

It Came from the Forums

A Community Bestiary

compiled and edited by
KMunoz

DRAFT beta-13
3 August 2009

All rights remain with the original copyright holders.

160 Entries

Authors Included: Atreyu Hibiki, Bruno, Cernig, Collective Restraint, D-Flash, DieMunchkin, Doktor Teufel, Flyndaran, Gold & Appel Inc, Highland Piper, Hyrneson, Icelander, Jerander, Jürgen Hubert, Knight Marshal, Lonewolf23k, Lonewulf, Lurker, LWCamp, Max Schrek, MLangsdorf, Nerdvana, Nyu2, The Paranoid Android, Rasputin, Rogue, Rupert, Sandy Mac, sjmdw45, Son of Dave, Stripe, Tbrock1031, Vinny

An Overview of the Bestiary

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

Please note that the formatting of this document is undergoing changes, and some entries will be in an older format.

REQUIRED READING

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

MOVE INFORMATION

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

G = Ground Move

A = Air Move

W = Water Move

Enhanced Move variants will appear in parentheses. So, for example, a creature with Ground Move 6, Enhanced Ground Move 12 and Air Move 12 would be represented as: G6(12)-A12

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

TRAIT TEMPLATES

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

Ap: Apparition - F134

Ar: Arachnoid - Extra Legs (total 6 [front 2 count as arms]); Injury Tolerance (No Neck); No Fine Manipulators; Semi-Upright

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

MU: Mummified Undead - F134

Ph: Phantasm - F134

Pl: Plant - Blindness; Doesn't Breathe; Injury Tolerance (Homogeneous); No Legs (Sessile); No Manipulators

Pol: Poltergeist - F134

Q: Quadruped - B263

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

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

RU: Rotting Undead - F133

Spr: Spirit - B263

Spd: Spider - Arachnoid + Clinging; Night Vision 9; Peripheral Vision; Vibration Sense

SU: Skeletal Undead - F133

US: Unmanifested Spirit - F134

V: Vermiform - B263

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

WA: Wild Animal - B263

Some template names will be written out in full, and are based on other entries. In all cases, *do not* adjust a regular entry's attributes and secondary characteristics based on its template, as that has already been done.

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

REPRESENTING INNATE ABILITIES

Many of the creatures in this *Bestiary* have innate abilities that are not covered by standard attacks or skills, but are also not in the strictest sense "powers" (i.e., magical, psionic, etc.). In some cases, however, I model them as if they

were true power-based abilities. I make this clear by putting the power source in parentheses after the ability name. I do this mainly to indicate that the ability can be counteracted by another ability or spell that “jams” the power source.

Every power 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. Follow-Up abilities will be identified with (F) instead of a skill roll number. Aura- and Emanation-based abilities will have (A) or (E).

The Bestiary

ACID SLUG

Wild Animal

ST: 4 **HP:** 6 **Speed:** 4
DX: 6 **Will:** 8 **Move:** 3
IQ: 2 **Per:** 20
HT: 12 **FP:** 12 **SM:** -2
15 lbs.

Dodge: 7 **Parry:** — **DR:** —

Injury Tolerance: No Neck

•**Acid Touch (10):** Corrosion Attack 1d-3 (Always On; Aura; Melee Attack, Reach C)

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

Social Traits: Social Stigma (Vermin)

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

Author: Collective Restraint

AIR ELEMENTAL, MEDIUM (TEMPLATE)

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

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

Total Cost: 72 points

Author: Collective Restraint

AIR ELEMENTAL, LARGE (TEMPLATE)

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

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

Total Cost: 102 points

Author: Collective Restraint

AIR ELEMENTAL, VERY LARGE (TEMPLATE)

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

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

Total Cost: 150 points

Author: Collective Restraint

AIR ELEMENTAL, HUGE (TEMPLATE)

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

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

Total Cost: 230 points

Author: Collective Restraint

AIR ELEMENTAL, GIGANTIC (TEMPLATE)

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

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

Total Cost: 285 points

Author: Collective Restraint

ALLIGATOR, AMERICAN

Quadruped, Wild Animal

ST: 16 **HP:** 16 **Speed:** 6
DX: 12 **Will:** 10 **Move:** G4-W7
IQ: 3 **Per:** 10
HT: 12 **FP:** 12 **SM:** 0
100kg

Dodge: 9+1 **Parry:** — **DR:** 2
DR: 5 (Top, not limbs)

Combat Traits: Combat Reflexes; Hard to Kill 2; Hard to Subdue 2; Striker (Tail; Cannot Parry; Extra Weak; Long, +2 SM); Striking ST (Jaw) +8

Bite (14): 2d+2 cr (Reach C)

Tail (14): 1d+1 cr (Reach 1)

Physical Traits: Amphibious; Bad Sight 5; * Breath Holding 4; Cold-Blooded (65°); Discriminatory Smell; Hard of Hearing; * Night Vision 5; Peripheral Vision; Reduced Consumption 2 (Cast-Iron Stomach); Restricted Diet (Carnivore); Short Lifespan 2

Mental Traits: Gluttony (12); Low Empathy

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

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

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

Author: LWCamp

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

ALLIGATOR, COLLECTIVE RESTRAINT'S

Reptile, Wild Animal

ST: 19 **HP:** 19 **Speed:** 6
DX: 11 **Will:** 10 **Move:** 5(12)
IQ: 2 **Per:** 10
HT: 13 **FP:** 13 **SM:** +2
3 hexes; 800 lbs.

Dodge: 9 **Parry:** — **DR:** 4 (Scales)

Combat Traits: Crushing Striker (Tail; Cannot Parry; Clumsy -1; Limited Arc, straight behind)

Bite (13): 2d cut (Reach C, 1)

Tail (13): 2d+3 cr (Reach C, 1)

Physical Traits: Amphibious; Enhanced Move 1.5 (Ground; Costs 5FP per second)

Skills: Camouflage-14; Swimming-15

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

Author: Collective Restraint

ALLIP

ST: 0 **HP:** 10 **Speed:** 6
DX: 11 **Will:** 12 **Move:** 6
IQ: 10 **Per:** 12
HT: 10 **FP:** 0 **SM:** 0

Dodge: 9+1 **Parry:** — **DR:** 0

Immunity: Metabolic Hazards

Combat Traits: Improved Dodge; Insubstantial (Always On)

Allip Strike (12): Toxic Attack 1d (Cannot Parry; Cosmic 1, Ignore DR; Irresistible Attack; Melee Attack, Reach C) *with* Terror (Follow-Up; Resisted at -0)

Maddening Babble: Affliction (Always On; Hearing Based; Resisted by Will +2; Will -1, Cumulative)

Physical Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep

Mental Traits: Low Empathy

Social Traits: Appearance (Hideous, -4); Mistaken Identity (possibly); Social Stigma (Monster, -3); Obsession (Kill the one who pushed me over the edge)

Description: The spiritual remains of an individual driven over the edge of madness, and often to suicide, ever hunting for the person or people who may have been instrumental in the afore-mentioned madness and/or suicide. They appear as twisted, maddened versions of themselves before death, features that make some Allip identifiable by friends and family.

Author: Son of Dave

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: 360° 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 Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Insubstantiality (Affect Substantial, +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):** Energy Reserve 10 (Abilities only, -10%) [27]

•**Jump (Spiritual):** Jumper (Costs 1 FP, -5%; Limited Access, two worlds, -20%; Special Portal, ritual invocation, -60%; Warp Jump, +10%) [25]

•**Possession (Spiritual):** Possession (Chronic, +20%; Costs 1 FP/min, -5%; Emotion Control only, -50%; Spiritual, -20%) [45]

•**Warp:** Warp (Anchored, personal place of occult power, -25%; 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 (DR 20)
Immunity: Poison

Combat Traits: Enhanced Dodge

Bite (18): 1d pi+ (Reach C, 1)

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 cut with Poison

•**Poison (F):** Toxic Attack 1d (Cyclic, 2d for 3 cycles; Follow-Up, Bite; Resist HT-3)

Physical Traits: Ambidexterity; Infravision

Skills: 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. It add 1 burn damage to their unarmed attacks and armed attacks made with metallic weapons. Unarmed attacks made on Azers deal 1 burn damage to the attacker (DR protects against it).

Author: Collective Restraint (d20 conversion)

BASILISK

Wild Animal

ST: 15 **HP:** 15 **Speed:** 5.25
DX: 9 **Will:** 11 **Move:** 4
IQ: 3 **Per:** 11
HT: 12 **FP:** 12 **SM:** 0

Class: Dire Animal

Dodge: 8 **Parry:** — **DR:** 3

Bite (11): 1d+1 pi+ (Reach C)

•**Petrifying Gaze (Resist HT-2):** Turns to stone permanently; Range 10; Vision-Based

Physical Traits: Extra Legs (8 total); Horizontal; Infravision; Night Vision +5; No Fine Manipulators

Skills: Stealth-8

Author: Collective Restraint (d20 conversion)

BASILISK, ABYSSAL GREATER

Wild Animal

ST: 24 **HP:** 24 **Speed:** 6

DX: 9 **Will:** 10 **Move:** 4

IQ: 4 **Per:** 12

HT: 15 **FP:** 15 **SM:** +1

Class: Dire Animal

Dodge: 9 **Parry:** — **DR:** 4

Resistance: Cold/Fire/Non-Magical Weapons (DR 5); Magic 3

Bite (11): 2d+1 pi+ (Reach C) with Smite Good

•**Petrifying Gaze (Resist HT-4):** Turns to stone permanently; Range 10; Vision-Based

•**Smite Good (F):** Toxic Attack 2d (Limited Use, 1/day; Only on “holy” beings)

Physical Traits: Extra Legs (8 total); Horizontal; Infravision; Night Vision +5; No Fine Manipulators

Skills: Stealth-8

Author: Collective Restraint (d20 conversion)

BAT, GIANT

Wild Animal

ST: 8 **HP:** 6 **Speed:** 6

DX: 14 **Will:** 10 **Move:** G1-A12

IQ: 3 **Per:** 14

HT: 10 **FP:** 10 **SM:** -2 (SM 0 incl. wings) 20 lbs.

Dodge: 9 **Parry:** — **DR:** —

Bite (16): 1d-3 cut (Reach C)

Combat Skills: Wrestling-15

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

Skills: Camouflage-14

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

will. All bats are nocturnal meaning they are only active at night. A bat will usually make its home in a cavern or abandoned mine.

Author: Collective Restraint

BEE, GIANT

Flying Insect, Wild Animal

ST: 10 **HP:** 8 **Speed:** 5.5

DX: 12 **Will:** 10 **Move:** G4-A11(22)

IQ: 1 **Per:** 12

HT: 10 **FP:** 10 **SM:** 0

110 lbs.

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 (15): 1d-1 imp with Sting (Reach C)

•**Sting (F):** Affliction 3 (HT-2; Follow-Up, 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. They attack with a powerful stinger, that injects a poison the causes severe drowsiness. The poison sacs are often taken from a dead giant bee and used for making sleep arrows.

