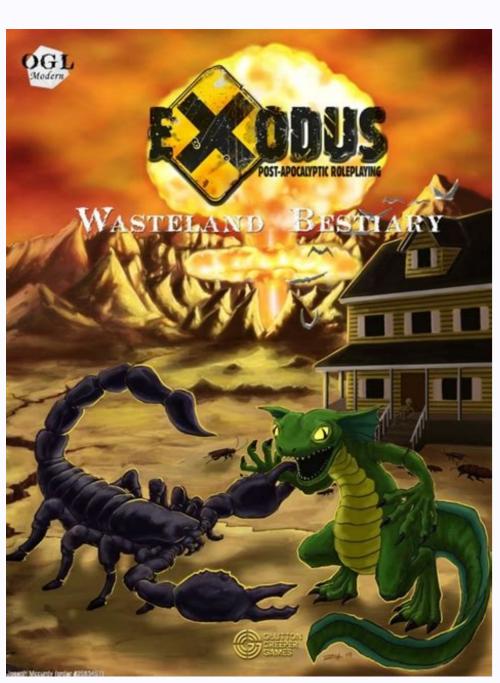
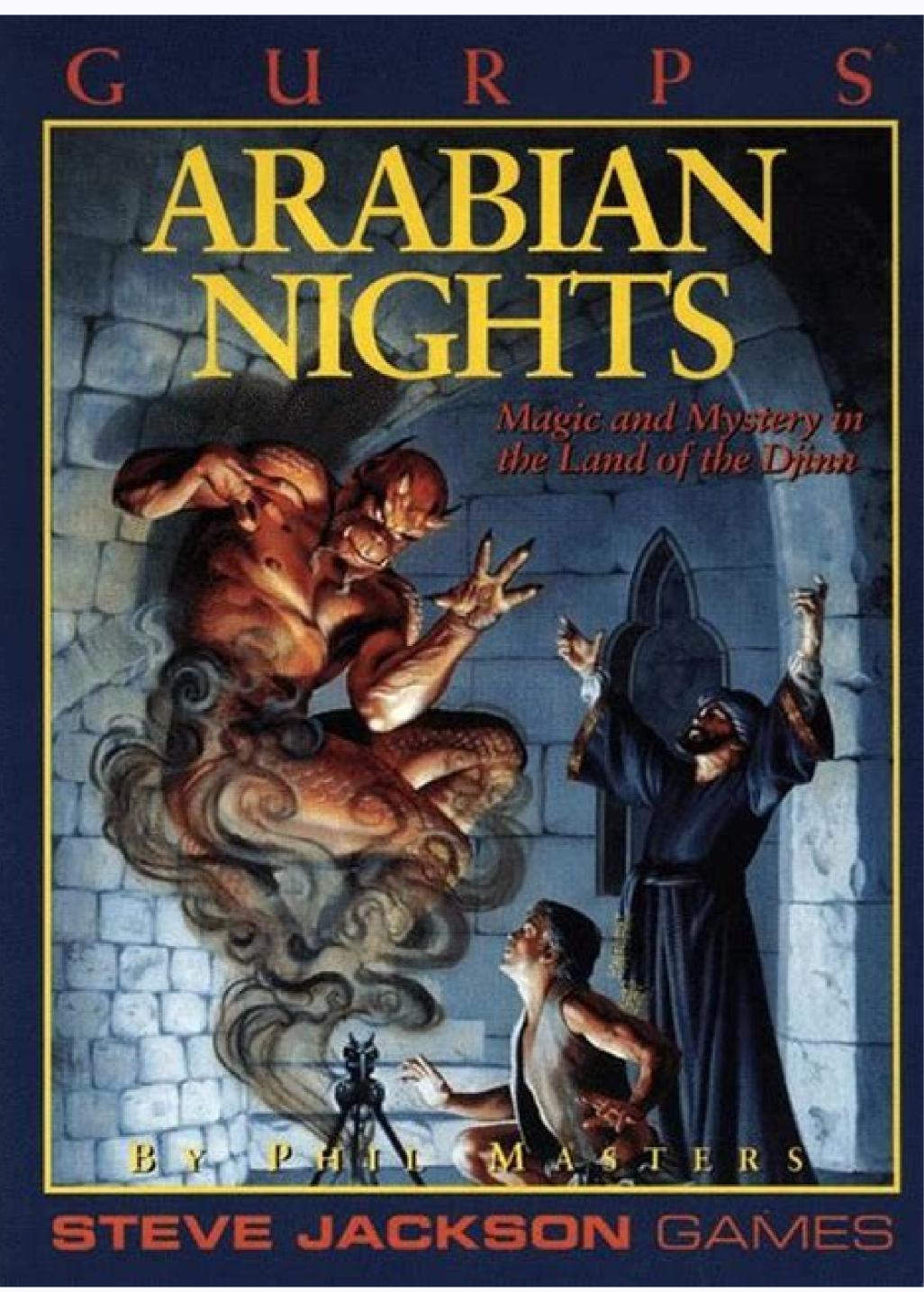
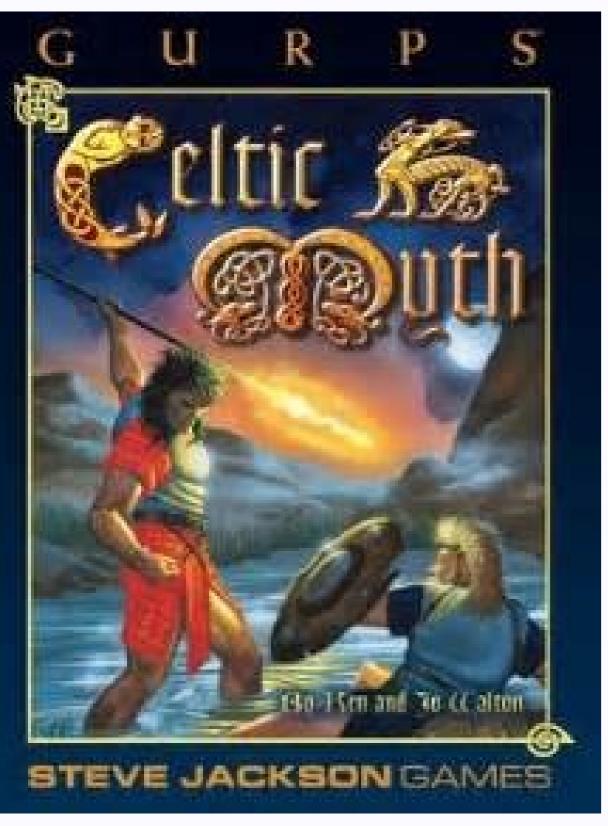
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Every power ability and innate ability appears individually below the list of traits, set off from the rest of the entry by a bullet (•) before the name of the ability. Abilities that require a roll to activate will have that roll number in parentheses. Trait Templates The following trait templates appear throughout the Bestiary. The metamorphosis takes four months. The Plant Creature generally attacks people to defend itself or the ground it's grown into; certain carnivorous kinds of this plantcreature instead crushes and strangles people with it's vines so that their bodies will eventually return nutrients back to the ground to fertilize it! Author: Lonewulf \*IQ range 1-10; not known whether this creature can move Praying Mantis, Giant SM +1 FI-WA\* ST 16; DX 9; IQ 1; HT 12 HP 20; FP 11; Will 10; Per 10 Speed 5.25; Move G4-A8; Dodge 8 DR 2 (Flexible [carapace]) Attacks: Bite 1d cut Physical Traits: Loner 6; Single-Minded Skills: Brawling-9; Wrestling-9; Stealth-12 Racial Skills: Stealth+1 (included) Description: Giant Praying Mantis' are around 9 feet in length and are excellent solitary predators. Author: Gold & Appel Inc \*Original had Foot Manipulators 2, Ham-Fisted 2, adjusted to fit Raptor template Narchivan Warrior ST 13; DX 12; IQ 10; HT 10 HP 15; FP 10; Will 13; Per 11 Speed 5.5; Move 5; Dodge 9 DR 5 (DR 10 vs. They usually travel in clusters of two or three, and can be trained to serve a master loyally. Their usual method of attack is to grapple their prey (preferably from above and by surprise) and then repeatedly stabbing with their stinger. Author: Collective Restraint \*Effectively Vermiform; original had Extra Legs (A Lot of legs!!!, Cannot kick) and No Fine Manipulators Centipede, DieMunchkin's Giant SM -3 V-WA\* Adult: 8 lbs. Author: Icelander Orc, Hyrneson's (Template) SM 0 Physical Traits: Bad Sight (Nearsighted, only in daylight/bright light, -30%) [-17]; Infravision [10]; Short Lifespan 1 [-10] Mental Traits: Bully (12) [-10]; Intolerance (Elves) [-2] Talents: Mining 1 [5] Total Cost: -24 points Author: Hyrneson Orc, Mountain (Template) ST +2 [20]; IQ -1 [-20]; HT +1 [10] Per +1 [3] Languages: Orc (Native/None) [-3] Physical Traits: Infravision [10]; Resistant to Disease +3 [3] Mental Traits: Bloodlust (12) [-10]; Bully (6) [-20]; Callous [-5]; Fearlessness 2 [4]; Intolerance (Civilized Races) [-5] Social Traits: Social Stigma (Monster) [-15]; Ugly (vs. They have been know to attack humans when extremely hungry, but they will usually stick to their main food consisting of small mammals and fish. It takes awesome power to pull their deadly yew longbows and a tribe which can field even a few dozen orcs with the strength and dedication to master the weapon can raid almost with impunity. Aura- and Emanation-based abilities will have (A) or (E). (Reach C) B-WA\* ST 3; DX 12; IQ 5; HT 10 HP 3; FP 10; Will 10; Per 10 Speed 5.5; Move G5-A10 Attacks: Beak 1d-5 pi+; Claws 1d-5 cut Physical Traits: 3D Spatial Sense; Acute Vision 2 Mental Traits: Curious (9); Kleptomania (9); Language (Main local; Broken); Odious Personal Habit (Carrion eater); Short Attention Span Magical Traits: Magery 0; Mind Reading (Sensory; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range; Racial, Hugin's Ravens only); Telecommunication (Telesend; Broadcast 5 mi range); These birds commonly live in high moorland and forested areas in cold to temperate regions. The Ravens then dine on any remains. The -50 points left by the template should be used to buy Mana-Powered Advantages (I agree with NAS that this should be a GM-Created list) or Magical Aptitude +3 and some spells. ST 3; DX 16; IQ 2; HT 10 HP 3; FP 10; Will 2; Per 6 Speed 6.5; Move 6; Dodge 9 Attacks: Claws 1d-5 cut/imp; Proboscis Tranquilizer Physical Traits: Clinging; Discriminatory Smell; Flight (Winged); Horizontal; No Fine Manipulators Skills: Aerobatics-14; Brawling-16; Flight-9 • Proboscis Tranquilizer (16): Impaling Attack 1d-2 (Armor Divisor 2; Melee Attack; Symptom, Drowsy 2/3 HP) Author: Hyrneson Tarrasque, The Legendary SM +6 (24 hex length, 17 hex height) WA Adult: 130 tons ST 70; DX 13; IQ 5; HT 20 HP 70; FP 20; Will 5; Per 10 Speed 8.25; Move 5; Dodge 11 DR 20 Attacks: Bite 8d-1 cut; Talons 8d imp/cut Immunity: Metabolic Hazards Physical Traits: Discriminatory Smell; Extra Attack +3 (2 claws, 1 bite, 1 tail swipe); High Pain Threshold; No Fine Manipulators; Regeneration (Extreme); Unkillable 2 Mental Traits: Magic Resistance 15; Terror -3 (Always On) Skills: Survival-7 Description: This is a giant ravening monster that looks vaguely like a bipedal armadillo, except impressive. I do this mainly to indicate that the ability can be counteracted by another ability or spell that "jams" the power source. A flock will have mastery of a few hundred words in the most common local language, with which it can communicate or, more likely, tease victims into foolhardiness. If one bird is threatened or attacked, the whole flock will react with one mind, rushing as quickly as possible to the location and attacking the threat until driven off. Their standard feeding practice is to fan out within the range limits of their telesending ability in ones and twos, then come together as a flock to feed once a meal is located or tricked into "suicide by natural hazard". Author: Highland Piper \*No skill values indicated in original Blink Dog Quadruped ST: 10 HP: 10 Speed: 5.75 DX: 13 Will: 11 Move: 6 IQ: 10 Per: 11 HT: 10 FP: 10 SM: 0 Class: Dire Animal Dodge: 8 Parry: — DR: 1 Bite (15): 1d-2 pi+ (Reach C) Physical Traits: Discriminatory Smell; Infravision; Night Vision +5 Magical Traits: Discriminatory Smell; Night Vision +5 Magical 15 Author: Lurker (d20 conversion) Bodak ST: 13 HP: 13 Speed: 6 DX: 12 Will: 11 Move: 4 IQ: 8 Per: 13 HT: 12 FP: — SM: 0 Class: Undead Dodge: 9+1 Parry: 10(7) DR: — Resistance: Acid/Fire (DR +5); Electricity (DR +20); Nonmagical/cold iron weapons (DR +5); Electricity (DR +20); Nonmagical/cold iron weapons (DR +5) Immunity: Metabolic Hazards; Mind Control Injury Tolerance: No Blood; No Brain; No Vitals; Unliving Weakness: Sunlight (burn 1hp/sec; ignores DR) Combat Traits: Enhanced Dodge; High Pain Threshold •Death Gaze: Affliction (HT-2; Heart Attack; Max Range 10; Vision-Based) Physical Traits: Enhanced Dodge; High Pain Threshold •Death Gaze: Affliction (HT-2; Heart Attack; Max Range 10; Vision-Based) Physical Traits: Enhanced Dodge; High Pain Threshold •Death Gaze: Affliction (HT-2; Heart Attack; Max Range 10; Vision-Based) Physical Traits: Indomitable Skills: Stealth-15 Author: Lurker (d20 conversion) Bombadier Beetle, Giant Insect, Wild Animal ST: 10 HP: 12 Speed: 5.5 DX: 10 Will: 10 Move: G5-W1 IQ: 1 Per: 10 HT: 12 SP: 12 SM: 0 125 lbs. Fruit bats are light tan and eat only fruits. The dark black vampire bat, can be dangerous because it drinks blood. Author: The Paranoid Android Toxic Goo, Small SM -1 (Reach —) WA ST 7; DX 10; IQ 1; HT 11 HP 7; FP 11; Will 10; Per 10 Speed 5; Move 1; Dodge 8 Attacks: Corrosion (10)\*: Corrosion Attack 1d-2 inked with Toxic (Radiation) Attack 1d-2 inked with Toxic a combination of toxic waste and amoeba cells, fusing them together to create a strange deadly predator that is rather limited. Insect bats are a darker brown and eat insects. Follow-Up abilities will be identified with metallic weapons. Once beaten down they have the same average chance as anyone of dying without individually high HT, however, and straying into a No-Mana zone with more than 1 point of injury provokes an immediate death check as reality catches up. Ap: Apparition - F134 Ar: Arachnoid - Extra Legs (total 6 [front 2 count as arms]); Injury Tolerance (No Neck); No Fine Manipulators; SemiUpright AE: Astral Entity - B263 (equal to Unmanifested Spirit + Not Mute; see F134) B: Bird - Flight (winged, cannot hover; basic flight speed will be indicated Ground Move); No Fine Manipulators BoA/E/F/I/M/S/W: Bodies of Air, Earth, Fire, Ice, Metal, Stone, Water - B262 BoSl, BoWo: Bodies of Slime, Wood - M165 DA: Domestic Animal - B263 F: Fish - Ichthyoid + Doesn't Breathe (Gills) FI: Flying Insect - Insect + Flight (Winged) Ich: Ichthyoid - B263 Ins: Insect - Doesn't Breathe (Oxygen Absorption); Extra Legs (total 6; Cannot Kick); High Pain Threshold; Horizontal; Injury Tolerance (No Vitals); No Fine Manipulators IU: Intact Undead - F133 Mat: Materialization - F134 MM: Marine Mammal - Ichthyoid + Doesn't Breathe (Oxygen Storage, x100) MS: Magical Spirit - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Pol: Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; No Legs (Sessile); No Manipulators Poltergeist - F134 Pl: Plant - Blindness; Doesn't Breathe; No Legs (Sessile); No Legs ( hover; basic flight speed will be indicated after Ground Move); Foot Manipulators (Short; Temporary disadvantage (Legless); see p. Their bite won't penetrate armor but if they bite flesh, they will inject a painful venom that can cause paralysis. This way forces it to use all its eye stalks. They are, in appearance, almost identical to turtles and stand at about two and a half feet tall. The vines of the plant creature can burrow underground and attack from the ground. They can also carry off anyone of ST 11 or less or anyone they have managed to pin (p. There are rumors and worries about "super flocks" of Hugin's Ravens, with individuals numbering in the hundreds, who might even develop human or even superhuman intelligence as a single group mind. They stand perfectly still until prey comes within range, at which point they grapple (usually for the torso), after which the prey is attacked with the bite (often aimed at the neck). The Advantage reflects the ghouls' peculiar resistance to gunshot wounds. Unarmed attacks made on Azers deal 1 burn damage to the attacker (DR protects against it). They live in underground caves, occasionally not far from other floating eyeballs in a city but not actually with them, eat any organic material, and sleep whenever it suits them. All skills, advantages that where gained in the first stage remain in the second stage. However, this is so specific that I don't think it qualifies as an Achilles' Heel. Entries with Enhanced Moves will generally not have this trait indicated under Physical Traits. This tactic has given them an advantage against predators in comparison to other carrion eaters. Their shells provide a modicum of defense against most attacks, and they will attack with the Goomba Bite ability anytime a foe gets close enough to touch. The neck