 total
2	Left Hindleg	1/8 total
3	Right Center Leg	1/8 total
4	Left Center Leg	2/8 total
5–9	Abdomen	2/5 total
10–13	Thorax	2/5 total
14	Right Foreleg	1/8 total
15	Left Foreleg	1/8 total
16–20	Head	2/5 total

* For winged, rolls of 9–10 are right wing, 11–12 are left wing (1/5 total).

TWO-LEGGED WITH TAIL

D20 Roll	Result	Formula
1–2	Tail	1/3 total
3–5	Right Leg	1/3 total
6–8	Left Leg	1/3 total
9–11	Abdomen	2/5 total
12–15	Chest	2/5 total
16	Right Arm	1/4 total
17	Left Arm	1/4 total
18–20	Head	1/3 total

WINGED

D20 Roll	Result	Formula
1–3	Right Leg	1/5 total
4–6	Left Leg	1/5 total
7–12	Body	2/5 total
13–15	Right Wing	1/5 total
16–18	Left Wing	1/5 total
19–20	Head	1/4 total

WINGED, FOUR-LEGGED

D20	Roll Result	Formula
1–2	Right Hindleg	1/4 total
3–4	Left Hindleg	1/4 total
5–7	Hindquarters	2/5 total
8–10	Forequarters	2/5 total
11–12	Right Wing	1/4 total
13–14	Left Wing	1/4 total
15–16	Right Foreleg	1/4 total
17–18	Left Foreleg	1/4 total
19–20	Head	1/3 total

WINGED, FOUR-LEGGED WITH TAIL

D20 Roll	Result	Formula
1–2	Tail	1/4 total
3–4	Right Hindleg	1/3 total
5–6	Left Hindleg	1/3 total
7–8	Hindquarters	2/5 total
9–10	Forequarters	2/5 total
11–12	Right Wing	1/4 total
13–14	Left Wing	1/4 total
15–16	Right Foreleg	1/3 total
17–18	Left Foreleg	1/3 total
19–20	Head	1/3 total

WINGED, HUMANOID

D20 Roll	Result	Formula
1–3	Right Leg	1/3 total
4–6	Left Leg	1/3 total
7–9	Abdomen	1/3 total
10	Chest	2/5 total
11–12	Right Wing	1/5 total
13–14	Left Wing	1/5 total
15–16	Right Arm	1/4 total
17–18	Left Arm	1/4 total
19–20	Head	1/3 total

HIT POINTS PER LOCATION TABLE



To determine the hit points per location, compare the creature's total hit points with the fraction. Each total hit point value is provided a range and fractions are rounded up. For a more precise calculation, use the formulas provided on the individual creature hit location tables.

Total	2/5	1/3	1/4	1/5
1-3	2	1	1	1
4-6	3	2	2	2
7-9	4	3	3	2
10-12	5	4	3	3
13-15	6	5	4	3
16-18	8	6	5	4
19-21	9	7	6	5
22-24	10	8	6	5
25-27	11	9	7	6
28-30	12	10	8	6
31-33	14	11	9	7
34-36	15	12	9	8
37-39	16	13	10	8
40-42	17	14	11	9
43-45	18	15	12	9
46-48	20	16	12	10
49-51	21	17	13	11
52-54	22	18	14	11
55-57	23	19	15	12
58-60	24	20	15	12
61-63	26	21	16	13
64-66	27	22	17	14
67-69	28	23	18	14
70-72	29	24	18	15
73-75	30	25	19	15
76-78	32	26	20	16
79-81	33	27	21	17
82-84	34	28	21	17
85-87	35	29	22	18
88-90	36	30	23	18
91-93	38	31	24	19
94-96	39	32	24	19
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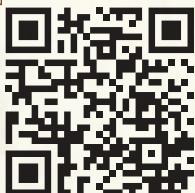


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