Author: Collective Restraint

BEIPIAOSAURUS

Wild Animal

ST: 12 **HP:** 11 **Speed:** 7

DX: 13 **Will:** 4 **Move:** 7(14)

IQ: 3 **Per:** 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 Armor)

Combat Traits: Combat Reflexes

Beak (13): 1d-2 pi+ (Reach C)

Talons (13): 1d-2 cut (Reach C)

Physical Traits: Acute Taste and Smell +4; Acute Vision +3; Night Vision +2; No Fine Manipulators; Rapid Healing; Restricted Diet (Carnivore)

Skills: Jumping-13; Stealth-13; Survival (Forest?)-13; Swimming-13; Tracking-10*

Description: Beipiaosaurus measured 2.2 metres (7.3 ft) in length and .88 metres (2.9 ft.) tall at the hip, and is among the largest known feathered dinosaurs. Its weight is estimated as about 85 kg (187 lb.) Beipiaosaurus had a toothless beak with cheek teeth. More advanced therizinosaurids have four functional toes, but the feet of Beipiaosaurus' have reduced inner toes, showing that the derived therizinosaurid condition

may have evolved from a three-toed therizinosauroid ancestor. The head was large relative to other therizinosauroids, and it had some features similar to the related Oviraptor.

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: Magery 1

Skills: Body Sense-14; Stealth-10; Survival (Select One)-11; Tracking-12

Spells: Blink-15; Teleport-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); Non-magical/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: Darkvision; Doesn't Breathe; Doesn't Sleep; Unhealing (Total)

Mental Traits: Indomitable

Skills: Stealth-15

Author: Lurker (d20 conversion)

BOMBARDIER 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 **FP:** 12 **SM:** 0
125 lbs.

Dodge: 8 **Parry:** — **DR:** 2 (Flexible)

Resistance: Acid Spray (DR +4); Disease +8

Combat Traits: High Pain Threshold

Bite (10): 1d-3 cut (Reach C)

•**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 about 6 feet long and feed primarily on carrion and offal. If provoked it will attack with its Acid Spray or more rarely, its bite.

Author: DieMunchkin

BROWNIE (TEMPLATE)

SM -2

Adult: 19 lbs.

ST: -5 [-50]; **DX:** +1 [20]; **Per:** +2 [10]

Move: -1 [-5]

Physical Traits: Combat Reflexes [15]; Lifting ST +2 [6]; Night Vision 3 [3]

Mental Traits: Phobia (Cats, 12) [-5]

Perks: Biting insects don't bother them [1]; Strong Grip +1 ST when a good grip is useful [1]

Quirks: Dislike bright lights [-1]

Total Cost: 0 points

Author: Flyndaran

BUGBEAR, ATREYU'S (TEMPLATE)

ST: +2 [20]; **DX:** +1 [20]; **HT:** +1 [10]

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

Physical Traits: Blunt Claws [3]; Discriminatory Smell [15]; Sharp Teeth [1]

Mental Traits: Bad Temper (12) [-10]; Bully (12) [-10]; Callous [-5]

Social Traits: Hideous Appearance [-16]

Total Cost: 31 points

Author: Atreyu Hibiki

BUGBEAR, ATREYU'S

ST: 12 **HP:** 12 **Speed:** 5.5

DX: 11 **Will:** 10 **Move:** 5

IQ: 10 **Per:** 10

HT: 11 **FP:** 11 **SM:** 0

180 lbs.

Dodge: 8 **Parry:** 8U **DR:** 1 (Tough Skin)

Combat Traits: Blunt Claws; Sharp Teeth

Axe (10): 1d+4 cut (Reach 1)

Combat Skills: Shield-10; Stealth-10

Physical Traits: Discriminatory Smell

Mental Traits: Bad Temper (12); Bully (12); Callous

Social Traits: Hideous Appearance

Skills: Climb-10

Templates: Atreyu's Bugbear

Author: Atreyu Hibiki

BUGBEAR, BRUNO'S (TEMPLATE)

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

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

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

Physical Traits: Dark Vision [25]; Discriminatory Smell [15]; Silence 2 [10]**Mental Traits:** Bully (12) [-10]; Chummy [-5]; Speak/Read Common at Broken [2]**Skills:** Tracking-12* [4]**Total Cost:** 114 points**Author:** Bruno

*Does not include bonus from Discriminatory Smell

*BUGBEAR WARRIOR, BRUNO'S***ST:** 13 **HP:** 14 **Speed:** 5.5**DX:** 11 **Will:** 10 **Move:** 5**IQ:** 10 **Per:** 11**HT:** 11 **FP:** 11 **SM:** 0**Dodge:** 9 **Parry:** 9/7 **DR:** 2 (Tough Skin)**Large Knife (12):** sw 2d-3 cut; 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 (14):** 2d-1 pi (Range x6/x10; RoF 1)**Combat Skills:** Tactics-12**Skills:** Stealth-12***Languages:** Goblin (Native); Common (Broken)**Templates:** Bruno's Bugbear**Total Cost:** 169 points**Author:** Bruno

*Takes bonuses from Silence 2 when appropriate

BUGBEAR, HYRNESEON'S (TEMPLATE)

SM +1 [0]

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

DR 2 (Fur, -40%) [6]

Physical Traits: Infravision [10]; Sharp Teeth [1]; Temperature Tolerance 2 (Fur) [2]**Perks:** Fur [1]**Skills:** Stealth-DX [2]**Total Cost:** 12 points**Author:** Hyrneson**BUGBEAR, LURKER'S****ST:** 15 **HP:** 15 **Speed:** 5.5**DX:** 11 **Will:** 10 **Move:** 5**IQ:** 10 **Per:** 11**HT:** 11 **FP:** 11 **SM:** +1
Class: Mundane**Dodge:** 8+1 **Parry:** 9U+1 **DR:** 1**Armor:** Leather Armor (Torso, groin; DR +2); Shield (Block 10)**Mace (13):** 3d cr (Reach C, 1)**Thrown Javelin (13):** 1d+2 imp (Acc 3; Range 22/37)**Physical Traits:** Discriminatory Smell; Infravision**Skills:** Climbing-10; Shield-13; Stealth-12**Author:** Lurker (d20 conversion)**BULETTE****Quadruped, Wild Animal****ST:** 27 **HP:** 27 **Speed:** 6**DX:** 12 **Will:** 11 **Move:** 6 (Tunneling 2)**IQ:** 3 **Per:** 12**HT:** 15 **FP:** 15 **SM:** +2
Class: Hybrid**Dodge:** 9 **Parry:** — **DR:** 5**Bite (15):** 3d-1 cut (Reach C)**Claws (15):** 3d/2 cr (Reach C, 1)**Physical Traits:** Discriminatory Smell; Infravision; Night Vision +5; Tunneling 2; Universal Digestion**Mental Traits:** Bad Temper (9); Fearlessness +3; Uncontrollable Appetite (9)**Skills:** Jumping-20; Tracking-14**Author:** Lurker (d20 conversion)**BURNED ONES, THE (TEMPLATE)****Resistance:** Radiation Tolerance 5* [10]**Physical Traits:** High Pain Threshold [10]**Social Traits:** Monstrous Appearance [-20]; Social Stigma (Monster) [-15]**Total Cost:** -15 points**Author:** Lonewulf

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

BYAKHEE**ST:** 18 **HP:** 18 **Speed:** 6**DX:** 14 **Will:** 10 **Move:** 6**IQ:** 8 **Per:** 10**HT:** 10 **FP:** 10 **SM:** +2
400 lbs.**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

CENTPEDE, COLLECTIVE'S GIANT

Vermiform*, Wild Animal

ST: 11 **HP:** 11 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** 6
IQ: 1 **Per:** 12
HT: 10 **FP:** 10 **SM:** +2
2 hexes

Dodge: 9 **Parry:** — **DR:** 3

Combat Traits: High Pain Threshold

Bite (12): 1d-1 cut with Toxin

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

Physical Traits: 360° Vision (Easy to Hit, unusually large); Nictitating Membrane 1

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

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

Author: Collective Restraint

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

CENTPEDE, DIEMUNCHKIN'S GIANT

Vermiform*, Wild Animal

ST: 4 **HP:** 4 **Speed:** 5.5
DX: 12 **Will:** 10 **Move:** G5-W1
IQ: 1 **Per:** 10
HT: 10 **FP:** 10 **SM:** -3

8 lbs.

Dodge: 8 **Parry:** — **DR:** 2 (Tough Skin)

Combat Traits: High Pain Threshold; Striking ST +1 (Bite only)

Bite (12): 1d-5 cut with Poison

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

Physical Traits: Dark Vision; Lifting ST +2

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

Author: DieMunchkin

*Effectively Vermiform (original had No Fine Manipulators)

CHAOS BEAST

ST: 14 **HP:** 14 **Speed:** 5.5
DX: 11 **Will:** 10 **Move:** 4
IQ: 10 **Per:** 12
HT: 11 **FP:** 11 **SM:** +1
Class: Mundane

Dodge: 8+1 **Parry:** — **DR:** 2

Resistance: Magic +2

Immunity: Shapeshifting

Injury Tolerance: No Head; No Neck; No Vitals

Combat Traits: Enhanced Dodge; Extra Attack

Claws (14): 1d cut with Corporeal Instability

•**Corporeal Instability (F):** Resist HT-2. Victim's shape melts, writhes and boils. The victim cannot hold any items. Armor, backpacks and clothing reduces DX by 2. Soft and misshapen feet reduces Move by 75%. Searing pain along the nerves causes the victim to act incoherently. The victim cannot cast spells or use magic items and it attacks blindly, unable to distinguish friend from foe at -2 to attack rolls and 50% to miss any attack. Each second spent in amorphous form reduces IQ by 1. If IQ is reduced to 0, the victim becomes a Chaos Beast. Each second, the victim can try to regain its own shape by succeeding a Will-2 roll. A successful roll regains the victim's shape for one minute. On a failure, the victim can retry every turn. Corporeal instability is not a disease or curse and is hard to remove. Only a Great Healing will remove the affliction. As for the lost IQ points, a Restore Memory will recover them all.

Physical Traits: Infravision; No Legs (Slithers)

Skills: Camouflage-14; Climbing-15; Escape-14; Jumping-12

Author: Lurker (d20 conversion)

CHIMERA

Quadruped

ST: 19 **HP:** 19 **Speed:** 6
DX: 11 **Will:** 11 **Move:** G6-A8
IQ: 7 **Per:** 12
HT: 13 **FP:** 13 **SM:** +2

Class: Hybrid

Dodge: 9 **Parry:** — **DR:** 4

Combat Traits: Extra Attack 2

Bite (15): 2d-1 cut (Reach C) (Dragon and Lion heads only)

Claws (15): 2d-1 cut (Reach C)

Horns (15): 2d+1 cr (Reach C) (Goat head only, usable once every 3 seconds)

Dragon Breath (Breath-15): See notes

Physical Traits: Extra Heads (total 3); Flight (Winged); Infravision; Night Vision 5

Skills: Stealth-10

Notes: Notes: Roll randomly to determine dragon's head color on 1d6, reroll any 6.