frill is supported by long spines of cartilage, and when the lizard is angry it gapes its mouth showing a bright pink or yellow lining, and the frill flares out, displaying bright orange and red scales. Only 35% of Stellionis survive the transformation. They have sharp claws and are highly skilled in melee combat both with and without weapons; however, they prefer long Narchivan polearms when facing formidable opponents. So, for example, a creature with Ground Move 42 and Air Move 12 and Air Move 12 and Air Move 12 and Air Move 13 and Move 14 and Move 15 and Move 16 and Move 17 and Move 18 and Move 18 and Move 19 and Air Move aquatic entries will not have W before the Move number if that is the only movement type available to it. Author: Rogue Firelizard, Impressed (Lens) SM -3 [0] Firelizard •Mindlink (Psi): Mindlink (Psi): Min •Timejump (Psi): Jumper (Travel time 3 turns [years] per second with nothing to breathe in between, -10%; Psi, -10%) [80] Total Cost: +80 points Author: Rogue Floating Eyeball SM +2 (3 hexes; Reach C) Adult: 1 ton ST 11; DX 12; IQ 13; HT 12 HP 21; FP 12; Will 15; Per 15 Speed 6; Move G2-A4; Dodge 9 DR 7 (Tough Skin; Can't wear armor) Attacks: Fangs 1d-1 imp; Antimagic Cone; Charm Ray (2x); Disintegration Ray; Fear Ray; Petrification Ray; Sleep Ray; Slow Ray; Telekinesis; Wounding Ray (2x) Languages: Floating Eyeball Speech (Native/None); Common (Accented/Native) Physical Traits: 360° Vision (Easy to Hit); Extra Attack 1; Extended Lifespan 1; Feather Fall; Flight; Infravision; Injury Tolerance (No Neck); Nictitating Membrane; No Legs (Aerial); No Manipulators; No Sense of Taste; Reduced Consumption 4 (Cast Iron Stomach) Mental Traits: Bad Temper (12); Intolerance (non-floating eyeballs); Gluttony (6); Loner (9); Overconfidence; Paranoia; Selfish Social Traits: Cultural Familiarity (Floating Eyeball society) Monstrous Appearance (Universal) Magical Traits: Magery 1 Perks/Quirks: Sexless; Shorter Gestation Skills: Brawling-12; Innate Attack (Gaze)-14; Observation-16; Search-16; Stealth-13; Thaumatology-13 • Antimagic Cone (14, Magical): Mana Damper 3 (Accessibility, selective area only de-selects self; Cone, 15 yards; Selective Area; Switchable)\* •Charm Ray (14, Magical): Mind Control (Independent; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away 1d min; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds) •Fear Ray (14, Magical): Terror 1 (Fear, 4-16, retreat 1d sec, 1721, run away Roll; Takes Recharge, 5 seconds) • Petrification Ray (14, Magical): Affliction 1 (HT; Cone, 15 yards; Extended Duration (Permanent, cured by Stone to Flesh or Remove Curse); Paralysis; Reduced Range 1; Requires DX Roll; Selective Area; Takes Recharge, 5 seconds) • Sleep Ray (14, Magical): Affliction 1 (Will; Based on Will; Reduced Range 1; Reduced Range 1); Reduced Range 1; Reduced Range 1; Reduced Range 1); Reduced Range 1; Reduced Range 1); Reduced Range 1 Requires DX Roll; Sleep; Takes Recharge, 5 seconds) • Slow Ray (14, Magical): Telekinesis (Magical): Telekinesis (Requires DX Roll; Takes Recharge, 5 seconds; Visible) • Wounding Ray (14, Magical): Toxic Attack 2d (Reduced Range 1; Requires DX Roll; Takes Recharge, 5 seconds) Range 1; Resistible 5; Takes Recharge, 5 seconds) Social Background: TL3 Description: This is, as the name implies, a big floating eyeball with magical attacks and a bad attitude. Author: Collective Restraint Deep One (Template) ST +2 [20] HP +4 [8] DR 1 [5] Physical Traits: Acute Vision +1 [2]; Amphibious [10]; Blunt Claws [3]; Dependency (Total immersion in water, Daily) [-15]; Doesn't Breathe (Gills) [10]; Nictitating Membrane 5 [5]; Peripheral Vision [15]; Pressure Support 3 [15]; Press Features: Lust for human mates [-1] •Terror: Terror (Always On, -20%) [48] Total Cost: 90 points Author: Max Shrek Dimensional Shambler SM 0 270 lbs. Author: Collective Restraint Ankheg Wild Animal ST: 21 HP: 24 Speed: 5.75 DX: 10 Will: 11 Move: 5 (Tunneling 4) IQ: 2 Per: 11 HT: 13 FP: 13 SM: +2 Class: Dire Animal Dodge: 8 Parry: — DR: 3 Bite (12): 2d pi+ (Reach C, 1) • Spit Acid (12): Corrosion Attack 1d+3 (Acc 2; Range 5/10; Useable every 6 hours) Physical Traits: 360º Vision; Extra Legs (6 total); Horizontal; Infravision; No Fine Manipulators; Tunneling 4 Skills: Camouflage-14; Climbing-14 Author: Collective Restraint (d20 conversion) Apparition (Template) IQ -2 [-40]; Will +2 [10] Meta-Traits: Difficult Speech (F134) [21] Immunities: All mind control [30]; Metabolic Hazards [30] Physical Traits: Doesn't Sleep [20]; Insubstantial, +100%; Always On, -50%) [120]; Invisibility (Affects Machines, +50%; Extended, EM vision, sonar, magnetic fields, +40%) Substantial Only, -10%) [74]; Maintenance (1 person, monthly; Requires Will Roll, -5%; Situational bonuses to Will, +5%) [-2]; Mute (Substantial Only, -10%) [-22]; Unaging [15] Mental Traits: Cannot Learn [-30]; Compulsive Behaviors and/or Obsessions [-15]; Hidebound [-5]; Incurious (6) [-10]; Low Empathy [-20]; Single-Minded [5] Unfazeable [15] Social Traits: Wealth (Dead Broke) [-25] Magical/Psi Traits: Telecommunication (Telesend; Costs 1 FP/sec, -10%) [27] Features: Affected by spirit-affecting spells [0]; Doesn't have or expend FP [0]; No mental skills [0] • Energy Reserve (Spiritual): Jumper (Costs 1 FP, -5%; Limited Access) two worlds, -20%; Special Portal, ritual invocation, -60%; Warp Jump, +10%) [25] •Possession (Chronic, +20%; Costs 1 FP/min, -5%; Emotion Control only, -50%; Special Portal, ritual invocation, -30%; Warp Jump, +10%) [55] Total Cost: 382 points Author: Jerander (3e conversion) Arrowhawk Juvenile ST: 12 HP: 12 Speed: 6.5 DX: 15 Will: 11 Move: G0-A13 IQ: 10 Per: 12 HT: 11 FP: 11 SM: 0 Class: Outerplanar (Air) Dodge: 9+1 Parry: — DR: 1 Resistances: Cold/Fire (DR 5); Acid/Electricity (DR 20) Immunity: Poison Combat Traits: Enhanced Dodge Bite (17): 1d-1 pi+ (Reach C) Electricity Ray (17): Burning Attack 2d-2 (Acc 3, Range 25/50; Metallic armor counts as DR 1) Physical Traits: Flight (Winged, 4 wings); Infravision; No Fine Manipulators; No Legs (Aerial) Skills: Diplomacy-10; Escape-15; Hidden Lore (The Planes)10; Stealth-16; Survival (Plane of Air)-13 Author; Collective Restraint (d20 conversion) Adult ST: 14 HP: 14 Speed: 6.5 DX: 15 Will: 11 Move: G0-A13 IQ: 10 Per: 12 HT: 11 FP: 11 SM: +1 Class: Outerplanar (Air) Dodge: 9+1 Parry: — DR: 1 Resistances: Cold/Fire (DR 5); Acid/Electricity Ray (18): Burning Attack 3d-3 (Acc 3, Range 25/50; Metallic armor counts as DR 1) Physical Traits: Flight (Winged, 4 wings); Infravision; No Fine Manipulators; No Legs (Aerial) Skills: Diplomacy-10; Escape-16; Hidden Lore (The Planes)11; Stealth-17; Survival (Plane of Air)-14 Author: Collective Restraint (d20 conversion) Elder ST: 22 HP: 22 Speed: 6.5 DX: 15 Will: 11 Move: G0-A13 IQ: 10 Per: 12 HT: 13 FP: 13 SM: +2 Class: Outerplanar (Air) Dodge: 9+1 Parry: — DR: 1 Resistances: Cold/Fire (DR 5); Acid/Electricity (DR 20) Immunity: Poison Combat Traits: Enhanced Dodge Bite (19): 2d pi+ (Reach C, 1) Electricity Ray (19): Burning Attack 3d-3 (Acc 3, Range 25/50; Metallic armor counts as DR 1) Physical Traits: Flight (Winged, 4 wings); Infravision; No Fine Manipulators; No Legs (Aerial) Skills: Diplomacy-10; Escape-17; Hidden Lore (The Planes) 12; Stealth-18; Survival (Plane of Air)-15 Author: Collective Restraint (d20 conversion) Athach ST: 26 HP: 26 Speed: 5.5 DX: 11 Will: 11 Move: 7 (4 encumbered) IQ: 8 Per: 10 HT: 15 FP: 15 SM: +3 Class: Mundane Dodge: 8 Parry: 10U DR: 2 Armor: Heavy Hide Armor (Torso, Groin; DR +2) Combat Traits: Extra Arms (3 arms); Extra Attack 1 Giant Mace, x3 (14): 5d+4 cr (Reach C, 1-2) Thrown Rock, 50lb, x5 (11): 2d+2 cr (Acc 0, Range 26) Bite (13): 2d+2 cr Climbing-13: Jumping-16 Author: Collective Restraint (d20 conversion) Azer ST: 13 HP: 13 Speed: 5.5 DX: 11 Will: 11 Move: 5 IQ: 11 Per: 11 HT: 11 FP: 11 SM: -1 Class: Outerplanar (Fire) Dodge: 8+2 Parry: 9U+2 DR: 4 Armor: Scale Skirt (Groin, Legs; DR +4); Shield (Defense +2) Resistance: Fire (DR 20); Magic 1 Vulnerability: Cold (x2) Pick (13): 2d imp (Reach C) with Body Heat Thrown Spear (13): 1d+3 imp (Acc 2; Range 13/19) •Body Heat (A): Burning Attack 1 hp (Aura) Skills: Jeweler/TL3-12; Merchant-13; Shield-12; Smith/ TL3 (Select One)-13 Notes: Azers generate body heat. Although weapons rarely damage a corpser, its kind might be brought down by the judicious use of fire. Design notes: I made each eye stalk an attack that takes five seconds of recharge to best mimic the creature's behavior in its original game system, in which all its eye stalk attack in each of the system's six-second combat rounds. Notes: This entry has been modified significantly from the original version. PC's wanting to trigger the transformation must have the proper points to spend. Others are new with the Encyclopedia and are fully described. The glands are prized by wizards and alchemists, plus they are useful as they will continue to provide light (-5 vision rolls) for several days after removal. Some are from other Fourth Edition books; these will simply be listed (B = Basic Set; F = Fantasy; M = Magic). orcs, half-orcs, goblinoids; Armoury-, Engineer-, Merchant- and Perceptionbased rolls involving stone or metal) Racial Skills: Immoveable Stance DX-2 [1] Total Cost: 59 points Author: Collective Restraint Earth Elemental, Large (Templates: Small Earth Elemental (M55) -SM -ST Total Cost: 138 points Author: Collective Restraint Earth Elemental (M55) -SM -ST Total Cost: 214 points Author: Collective Restraint Earth Elemental, Very Large (Templates: Small Earth Elemental, Very Large (Templates: Small Earth Elemental) Huge (Template) SM +3; ST +45 [315] Templates: Small Earth Elemental (M55) -SM -ST Total Cost: 345 points Author: Collective Restraint Elf, Tbrock's (Template) ST -1 [-10]; DX +1 [20] HP +1 [2]; Per +1 [5] Physical Traits: Acute Hearing [5]; Ultrahearing [6]; Extra Sleep 2 [-4]; Subsonic Hearing [5]; Ultrahearing [6]; Extra Sleep 2 [-4]; Subsonic Hearing [7]; Ultrahearing [8]; Extra Sleep 2 [-4]; Subsonic Hearing [8]; Ultrahearing [9]; Ultrahea [5] Physical Traits: Extended Lifespan 5 [10]; Less Sleep 4 [8]; Night Vision 7 [7] Magical Traits: Magery 0 [5] Talents: Elf Talent 1 (Bow; Broadsword; Rapier) [5] Total Cost: 58 points Author: Jürgen Hubert Ettin (Template) SM +2 [0] ST +3 (SM, -20%) [24]; IQ -1 [-20] HP +3 (SM, -20%) [5]; Per +3 [15] DR 2 (Tough Skin, -40%) [6] Physical Traits: Extra Attack [25]; Extra Head [15] Mental Traits: Compartmentalized Mind 1 [50] Social Background: TL -3 [-15] Total Cost: 105 points Author: Hyrneson Fairy, Sandy's (Template) SM -9; ST -9 [-90]; DX +2 [40] Per +2 [10] Speed +1 [20]; Move -4 [-20]; Dodge +2 [30] Physical Traits: Compartmentalized Mind 1 [50] Social Background: TL -3 [-15] Total Cost: 105 points Author: Hyrneson Fairy, Sandy's (Template) SM -9; ST -9 [-90]; DX +2 [40] Per +2 [40] Consumption 3 [6] Mental Traits: Trickster [-15] Magical Traits: Trickster [-15] Magical Traits: Detect Magic [10] •Warp (Magical): Warp (Blink, +25%; Costs Fatigue, 2 FP, -10%; Range Limit, -50%) [38] Total Cost: 74 points Author: Sandy Mac Fairy, Gold's (Template) SM -9; ST -9 [-90] HP +3 (Massless, +0%; Mana-Sensitive, -10%) [6]; Per +2 [10] Speed +1 [20]; Move -4 [-20] Physical Traits: Flight (Winged, -25%) [30]; Lifting ST +1 (ManaSensitive, -10%) [3]; Reduced Consumption 3 [6] Magical Traits: Dependency (Low+ Mana, Hourly) [-20]; Magery 0 [5] Notes: Combat Reflexes and the Stealth skill will be very, very common but not innate. Its poison is considered to be among the most deadly of any creature. Notes: Hot Zone (Acessibility -20%) indicates an ability that may only be used if the creature is absorbing 10+ Rads/Minute before dividing for Tolerance. Total Cost: 14 points Author: Atreyu Hibiki \*Some kind of Infectious Attack, perhaps? Author: Atreyu Hibiki \*Some kind of Infectious Attack, perhaps? Author: Max Shrek Dragon, Shoulder (Template) SM -2 [0] ST -3 [-30]; DX +5 [100]; HT +2 [20] HP +6 [12]; FP +3 [9]; Per +3 [15] DR 1 (Cannot wear armor, -40%) [3] Attacks: Bite thr-1 cut; Flame Breath Physical Traits: Flight (Small wings, -10%) [36]; Ham-Fisted [-10]; Resistant to Disease +8 [5]; Restricted Diet (fresh meat) [-10]; Sharp Teeth [1] Mental Traits: Compulsive Behavior (horde bright/shiny objects) [-10]; Distractible [-1]; Laziness [-10]; Overconfidence Social Traits: Pitiable [5] •Flame Breath (DX): Burning Attack 6d (Jet, +0%) [30] Total Cost: 150 points Author: Atreyu Hibiki Dwarf, Tbrock's (Template) SM -1 ST +1 [10]; HT +1 [10] Move -1 [-5] Physical Traits: Extended Lifespan 1 [2]; Increased Consumption [10]; Night Vision +9 [9]; No Hangover [1]; Resistant to Poisons +8 [7] Mental Traits: Absolute Direction (Accessibility, Underground Only, -30%) [4]; Duty (Clan; 9) [-5]; Honesty (9) [-15] Magical Traits: Magic Resistance 2 (Improved, +150%) [10] Talents: Artificer 1 [10] Total Cost: 28 points Author: Tbrock1031 Dwarf, Urbis (Template) HT +1 [2]; Move -1 [-5] Physical Traits: Dark Vision [25]; Extended Lifespan 4 [8]; Resistant to Poison +3 [3] Magical Traits: Magic Resistance 2 (Improved, +150%) Talents: Dwarf Talent 1 (Axe/Mace; Attack rolls vs. Author: DieMunchkin \*4 legs instead of 6 (the other two are considered arms) Raven, Large SM -3 B-WA ST 3; DX 12; IQ 5; HT 10 HP 3; FP 10; Will 10; Per 12 Speed 5.5; Move G2-A15; Dodge 8 Attacks: Claws 1d-5 cut Physical Traits: Peripheral Vision; Reduced Consumption 2 (Cast Iron Stomach) Social Traits: Disturbing Voice Total Cost: -78 points Description: Ravens are omnivores that can eat carrion, feces, maggots, garbage and other unlovely things. dominant race) Quirks: Reveres axe as religious item Social Background: TL 3 Skills: Area Knowledge (Hunting Area)-11; Armory (Missile Weapons/TL3)-9; Axe/ Mace-10; Bow-11; Brawling-12; Camouflage-10; Carpentry/ TL3-9; Climbing-11; First Aid-9; Hiking-12; Stealth-11; Stealth-11; Merchant-10; Navigation (Land)-10; Running-12; Strounging-13; Shield-12; Stealth-11; Stealth-11; Armory (Missile Weapons/TL3)-9; Survival (Mountains)-13; Swimming-11; Tactics-7; Theology (Orcish)-7; Throw Spear-12; Tracking-12; Tracking-13; Swimming-13; Swimming-13; Tracking-14; Tracking-14; Tracking-15; Tracking-16; Tracking-1 +150% but the Backlash cannot increase the limitations past -80%; original template listed 40 points, variance due to interpretation of costs Hobgoblin, Bruno's (Template) SM -1 ST -1 [-10]; DX +1 [20] HP +1 [21] Physical Traits; Dark Vision [25]; Silence 2 [10] Mental Traits; Chummy [-5]; Cowardice (15) [-5]; Speak/Read Common at Broken [2] Total Cost: 39 points Author: Bruno Hobgoblin Warrior, Bruno's SM -1 ST 9; DX 11; IQ 10; HT 10 HP 10; FP 10; Will 10; Per 10 Speed 5.25; Move 5; Dodge 9 Attacks: thr 1d-2; sw 1d-1 Languages: Goblin (Native); Common (Broken) Templates: Hobgoblin Skills: Knife-12; Shield-12; Sling-12; Spear-13; Stealth-10\*; Tactics-10 Total Cost: 69 points \*Takes bonuses from Silence 2 when appropriate Author: Bruno Hobgoblin, Hyrneson's (Template) SM +1 [0] Physical Traits: Infravision [10] Mental Traits: Bully (12) [10]; Intolerance (Elves) [-2]; Intolerance (Other hobgoblin, Urbis (Template) DX +1 [20]; HT +1 [10] Physical Traits: Dark Vision [25]; Silence 2 [10] Total Cost: 65 points Author: Jürgen Hubert Hugin's Raven, Individual SM -4? Koopa Troopas travel in packs, patrolling their designated locales faithfully. None has ever been successfully held in captivity, yet... They secret a corrosive acid which covers their entire body and is left as a residue when they move. But it must be true; my brother's friend's cousin's nephew told me so! Author: Lonewulf \*Author did not include attack information; original has Emanation with C range Toxic Goo, Medium SM 0 (Reach —) WA ST 11; DX 10; IQ 1; HT 11 HP 11; FP 11; Will 10; Per 10 Speed 5; Move 1; Dodge 8 Attacks: Corrosion; Radiation Aura Physical Traits: Injury Tolerance (Diffuse); No Manipulators Skills: Innate Attack 10+1 (Radiation) Attack 1d+1 inked with Toxic (Radiation) Attack 1d+1 inked with Toxic (Radiation) Attack 1d+1 or Radiation) Attack 1d+1 inked with Toxic (Radiation) Attack 1d+1 or Radiation) Attack 1d+1 inked with Toxic (Radiation) Attack 1d+1 inked with To 15; DX 10; IQ 1; HT 11 HP 15; FP 11; Will 10; Per 10 Speed 5; Move 2; Dodge 8 Attacks: Corrosion; Radiation Aura Physical Traits: Injury Tolerance (Diffuse); No Manipulators Skills: Innate Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation Aura Physical Traits: Injury Tolerance (Diffuse); No Manipulators Skills: Innate Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-1 •Radiation) Attack 2d-1 •Radiation Aura: Toxic (Radiation) Attack 2d-Effect, 2 yards; Emanation) Author: Lonewulf \*Author did not include attack information Toxic Goo, Garguantuan SM +2 (Reach —) WA ST 20; DX 10; IQ 1; HT 11 HP 20; FP 11; Will 10; Per 10 Speed 5; Move 3; Dodge 8 Attacks: Corrosion; Radiation Aura Physical Traits: Injury Tolerance (Diffuse); No Manipulators Skills: Innate Attack-10\* •Corrosion (10)\*: Corrosion Attack 2d+2 linked with Toxic (Radiation) Attack 2d+2 (Inked with Toxic (Radiation) Attack 2d+2 ( [1] Mental Traits: Intolerance (Humans) [-5] •Sap Strength (A): Affliction 1 (HT; -1 ST, +5%; Aura, +80%; Cumulative, +400%; Melee Attack, -30%) [32]; IO -2 [-40] Physical Traits: Acute Smell +5 [10]; Ambidexterity [5]; Extra Attack 2 [50]; Infravision [10]; Regeneration (Very Fast) [100]; Regeneration (Very Fast) [101]; Regeneration (Very Fast) [102]; Regeneration (Very Fast) [103]; Regeneration (Very Fast) [103]; Regeneration (Very Fast) [104]; Per +2 [105]; Regeneration (Very Fast) [107]; Regeneration (Very Fast) [107] Features: Dark Vision [25]; Discriminatory Smell [15]; Regeneration (Very Fast) [100]; Regrowth (Reattachment, +50%) [60]; Sharp Claws [5]; Vulnerability (Fire, x2) [-30] Mental Traits: Overconfidence (6) [-10] Social Traits: Overconfidence (7) [-10] Social Traits: Overconfidence (8) [ 271 points Author: Rasputin \*Author has sentients, compiler assumes referring to sapients Vampire, D-Flash's (Template) ST +5 [50] HP +5 [10]; Per +3 [15] Immunity: Metabolic Hazards [30] Physical Traits: Doesn't Breathe [20]; Infectious Attack [-5]; Injury Tolerance (Unliving) [20]; Striking ST 5 [25]; Supernatural Features (Pallor, no body heat) [-16]; Unkillable 1 (Achilles' Heel, Sunlight, 1d/min) [-60]; Unhealing [-20] Mental Traits: Berserk [-10]; Phobia (Heliophobia, Pyrophobia) [-20]; Uncontrollable Appetite (Human Indicated Striking ST 5 [25]; Supernatural Action (Achilles' Heel, Sunlight, 1d/min) [-60]; Unkillable 1 (Achilles' Heel, Sunlight, 1d/min) [-80]; Unkillable 1 (Achilles' Heel, Sun Blood) [-15] Social Traits: Secret (Vampire) [-30] Features: No Fatigue [0]; Torpor (total paralysis by wooden stake through heart) [-1] Total Cost: 53 points Author: D-Flash Wasp, Giant SM +1 (Reach C) FI-WA ST 15; DX 11; IQ 1; HT 12 HP 15; FP 12; Will 10; Per 10 Speed 5.75; Move G4-A11; Dodge 8 DR 2 (Flexible [carapace]) Attacks: Bite 1d cut; Stinger with Poison Physical Traits: Clinging; Dark Vision; Foot Manipulators (two); Ham-Fisted; High Pain Threshold; Lifting ST +2; Impaling Striker (Stinger; Cannot Parry; Weak) Mental Traits: 3D Spatial Sense; Bloodlust (6) Skills: Aerobatics-12\*; Brawling-11 • Poison (F): Affliction 3 (HT-2; Extended Duration, x300; FollowUp, stinger; Secondary, Paralysis; Severe Pain) Description: Giant Wasps are will attack anything that looks even remotely like food. Their weapons are similar in structure to their bodies and appear to be made of the same material. Vast numbers of them have been trained to serve King Bowser as the bulk of his army. They have no organs, and their spiny black frames are as hard as steel. It is from the color of this hide that the subspecies are known. Only its low flight endurance and solitary nature prevents it from ranging farther from its point of origin. Its weight is estimated as about 85 kg (187 lb.) Beipiaosaurus had a toothless beak with cheek teeth. The poison sacs are often taken from a dead giant bee and used for making sleep arrows. They are most dangerous if you attempt to deal with them head-on, but attacking from a distance or surprising them from overhead can be quite effective. Dodge: 9 Parry: 9(6) DR: 2 Combat Traits: Extra Attack (Claws); Vampiric Bite (Does not restore HP) Bite (12): 1d+1 cut with +1hp blood loss/turn\* (Reach C) Claws (12): 1d+2 imp (Reach C, 1) Physical Traits: Doesn't Breathe; Flight (Space Move 20; Winged); No Fine Manipulators; Temperature Tolerance 30; Vacuum Support Fright Check Modifier: -3 Author: Max Schrek \*Bite special effect not modeled in traits Centaur, Lurker's ST: 18 HP: 18 Speed: 6 DX: 12 Will: 11 Move: 7(14) IQ: 9 Per: 10 HT: 12 FP: 12 SM: +1 Class: Mundane Dodge: 9+1 Parry: 10 DR: 1 Combat Traits: Enhanced Dodge; Hooves Broadsword (14): sw 3d+1 cut; thr 2d imp (Reach 1) Composite Longbow (13): 2d+1 imp (Acc 3; Range 360/450) Hooves (12): 1d+3 cr (Reach C, 1) Combat Skills: Brawling-12 Physical Traits: Extra Legs (4 total); Infravision Skills: Stealth-12; Survival (Forest)-12 Author: Lurker (d20 conversion) Centaur, Tbrock's (Template) SM +1 ST +5 [45]; IQ -1 [-20]; HT +2 [20] Physical Traits: Enhanced Move 1 (Ground) [20]; Extra Legs (4 legs) [5]; Hooves [3]; Horizontal [-10]; Lifting ST +2 [6]; Night Vision +5 [5] Mental Traits: Bad Temper (12) [-10]; Impulsiveness (12) [-10] Quirks: Alcohol