1: Black: Acid Jet. 2d cor (Jet, Range 7/15)

2: Blue: Lightning Jet. 2d burn (Jet, Range 7/15). Metallic armor counts as DR 1.

3: Green: Cone of Gas. 5-yard-wide x 5-yard-long cone. 2d tox

4: Red: Cone of Fire. 5-yard-wide x 5-yard-long cone. 2d burn

5: White: Cone of Cold. 5-yard-wide x 5-yard-long cone. 2d burn. Not incendiary.

Author: Lurker (d20 conversion)

CHOKER

ST: 16 **HP:** 10 **Speed:** 6.25
DX: 12 **Will:** 11 **Move:** 4 (Cling 2)
IQ: 7 **Per:** 10
HT: 11 **FP:** 11 **SM:** -2

Class: Mundane

Dodge: 9 **Parry:** 10* **DR:** 2

Punch (14): 1d+1 cr (Reach C)

Combat Skills: TA Neck (Wrestling)-13; Wrestling-15

Physical Traits: Altered Time Rate; Clinging; Infravision

Skills: Climbing-16

Author: Lurker (d2 conversion)

*from Wrestling

CHUUL

ST: 20 **HP:** 20 **Speed:** 6.75
DX: 13 **Will:** 12 **Move:** G6-W4
IQ: 10 **Per:** 14
HT: 14 **FP:** 14 **SM:** +1

Class: Mundane

Dodge: 10 **Parry:** 11* **DR:** 5

Immunity: Poison

Combat Traits: Combat Reflexes; Constriction Attack

Pincers (15): 2d+1 cut (Reach C)

•**Paralytic Tentacles (resist HT-4):** Paralyzes victim for 6 seconds. See notes

Combat Skills: Wrestling-16

Physical Traits: Amphibious; Doesn't Breathe (Gills); Infravision

Skills: Stealth-16; Swimming-16

Notes: After a successful attack with the pincer, the hit location is automatically grappled if the victim's SM is equal or lower than the Chuul's SM. After grappling a victim, the Chuul can then transfer a victim from its pincer to its tentacles as a Ready maneuver. The tentacles grapple with the same ST but can't constrict. Each second the victim must try to resist the paralytic secretion of the tentacles (see above) while getting bitten automatically for 2d-1 pi+ damage.

Author: Lurker (d20 conversion)

*from Wrestling

COCKATRICE

Wild Animal

ST: 6 **HP:** 6 **Speed:** 5.75
DX: 13 **Will:** 11 **Move:** G4-A8
IQ: 3 **Per:** 12
HT: 10 **FP:** 10 **SM:** -2

Dodge: 8+1 **Parry:** — **DR:** 0

Combat Traits: Enhanced Dodge

Bite (15): 1d-4 pi (Reach C) with Petrification

•**Petrification (resist HT):** Turns to stone permanently

Physical Traits: Flight (Winged); Infravision; Night Vision 5; No Fine Manipulators

Author: Lurker (d20 conversion)

CORPSER

ST: 36 **HP:** 36 **Speed:** 6
DX: 12 **Will:** 10 **Move:** 6*
IQ: 0 **Per:** 12
HT: 12 **FP:** 12 **SM:** +1

2 hexes; 300 lbs.

Dodge: — **Parry:** — **DR:** 3 (torso); 1 (tentacles)

Injury Tolerance: Homogeneous

Combat Traits: Constriction Attack; Fragile (Combustible); Hard to Subdue 4

Physical Traits: Ambidexterity; Blindness; Deafness; Doesn't Breathe; Doesn't Eat or Drink (Requires Water);

Extra Arms 1 (all arms Extra-Flexible; Long +2 SM; Weak); Mute; No Legs (Burrow only, with mouth and tentacles); Regrowth; Temperature Tolerance 5; Tunneling 6 (Earth only); Vibration Sense (Land)

Skills: Brawling-10*

Description: These fearsome plants of the jungle, swamp, and forest dwell beneath the earth. It is unlikely that any human has ever beheld the full measure of a corpser, as they move through the concealing earth as easily as a fish does through water or a bird does through air. When these ravenous predators perceive the footsteps of a large creature moving on the surface above them, they thrust mighty tentacles upward, through the crust, to seize their prey. Unwitting creatures—and unfortunate humans—who do not wrest themselves free of the tentacles' grasp, find themselves rent to bits and dragged below the surface to feed the creatures' unsavory appetites. Combatants take heed! The way of the bow, staff, or sword is not always that to take with these vile creatures. Although weapons rarely damage a corpser, its kind might be brought down by the judicious use of fire.

Author: Collective Restraint

*Underground Move; original had no skills

CYCLOPS

ST: 25 **HP:** 36 **Speed:** 5

DX: 9 **Will:** 10 **Move:** 6

IQ: 10 **Per:** 10

HT: 12 **FP:** 12 **SM:** +2

1 hex; 800 lbs.

Dodge: 8 **Parry:** 10 **DR:** 2 (Tough Skin)

Thrown Weapon (13; boulder): 3d cr

24 lb. Club (13): 6d+1 cr (Reach C, 1)

Thrust: 2d+2

Swing: 5d-1

Combat Skills: Brawling-12

Physical Traits: Acute Taste/Smell +3; One Eye

Mental Traits: Bad Temper (12)

Social Traits: Penetrating Voice; Social Stigma (Monster)

Skills: Climbing-12; Jumping-12

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

Author: Collective Restraint

DEEP ONE (TEMPLATE)

ST +2 [20]; HP +4 [8]; DR 1 [5]

Combat Traits: Blunt Claws [3]

•**Terror:** Terror (Always On, -20%) [48]

Physical Traits: Acute Vision +1 [2]; Amphibious [10];

Dependency (Total immersion in water, Daily) [-15];

Doesn't Breathe (Gills) [10]; Nictitating Membrane 5

[5]; Peripheral Vision [15]; Pressure Support 3 [15];

Temperature Tolerance 15 [15]; Unaging [15]

Mental Traits: Callous [-5]; No Sense of Humor [-10]

Social Traits: Appearance (Monstrous) [-20]; Bad Smell [-10]; Disturbing Voice [-10]; Frightens Animals [-10]

Features: Lust for human mates [-1]

Total Cost: 90 points

Author: Max Shrek

DIMENSIONAL SHAMBLER

ST: 19 **HP:** 19 **Speed:** 6.25

DX: 10 **Will:** 10 **Move:** 6

IQ: 7 **Per:** 10

HT: 16 **FP:** 16 **SM:** 0

270 lbs.

Dodge: 9 **Parry:** 7(4) **DR:** 0

Combat Traits: Extra Attack

Talons (9): 2d-1 imp (Reach C)

Magical Traits: Jumper (Reliable +5; World-Spanning)

Fright Check Modifier: -5

Description: If both claws hit in the same round, the victim is grappled (p. B370). The shambler will most likely attempt to Jump with the unfortunate, if this happens. Abductees of Dimensional Shamblers are seldom seen again.

Author: Max Shrek

DOLPHIN (TEMPLATE)

Ichthyoid

SM +1

ST +10 [50]; DX +2 [40]; HT +2 [20]

Per +2 (underwater only, -30%) [7]; Move: W+2

DR +1 (Tough Skin) [3]

Immunity: Salt Poisoning [5]

Injury Tolerance: No Neck [5]

Vulnerability: Dehydration 4 (speed up time instead of increased amount but still 8 hours, -0%) [-20]

Combat Traits: Sharp Teeth [1]

Physical Traits: Absolute Direction [5]; Cetacean Sleeping

[4]*; Dependency (Water, hourly) [-40]; Doesn't Breathe

(Breath Holding x 40 [8 min. avg.]) [11]; Dolphin

Echolocation [26]**; Early Maturation [0]; Increased Life

Support (1/2 ton shipboard, -25%; 1/4 ton environment

suits, -20%) [-3]; Nictitating Membrane [1]; Night Vision

+5 [5]; Peripheral Vision [15]; Restricted Diet (Fresh

meat) [-5]; Short Lifespan 1 [-10]; Subsonic Hearing [5];

Ultrasonic Speech [10]

Mental Traits: Chummy [-5]; Curious (12) [-5]; Dreamer

[-1]; Imaginative [-1]; Impulsiveness (12) [-10]; Minor

Dyslexia [-5]; Playful [-1]; Responsive (often overridden

by mating urges, -0%) [-1]; Xenophilia (15) [-5]

Cultural Traits: Cetacean Cultural Familiarity [0]; Dolphin

Cultural Familiarity [0]

Skills: Musical Composition-Poetry-2 [0]; Naturalist-IQ-2

[1]; Poetry-IQ-1 [1]; Singing-HT [1]; Survival-Per-1 [1];

Swimming-HT+1 [2]

Talents: Dolphin 1 (Acrobatics, Aquabatics, Naturalist,

Poetry, Singing, Swimming) [5]

Languages: Dolphin (normal and ultrasonic) [0]; Cetacean Common (dolphin dialect, spoken only) [2]; Human language (select one, spoken only) [1]

Description: The most common species of dolphin is the bottlenose dolphin, but this also includes the false killer whales (and the wolphin cross breed) as well as other species. This build is for a science fiction game where in cetaceans (dolphins and whales and the like) are sapient.

Total Cost: 94 points

Author: Nerdvana

* Doesn't Sleep (Still requires four hours sleep per each half of the brain, -60%; Temporary Disadvantage: Confusion @12, -10%; Temporary Disadvantage: Indecisive [12], -10%)

** Alternative Abilities: Scanning Sense (Sonar) (Targeting sense, +20%) [24] and Cetacean Hearing† [10]

† Discriminatory Hearing (Hearing and Shadowing bonuses only, -15%; Underwater only, -30%) [9]; Quirk: Sound Memorization [1]

DRACON (TEMPLATE)

SM +1 [0]

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

Move +2 [10]

Attacks: Crushing Striker (Tail) [5]; Sharp Claws [5]; Sharp Teeth [1]

Physical Traits: Extra Legs (4 total) [5]; Lifting ST +3 [9]

Mental Traits: Intolerance (Neogi; Total Intolerance) [-10]; Sense of Duty (Family herd) [-10]

Social Traits: Discipline of Faith (Ritualism) [-5]

Total Cost: -1 point.

Author: Lurker

DRAGON

Quadruped

ST: 26 **HP:** 26 **Speed:** 6.75

DX: 13 **Will:** 14 **Move:** G6-A13

IQ: 14 **Per:** 16

HT: 14 **FP:** 24 **SM:** +3
10 hexes; 2,000 lbs.

Dodge: 9 **Parry:** — **DR:** 6 (Can't Wear Armor)

Fire Breath (18): Burning Attack 3d (Breath; Costs Fatigue, 2 FP; Jet)

Fangs (16): 2d+3* imp (Reach C, 1-2)

Tail (16): Crushing Striker 3d* (Long, +1 SM; Cannot Parry) (Reach C, 1-3)

Talons (16): 3d* imp (Reach C)

Physical Traits: Flight (Winged); Metabolism Control 8; Nictitating Membrane 5

Social Traits: Loner (15); Social Stigma (Monster)

Magical Traits: Magery 3

Skills: Climbing-14; Detect Lies-16; Diplomacy-14; Fast-Talk-15; Intimidation-15; Swimming-16; Thaumatology-16

Spells: Bravery-20; Detect Magic-20; Fear-20; Lend Energy-20; Lend Vitality-20; Loyalty-20; Major Healing-20; Minor Healing-20; Panic-20; Recover Energy-20; Sense Emotion-20; Sense Foes-20

Description: Dragons are huge fearsome beasts who live in their dens, often in large caverns. They are very powerful creatures, capable of wielding awesome magic and breathe searing hot fire. Combat with a dragon is extremely difficult, as their thick scales protect them from most attacks. Dragons are very evil often spending much of their time stealing riches from the citizens. A dragon's life span is that of several hundred years which they have a long maturation period starting from hatchling, to the drake stage, and then finally the adult dragon.

Author: Collective Restraint

*original entry has 2d+2 for Fangs and Talons; Tail and Talons are 2d+6, adjusted to 3d

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]

Resistance: Disease +8 [5]

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

Attacks: Bite thr-1 cut; Flame Breath

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

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

Social Traits: Pitiabile [5]

Total Cost: 150 points

Author: Atreyu Hibiki

DRAKE

Quadruped

ST: 18 **HP:** 18 **Speed:** 5

DX: 11 **Will:** 11 **Move:** G5-A10

IQ: 11 **Per:** 13

HT: 13 **FP:** 15 **SM:** +1
4 hexes; 650 lbs.

Dodge: 8 **Parry:** — **DR:** 2 (Can't Wear Armor)

Bite (14): 1d+2 cut (Reach C, 1)

Claws (14): 1d+4* cut (Reach C)

Fire Breath (15): Burning Attack 1d (Breath; Costs Fatigue, 2 FP; Jet; Reduced Range, 1/2)

Tail (14): Crushing Striker 1d+4* cr (Long, +1 SM; Cannot Parry) (Reach C, 1)

Physical Traits: Flight (Winged); Metabolism Control 2; Nictitating Membrane 2; Unaging

Social Traits: Loner (15); Social Stigma (Monster)

Magical Traits: Magery 1

Skills: Climbing-12; Intimidation-12; Swimming-14; Thaumatology-10

Spells: Detect Magic-15; Lend Vitality-15; Minor Healing-15; Recover Energy-15

Description: Through the process of maturation, and young drake will eventually become a full grown dragon. While even drakes can breathe fire, they have a very limited use of spells making them much less of a threat as their parents. They are still a formidable foe, and should never be attacked alone.

Author: Collective Restraint

*original entry has 1d+2 for Claws, 2d for Tail

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 [10]; HP +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. orcs, half-orcs, goblinoids; Armoury-, Engineer-, Merchant- and Perception-based rolls involving stone or metal)

Racial Skills: Immoveable Stance DX-2 [1]

Total Cost: 59 points

Author: Jürgen Hubert

EARTH ELEMENTAL, MEDIUM (TEMPLATE)

SM 0; ST +6 [60]

Templates: Small Earth Elemental (M55) -SM -ST

Total Cost: 90 points

Author: Collective Restraint

EARTH ELEMENTAL, LARGE (TEMPLATE)

SM +1; ST +12 [108]

Templates: Small Earth Elemental (M55) -SM -ST

Total Cost: 138 points

Author: Collective Restraint

EARTH ELEMENTAL, VERY LARGE (TEMPLATE)

SM +2; ST +23 [184]

Templates: Small Earth Elemental (M55) -SM -ST

Total Cost: 214 points

Author: Collective Restraint

EARTH ELEMENTAL, HUGE (TEMPLATE)

SM +3; ST +45 [315]

Templates: Small Earth Elemental (M55) -SM -ST

Total Cost: 345 points

Author: Collective Restraint

EARTH ELEMENTAL, GIGANTIC (TEMPLATE)

SM +4; ST +67 [402]

Templates: Small Earth Elemental (M55) -SM -ST

Total Cost: 432 points

Author: Collective Restraint

ELF, TBROCK'S (TEMPLATE)

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

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

Physical Traits: Acute Hearing +3 [6]; Bad Sight (Farsighted; Mitigator, Glasses, -60%) [-10]; Extended Lifespan 3 [6]; Extra Sleep 2 [-4]; Subsonic Hearing [5]; Ultrahearing [5]

Total Cost: 25 points

Author: Tbrock1031

ELF, URBIS (TEMPLATE)

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

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

Immunity: Supernatural "Sleep" Effects [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

ETTIN, LANGSDORF'S

ST: 50 **HP:** 50 **Speed:** 4.50
DX: 9 **Will:** 8 **Move:** 13
IQ: 8 **Per:** 9
HT: 9 **FP:** 15 **SM:** +3
Class: Mundane
Dodge: 7 **Parry:** 9 **DR:** 6 (Tough Skin)

Combat Traits: Berserk (12); Extra Attack
Club (12): 8d+6 cr (Reach C, 1-4; usually Telegraphed)
Boulder (14): 5d-3 cr (Thrown)
Brawling (12): 5d+1 cr (Reach C, 1-3; usually Telegraphed)
Stomp (12): 5d+6 cr (Reach C, 1-3; usually Telegraphed)

Physical Traits: Extra Head*

Skills: Observation-12

Features: Can evade size 0 foes by walking over them

Notes: This ettin gets +1 to hit heads of smaller foes (almost everyone) and smaller foes defend at -3. Each head must be stunned or knocked out separately. If either head is stunned or knocked out, the ettin loses Extra Attack.

Author: MLangsdorf

*Extra Head not included in original entry

FAIRY, SANDY'S (TEMPLATE)

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

Per +2 [10]

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

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

Mental Traits: Trickster [-15]

Magical Traits: Detect Magic [10]

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

Total Cost: 74 points

Author: Sandy Mac

FAIRY, GOLD'S (TEMPLATE)

SM -9; ST -9 [-90]

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

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

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

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

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

immediate death check as reality catches up.

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

Total Cost: -50 points

Author: Gold & Appel Inc

FELINOID (TEMPLATE)

SM -1

ST -4 [-40]; DX +2 [40]

HP +4 [8]; Per +2 [10]

DR 1 [5]

Physical Traits: Catfall [10]; Flexible [5]; Night Vision 5 [5]; Reduced Consumption 1 [2]; Restricted Diet (Carnivore) [-10]; Sharp Claws [5]; Sharp Teeth [1]; Striking ST 4 [20]; Super Jump 4 [20]; Temperature Tolerance 1 [1]; Terrain Adaptation (Snow) [5]

Mental Traits: Impulsiveness (9) [-15]

Perks: Climbing Claws [1]; Fur [1]; Natural Camouflage [1]

Features: Estrus; Purring Voice; Quadruped at will; Tail

Notes: The "natural camouflage" is seasonal: in the summer it's tawny, and in the winter it's white.

Total Cost: 90 points

Author: Nyu2

FIRE BEETLE, GIANT

Insect, Wild Animal

ST: 6

HP: 6

Speed: 5

DX: 10

Will: 10

Move: G5-W1

IQ: 1

Per: 10

HT: 10

FP: 10

SM: -3

Dodge: 8

Parry: —

DR: 2 (Flexible)

Bite (10): 1d-2 cut (Reach C)

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

Quirks: Glowing glands behind eyes (Incompetence, Stealth)

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

Author: DieMunchkin

FIRE ELEMENTAL, MEDIUM (TEMPLATE)

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

Templates: Small Fire Elemental (M76) - SM -ST -HP

Total Cost: 82 points

Author: Collective Restraint

FIRE ELEMENTAL, LARGE (TEMPLATE)

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

Templates: Small Fire Elemental (M76) - SM -ST -HP

Total Cost: 118 points

Author: Collective Restraint

FIRE ELEMENTAL, VERY LARGE (TEMPLATE)

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

Templates: Small Fire Elemental (M76) - SM -ST -HP

Total Cost: 178 points

Author: Collective Restraint

FIRE ELEMENTAL, HUGE (TEMPLATE)

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

Templates: Small Fire Elemental (M76) - SM -ST -HP

Total Cost: 280 points

Author: Collective Restraint

FIRE ELEMENTAL, GIGANTIC (TEMPLATE)

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

Templates: Small Fire Elemental (M76) - SM -ST -HP

Total Cost: 349 points

Author: Collective Restraint

FIRELIZARD (TEMPLATE)

SM -3 [0]

Gold/Bronze

ST -4 [-40]; DX +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]; Cold-Blooded [-10]; Flight (Winged) [30]; Nictitating Membrane [1]; Semi-Upright [-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/breath reeks, -5%; Reduced Range 2,

-10%; Trigger, Firestone, -20%) [7]

•**Mind Reading (Psi):** Mind Reading (Semi-Vague, -25%; Telecommunication, -20%; Psi, -10%) [14]

•**Telescan (Psi):** Detect (Personally known beings; Long Range, +100%; Psi, -10%) [38]

•**Telesend (Psi):** Telesend (Semi-Vague, pictures and emotions only, -25%; Psi, -10%) [20]

•**Warp (Psi):** Warp (Reliable +10, +50%; Based on Per, +20%; Psi, -10%; Uncontrollable, -10%; Travel time 1 sec “in between” per 2k miles, -10%; Keeps orientation and momentum (based on 3e), -50%; Loose body parts intersect with solids (based on 3e), -50%) [40]

Description: Firelizards are miniature dragons about the size of a human forearm. It is from their genetic stock that the Kitti Ping Yang engineered Pern’s larger Dragons to combat ‘thread’. Though unlike the common mythical dragons of Earth, firelizards did not have scales, but a leathery hide. It is from the color of this hide that the subspecies are known.