Intolerance [-1]; Personality Change (under influence) [-1] Total Cost: 52 points Author: Tbrock1031 Centipede, Collective's Giant SM +2 (2 hexes; Reach C, 1) V-WA\* ST 11; DX 12; IQ 1; HT 10 HP 11; FP 10; Will 10; Per 12 Speed 5.5; Move 6; Dodge 9 DR 3 Attacks: Bite 1d-1 cut with Toxin Physical Traits: 360º Vision (Easy to hit, unusually large); High Pain Threshold; Nictitating Membrane 1 Mental Traits: Incurious (6); Low Empathy; No Sense of Humor Skills: Brawling-12 •Toxin (F): Affliction 3 (HT-2; Linked; Resist HT-3) Description: This large, multi-legged insect frequents cool, dark places. As such, they are usually encountered alone, or with charmed minions. Author: DieMunchkin \*Effectively Vermiform (original had No Fine Manipulators) Corpser SM +1 (2 hexes; Reach C, 1) Adult: 300 lbs. The head was large relative to other therizinosaurs, and it had some features similar to the related Oviraptor. However, if an advantage is enhanced or limited in some +4 [8] Templates: Small Fire Elemental (M76) - SM -ST -HP Total Cost: 118 points Author: Collective Restraint Fire Elemental, Huge (Template) SM +2; ST +14 [112]; HP +6 [10] Templates: Small Fire Elemental (M76) - SM -ST -HP Total Cost: 178 points Author: Collective Restraint Fire Elemental, Huge (Template) SM +3; ST +30 [210]; HP +10 [14] Templates: Small Fire Elemental (M76) - SM -ST -HP Total Cost: 280 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Cost: 349 points Author: Collective Restraint Fire Elemental (M76) - SM -ST -HP Total Co +1 [20]; IQ -3 [-60]; HT +3 [30] Brown ST -5 [-50]; DX +2 [40]; IQ -4 [-80]; HT +2 [20] Blue/Green ST -6 [-60]; DX +3 [60]; IQ -5 [-100]; HT +2 [20] All Per +4 [20] Physical Traits: Bad Grip [-5]; Sharp Claws [5]; Sharp Teeth [1] Mental Traits: Chummy [-5]; Distractible [-1]; Fearfulness 1 [-2]; Innumerate [-5]; Non-Iconographic [-10]\*; Nosy [-1]; Phobia (Red star, 12) [-5]; Racial Memory [40] Social Traits: Easy to Read [-10]; Social Stigma (Valuable Property) [-10] Features: Early Maturation (1 turn) [0]; Tail [0] Taboo Traits: IQ-based skills harder than Easy; Spoken languages •Breathe Fire (DX): Burning Attack 2d (Jet, +0%; Nuisance Effect, Firestone, -20%; Psi, -10%; pictures and emotions only, -25%; Psi, -10%) [20] •Warp (Psi): Warp (Reliable +10, +50%; Based on Per, +20%; Psi, -10%; Uncontrollable, -10%; Uncontrollab miniature dragons about the size of a human forearm. ST 4; DX 12; IQ 1; HT 10 HP 4; FP 10; Will 10; Per 10 Speed 5.5; Move G5-W1; Dodge 8 DR 2 (Tough skin) Attacks: Bite 1d-5 cut with Poison (F): Affliction 2 (HT-1; Extended Duration, x30; FollowUp, bite; Moderate Pain; Secondary, Paralysis) Description: Giant Centipedes are about 2 feet long and can be found in both subterrainean and dark, damp forest environments. Though unlike the common mythical dragons of Earth, firelizards did not have scales, but a leathery hide. Dodge: 9 Parry: — DR: 3 Combat Traits: Combat Reflexes; Impaling Striker (Stinger; Accessibility, only after grapple; Cannot parry; Clumsy; Weak) Bite (15): 1d-2 cut (Reach C) • Stinger; Sleep) Physical Traits: 360° Vision (Easy to hit, unusually large); Automaton; Enhanced Move 1 (Air 22); Flight (Air 11) winged); Nictitating Membrane 1 Description: Giant bees are the size of a large dog and will attack any intruder in its hive. Dodge: 8 Parry: — DR: 2 (Flexible) Resistance: Acid Spray (12): Corrosion Attack 1d+1 (Cone, 5 yards; Limited Use, 4/day) Physical Traits: Lifting ST +4; Universal Digestion Description: Giant Bombardier Beetles are a pale white in color, except for their heads which are dark gray. Total Cost: -40 points Author: DieMunchkin Kobold, Bruno's (Template) SM -3 ST -6 [-60]; DX +1 [20] Will -1 [-5] DR start and offal. These beasts are a pale white in color, except for their heads which are dark gray. 1 (Flexible) [4] Physical Traits: Dark Vision (Access: light levels -4 and lower, -25%) [19]; Striker (Crushing; Limited Arc, rear only, -40%) [3] Mental Traits: Bully (12) [-10]; Chummy [-5]; Cowardice (12) [-10]; Intolerance (total) [-10] Racial Skills: Professional Skill (Miner) +1 [2]; Search +1 [2]; Traps + 1 [2] Perks: Scales (immune to sunburn) [1] Quirks: Glowing red eyes (possible Stealth penalty) [-1] Features: Home light level is -3 Total Cost: -48 points Author: Bruno's SM -3 ST 4; DX 11; IQ 10; HT 10 HP 4; FP 10; Will 9; Per 9 Speed 5.25; Move 5; Dodge 8 DR 1 (Flexible) DR 2 (Groin, flexible) DR 2 (Groin, flexible) Attacks: thr 1d-5; sw 1d-4; Tail 1d-4 cr Languages Draconic; Kobold Physical Traits: Striker (Tail, Rear only) Templates: Kobold Skills: Brawling-12; Stealth-10; Tactics-9; Traps/TL3-12 Total Cost: -19 Author: Bruno Kobold, Hyrneson's (Template) SM -2 [0] DR 1 (Light scales) [5] Physical Traits: Bad Sight (Nearsighted, only in daylight/bright light, -30%) [-17]; Cast Iron Stomach 2 [2]; Extended Lifespan 1 [2]; Infravision [10]; Night Vision +3 [3]; Sharp Teeth [1] Mental Traits: Intolerance (Non-kobolds) [-5]; Sadism (12) [-15] Total Cost: -14 points Author: Hyrneson Koopa Troopa, Creature Version SM -2 Q-WA ST 8; DX 8; IQ 4; HT 10 HP 8; FP 10; Will 10; Per 10 Speed 4.5; Move 5(10); Dodge 7 DR 3 (Tough Skin) DR 5 (Torso only, Semi-ablative) Attacks: Beak 1d-2 cut; Goomba Bite Physical Traits: Night Vision 4 Mental Traits: Dull Skills: Brawling-10; Scrounging-10 • Goomba Bite (10): Crushing Attack 6 HP (Contact Agent; Melee Attack, Close; Side Effect, Shrinking 2) Description: The Koopa Troopa has yellow skin, and their shells vary in

color, depending on species. Giant bats eat meat including small animals and possibly even small children. Stellionis live for approximately 35 to 50 years before going through their first transformation. Author: Bruno Scorpion, Cat-Sized SM -3 (Reach C) Ins-WA\* ST 7; DX 12; IQ 4; HT 12 HP 7; FP 12; Will 11; Per 12 Speed 6; Move 4; Dodge 9 DR 1 Attacks: Tail 1d-2 imp with Poison (either type) and Radiation; Claws 1d-3 cut with Radiation Physical Traits: Striker (Tail; Limited Arc, forward) Skills: Brawling-12; Stealth-12 • Poison Type 1 (F): Toxic Attack 1 HP (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT-2); Affliction 1 (HT; Follow-Up, tail; Moderate Pain) • Radiation (F): Toxic (Radiation) Attack 1 point (Follow-Up, tail; Moderate Pain) • Radiation (F): Toxic (Radiation) Attack 1 point (F): Toxic (Radiation) A

DieMunchkin *Includes +2 from 3D Spatial Sense Water Elemental, M. Restraint Water Elemental, Very Large (Template) SM +2; ST +11 [8 Elemental, Gigantic (Template) SM +4; ST +39 [234] Templates: Sma DR 2 (Thick Head, skull only, -70%) [3] DR 3 (Thick Hide, tough skin, Warrior, Bruno's Primitive ST 18; DX 10; IQ 7; HT 12 HP 20; FP 12; V [54]; IQ -2 [-40]; HT +3 [30] HP +4 [8]; Per +3 [15] DR 3 (Tough Skin, Traits: Odious Personal Habits (Eats other sapients) -3 [-15] Features	18] Templates: Small Water Elemental (M191) -SM -ST all Water Elemental (M191) -SM -ST Total Cost: 304 pc -40%) [9] Physical Traits: Dark Vision [25]; Discrimina Will 7; Per 12 Speed 5.5; Move 5; Dodge 8 DR 3 (Tough 1, -40%) [9] DR +2 (Skull only, -70%) [3] Physical Trait	Total Cost: 158 points Author: Collective Restraint Williams Author: Collective Restraint Travel in packs huntatory Smell [15]; Peripheral Vision [15]; Strikers (2 Hola Skin) Languages: Giant Mental Traits: TL1 Templates: Absolute Direction [5]; Acute Hearing 2 [4]; Night V	ater Elemental, Huge (Template) SM +3; ST +25 [175] Teming, tracking and ambushing PC's in the middle of the nightons; Impaling, Limited Arc (forward), -40%) [10] Mental Tracking-12; Two-Handed Arc (forward), Peripheral Vision [15]; Impaling Strikers (2 hornals)	plates: Small Water Elemental (M191) -SM -ST Total Cost: 24. Author: Lurker Minotaur, Bruno's (Template) SM +1 ST +8 its: 3D Spatial Sense [10]; Loner (12) [-10] Features: Fur [1] axe/Mace-14; Wrestling-12 Total Cost: 167 points Author: Bruns; each Limited Arc, front, -40%; Linked, +20%) [7] Mental T	5 points Author: Collective Restraint Water [72]; IQ -3 [-60]; HT +2 [20] HP +2 [4]; Per +5 [25] Total Cost: 140 points Author: Bruno Minotaur no Minotaur, DieMunchkin's (Template) SM +1 ST +6 raits: Bad Temper 6 [-20]; Loner (12) [-5] Social
and patterns, and a short snout filled with needle sharp teeth. As long Physical Traits: Sharp Teeth [1]; Short Lifespan 1 [-10]; Temperature Glasses, -60%) [-10]; Extended Lifespan 1 [2]; High Manual Dexterity Lifespan 3 [6]; Night Vision 7 [7]; Resistant to Illusions +3 [3] Magica imp with Poison; Web 1; Web 2 Physical Traits: Walk on Air (Ceiling,	g as they're absorbing Mana they can take an absurd a Tolerance 1 (Fur) [1] Mental Traits: Laziness [-10] To +2 [10]; Longevity [2] Magical Traits: Magery 0 [5] To I Traits: Speak with Animals (Burrowing creatures on 10 yd; Must have supports; No forward movement) Sk	mount of punishment for a creature of their size, likel cal Cost: -1 point Author: Hyrneson Gnome, Tbrock's ('alents: Artificer 1 [10] Total Cost: 24 points Author: Tl y, -60%; Limited Use 3/day, -20%) [5] Talents: Gnome ills: Brawling-12; Innate Attack-12; Stealth-11 • Poison	y to survive a good stomp or two from an average Human. Template) SM -2 ST -2 [-20]; IQ +2 [40] HP +2 [4]; Will -2 [-prock1031 Gnome, Urbis (Template) SM -1 [0]; ST -1 [-10]; If Talent 1 (Alchemy; Attack rolls vs. Spider, Large SM -2 (Red (F): Toxic Attack 1d-2 (Follow-Up; Symptom, Stunned, 1/2)	otal Cost: 20 points Author: DieMunchkin Gnoll, Hyrneson's [10]; Per -2 [-10] Move -1 [-5] Physical Traits: Acute Taste and HT +1 [10] HP +2 [4] Move -1 [-5] Physical Traits: Acute Headach C) Spd-WA* ST 5; DX 12; IQ 2; HT 8 HP 5; FP 8; Will 2; PHP; Symptom, Paralysis, 2/3 HP) •Web 1 (12): Binding 4 (Are	(Template) SM +1 [0] ST +1 [10] DR 2 (Fur, -40%) [1] Smell +3 [6]; Bad Sight (Nearsighted; Mitigator, ring +2 [4]; Acute Smell/Taste +2 [4]; Extended er 6 Speed 5; Move 5; Dodge 8 Attacks: Fangs 1d-5 a Effect, 2 yd; Must have supports; Persistent; Takes