Author: Rogue

Total Cost: 98 points

*Original is unclear

FIRELIZARD, IMPRESSED (LENS)

SM -3 [0] Firelizard

•**Mindlink (Psi):** Mindlink (Single Person; Psi, -10%) [5]

Total Cost: +5 points

Author: Rogue

FIRELIZARD, JUMPER (LENS)

SM -3 [0] Firelizard

•**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

ST: 11

HP: 21

Speed: 6

DX: 12

Will: 15

Move: G2-A4

IQ: 13

Per: 15

HT: 12

FP: 12

SM: +2

3 hexes; 1 ton

Dodge: 9

Parry: **DR:** 7 (Tough Skin; Can’t Wear Armor)

Injury Tolerance: No Neck

Fangs (12): 1d-1 imp (Reach C)

•**Antimagic Cone (Gaze-14, Magical):** Mana Damper 3 (Accessibility, selective area only de-selects self; Cone, 15 yards; Selective Area; Switchable)*

•**Charm Ray (Gaze-14, Magical):** Mind Control (Independent; Requires DX Roll; Suggestion; Takes Recharge, 5 seconds)

•**Disintegration Ray (Gaze-14, Magical):** Corrosion Attack 10d (Armor Divisor 10; Reduced Range 1; Resistible 5;

Takes Recharge, 5 seconds)

- Fear Ray (Gaze-14, Magical):** Terror 1 (Fear, 4-16, retreat 1d sec, 17-21, run away 1d min; Requires DX Roll; Takes Recharge, 5 seconds)
- Petrification Ray (Gaze-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 (Gaze-14, Magical):** Affliction 1 (Will; Based on Will; Reduced Range 1; Requires DX Roll; Sleep; Takes Recharge, 5 seconds)
- Slow Ray (Gaze-14, Magical):** Affliction 1 (Will; Based on Will; Decreased Time Rate; Reduced Range 1; Requires DX Roll; Takes Recharge, 5 seconds)
- Telekinesis (Magical):** Telekinesis (Requires DX Roll; Takes Recharge, 5 seconds; Visible)
- Wounding Ray (Gaze-14, Magical):** Toxic Attack 2d (Reduced Range 1; Resistible 5; Takes Recharge, 5 seconds)

Physical Traits: 360° Vision (Easy to Hit); Extra Attack 1; Extended Lifespan 1; Feather Fall; Flight; Infravision; Nictitating Membrane; No Legs (Aerial); No Manipulators; No Sense of Taste; Reduced Consumption 4 (Cast Iron Stomach)

Mental Traits: Bad Temper (12); Gluttony (6); Loner (9); Overconfidence; Paranoia; Selfish

Social Traits: Cultural Familiarity (Floating Eyeball society); Intolerance (non-floating eyeballs); Monstrous Appearance (Universal)

Magical Traits: Magery 1

Perks/Quirks: Sexless; Shorter Gestation

Skills: Observation-16; Search-16; Stealth-13; Thaumatology-13

Languages: Floating Eyeball Speech (Native/None); Common (Accented/Native)

Social Background: TL3

Description: This is, as the name implies, a big floating eyeball with magical attacks and a bad attitude. It has ten eye stalks coming out of the top its skull/body, each one having a different magical ray. Its attitude causes it to react to other floating eyeballs at -7 and to everyone else at -10; other creatures react to them at -7. As such, they are usually encountered alone, or with charmed minions. They are mad and hate anyone other than themselves, including other floating eyeballs, but often have charmed minions around for flattery. 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.

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. This way

forces it to use all its eye stalks. The alternate way, giving it Extra Attack 12, would make it near invincible against almost anyone. It has two Sleep Rays and two Wounding Rays; in the original game, each pair represents two similar spell attacks that lose their distinction in GURPS.

I don't have a good disadvantage to cover this creature's unusual anatomy (though as a monster, a point cost is unimportant), but it has only four of the usual GURPS hit locations: face, skull, eye, vitals. To accommodate this, the attacker may target the face at no penalty, the skull at -2, the eye at -4 and the vitals at -3; from behind, he may target the skull at no penalty, the face at -2, the vitals at -3 and the eye not at all. Per the Easy to hit limitation, the attacker may target the eye stalks at -6. If you are using the optional hit locations in Martial Arts, the attacker may only target the jaw at -1, as floating eyeballs lack traditional ears and noses. They suffer the normal effects of these hits; as such, any Major Wounds tend to harm the creature more than most, and it is easier to hit a spot that has a higher damage multiplier.

Author: Rasputin

*Or: Mana Damper 3 (Cone, 15 yards; Improved; Switchable), using the Improved enhancement from Magic Resistance, and allowing Cone as a limitation instead of an enhancement (Cone can't be used with Emanation, which Mana Damper is by default)

GARGOYLE (TEMPLATE)

SM 0 [0]

ST +5 [50]; HT +2 [20]; HP +5 [10]*

DR 5 (Tough Skin, -40%) [9]

Physical Traits: Clinging (Nuisance Effect, digs holes in surfaces, -5%) [19]; Crushing Striker (Tail; Cannot Parry, -40%; Clumsy, -20%) [2]; Flight (Small Wings, -10%; Controlled Gliding, -45%) [18]; Fragile (Brittle; Only during day, -20%) [12]; Night Vision +5 [5]; Nocturnal [-20]; Sharp Claws (Armor Divisor 3, +100%) [10]

Social Traits: Sense of Duty (Clan) [-5]; Social Stigma (Monster) [-15]; Unnatural Features 4 [-4]

Skills: Aerobatics; Flight; Meteorology

Total Cost: 87 points

Author: Lonewolf23k

*Original indicates 5 CP, which is an error

GELATINOUS CUBE

SM +4 Ooze

Maximum: 25 tons

ST 15; DX 4; IQ 1; HT 18

HP 23; FP 18; Will 1; Per 1

Speed 2.5; Move 2; Dodge 5

Attacks: Constriction; Corrode; Paralyze; Slam

Physical Traits: Acute Vibration Sense 7; Constriction Attack (Engulfing); Obscure 5 (Always On; Defensive; No Area; Stealthy); Universal Digestion

Skills: Brawling-10

•**Corrode (F):** Corrosion Attack 1d+3 (Always On; Follow-Up; Link, Paralysis; Not vs. metal or stone)

•**Paralysis (F):** Affliction 3 (HT-2; Always On; Follow-Up; Link, Corrode; Paralysis)

Author: Hyrneson

GHOUL (TEMPLATE)

ST +4 [40]; DX +1 [20]; HT +1 [10]

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

Immunity: Disease [10]

Physical Traits: Acute Taste/Smell +2 [4]; Blunt Claws [3]; Extra Attack 2 (claw, bite) [50]; Hard to Kill 1 [2]; Injury Tolerance (Unliving) [20]; Night Vision 5 [5]; Sharp Teeth [1]

Mental Traits: Callous [-5]

Social Traits: Appearance (Monstrous) [-20]; Bad Smell [-10]; Odious Racial Habit (Eats human carrion) [-15]; Terror -3 (Always On, -20%) [48]

Features: Although the ghouls have Injury Tolerance (unliving), they are not undead. The Advantage reflects the ghouls' peculiar resistance to gunshot wounds.

Total Cost: 180 points

Author: Max Shrek

GIANT, CLOUD (TEMPLATE)

SM +3 [0]

ST +5 (SM, -30%) [35]

HP +5 (SM, -30%) [7]

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

Physical Traits: Acute Smell +5 [10]; Flight (Levitation only, -15%) [34]

Skills: Throwing-DX [2]

Total Cost: 98 points

Author: Hyrneson

GIANT, FIRE (TEMPLATE)

SM +2 [0]

ST +4 (SM, -20%) [32]

HP +4 (SM -20%) [7]

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

Immunity: Heat/Fire [15]

Skills: Parry Missile Weapon-DX [4]; Throwing-DX [2]

Total Cost: 66 points

Author: Hyrneson

GIANT, FROST (TEMPLATE)

SM +2 [0]

ST +4 (SM, -20%) [32]

HP +4 (SM, -20%) [7]

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

Immunity: Cold [15]

Skills: Parry Missile Weapon-DX [4]; Throwing-DX [2]

Total Cost: 66 points

Author: Hyrneson

GIANT, HILL (TEMPLATE)

SM +2 [0]

ST +3 (SM, -20%) [24]

HP +3 (SM, -20%) [7]

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

Social Background: TL -2 [-10]

Skills: Parry Missile Weapon-DX [4]; Throwing-DX [2]

Total Cost: 11 points

Author: Hyrneson

GNOLL, BRUNO'S (TEMPLATE)

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

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

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

Physical Traits: Dark Vision [25]; Fur [1]; Restricted Diet (Very Common: Carnivore) [-10]; Sharp Teeth [1]; Striking ST +2 (Biting only, -60%) [4]

Mental Traits: Bully (6) [-20]

Social Traits: Odious Personal Habit -2 (Tortures and eats live prey) [-10]

Total Cost: 16 points

Author: Bruno

GNOLL WARRIOR, BRUNO'S

ST 13; DX 10; IQ 9; HT 10

HP 14; FP 10; Will 9; Per 11

Speed 5; Move 5; Dodge 10

Attacks: thr 1d; sw 2d-1

Languages: Gnoll

Templates: Gnoll

Skills: Axe/Mace-13; Brawling-12; Knife-10; Shield-12; Tactics-7; Thrown Weapon (Axe/Mace)-13

Total Cost: 45 Points

Author: Bruno

GNOLL, DIEMUNCHKIN'S (TEMPLATE)

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

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

Move +2 [10]

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

Physical Traits: Night Vision 5 [5]; Sharp Teeth; Striking ST +2 (Bite Only, -60%) [4]

Mental Traits: Bully (9) [-15]; Chummy [-5]

Social Traits: Odious Personal Habit (Eats other sapient) -3 [-15]

Features: Fur; Tail

Racial Skills: Tracking+2 [4]

Description: Gnolls inhabit the cold northern forest, plains and tundra. Travel in packs hunting, tracking and ambushing PC's in the middle of the night. Wherever possible they will try to prolong the hunt for hours or days, letting wounded

prey struggle before they move in for the kill.

Total Cost: 20 points

Author: DieMunchkin

GNOLL, HYRNESEON'S (TEMPLATE)

SM +1 [0]

ST +1 [10]

DR 2 (Fur, -40%) [1]

Physical Traits: Sharp Teeth [1]; Short Lifespan 1 [-10];
Temperature Tolerance 1 (Fur) [1]

Mental Traits: Laziness [-10]

Total Cost: -1 point

Author: Hyrneson

GNOME, TBROCK'S (TEMPLATE)

SM -2

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

HP +2 [4]; Will -2 [-10]; Per -2 [-10]

Move -1 [-5]

Physical Traits: Acute Taste and Smell +3 [6]; Bad Sight
(Nearsighted; Mitigator, Glasses, -60%) [-10]; Extended
Lifespan 1 [2]; High Manual Dexterity +2 [10]; Longevity
[2]

Magical Traits: Magery 0 [5]

Talents: Artificer 1 [10]

Total Cost: 24 points

Author: Tbrock1031

GNOME, URBIS (TEMPLATE)

SM -1 [0]; ST -1 [-10]; HT +1 [10]

HP +2 [4]

Move -1 [-5]

Physical Traits: Acute Hearing +2 [4]; Acute Smell/Taste
+2 [4]; Extended Lifespan 3 [6]; Night Vision 7 [7];
Resistant to Illusions +3 [3]

Magical Traits: Speak with Animals (Burrowing creatures
only, -60%; Limited Use 3/day, -20%) [5]

Talents: Gnome Talent 1 (Alchemy; Attack rolls vs. kobolds,
goblinoids; Illusion spells) [10]

Total Cost: 38 points

Author: Jürgen Hubert

GOBLIN, BRUNO'S (TEMPLATE)

SM -2

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

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

Mental Traits: Cowardice (12) [-10]; Gregarious [10];
Speak/Read Common at Broken [2]

Racial Skills: Animal Handling (Dogs) +2 [4]; Riding
(Canines) +2 [4]

Total Cost: 5 points

Author: Bruno

GOBLIN WARRIOR, BRUNO'S

SM -2

ST 6; DX 11; IQ 10; HT 10

HP 6; FP 10; Will 10; Per 10

Speed 5.25; Move 5; Dodge 8

Attacks: thr 1d-4; sw 1d-3

Languages: Goblin (Native); Common (Broken)

Templates: Goblin

Skills: Knife-12; Sling-12*; Stealth-10; Tactics-9

Total Cost: 18 points

Author: Bruno

*Takes bonuses from Silence 2 when appropriate

GOBLIN, HYRNESEON'S (TEMPLATE)

SM -1

Physical Traits: Bad Sight (Nearsighted, only in daylight/
bright light, -30%) [-17]; Infravision [10]

Mental Traits: Intolerance (Dwarves) [-2]; Sadism (12)
[-15]

Talents: Mining 1 [5]

Total Cost: -19 points

Author: Hyrneson

GOBLIN, TBROCK'S (TEMPLATE)

SM -2

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

Move -1 [-5]

Physical Traits: Acute Vision +2 [4]; Bad Back (Mild)
[-15]; Clinging [20]; Easy to Kill 2 [-4]; Silence 3 [15];
Slippery 3 [6]; Weak Bite [-2]

Social Traits: Unattractive [-4]

Total Cost: 25 points

Author: Tbrock1031

GOLEM, MINERAL (TEMPLATE)

Immunity: Metabolic Hazards [30]; Mind-Affecting Spells
[30]

Physical Traits: Doesn't Breathe [20]; Doesn't Eat or
Drink [10]; Doesn't Sleep [10]; Fragile (Brittle) [-15];
Ham-Fisted [-5]; High Pain Threshold (Cannot stun
or knock unconscious, +100%) [20]; Injury Tolerance
(Homogeneous; No Blood) [45]; Mute [-25]; No Sense of
Smell/Taste [-5]; Pressure Support 3 [15]; Unaging [15];
Unhealing [-30]; Vacuum Support [5]

Mental Traits: Cannot Learn [-30]; Hidebound [-5];
Incurious (6) [-10]; Reprogrammable [-10]; Unfazeable
[15]

Taboo Traits: Fixed IQ [0]

Total Cost: 90 points

Author: Hyrneson

GOLEM, STONE

SM +1 (Reach C) Mineral Golem

1 ton

ST 26; DX 9; IQ 7; HT 14

HP 26; FP 14; Will 7; Per 7

DR 5

Attacks: Punch 2d+2 cr

Skills: Brawling-11

Author: Hyrneson

GOOMBA

Wild Animal

SM -2

ST 8; DX 8; IQ 4; HT 10

HP 8; FP 10; Will 10; Per 10

Attacks: Goomba Bite

Physical Traits: No Manipulators

Mental Traits: Dull; Single-Minded

Skills: Brawling-10; Scrounging-10

•**Goomba Bite (10):** Crushing Attack 6 HP (Contact Agent; Melee Attack, Close; Side Effect, Shrinking 2)

Description: This small, usually brown creature is vaguely mushroom-shaped, and stands at about two and a half feet tall. They usually travel in clusters of two or three, and can be trained to serve a master loyally. Vast numbers of them have been trained to serve King Bowser as the bulk of his army. Not big on stealth, once they notice prey, goombas often simply charge towards it, utilizing the Goomba's Bite attack consistently. They are most dangerous if you attempt to deal with them head-on, but attacking from a distance or surprising them from overhead can be quite effective.

Author: Atreyu Hibiki

GREY RENDER

ST: 23 **HP:** 23 **Speed:** 6.75

DX: 10 **Will:** 10 **Move:** 6

IQ: 5 **Per:** 12

HT: 17 **FP:** 17 **SM:** 1
height 3yd, width 1.3yd

Dodge: 9 **Parry:** 9 **DR:** 4 (Tough Skin)

Combat Traits: Striking ST +6 (listed as Rend)

Fangs (12): 2d imp (Reach C); Rend 3d imp

Claws (12): 2d cut (Reach C, 1); Rend 3d cut

Combat Skills: Wrestling-10

Physical Traits: Acute Taste and Smell +2; Discriminatory Smell; Extra Eyes (6 total)

Mental Traits: Bestial; Bloodlust (15); Cannot Speak; Sense of Duty (Co-habitants/"locals", Small group)

Social Traits: Loner (15); Social Stigma (Monster, -3)

Skills: Area Knowledge (Immediate Area); Stealth-12; Survival (Any land)-12

Description: A dangerous and adept predator, the grey render is rightfully feared. Yet despite its outwardly bestial

and aggressive mentality, it is known to protect for certain individuals or groups within its territory, though without much pattern.

Author: Son of Dave

HALF-ELF, TBROCK'S (TEMPLATE)

DX +1 [20]; Per +1 [5]

Physical Traits: Acute Hearing +2 [4]; Distinctive Feature (Pointed Ears) [-1]; Extra Sleep 1 [-2]; Longevity [2]; Ultrahearing [5]

Total Cost: 30 points

Author: Tbrock1031

HALF-ELF, URBIS (TEMPLATE)

Per +1 [5]

Immunity: Supernatural "Sleep" Effects [5]

Physical Traits: Extended Lifespan 1 [2]; Night Vision 7 [7]

Talents: Half-Elf Talent 1 (Diplomacy; Fast-Talk; Search; Streetwise) [5]

Total Cost: 24 points

Author: Jürgen Hubert

HALF-ORC, URBIS (TEMPLATE)

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

Physical Traits: Dark Vision [25]

Social Traits: Social Stigma (Second-Class Citizen) [-5]

Total Cost: 10 points

Author: Jürgen Hubert

HALFLING, URBIS (TEMPLATE)

SM -1 [0]; ST -1 [-10]; DX +1 [20]

Move -1 [-5]

Physical Traits: Acute Hearing +2 [4]; Enhanced Dodge [15]; Extended Lifespan 1 [2]

Talents: Halfling Talent 1 (Acrobatics; Climbing; Jumping; Sling; Stealth; Throwing; Thrown Weapons [all]) [10]

Total Cost: 36 points

Author: Jürgen Hubert

HALF-VAMPIRE (TEMPLATE)

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

Per +2 [10]

Physical Traits: Dependency (Fresh blood; Weekly) [-20]; Fit [5]; Hard to Kill 3 [6]; Hard to Subdue 3 [6]; High Pain Threshold (Accessibility: only at night, -20%) [8]; Night Vision 5 [5]; Regeneration (Fast, 1/5min; Accessibility, only while asleep/unconscious, -20%; Backlash, Incapacitation: Sleep, -60%)* [10]; Sharp Teeth (Switchable, +10%) [2]; Supernatural Feature (No shadow or reflection; Pallor: can gain flush of life) [-15]; Temperature Tolerance 4 [4]; Unnatural Feature (Intense unnatural eyes) [-1]; Weakness (Sunlight; 1d/30min; Variable, -40%) [-9]

Mental Traits: Compulsive Behavior (12; must be invited into home) [-10]; Nightmares (15) [-3]; Phobia (12; Holy Objects) [-5]; Phobia (12; Running Water) [-10]; Revulsion (Garlic) [-5]; Revulsion (Holy Water) [-5]; Uncontrollable Appetite (15) [-8]

Description: This is to reflect the type of vampire that can move around during the day as long as he avoids the sun like out of Angel and Buffy, but is weak during the day and amps up when the sun goes down like mentioned in traditional legends.

Total Cost: 29 points*

Author: Knight Marshal

*Sleep incap. is +150% but the Backlash cannot increase the limitations past -80%; original template listed 40 points, variance due to interpretation of costs

HOBGOBLIN, BRUNO'S (TEMPLATE)

SM -1

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

HP +1 [2]

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

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

Total Cost: 39 points

Author: Bruno

HOBGOBLIN WARRIOR, 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

Author: Bruno

*Takes bonuses from Silence 2 when appropriate

HOBGOBLIN, HYRNESEON'S (TEMPLATE)

SM +1 [0]

Physical Traits: Infravision [10]

Mental Traits: Bully (12) [10]; Intolerance (Elves) [-2]; Intolerance (Other hobgoblin tribes) [-1]

Talents: Mining 2 [10]

Total Cost: 7 points

Author: Hyrneson

HOBGOBLIN, URBIS (TEMPLATE)

DX +1 [20]; HT +1 [10]

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

Total Cost: 65 points

Author: Jürgen Hubert

HREE-HREE-HREE (TEMPLATE)

SM -3

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

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

Speed + 1.0 [20]

Injury Tolerance: No Brain [5]

Combat Traits: Sharp Teeth [1]; Striking ST +5 (Bite Only, -60%) [10]

Physical Traits: Flight (Winged, -25%) [30]; Fur [1]; Piercing Voice [1]; Reduced Consumption x2 (Food Only, -50%) [2]

Mental Traits: Can't Speak [-15]; Eidetic Memory (Regular) [15]; Short Attention Span (15) [-5]

Social Traits: Lecherousness (15) [-7]; Social Stigma (Second Class Citizen) [-5]

Description: To Human eyes, HREE-HREE-HREE look like large, bat-winged monkeys except for their enormously powerful jaws. Most HREE-HREE-HREE hate that comparison. They are remarkably humanlike except as noted here. In particular, HREE-HREE-HREE display an astonishing resilience to blows to the head that is the subject of most humor concerning them. Sages who have dissected them speculate that their sapience is magical in nature.

Culture: The HREE-HREE-HREE who live among Humans do not write of what goes on in the deepest jungles. They tend to assimilate as fully as they can, all things considered. Their native language is a combination of shrieks, grunts, gesture, and body language, but they can learn to understand spoken languages and to read and write (though their native writing consists of unsophisticated territorial markings - Max level Broken for any user).

HREE-HREE-HREE who live among Humans do not typically segregate themselves or place any special faith in one another, but they don't dislike each other either.

Notes: Compulsive Spending, Bad Temper, Laziness and Illiterate are common but not required. They fit smoothly into serious or not-so-serious fantasy depending on how much these tendencies are emphasized.

Total Cost: 0 points.

Author: Gold & Appel Inc

HUGIN'S RAVEN, INDIVIDUAL

Bird, Wild Animal*

SM -4? (Reach C)

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); Kleptomaniac (9); Language (Main local; Broken); Odious Personal Habit (Carrion eater); Short Attention Span

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

Broadcast 5 mi range; Racial, Hugin's Ravens only; Vague)

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

Ecology and Habits: These birds commonly live in high moorland and forested areas in cold to temperate regions. They have developed a group mind and a limited telepathic ability which they use to their advantage. They are also known as Murder Ravens because of their habit of stealing bright and shiny objects which they then dangle in front of humans and other sapient beings, staying just beyond reach, until the victim is eventually lured to their death - e.g. over a cliff or into proximity with a fierce predator. The Ravens then dine on any remains.