Extra Time, 1 sec; Wall) •Web 2 (12): Binding 6 (Sticky) Author: Hyrn Sleep [10]; Injury Tolerance (Homogeneous; No Blood; No Eyes; No F Detect Ritual Invocation (Long Range, +100%; Precise, +100%; Reflet [0] •Empathy: Empathy (Vision-Based, -20%) [12] •Insubstantiality: Inworlds, -20%; Special Portal, ritual invocation, -60%; Warp Jump, +10 +20%; Blessing, +0%; Costs 2 FP, -10%; Cursing, +100%; Linked, Vision-Based, -20%) [12] •Insubstantiality: Inworlds, -20%; Special Portal, ritual invocation, -60%; Warp Jump, +10 +20%; Blessing, +0%; Costs 2 FP, -10%; Cursing, +100%; Linked, Vision-Based, -20%)	Head; No Neck; Only while Insubstantial, -10%) [56]; Nexive, +40%; World-Spanning, +100%) [22]; Detect Sunsubstantiality (Affects Insubstantial, +100%; Usually 0%) [25] • Possession (Spiritual): (Chronic, +20%; Costsualization, +20%; Reduced Time 7, +140%; Selectivity	faintenance (1 person; Monthly; Requires Will Roll, -5 pernatural Auras (Precise, +100%; Vision-Based, -20% On, -40%) [128] •Invisibility: Invisibility (Affects Mach s 1 FP/min, -5%; Spiritual, -20%) [95] •Snatcher: Snat y, +10%) [38, or 38/ level] •Warp: Warp (Anchored, p	%; Situational bonuses to Will, +5%) [-2]; Mute (Substantial 6) [36]; Telekinesis (Costs 1 FP/min, -5%; Melee Attack, Reanines, +50%; Extended, EM vision, sonar, magnetic fields, +3cher (Costs 1 FP/min, -5%; Creation, +100%; Specialized, it ersonal place of occult power, -25%; Special Portal, ritual in	Only, -10%) [-22]; See Invisible Spirits (Only while substantion C, 1, -20%) [4, or 3.75/level]; Telesend (Costs 1 FP/minute 40%; Substantial Only, -10%; Usually On, +5%) [74] •Jumper tems appropriate to spirit, -25%; Only while substantial, -10% vocation, -30%; Warp Jump, +10%) [55] Total Cost: 742 points	al, -10%) [14]; Unaging [15] Magical/Psionic Traits: , -10%) [27] Feature: Affected by spirit-affecting spells :: Jumper (Costs 1 FP, -5%; Limited Access, two ) [64] •Visualization: Visualization (Based on Will, its Author: Jerander (3e conversion) Stellionis
(Template)* SM 0 (Reach C) ST +1 [10]; IQ -9 [-20]; HT +1 [10] DR 1 Appearance (Ugly) [-8]; Disturbing Voice [-10]; No Sense of Humor [-behind the jaw line. Total Cost: -50 points Author: Gold & Appel Inc F Temperature Tolerance 1 [1]; Terrain Adaptation (Snow) [5] Mental T clear what the singular should be: Stellioni? ST 36; DX 12; IQ 0; HT 1 Flexible; Long +2 SM; Weak); Fragile (Combustible); Hard to Subdue	10]; Odious Racial Habit (Willfully enigmatic and rarel Felinoid (Template) SM -1 ST -4 [-40]; DX +2 [40] HP + Fraits: Impulsiveness (9) [-15] Perks: Climbing Claws [2 2 HP 36; FP 12; Will 0; Per 12 Speed 6; Move 6*; Dod	y volunteer information) [-5] Total Cost: -4 points Desc 4 [8]; Per +2 [10] DR 1 [5] Physical Traits: Catfall [10 1]; Fur [1]; Natural Camouflage [1] Features: Estrus; I ge — DR 3 (Torso only) DR 1 (Tentacles only) Attacks:	cription: Stellionis are your stereotypical "Lizard Men" althor; Flexible [5]; Night Vision 5 [5]; Reduced Consumption 1 [Purring Voice; Quadruped at will; Tail Notes: The "natural constriction Physical Traits: Ambidexterity; Blindness; Constriction Physical Physi	ough they do not have a tail, spikes, or other exterior display [2]; Restricted Diet (Carnivore) [-10]; Sharp Claws [5]; Sharp amouflage" is seasonal: in the summer it's tawny, and in the striction Attack; Deafness; Doesn't Breathe; Doesn't Eat or D	with the exception of small gills that are located right Feeth [1]; Striking ST 4 [20]; Super Jump 4 [20]; winter it's white. Author: Highland Piper *It is not rink (Requires Water); Extra Arms 1 (all arms Extra-
beneath the earth. B371). ST -5 [-50]; DX +1 [20]; Per +2 [10] Move -Bugbear, Atreyu's (Template) ST +2 [20]; DX +1 [20]; HT +1 [10] DR 12 DX: 11 Will: 10 IQ: 10 Per: 10 HT: 11 FP: 11 Dodge: 8 Parry: 8U S [10] Mental Traits: Cowardice (12) [-10]; Gregarious [10]; Speak/Read Languages: Goblin (Native); Common (Broken) Templates: Goblin Ski Intolerance (Dwarves) [-2]; Sadism (12) [-15] Talents: Mining 1 [5] To	-1 [-5] Physical Traits: Combat Reflexes [15]; Lifting STR 1 (Tough Skin, -40%) [3] Physical Traits: Blunt Claws peed: 5.5 Move: 5 SM: 0 180 lbs. Abductees of Dimens d Common at Broken [2] Racial Skills: Animal Handling ills: Knife-12; Sling-12*; Stealth-10; Tactics-9 Total Cost	T +2 [6]; Night Vision 3 [3] Mental Traits: Phobia (Cat [3]; Dscriminatory Smell [15]; Sharp Teeth [1] Menta sional Shamblers are seldom seen again. kobolds, gobly (Dogs) +2 [4]; Riding (Canines) +2 [4] Total Cost: 5 st: 18 points Author: Bruno *Takes bonuses from Silen	s, 12) [-5] Perks: Biting insects don't bother them [1]; Strong Traits: Bad Temper (12) [-10]; Bully (12) [-10]; Callous [-5] inoids; Illusion spells) [10] Total Cost: 38 points Author: Jür points Author: Bruno Goblin Warrior, Bruno's SM -2 ST 6; Ece 2 when appropriate Goblin, Hyrneson's (Template) SM -1	g Grip +1 ST when a good grip is useful [1] Quirks: Dislike br Social Traits: Hideous Appearance [-16] Total Cost: 31 points gen Hubert Goblin, Bruno's (Template) SM -2 ST -4 [-40]; DX XX 11; IQ 10; HT 10 HP 6; FP 10; Will 10; Per 10 Speed 5.25; Physical Traits: Bad Sight (Nearsighted, only in daylight/bright)	ight lights [-1] Total Cost: 0 points Author: Flyndaran Author: Atreyu Hibiki Bugbear, Atreyu's ST: 12 HP: +1 [20] Physical Traits: Dark Vision [25]; Silence 2 Move 5; Dodge 8 Attacks: thr 1d-4; sw 1d-3 ght light, -30%) [-17]; Infravision [10] Mental Traits:
Cost: 25 points Author: Tbrock1031 Golem, Mineral (Template) Immu (Homogeneous; No Blood) [45]; Mute [-25]; No Sense of Smell/Taste   (Reach C) Mineral Golem 1 ton ST 26; DX 9; IQ 7; HT 14 HP 26; FP 1-Goomba Bite (10): Crushing Attack 6 HP (Contact Agent; Melee Atta (Template) DX +1 [20]; Per +1 [5] Physical Traits: Acute Hearing +2	unity: Metabolic Hazards [30]; Mind-Affecting Spells [3 [-5]; Pressure Support 3 [15]; Unaging [15]; Unhealing 4; Will 7; Per 7 DR 5 Attacks: Punch 2d+2 cr Skills: Br ack, Close; Side Effect, Shrinking 2) Description: This s [4]; Distinctive Feature (Pointed Ears) [-1]; Extra Slee	[0] Physical Traits: Doesn't Breathe [20]; Doesn't Eat of [-30]; Vacuum Support [5] Mental Traits: Cannot Lead awling-11 Author: Hyrneson Goomba SM -2 WA ST 8; small, usually brown creature is vaguely mushroom-ship 1 [-2]; Longevity [2]; Ultrahearing [5] Total Cost: 30	or Drink [10]; Doesn't Sleep [10]; Fragile (Brittle) [-15]; Han rn [-30]; Hidebound [-5]; Incurious (6) [-10]; Reprogrammal DX 8; IQ 4; HT 10 HP 8; FP 10; Will 10; Per 10 Attacks: Goo aped, and stands at about two and a half feet tall. In such ca points Author: Tbrock1031 Half-Elf, Urbis (Template) Per H	n-Fisted [-5]; High Pain Threshold (Cannot stun or knock uncoole [-10]; Unfazeable [15] Taboo Traits: Fixed IQ [0] Total Cosomba Bite Physical Traits: No Manipulators Mental Traits: Duases, a letter will appear in front of each number to simplify the [5] Immunity: Supernatural "Sleep" Effects [5] Physical Traits: Duases, a letter will appear in front of each number to simplify the [6] Immunity: Supernatural "Sleep" Effects [5] Physical Traits:	onscious, +100%) [20]; Injury Tolerance t: 90 points Author: Hyrneson Golem, Stone SM +1 ll; Single-Minded Skills: Brawling-10; Scrounging-10 ne reference. Author: Atreyu Hibiki Half-Elf, Tbrock's hits: Extended Lifespan 1 [2]; Night Vision 7 [7]
Talents: Half-Elf Talent 1 (Diplomacy; Fast-Talk; Search; Streetwise) +1 [20] Move -1 [-5] Physical Traits: Acute Hearing +2 [4]; Enhanced (Accessibility: only at night, -20%) [32] Per +2 [10] Physical Traits: De-60%)* [10]; Sharp Teeth (Switchable, +10%) [2]; Supernatural Feature (15) [-3]; Phobia (12; Holy Objects) [-5]; Phobia (12; Running Water) [15]; the sun goes down like mentioned in traditional legends.	Dodge [15]; Extended Lifespan 1 [2] Talents: Halfling ependency (Fresh blood; Weekly) [-20]; Fit [5]; Hard to the tree (No shadow or reflection; Pallor: can gain flush of lef-10]; Revulsion (Garlic) [-5]; Revulsion (Holy Water) [-10]; Revers: Reveres axe as religious item Social Backg	Talent 1 (Acrobatics; Climbing; Jumping; Sling; Steal of Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold ife) [-15]; Temperature Tolerance 4 [4]; Unnatural Fea 5]; Uncontrollable Appetite (15) [-8] Description: This round: TL 3 Skills: Area Knowledge (Hunting Area)-10	th; Throwing; Thrown Weapons [all]) [10] Total Cost: 36 poil (Accessibility: only at night, -20%) [8]; Night Vision 5 [5]; Fature (Intense unnatural eyes) [-1]; Weakness (Sunlight; 1d/is to reflect the type of vampire that can move around during); Axe/Mace11; Brawling-12; Camouflage-9; Climbing-10; High State (Sundange)	nts Author: Jürgen Hubert Half-Vampire (Template) ST +4 (A Regeneration (Fast, 1/5min; Accessibility, only while asleep/ u 30min; Variable, -40%) [-9] Mental Traits: Compulsive Behavi ag the day as long as he avoids the sun like out of Angel and E king12; Intimidation-11; Jumping-11; Knife-12; Running-10; S	ccessibility: only at night, -20%) [32]; HT +4 nconscious, -20%; Backlash, Incapacitation: Sleep, or (12; must be invited into home) [-10]; Nightmares buffy, but is weak during the day and amps up when scrounging-12; Shield-11; Shortsword-11; Spear-9;
Soldier/ TL3-9; Stealth-10; Survival (Mountains)-12; Sumo Wrestling1 be deduced from other parts of an entry (for example, Enhanced Grouthemselves free of the tentacles' grasp, find themselves rent to bits a can't be used with Emanation, which Mana Damper is by default) Gar-45%) [18]; Fragile (Brittle; Only during day, -20%) [12]; Night Vision an error Gelatinous Cube SM +4 Ooze Maximum: 25 tons ST 15; DX 4	and Move) will generally not be included in the traits s nd dragged below the surface to feed the creatures' un goyle (Template) SM 0 [0] ST +5 [50]; HT +2 [20]; HF +5 [5]; Nocturnal [-20]; Sharp Claws (Armor Divisor 3	ection. Any scorpion that suffers a major injury or dronsavory appetites. Author: Rasputin *Or: Mana Damper +5 [10]* DR 5 (Tough Skin, -40%) [9] Physical Traits +100%) [10] Social Traits: Sense of Duty (Clan) [-5]	ps to 1/2 HP will attempt to flee if it is able to; if it's fight or er 3 (Cone, 15 yards; Improved; Switchable), using the Impro : Clinging (Nuisance Effect, digs holes in surfaces, -5%) [19] ; Social Stigma (Monster) [-15]; Unnatural Features 4 [-4] S	die, the scorpion will choose to fight. Unwitting creatures—a oved enhancement from Magic Resistance, and allowing Cone; Crushing Striker (Tail; Cannot Parry, -40%; Clumsy, -20%)   kills: Aerobatics; Flight; Meteorology Total Cost: 87 points Au	and unfortunate humans—who do not wrest e as a limitation instead of an enhancement (Cone [2]; Flight (Small Wings, -10%; Controlled Gliding, https://doi.org/10.1001/j.ches.2007.0001.0001.0001.0001.0001.0001.0001