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

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

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

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

Author: Cernig

*Cannot speak

HUGIN'S RAVEN, SWARM (LENS)

IQ +2

Move G5-A8

Physical Traits: Injury Tolerance (Diffuse)

Mental Traits: Compartmentalized Mind

Author: Cernig

KOBALD (TEMPLATE)

SM -2

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

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

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

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

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

Racial Skills: Climbing+2 [4]

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

Total Cost: -40 points

Author: DieMunchkin

KOBOLD, BRUNO'S (TEMPLATE)

SM -3

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

Will -1 [-5]

DR 1 (Flexible) [4]

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

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

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

Perks: Scales (immune to sunburn) [1]

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

Features: Home light level is -3

Total Cost: -48 points

Author: Bruno

KOBOLD WARRIOR, 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 6+1 (Skull, flexible)

DR 2 (Groin, flexible)

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

Languages: Draconic; Kobold

Physical Traits: Striker (Tail, Rear only)

Templates: Kobold

Skills: Brawling-12; Broadsword-12; Camouflage-12; Search-12; Sling-12; Stealth-10; Tactics-9; Traps/TL3-12

Total Cost: -19

Author: Bruno

KOBOLD, HYRNESEON'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. They are, in appearance, almost identical to turtles and stand at about two and a half feet tall. They usually travel in clusters of two or three, and can be trained to serve a master loyally. Koopa Troopas travel in packs, patrolling their designated locales faithfully. They are most dangerous if you attempt to deal with them head-on, but attacking from a distance or surprising them from overhead can be quite effective. Their shells provide a modicum of defense against most attacks, and they will attack with the Goomba Bite ability anytime a foe gets close enough to touch.

Author: Atreyu Hibiki

LIZARD MAN (TEMPLATE)

SM +1 [0]

IQ -1 [-20]

DR 2 (Scales) [10]

Physical Traits: Sharp Teeth [1]

Skills: Breath Control-HT [4]; Swimming-HT [1]

Total Cost: -4 points

Author: Hyrneson

MEDUSA

ST: 10

HP: 10

Speed: 6.25

DX: 13

Will: 10

Move: 6

IQ: 10

Per: 12

HT: 12

FP: 12

SM: 0

Dodge: 9

Parry: 8

DR: —

Combat Traits: Cutting Striker (Head Snakes)

Head Snake Bite(13): 1d-2 cut (Reach C) with Poison

Bow(14): 1d-2 imp (1/2D 100; Max 150)

Dagger(13): 1d-3 imp (Reach C)

•**Poison (F):** Affliction (HT; Attribute Penalty, ST-3; Cyclic, 1 minute, once)

•**Petrifying Gaze (Resist HT-2):** Turn to stone permanently; Vision-Based

Physical Traits: Darkvision

Social Traits: Appearance (Monstrous); Charisma 2; Social Stigma (Monster); Wealth (Comfortable)

Skills: Diplomacy-12; Disguise-15; Fast-Talk-15; Intimidation-12; Stealth-15

Notes: I'm not sure how to handle a permanent affliction.

Author: Lurker

MINOTAUR, BRUNO'S (TEMPLATE)

SM +1

ST +8 [72]; IQ -3 [-60]; HT +2 [20]

HP +2 [4]; Per +5 [25]

DR 2 (Thick Head, skull only, -70%) [3]

DR 3 (Thick Hide, tough skin, -40%) [9]

Physical Traits: Dark Vision [25]; Discriminatory Smell [15]; Peripheral Vision [15]; Strikers (2 Horns; Impaling, Limited Arc (forward), -40%) [10]

Mental Traits: 3D Spatial Sense [10]; Loner (12) [-10]

Features: Fur [1]

Total Cost: 140 points

Author: Bruno

MINOTAUR WARRIOR, BRUNO'S PRIMITIVE

ST 18; DX 10; IQ 7; HT 12

HP 20; FP 12; Will 7; Per 12

Speed 5.5; Move 5; Dodge 8

DR 3 (Tough Skin)

Languages: Giant

Mental Traits: TL1

Templates: Minotaur

Skills: Brawling-14; Tracking-12; Two-Handed Axe/Mace-14; Wrestling-12

Total Cost: 167 points

Author: Bruno

MINOTAUR, DIEMUNCHKIN'S (TEMPLATE)

SM +1

ST +6 [54]; IQ -2 [-40]; HT +3 [30]

HP +4 [8]; Per +3 [15]

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

DR +2 (Skull only, -70%) [3]

Physical Traits: Absolute Direction [5]; Acute Hearing 2 [4]; Night Vision 2 [2]; Peripheral Vision [15]; Impaling Strikers (2 horns; each Limited Arc, front, -40%; Linked, +20%) [7]

Mental Traits: Bad Temper 6 [-20]; Loner (12) [-5]

Social Traits: Odious Personal Habits (Eats other sapients) -3 [-15]

Features: Fur; Tail

Description: Solitary beings that inhabit scrub forests and hills, minotaurs tend to react poorly to intrusions into their territory.

Total Cost: 80 points

Author: DieMunchkin

MUDMAN

ST: 14 **HP:** 14 **Speed:** 5.5

DX: 11 **Will:** 10 **Move:** 5

IQ: 2 **Per:** 10

HT: 11 **FP:** **SM:** 0

Dodge: 8 **Parry:** — **DR:** —

Injury Tolerance: Homogeneous

Mud Binding (Projectile-13): Binding 10 (Reduced Range, 10/30)

Mud Slam (13): Slam Attack (Engulfing; Suicide attack)

Physical Traits: Dependency (Mud Puddle; Constantly); Vibration Sense (Range 40)

Author: sjmdw45 (d20 conversion)

MUTANT FRILL-NECKED DRAGON OF THE SOUTH PACIFIC

SM +3 (7 hexes?; Reach C to 2) Rap-WA*

ST 35; DX 12; IQ 7; HT 12

HP 35; FP 12; Will 12; Per 12

Speed 8; Move G8(16)-A16(24); Dodge 11

DR 6 (Can't Wear Armor; Flexible; Not on Wings)

Attacks: Bite 4d+2 cut with Radiation; Long Talons 4d+4 imp with Radiation; Radiation Breath

Physical Traits: Cold-Blooded; Enhanced Move (Air 24; Handling Penalty 2); Flight (Costs Fatigue, 1/min; Winged); Increased Consumption 2; Radiation Tolerance (x2000); Regeneration (Radiation Only; Slow); Very Fit (Accessibility, Hot Zone)

Social Traits: Loner; Social Regard 4 (Fear); Social Stigma (Monster)

Skills: Aerobatics-10; Area Knowledge (Hunting Ground)-8; Brawling-14; Flight-11; Innate Attack (Breath)-14; Intimidation-12; Running-12; Stealth-12; Survival (Radioactive Wasteland)-13; Tracking-12

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

•**Radiation Breath (14):** Burning Attack 4d (Accessibility,

Hot Zone; Armor Divisor, 2; Cone, 5 yards; Dissipation; Increased Range, x5; Radiation; Takes Recharge, 5 seconds)

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

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

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

Author: Gold & Appel Inc

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

NARCHIVAN WARRIOR

ST 13; DX 12; IQ 10; HT 10

HP 15; FP 10; Will 13; Per 11

Speed 5.5; Move 5; Dodge 9

DR 5 (DR 10 vs. Projectiles)

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

Physical Traits: Ambidexterity; Combat Reflexes; Doesn't Eat/Drink; Fragile (Brittle); High Pain Threshold; Injury Tolerance (No Blood, No Vitals); Night Vision 5; Weapon Master (Narchivan Weapons)

Mental Traits: Callous; Fearlessness; Overconfidence; Selfless; Sense of Duty (all Narchivans)

Skills: Brawling-15; Knife-13; Polearm-13; Shortsword-12; Tracking-12; Two-handed sword-12; Whip-14

Description: Narchivans are a semisentient hive-minded race of metallic, skeletal humanoid warriors. They have no organs, and their spiny black frames are as hard as steel. Their limbs and body are specially designed to cause projectiles to ricochet, greatly reducing damage. They have angular, skeletal heads with glowing, featureless red eyes and a wide, unchanging grin. Their weapons are similar in structure to their bodies and appear to be made of the same material. They communicate with each other in a manner which transcends both physics and psionics (therefore, it cannot be jammed by any known method). They have sharp claws and are highly skilled in melee combat both with and without

weapons; however, they prefer long Narchivan polearms when facing formidable opponents. The infantry are aided by Narchivan Needler units, which are like Narchivan Warriors except with a weaker, lighter frame and a built-in wrist-mounted needler weapon. Only the stats for the melee unit are listed here.

Author: Vinny

OGRE, BRUNO'S (TEMPLATE)

SM +1

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

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

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

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

Social Traits: Bad Smell [-10]

Quirks: Uncongenial

Total Cost: 55 points

Author: Bruno

OGRE WARRIOR, BRUNO'S ADVANCED

SM +1

ST 17; DX 9; IQ 7; HT 12

HP 19; FP 12; Will 7; Per 10

Speed 5.25; Move 5; Dodge 10

DR 3 (Tough Skin)

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

Languages: Giant

Mental Traits: TL3

Templates: Ogre

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

Total Cost: 95 points

Author: Bruno

OGRE WARRIOR, BRUNO'S PRIMITIVE

SM +1

ST 17; DX 9; IQ 7; HT 12

HP 19; FP 12; Will 7; Per 10

Speed 5.25; Move 5; Dodge 8

DR 3 (Tough Skin)

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

Languages: Giant

Mental Traits: TL 1

Templates: Ogre

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

Total Cost: 85 points

Author: Bruno

OGRE, HYRNESEON'S (TEMPLATE)

SM +1 [0]

ST +2 (SM, -10%) [18]; IQ -1 [-20]; HT +2 [20]

HP +2 (SM, -10%) [3]

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

Physical Traits: Extended Lifespan 1 [2]

Mental Traits: Bad Temper (12) [-10]; Greed (12) [-15]

Total Cost: 1 point

Author: Hyrneson

OOZE (TEMPLATE)

Immunity: Metabolic Hazards [30]; Mind-Affecting Spells [30]

Physical Traits: Blind [-50]; Deaf [-20]; Doesn't Breathe [20]; Doesn't Seelp [20]; Injury Tolerance (Homogeneous; No Head; No Eyes; No Blood) [52]; Mute [-25]; No Legs (Slithers) [0]; No Manipulators [-50]; Vibration Sense (Universal) [15]

Mental Traits: Hidebound [-5]; Unfazeable [15]

Total Cost: 32 points

Author: Hyrneson

ORC, BRUNO'S (TEMPLATE)

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

Per +2 [10]

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

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

Features: Home light level is -3

Total Cost: -1 point

Author: Bruno

ORC WARRIOR, BRUNO'S

ST 12; DX 10; IQ 8; HT 10

HP 12; FP 10; Will 8; Per 8

Speed 5; Move 5; Dodge 8

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

Languages: Orc

Templates: Orc

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

Total Cost: 24 Points

Author: Bruno

ORC, GRAY (TEMPLATE)

IQ -1 [-20]; HT +1 [10]

HP +1 [2]; FP +2 [6]; Will +2 [10]; Per +2 [10]

Move +1 [5]

Languages: Native Tribe Patois (Native/None) [-3]; Orc (Accented/None) [0]

Physical Traits: Arm ST +1 [5]; Discriminatory Smell [15]; Lifting ST +1 [3]; Night Vision 3 [6]; Resistant to Disease +3 [3]

Mental Traits: Bloodlust (15) [-5]; Bully (12) [-10]; Callous [-5]; Fearlessness 1 [2]; Intolerance (Civilized Races) [-5]

Social Traits: Social Stigma (Monster) [-15]; Unattractive (vs. dominant race) [-4]

Features: Native Light Level -3 [0]

Social Background: Orc [0]

Total Cost: 10 points

Author: Icelander

ORC, YOUNG GRAY WARRIOR

SM 0

Age 12-13: 185 lbs.