10 •Corrode (F): Corrosion Attack 1d+3 (Always On; Follow-Up; Link SM -2 [0] ST -6 [-60]; DX +2 [40]; IQ -2 [-40] Attacks: Shadow Claws I Unaging [15] Mental Traits: Dread (very strong light) [-10]; Hideboun Brawling +0 [1] •Shadow Claws: Cutting Attack 1d (Melee Attack, Cletherefore, it cannot be jammed by any known method). metal or ston (claw, bite) [50]; Hard to Kill 1 [2]; Injury Tolerance (Unliving) [20]; N	r, Paralysis; Not vs. dominant race) [-4] Feature: Native Physical Traits: Catfall (Feather Fall, +30%) [13]; Dark ad [-5]; Indomitable [15]; Low Empathy [-20]; On the E ose, -30%) [4] Description: Small inherently evil creature) •Paralysis (F): Affliction 3 (HT-2; Always On; Follow	e Light Level -3 [0] Social Background: Orc [0] Total C x Vision [25]; Doesn't Breathe [20]; Doesn't Eat or Dri dge (9) [-22]; Slave Mentality [-40]; Unfazeable [15] S ares that spawn from the evil in people's hearts. The s y-Up; Link, Corrode; Paralysis) Author: Hyrneson Ghou	ost: 10 points Author: Icelander Orc, Young Gray Warrior S nk [10]; Doesn't Sleep [20]; Enhanced Move 1 (Shadow Forn ocial Traits: Social Stigma (Monster) [-15] Features: Very lig hambler will most likely attempt to Jump with the unfortuna al (Template) ST +4 [40]; DX +1 [20]; HT +1 [10] HP +1 [2]	M 0 Age 12-13: 185 lbs. Author: Lonewulf *Original does not in only); Fragile (Unnatural) [-50]; High Pain Tolerance; Number to weight [0]; Victims' shadows become Shadows [0]*; "Hearte, if this happens. They communicate with each other in a m; Per +3 [15] Immunity: Disease [10] Physical Traits: Acute T	have Doesn't Breathe Shadow Heartless (Template) o [-20]; Shadow Form [50]; Silence 6 [30]; Talons [8]; t" can be hit normally for full damage [0] Skills: anner which transcends both physics and psionics aste/Smell +2 [4]; Blunt Claws [3]; Extra Attack 2
undead. The infantry are aided by Narchivan Needler units, which are Tolerance (No Blood, No Vitals); Night Vision 5; Weapon Master (Narmetallic, skeletal humanoid warriors. Only the stats for the melee uni Slam (13): Slam Attack (Engulfing; Suicide attack) Physical Traits: De Dodge 11 DR 6 (Can't Wear Armor; Flexible; Not on Wings) Attacks: I	e like Narchivan Warriors except with a weaker, lighter chivan Weapons) Mental Traits: Callous; Fearlessness are listed here. Total Cost: 80 points Author: DieMurependency (Mud Puddle; Constantly); Vibration Sense Bite 4d+2 cut with Radiation; Long Talons 4d+4 imp w	er frame and a built-in wrist-mounted needler weapon.  ; Overconfidence; Selfless; Sense of Duty (all Narchive)  chkin Mudman ST: 14 DX: 11 IQ: 2 HT: 11 HP: 14 Will  (Range 40) Author: sjmdw45 (d20 conversion) Mutant  with Radiation; Radiation Breath Physical Traits: Cold-	Projectiles) Attacks: Claws 1d cut; thr 1d; sw 2d-1 Physical ans) Skills: Brawling-15; Knife-13; Polearm-13; Shortsword-11: 10 Per: 10 FP: Speed: 5.5 Move: 5 SM: 0 Dodge: 8 Parry: Frill-Necked Dragon of the South Pacific SM +3 (7 hexes?; Blooded; Enhanced Move (Air 24; Handling Penalty 2); Flight	Traits: Ambidexterity; Combat Reflexes; Doesn't Eat/ Drink; 12; Tracking-12; Two-handed sword-12; Whip-14 Description: — DR: — Injury Tolerance: Homogeneous Mud Binding (Proje Reach C to 2) Rap-WA* ST 35; DX 12; IQ 7; HT 12 HP 35; FP at (Costs Fatigue, 1/min; Winged); Increased Consumption 2;	Fragile (Brittle); High Pain Threshold; Injury Narchivans are a semisentient hive-minded race of ectile-13): Binding 10 (Reduced Range, 10/30) Mud 12; Will 12; Per 12 Speed 8; Move G8(16)-A16(24); Radiation Tolerance (x2000); Regeneration (Radiation
Only; Slow); Very Fit (Accessibility, Hot Zone) Social Traits: Loner; Social Attack 1 HP (Follow-Up, varies) •Radiation Breath (14): Burning Attain Martial Arts, the attacker may only target the jaw at -1, as floating therizinosaurid condition may have evolved from a three-toed therizing Schrek; Nyu2; The Paranoid Android; Rasputin, Rogue; Rupert, Sandy complexes, where dumped toxic waste exists, etc. Expect Hugin's Ray	ck 4d (Accessibility, Hot Zone; Armor Divisor, 2; Cone eyeballs lack traditional ears and noses. Acid slugs ar nosauroid ancestor. 151 Entries Authors Included: Atro y Mac, sjmdw45, Tbrock1031, Vinny An Overview of the vens to be the dominant or only carrion bird in their ar	5 yards; Dissipation; Increased Range, x5; Radiation; en't usually hostile, but if you enter their nests they we'yu Hibiki, Bruno, Cernig, Collective Restraint, D-Flaste Bestiary The creatures in this Bestiary are the produce as ST 10; DX 10; IQ 9; HT 11 HP 11; Will 11; Per 12;	Takes Recharge, 5 seconds) Description: An enormous reptill almost always attack. More advanced therizinosaurids hah, DieMunchkin, Flyndaran, Gold & Appel Inc, Highland Pipuct of a large number of authors on the Steve Jackson Game FP 13 Speed 5.25; Move 7; Dodge 8 Attacks: thr 1d-1; sw 10 seconds.	cillian biped, sickly yellow-green in color, averaging twenty feve four functional toes, but the feet of Beipiaosaurus' have reer, Hyrneson, Icelander, Jerander, Jürgen Hubert, Knight Mars forums. Toxic Goo is almost always going to be found where d+1 Languages: Tribe Patois (Native/None); Orcish (Native/S	et in height. If you are using the optional hit locations duced inner toes, showing that the derived rshal, Lonewolf23k, Lonewulf, Lurker, LWCamp, Max e toxic sludge exists; inside military research emiLiterate); Common (Broken/None) Physical Traits:
Arm ST +1; Discriminatory Smell; Lifting ST +1; Night Vision 3; Resistence drowsiness. For the purposes of identification, I have named the lbs. To accommodate this, the attacker may target the face at no penatop its skull/body, each one having a different magical ray. Templates Fisted (-6) Rep: Reptile - Quadruped + Cold-Blooded (50°) RU: Rottin B263 Some template names will be written out in full, and are based	he authors by their SJG Forum screen names. There's alty, the skull at -2, the eye at -4 and the vitals at -3; fr are abbreviated in the entries and are found on the S g Undead - F133 Spr: Spirit - B263 Spd: Spider - Aracl on other entries. Their limbs and body are specially de	even a tale of a miles-wide Toxic Goo entity existing nom behind, he may target the skull at no penalty, the size Modifier line. Such a wish spell in GURPS terms who had a Clinging; Night Vision 9; Peripheral Vision; Visigned to cause projectiles to ricochet, greatly reducing	ear Area 51! Such reports have yet to be confirmed, but the face at -2, the vitals at -3 and the eye not at all. B370). They ould definitely be Very Hard and have a LARGE energy requiration Sense SU: Skeletal Undead - F133 US: Unmanifesteng damage. Even though they usually don't attack humans,	n, no one wants to confirm it. Per the Easy to hit limitation, the can also attempt to crush the torso of anyone of Size 0 or less irement, plus many prerequisites. If provoked it will attack with description of Spirit - F134 V: Vermiform - B263 VR: Vermiform Reptile - if they are very hungry, they will. It Came from the Forums A	ne attacker may target the eye stalks at -6. wings) 20 s (see Choke, p. It has ten eye stalks coming out of the rith its Acid Spray or more rarely, its bite. B53); Ham-Vermiform + Cold-Blooded (50°) WA: Wild Animal - Community Bestiary compiled and edited by KMunoz
DRAFT beta-9 4 June 2008 All rights remain with the original copyrig Physical Traits: Sharp Teeth [1] Skills: Breath Control-HT [4]; Swimm 1d-2 imp (1/2D 100; Max 150) Dagger(13): 1d-3 imp (Reach C) • Poiso Diplomacy-12; Disguise-15; Fast-Talk-15; Intimidation-12; Stealth-15 FP: 10 SM: 0 110 lbs. Notes: The tarrasque is intended to be the invice their death e.g. over a cliff or into proximity with a fierce predator. Stealth-15	ning-HT [1] Total Cost: -4 points Author: Hyrneson Medon (F): Affliction (HT; Attribute Penalty, ST-3; Cyclic, 1 Notes: I'm not sure how to handle a permanent afflictionicible, indestructible, Godzilla of its original system.	dusa ST: 10 DX: 13 IQ: 10 HT: 12 HP: 10 Will: 10 Per: minute, once) • Petrifying Gaze (Resist HT-2): Turn to on. When engaging an acid slug in combat, it's often I They are also known as Murder Ravens because of the	12 FP: 12 Speed: 6.25 Move: 6 SM: 0 Dodge: 9 Parry: 8 DR: stone permanently; Vision-Based Physical Traits: Darkvision pest to fight from a distance. Author: Collective Restraint Beeir habit of stealing bright and shiny objects which they then	— Combat Traits: Cutting Striker (Head Snakes) Head Snaken Social Traits: Appearance (Monstrous); Charisma 2; Social See, Giant Flying Insect, Wild Animal ST: 10 HP: 8 Speed: 5.5 In dangle in front of humans and other sapients, staying just be	e Bite(13): 1d-2 cut (Reach C) with Poison Bow(14): Stigma (Monster); Wealth (Comfortable) Skills: DX: 12 Will: 10 Move: G4-A11(22) IQ: 1 Per: 12 HT: 10 eyond reach, until the victim is eventually lured to
same round, the victim is grappled (p. These entries should not be coplants, and flesh rather quickly. Total Cost: 29 points* Author: Knight Optional Specialisation: Bowyer/Fletcher)12/-10; Axe/Mace-12; Bow-1 (Mountains)-13; Swimming-10; Tactics-8; Theology (Orcish)-7; Throw SM +2 (1 hex; Reach C, 1) Adult: 800 lbs. ST 25; DX 9; IQ 10; HT 12 (Monster) Skills: Brawling-12; Broadsword-13; Climbing-12; Jumping-	t Marshal *Sleep incap. Its eyes gleam with a disquieti 14; Brawling-13; Camouflage11; Carpentry/TL3-9; Clim Spear-11; Tracking-12; Traps-9; Two-Handed Axe/Ma HP 36; FP 12; Will 10; Per 10 Speed 5; Move 6; Dodge	ng unnatural intellect. Both of these bats are totally habing-11; First-Aid-9; Hiking12; Intimidation-12; Jump ce-12; Wrestling-12 Description: The longbowmen are 8 DR 2 (Tough Skin) Attacks: Thrown weapon (boulde	armless to people. dominant race) Quirks: Reveres axe as reing-11; Knife-13; Lifting-11; Observation-13; Navigation (La not only the best hunters in their tribes, they are also amorer) 3d cr; thr 2d+2; sw 5d-1 (24 lb club: 6d+1 cr) Physical T	ligious item Social Background: TL 3 Skills: Area Knowledge nd)-10; Running-12; Scrounging-13; Shield-12; Shortsword-12 og of the most dangerous warriors. Author: Collective Restrain raits: Acute Taste/Smell 3; One Eye Mental Traits: Bad Tempo	(Hunting Area)-11; Armory (Missile Weapons/TL3; 2; Spear-11; Solder/ TL3-12; Stealth-12; Survival at *Underground Move; original had no skills Cyclops er (12) Social Traits: Penetrating Voice; Social Stigma
entry's attributes and secondary characteristics based on its template (15); Bully (12); Callous; Fearlessness 1; Intolerance (Civilized Races) flock. They attack anything that they think might be food. dominant re Chauvinistic [-1]; Social Stigma (Barbaric) [-5] Total Cost: 0 points Au Bloodlust; Callous; Duty (All the time; Extremely hazardous; Involunta Rupert Orc Warrior, Rupert's SM 0 (Reach C) Orc 5'10"; 200 lbs ST 1	e, as that has already been done. ST 11; DX 10; IQ 9; F ); Oblivious or Overconfidence Social Traits: Cultural F ace) [-8] Feature: Native Light Level -3 [0] Social Back othor: Rupert Orc Elite Fighter, Rupert's SM 0 (Reach ary) Social Traits: Cultural Familiarity (Orcish); TL 3 S	IT 11 HP 12; FP 13; Will 11; Per 11 Speed 5.25; Move Familiarity (Orc); Duty (To warlord, 12); Social Stigma ground: Orc [0] Total Cost: -31 points Author: Iceland C) Orc 6'1"; 225 lbs ST 15; DX 11; IQ 9; HT 12 HP 15; kills: Climbing-13; Hiking-12; Jumping-13; Riding (Ho	6; Dodge 8 Attacks: thr 1d-1; sw 1d+2 Physical Traits: Arm (Monster); Unattractive (vs. The flocks will merge into one er Orc, Rupert's (Template) ST +2 [20]; IQ -1 [-20] Physical FP 12; Will 11; Per 10 Speed 6; Move 6; Dodge 10 Attacks: rse)-11; Running-12; Soldier-11; Stealth-10; Swimming-11 C	ST +1; Discriminatory Smell; Fit; Lifting ST +1; Night Vision larger flock which will relocate to a new nesting site. There's Traits: Infravision [10]; Night Vision 3 (Visually impaired by Thrust 1d+1; Swing 2d+1 Physical Traits: Combat Reflexes; combat Skills: Bow-12; Brawling-12; Knife-12; Thrown Weapon	3; Resistant to Disease +3 Mental Traits: Bloodlust no telling what might be contained in the nests of a day) [0] Social Traits: Appearance (Unattractive) [-4]; High Pain Threshold; Very Fit Mental Traits: n (Knife)-12; Two-Handed Axe/Mace-15 Author:
Jumping-11; Stealth-11 Combat Skills: Spear-9; Thrown Weapon (Spe (p. All bats are nocturnal meaning they are only active at night. Bats a Skills: Throwing-DX [2] Total Cost: 98 points Author: Hyrneson Giant, +4 (SM, -20%) [7] DR 2 (Tough Skin, -40%) [6] Immunity: Cold [15] S [2] Total Cost: 11 points Author: Hyrneson Gnoll, Bruno's (Template)	ear)-9; Two-Handed Axe/Mace-11 Author: Rupert Plant are rodents, very similar to their cousins rats and mice , Fire (Template) SM +2 [0] ST +4 (SM, -20%) [32] HF skills: Parry Missile Weapon-DX [4]; Throwing-DX [2] T ST +3 [30]; IQ -1 [-20] HP +1 [2]; Per +2 [10] DR 1 (T	Creature, The SM? If you should ever come across on a Total Cost: 180 points Author: Max Shrek Giant, Clo +4 (SM -20%) [7] DR 2 (Tough Skin, -40%) [6] Immulotal Cost: 66 points Author: Hyrneson Giant, Hill (Tenough Skin, -40%) [3] Physical Traits: Dark Vision [25]	ne, be sure to keep your distance, Alligators are not especial ud (Template) SM $+3$ [0] ST $+5$ (SM, $-30\%$ ) [35] HP $+5$ (SM, iity: Heat/Fire [15] Skillls: Parry Missile Weapon-DX [4]; Thipplate) SM $+2$ [0] ST $+3$ (SM, $-20\%$ ) [24] HP $+3$ (SM, $-20\%$ ); Fur [1]; Restricted Diet (Very Common: Carnivore) [-10]; S	ly fast runners but they can make a fast sprint for short dista (, -30%) [7] DR 2 (Tough Skin, -40%) [6] Physical Traits: Acute rowing-DX [2] Total Cost: 66 points Author: Hyrneson Giant, [7] DR 2 (Tough Skin, -40%) [6] Social Background: TL -2 [-1 harp Teeth [1]; Striking ST +2 (Biting only, -60%) [4] Mental	nces. If they can carry their foe into the air, they will e Smell +5 [10]; Flight (Levitation only, -15%) [34] Frost (Template) SM +2 [0] ST +4 (SM, -20%) [32] HP 0] Skills: Parry Missile Weapon-DX [4]; Throwing-DX Traits: Bully (6) [-20] Social Traits: Odious Personal
Habit -2 (Tortures and eats live prey) [-10] Total Cost: 16 points Author: Bruno Gnoll, DieMunchkin's (Template) ST + Features: Fur; Tail Racial Skills: Tracking+2 [4] Description: Gnolls in • Petrifying Gaze (Resist HT-2): Turns to stone permanently; Range 10 FP: 15 SM: +1 Class: Dire Animal Dodge: 9 Parry: — DR: 4 Resistance Legs (8 total); Horizontal; Infravision; Night Vision +5; No Fine Mani	3 [30]; IQ -1 [-20] HP +1 [2]; Per }3 [15] Move +2 [10] nhabit the cold northern forest, plains and tundra. Aut 0; Vision-Based Physical Traits: Extra Legs (8 total); Hee: Cold/Fire/Non-Magical Weapons (DR 5); Magic 3 Bipulators Skills: Stealth-8 Author: Collective Restraint (	DR 1 (Tough Skin, -40%) [3] Physical Traits: Night Vihor: Collective Restraint (d20 conversion) Basilisk Wilbrizontal; Infravision; Night Vision +5; No Fine Manipte (11): 2d+1 pi+ (Reach C) with Smite Good •Petrifyid20 conversion) Bat, Giant Wild Animal ST: 8 HP: 6 S	ision 5 [5]; Sharp Teeth; Striking ST +2 (Bite Only, -60%) [4 d Animal ST: 15 HP: 15 Speed: 5.25 DX: 9 Will: 11 Move: 4 ulators Skills: Stealth-8 Author: Collective Restraint (d20 cong Gaze (Resist HT-4): Turns to stone permanently; Range 1 peed: 6 DX: 14 Will: 10 Move: G1-A12 IQ: 3 Per: 14 HT: 10 I	] Mental Traits: Bully (9) [-15]; Chummy [-5] Social Traits: Od IQ: 3 Per: 11 HT: 12 FP: 12 SM: 0 Class: Dire Animal Dodge: Inversion) Basilisk, Abyssal Greater Wild Animal ST: 24 HP: 2 IO; Vision-Based •Smite Good (F): Toxic Attack 2d (Limited U FP: 10 SM: -2 (SM 0 incl. Dodge: 9 Parry: — DR: 4 (Scales) Co	ious Personal Habit (Eats other sapients) -3 [-15] 8 Parry: — DR: 3 Bite (11): 1d+1 pi+ (Reach C) 4 Speed: 6 DX: 9 Will: 10 Move: 4 IQ: 4 Per: 12 HT: 15 se, 1/day; Only on "holy" beings) Physical Traits: Extra ombat Traits: Crushing Striker (Tail; Cannot Parry;
Clumsy -1; Limited Arc, straight behind) Bite (13): 2d cut (Reach C, 1 They have developed a group mind and a limited telepathic ability wh (Flexible, -20%) [5]* Attacks: Bite 1d-1 cut; Tail 1d+1 cr; Thrust 1d; S great quantities in the Bog of Desolation where they run rampant. Ste High Pain Threshold; Horizontal; Invertebrate; No Legs (Slithers); No but in some cases an entry will have multiple movement types. Such a	nich they use to their advantage. It has two Sleep Rays Swing 2d Physical Traits: Bad Sight (Nearsighted) [-25] ellion? Dodge: 7 Parry: — DR: — Injury Tolerance: No Distribution Manipulators; Numb; Regrowth; Universal Digestion a flock would constitute a menacing and adaptable pla	and two Wounding Rays; in the original game, each p l; Infravision [10]; Sharp Claws [5]; Striker (Tail) [5] T Neck •Acid Touch (10): Corrosion Attack 1d-3 (Always Social Traits: Social Stigma (Vermin) Description: Aci gue to the hundreds of square miles it would claim as	air represents two similar spell attacks that lose their distincted cost: Lens $66 + \text{Template} - 4 = 62 \text{ points *Added to temps on; Aura; Melee Attack, Reach C) Physical Traits: 360^{\circ} Vised slugs are large subterranean slugs measuring about two fits territory. A large ruff of skin usually lies folded back against the substantial contents of the substantia$	ction in GURPS. Stellionis: Stage Two (Lens) SM +1 (Reach (plate's DR 1 according to author's total cost calculation Stiristion (Easy to Hit; Eyes on Stalks); Cold-Blooded ( $50^{\circ}$ ); Deafnest eet long. The difference of course is that bats fly. Move Informations its head and neck. Should members of two flocks come we	C/1) ST +3 [26]; DX +1 [20]; IQ +1 [20] DR +2 x SM -4 (Reach C) WA Adult: 1 lb. They are found in ss; Double-Jointed; Hard of Hearing; Hermaphrodite; mation Move information is usually simple to indicate, within 5 miles of each other then their abilities mean
they can communicate. Thin, membraneous wings stretch from the er 72 points Author: Collective Restraint Air Elemental, Large (Template Author: Collective Restraint Air Elemental, Huge (Template) SM +3; Author: Collective Restraint Alligator, American Quadruped, Wild Ani ST (Jaw) +8 Bite (14): 2d+2 cr (Reach C) Tail (14): 1d+1 cr (Reach 1) Empathy Features: Heavy scales; Paddle tailed; Prehistoric appearance	e) SM +1; ST +2 [18]; HP +4 [8] Templates: Small Air ST +20 [140]; HP +10 [14] Templates: Small Air Elem imal ST: 16 HP: 16 Speed: 6 DX: 12 Will: 10 Move: G4-) Physical Traits: Amphibious; Bad Sight 5;* Breath Ho	Elemental (M28) -SM -ST -HP Total Cost: 102 points A ental (M28) -SM -ST -HP Total Cost: 230 points Autho W7 IQ: 3 Per: 10 HT: 12 FP: 12 SM: 0 100kg Dodge: 9 lding 4; Cold-Blooded (65°); Discriminatory Smell; Ha	Author: Collective Restraint Air Elemental, Very Large (Tem r: Collective Restraint Air Elemental, Gigantic (Template) S 9+1 Parry: — DR: 2 DR: 5 (Top, not limbs) Combat Traits: Co rd of Hearing;* Night Vision 5; Peripheral Vision; Reduced (	plate) SM +2; ST +8 [64]; HP +6 [10] Templates: Small Air E M +4; ST +32 [192]; HP +14 [17] Templates: Small Air Elemo Inbat Reflexes; Hard to Kill 2; Hard to Subdue 2; Striker (Tai Consumption 2 (Cast-Iron Stomach); Restricted Diet (Carnivol	lemental (M28) -SM -ST -HP Total Cost: 150 points ental (M28) -SM -ST -HP Total Cost: 285 points l; Cannot Parry; Extra Weak; Long, +2 SM); Striking re); Short Lifespan 2 Mental Traits: Gluttony (12); Low
Restraint's Reptile, Wild Animal ST: 19 HP: 19 Speed: 6 DX: 11 Will: anywhere they can get it. Total Cost: 90 points Author: Nyu2 Fire Bee eyes (Incompetence, Stealth) Skills: Brawling-10 Description: Giant F towards it, utilizing the Goomba's Bite attack consistently. It is from to -3 [-60]; HT +2 [20] HP +2 [4]; Per +3 [15] DR 3 (Tough Skin, -40%) 10 DR 3 (Tough Skin) Attacks: thr 1d+2; sw 3d-1 Languages: Ogre* N	etle, Giant SM -3 Ins-WA ST 6; DX 10; IQ 1; HT 10 HP Fire Beetles are around 2 feet in length and are known their genetic stock that the Kitti Ping Yang engineered [9] Physical Traits: Dark Vision [25]; Enhanced Move 1	6; FP 10; Will 10; Per 10 Speed 5; Move G5-W1; Dodg for having a very powerful bite for their size. Alligator Pern's larger Dragons to combat 'thread'. It can only /2 (Ground) [10] Social Traits: Bad Smell [-10] Quirks	e 8 DR 2 (Flexible [carapace]) Attacks: Bite 1d-1 cut Physicals are cold blooded so they must remain in warm climates in be killed by reducing it to negative hit points and by casting: Uncongenial Total Cost: 55 points Author: Bruno Ogre Wa	al Traits: Dark Vision; High Pain Threshold; Lifting ST +4; Str order to maintain a healthy metabolism. Not big on stealth, o g a wish spell upon it, wishing it to die. Author: Vinny Ogre, B rrior, Bruno's Advanced SM +1 ST 17; DX 9; IQ 7; HT 12 HP	iking ST +7 (Bite only) Quirks: Glowing glands behind once they notice prey, goombas often simply charge runo's (Template) SM +1 ST +7 [63]; DX -1 [-20]; IQ 19; FP 12; Will 7; Per 10 Speed 5.25; Move 5; Dodge
Speed 5.25; Move 5; Dodge 8 DR 3 (Tough Skin) Attacks: thr 1d+2; st [3] Physical Traits: Extended Lifespan 1 [2] Mental Traits: Bad Temper Blood) [52]; Mute [-25]; No Legs (Slithers) [0]; No Manipulators [-50] Bad Temper (12) [-10] Features: Home light level is -3 Total Cost: -1 provided the statement of the st	w 3d-1 Languages: Giant Mental Traits: TL 1 Template er (12) [-10]; Greed (12) [-15] Total Cost: 1 point Autho ; Vibration Sense (Universal) [15] Mental Traits: Hidel point Author: Bruno Orc Warrior, Bruno's ST 12; DX 10 [0]; HT +1 [10] HP +1 [2]; FP +2 [6]; Will +2 [10]; Per	es: Ogre Skills: Axe/Mace-14; Brawling-12; Wrestling-1 or: Hyrneson Ooze (Template) Immunity: Metabolic Habound [-5]; Unfazeable [15] Total Cost: 32 points Auth 0; IQ 8; HT 10 HP 12; FP 10; Will 8; Per 8 Speed 5; Mo +2 [10] Move +1 [5] Languages: Native Tribe Patois	12 Total Cost: 85 points Author: Bruno Ogre, Hyrneson's (Texards [30]; Mind-Affecting Spells [30] Physical Traits: Blind or: Hyrneson Orc, Bruno's (Template) ST +2 [20]; IQ -2 [-40 ove 5; Dodge 8 Attacks: thr 1d-1; sw 1d+2 Languages: Orc To (Native/None) [-3]; Orc (Accented/None) [0] Physical Traits	implate) SM +1 [0] ST +2 (SM, -10%) [18]; IQ -1 [-20]; HT +2 [-50]; Deaf [-20]; Doesn't Breathe [20]; Doesn't Seelp [20]; In Per +2 [10] Physical Traits: Dark Vision (Accessibility: Only Templates: Orc Skills: Axe/Mace-11; Brawling-12; Knife-10; The Arm ST +1 [5]; Discriminatory Smell [15]; Lifting ST +1 [3]	[20] HP +2 (SM, -10%) [3] DR 1 (Tough Skin, -40%) ajury Tolerance (Homogeneous; No Head; No Eyes; No light levels -4 and lower, -25%) [19] Mental Traits: arown Weapon (Axe/Mace)-12; Two-Handed Axe/Mace-19; Night Vision 3 [6]; Resistant to Disease +3 [3]
Patois (Native/None); Orcish (Native/SemiLiterate); Common (Broken Unattractive (vs. Hugin's Ravens will collect the bright and shiny bait locations: face, skull, eye, vitals. Luckily, acid slugs are quite slow, an Appearance Skills: Climb-10 Templates: Atreyu's Bugbear Author: Atreju's Skills: Tracking-12* [4] Total Cost: 114 points Author: Bruno *Doe	n/None) Physical Traits: Arm ST +3; Discriminatory Sm t they use and store it in their nests for future use and ad you can usually run away with ease. DR: 1 (Tough S reyu Hibiki Bugbear, Bruno's (Template) ST +3 [30]; I es not include bonus from Discriminatory Smell Bugbea	nell; Lifting ST +1; Night Vision 3; Resistant to Poison just because, as ravens, they love bright shiny things. kin) Combat Traits: Blunt Claws; Sharp Teeth Axe (10 DX + 1 [20]; HT + 1 [10] HP +2 [4]; Per +1 [5] DR 2 (7 DR Warrior, Bruno's ST: 13 HP: 14 DX: 11 Will: 10 IQ:	and Disease +3; Very Fit Mental Traits: Bloodlust; Bully; Ca I don't have a good disadvantage to cover this creature's unledge to the cover t	allous; Fearlessness 2; Intolerance (Civilized Races) Social Transaul anatomy (though as a monster, a point cost is unimporthysical Traits: Discriminatory Smell Mental Traits: Bad Tempriminatory Smell [15]; Silence 2 [10] Mental Traits: Bully (12) Parry: 9/7 DR: 2 (Tough Skin) Large Knife (12): sw 2d-3 cut;	aits: Duty (To warlord, 12); Social Stigma (Monster); tant), but it has only four of the usual GURPS hit per (12); Bully (12); Callous Social Traits: Hideous [-10]; Chummy [-5]; Speak/Read Common at Broken thr 1d imp (Reach C, 1); throw 1d imp (Range
x0.8/x1.5) Shortsword (14): sw 2d-1 cut; thr 1d imp (Reach 1) Sling (1 [0] ST +1 [10]; IQ -1 [-20] DR 2 (Fur, -40%) [6] Physical Traits: Infrav 9U+1 DR: 1 Armor: Leather Armor (Torso, groin; DR +2); Shield (Blo 11 Move: 6 (Tunneling 2) IQ: 3 Per: 12 HT: 15 FP: 15 SM: +2 Class: F Jumping-20; Tracking-14 Author: Lurker (d20 conversion) Burned On which is incorrect cost, unless Author is getting this from some other	rision [10]; Sharp Teeth [1]; Temperature Tolerance 2 (sek 10) Mace (13): 3d cr (Reach C, 1) Thrown Javelin (14) Hybrid Dodge: 9 Parry: — DR: 5 Bite (15): 3d-1 cut (Rees, The (Template) Resistance: Radiation Tolerance 5* advantage Byakhee ST: 18 HP: 18 Speed: 6 DX: 14 Williams	Fur) [2] Perks: Fur [1] Skills: Stealth-DX [2] Total Cos (3): 1d+2 imp (Acc 3; Range 22/37) Physical Traits: Di ach C) Claws (15): 3d/2 cr (Reach C, 1) Physical Traits [10] Physical Traits: High Pain Threshold [10] Social Ill: 10 Move: 6 IQ: 8 Per: 10 HT: 10 FP: 10 SM: +2 400	st: 12 points Author: Hyrneson Bugbear, Lurker's ST: 15 HP scriminatory Smell; Infravision Skills: Climbing-10; Shield-1 s: Discriminatory Smell; Infravision; Night Vision +5; Tunell Traits: Monstrous Appearance [-20]; Social Stigma (Monste o lbs. Author: Collective Restraint Beipiaosaurus Wild Anima	: 15 Speed: 5.5 DX: 11 Will: 10 Move: 5 IQ: 10 Per: 11 HT: 11 3; Stealth-12 Author: Lurker (d20 conversion) Bulette Quadrating 2; Universal Digestion Mental Traits: Bad Temper (9); Fear) [-15] Total Cost: -15 points Author: Lonewulf *Original spectal ST: 12 HP: 11 Speed: 7 DX: 13 Will: 4 Move: 7(14) IQ: 3 Per	FP: 11 SM: +1 Class: Mundane Dodge: 8+1 Parry: uped, Wild Animal ST: 27 HP: 27 Speed: 6 DX: 12 Will: arlessness +3; Uncontrollable Appetite (9) Skills: cified Radiation Resistance/Radiation Divisor 5 [5], c: 4 HT: 13 FP: 10 SM: 0 187 lbs.; Class: Animal,
Dinosaur Dodge: 10+1 Parry: 9(6) DR: 1 (Tough Skin; Can't Wear Arr (Forest?)-13; Swimming-13; Tracking-10* Description: Beipiaosaurus GURPS Magic or GURPS Powers. (Reach C to 5) ST 20; DX 10; IQ 5*; more Vines; Long, +5 SM) Skills: Brawling-12; Wrestling-12 •Radiatio bats, insect bats, giant bats, and vampire bats. G = Ground Move A = or days, letting wounded prey struggle before they move in for the kill	measured 2.2 metres (7.3 ft) in length and .88 metres HT 12 HP 80; FP 12; Will 10; Per 10 Speed 5.5; Move on (F): Toxic (Radiation) Attack 1 HP (Follow-Up, vines Air Move W = Water Move Enhanced Move variants vill. Although they only attack humans when provoked, t	(2.9 ft.) tall at the hip, and is among the largest know —*; Dodge 8 Attacks: Vines 2d+1 cr with Radiation P s) Description: The Plant Creature is a strange combin will appear in paretheses. They are mad and hate anythey are very distempered. A bat will usually make its	n feathered dinosaurs. I make this clear by putting the power hysical Traits: Extra Attack (Strikers only, variable number) ation between animal DNA and plant, sometimes even taking other than themselves, including other floating eyeballs, home in a cavern or abandoned mine. Its attitude causes it	er source in parentheses after the ability name. Some, however; Injury Tolerance (Homogeneous, bleeds greenish-black); Reg the traits (and intelligence!) of the combined creature. The but often have charmed minions around for flattery. Wherever to react to other floating eyeballs at -7 and to everyone else at	generation (1/day); Regrowth; Sessile; Strikers (4 or re are several different species of bats including, fruit er possible they will try to prolong the hunt for hours t-10; other creatures react to them at -7. They suffer
the normal effects of these hits; as such, any Major Wounds tend to h dragon, however they cannot breath fire or wield magic. Prone to atta Kobald (Template) SM -2 ST -4 [-40]; DX +1 [20] Will +1 [5]; Per +1 [ other sapient beings) -3 [-15]; Overconfidence (12) [-15] Features: Ho Manipulators; Scanning Sense (Sonar); Ultrasonic Hearing; Ultrasoni Will 11; Per 12 Speed 6; Move 6; Dodge 9 DR 4 Attacks: Tail 1d+1 im	arm the creature more than most, and it is easier to his acking PCs from above with dropped objects (stones, of [5] Physical Traits: Dark Vision (Accessibility: Only light ome lighting level -3; Scales [1] Racial Skills: Climbing ic Speech (only) Skills: Camouflage-14 Description: The powith Poison (either type) and Radiation; Claws 1d-1	t a spot that has a higher damage multiplier. Per bonuil, etc.) while hanging by their tails from prepared tail ating levels -4 or lower, -25%) [19]; Extra Arm (Tail; N+2 [4] Description: Large bands inhabit cave complexes beasts have been around even before we document the country of the c	is to notice threats sooner, Speed bonus for dodging/fleeing 1-holds. Author: Cernig Hugin's Raven, Swarm (Lens) IQ +2 to Physical Attack, -50%) [5]; Super Climbing 2 [6] Mental Tres and the deepest, darkest forests. Dodge: 9 Parry: — DR: -ted history properly. Author: Lonewulf *Original does not hele Skills: Brawling-12; Stealth-12 •Poison Type 1 (F): Fatigue	, smaller size to decrease chance of being seen or hit. Alligate Move G5-A8 Physical Traits: Injury Tolerance (Diffuse) Mentaraits: Agoraphobia (9) [-15]; Gregarious [-10]; Intolerance (no — Bite (16): 1d-3 cut (Reach C) Combat Skills: Wrestling-15 Pave Doesn't Breathe Scorpion, Large SM +1 (2 hexes; Reach e Attack 1d-2 (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist F	ors are the smaller cousin of a much larger reptile, the al Traits: Compartmentalized Mind Author: Cernig n-kobalds, total) [-10]; Odious Personal Habit (eats hysical Traits: Flight (Air 12, Winged); No Fine C/1) Ins-WA* ST 14; DX 12; IQ 4; HT 12 HP 14; FP 12; IT); Affliction 1 (HT; Follow-Up, tail; Stun) • Poison
Type 2 (F): Toxic Attack 1d-2 (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; sweating; and restlessness. They will attack anything that they identifies Set. After prolonged contact with the acid, even metals will be with unrestricted Magery at about the same rate as Humans. Background that are not covered by standard attacks or skills, but are also not in It is unlikely that any human has ever beheld the full measure of a contact.	Resist HT-2; Symptoms at 1/3 HP, see text); Affliction fy as food (sleeping adventurers qualify), although the dissolved. I'd personally restrict the extra Magery to Il bund: The giant mutant cousin to the Frilled Dragon (Country the strictest sense "powers" (i.e., magical, psionic, etc.)	3 (HT-2; Follow-Up, tail; Severe Pain) • Radiation (F): ir glowing glands will often alert their prey. A flock allusion/Creation Only, Light/Darkness Only, Mind-Contal Chlamydosaurus kingii) of Australia and New Guinea, a.). Combatants take heed! The way of the bow, staff, of	Toxic (Radiation) Attack 1 HP (Follow-Up, varies) Description ways nests or roosts together each night in a central location or Communication (Empathy Only, or Gate Only with and the undisputed apex predator of that region with the por sword is not always that to take with these vile creatures.	on: Symptoms of a scorpion sting include abnormal head, eye in it its territory. Required Reading The majority of the entries about 1/5 of the population getting each to maintain the "fair ssible exception of man. Representing Innate Abilities Many of They will also often push out other such birds from their terr	and neck movements; increased saliva production; in the Bestiary only require the two books of the y" flavor, and then let them have versatile Mages of the creatures in this Bestiary have innate abilities itories by "arranging" accidents or by mobbing them.
to seize their prey.  Join free Join English (en) English (en) Русский (ru) Українська (uk) to high tech multiplayer online games. The intention of all these game Space Core Rules. Urania Games has published the Cy_Borg supplem	Français (fr) Português (pt) español (es) Deutsch (de) es is to immerse the player in the sword and sorcery went Idols of Flesh and Silicon. New to DriveThruRPG i	Italiano (it) Беларуская (be) Log in. No account? Crea orld of Hyboria.Robert E. Howard created the origina s the Discworld Roleplaying Game: Powered by GURP	ate an account. Remember me. Forgot password Log in To I Conan story but he had no hand in creating various games S Third Edition. Note: there is a Fourth Edition. The Eye of	ne Conan the Barbarian saga has appeared in a variety of for other than they were based 29.04.2022 · Free League Pub the World, the first novel in Robert Jordan's #1 New York Tin	ns in the gaming community from simple boardgames lishing takes us to a dying universe with Death in nes bestselling epic fantasy series, The Wheel of
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