ST 11; DX 10; IQ 9; HT 11

HP 12; FP 13; Will 11; Per 11

Speed 5.25; Move 6; Dodge 8

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

Physical Traits: Arm ST +1; Discriminatory Smell; Fit; Lifting ST +1; Night Vision 3; Resistant to Disease +3

Mental Traits: Bloodlust (15); Bully (12); Callous; Fearlessness 1; Intolerance (Civilized Races); Oblivious *or* Overconfidence

Social Traits: Cultural Familiarity (Orc); Duty (To warlord, 12); Social Stigma (Monster); Unattractive (vs. dominant race)

Quirks: Reveres axe as religious item

Social Background: TL 3

Skills: Area Knowledge (Hunting Area)-10; Axe/Mace-11; Brawling-12; Camouflage-9; Climbing-10; Hiking-12; Intimidation-11; Jumping-11; Knife-12; Running-10; Scrounging-12; Shield-11; Shortsword-11; Spear-9; Soldier/TL3-9; Stealth-10; Survival (Mountains)-12; Sumo Wrestling-11; Swimming-10; Tactics-7; Theology (Orcish)-7; Throw Spear-10; Two-Handed Axe/Mace-11; Wrestling-11

Author: Icelander

ORC, GRAY SCOUT

SM 0

Age 15-20: 175 lbs.

ST 10; DX 10; IQ 9; HT 11

HP 11; Will 11; Per 12; FP 13

Speed 5.25; Move 7; Dodge 8

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

Languages: Tribe Patois (Native/None); Orcish (Native/Semi-Literate); Common (Broken/None)

Physical Traits: Arm ST +1; Discriminatory Smell; Lifting ST +1; Night Vision 3; Resistant to Poison and Disease +3; Very Fit

Mental Traits: Bloodlust (15); Bully (15); Callous; Fearlessness 1; Intolerance (Civilized Races)

Social Traits: Duty (To warlord, 12); Stigma (Monster); Unattractive (vs. dominant race)

Quirks: Reveres axe as religious item

Social Background: TL 3

Skills: Area Knowledge (Hunting Area)-11; Armory (Missile Weapons/TL3)-9; Armory (Hand Weapons/TL3)-9; Axe/Mace-10; Bow-11; Brawling-12; Camouflage-10; Carpentry/TL3-9; Climbing-11; First Aid-9; Hiking-12; Intimidation-11; Jumping-11; Knife-12; Observation-13; Merchant-10; Navigation (Land)-10; Running-12;

Scrounging-13; Shield-12; Stealth-11; Survival (Mountains)-13; Swimming-11; Tactics-7; Theology (Orcish)-7; Throw Spear-12; Tracking-12; Traps-9; Two-Handed Axe/Mace-9; Wrestling-11

Description: Those orcs which are not as strong as their brethren mostly die or are sacrificed to the orcish deities, but some wily and resourceful ones manage to survive as scouts and hunters.

Author: Icelander

ORC, GRAY LONGBOWMAN

SM 0

ST 11; DX 11; IQ 9; HT 11

HP 12; FP 13; Will 11; Per 12

Speed 5.5; Move 6; Dodge 8

Attacks: thr 1d; sw 2d

Languages: Tribe Patois (Native/None); Orcish (Native/Semi-Literate); Common (Broken/None)

Physical Traits: Arm ST +3; Discriminatory Smell; Lifting ST +1; Night Vision 3; Resistant to Poison and Disease +3; Very Fit

Mental Traits: Bloodlust; Bully; Callous; Fearlessness 2; Intolerance (Civilized Races)

Social Traits: Duty (To warlord, 12); Social Stigma (Monster); Unattractive (vs. dominant race)

Quirks: Reveres axe as religious item

Social Background: TL 3

Skills: Area Knowledge (Hunting Area)-11; Armory (Missile Weapons/TL3; Optional Specialisation: Bowyer/Fletcher)-12/-10; Axe/Mace-12; Bow-14; Brawling-13; Camouflage-11; Carpentry/TL3-9; Climbing-11; First-Aid-9; Hiking-12; Intimidation-12; Jumping-11; Knife-13; Lifting-11; Observation-13; Navigation (Land)-10; Running-12; Scrounging-13; Shield-12; Shortsword-12; Spear-11; Solder/TL3-12; Stealth-12; Survival (Mountains)-13; Swimming-10; Tactics-8; Theology (Orcish)-7; Throw Spear-11; Tracking-12; Traps-9; Two-Handed Axe/Mace-12; Wrestling-12

Description: The longbowmen are not only the best hunters in their tribes, they are also among of the most dangerous warriors. 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.

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: Hymeson

ORC, MOUNTAIN (TEMPLATE)

ST +2 [20]; IQ -1 [-20]; HT +1 [10]
Per +1 [5]; FP +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. dominant race) [-8]
Feature: Native Light Level -3 [0]
Social Background: Orc [0]
Total Cost: -31 points
Author: Icelander

ORC, RUPERT'S (TEMPLATE)

ST +2 [20]; IQ -1 [-20]
Physical Traits: Infravision [10]; Night Vision 3 (Visually impaired by day) [0]
Social Traits: Appearance (Unattractive) [-4]; Chauvinistic [-1]; Social Stigma (Barbaric) [-5]
Total Cost: 0 points
Author: Rupert

ORC ELITE FIGHTER, RUPERT'S

SM 0 (Reach C) Orc
6'1"; 225 lbs
ST 15; DX 11; IQ 9; HT 12
HP 15; FP 12; Will 11; Per 10
Speed 6; Move 6; Dodge 10
Attacks: Thrust 1d+1; Swing 2d+1
Physical Traits: Combat Reflexes; High Pain Threshold; Very Fit
Mental Traits: Bloodlust; Callous; Duty (All the time; Extremely hazardous; Involuntary)
Social Traits: Cultural Familiarity (Orcish); TL 3
Skills: Climbing-13; Hiking-12; Jumping-13; Riding (Horse)-11; Running-12; Soldier-11; Stealth-10; Swimming-11
Combat Skills: Bow-12; Brawling-12; Knife-12; Thrown Weapon (Knife)-12; Two-Handed Axe/Mace-15
Author: Rupert

ORC WARRIOR, RUPERT'S

SM 0 (Reach C) Orc
5'10"; 200 lbs
ST 13; DX 10; IQ 9; HT 11
HP 13; FP 11; Will 8; Per 10
Speed 5.25; Move 5; Dodge 8
Attacks: Thrust 1d; Swing 2d-1

Physical Traits: Fit

Mental Traits: Callous; Quirk: Proud

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

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

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

Author: Rupert

OTYUGH

ST: 11 **HP:** 11 **Speed:** 5.5

DX: 10 **Will:** 10 **Move:** 4

IQ: 3 **Per:** 10

HT: 12 **FP:** 12 **SM:** 1
500 lbs.

Dodge: 8 **Parry:** — **DR:** 3 (Tough Skin)

Immunity: Disease; Ingested Poison

Claws (10): 1d cut (Reach C, 1)

Fangs (10): 1d-2 imp (Reach C) *with* Disease*

Tentacle (10): 1d-2 cut (Reach C, 1)*

Physical Traits: 360° Vision (Easy to Hit, Eye-Stalk; Eyes may be targeted at -6); Arms (Extra-Long; Flexible); Extra Legs (total 4); Universal Digestion

Mental Traits: Bestial; Cannot Speak; Compulsive Eating (12)

Social Traits: Appearance (Ugly, -2); Social Stigma (Monster, -3)

Skills: Scrounging-10; Survival (Any land)-10 (possibly)

Description: Otyughs are filth loving beasts; a stocky ovoid body with a gaping, dagger-toothed maw as centrepiece; three stumpy legs support its torso while two long spiny tentacle like appendages drag food whole into its gut. An Otyugh's sense organs are located on a thin, leaf-like tentacle sprouting towards the rear of the beast

Otyughs will eat almost anything, and scavenge vastly more than they hunt, as such they will rarely attack unless directly threatened, preferring to hide amongst the trash it calls both lair and food.

Author: Son of Dave

*Disease not specified in original entry; Tentacle may be used at any angle and/or body position

PANTHOON

Wild Animal

ST: 16 **HP:** 16 **Speed:** 7

DX: 14 **Will:** 11 **Move:** 8(12)

IQ: 6 **Per:** 12

HT: 13 **FP:** 13 **SM:** +1
315 lbs.

Dodge: 11 **Parry:** 11 **DR:** 1 (Flexible)

Combat Traits: Berserk (9); Combat Reflexes

Claws (15): 1d+3 cut (Reach C, 1)

Bite (15): 1d+2 cut (Reach C)

Physical Traits: Arm ST +2; Bad Grip 3; Brachiator; Night

Vision +4; Nocturnal; Semi-Upright

Mental Traits: Bad Temper (6); Sadistic (humans only)

Social Traits: Social Stigma (Monster)

Skills: Climbing-14; Stealth-14; Tracking-12

Description: The panthoon is a species of nocturnal, carnivorous predator. Its origins are unknown, but it is believed to have been genetically engineered. Panthoons exhibit traits common to both black leopards and baboons. Their heads look much like a panther's, but the face is bluish in hue and bare of fur, with a shorter snout. The rest of the body is covered with thick, smooth black fur. Their arms are longish and jointed like a primate's, and their hands have both opposable thumbs and claws. The panthoon's posture is somewhat curious, due to the odd formation of its hind legs. Their feet are also clawed.

Panthoons are highly intelligent hunters with extremely short tempers; they're also very territorial. Usually, panthoons hunt either alone or with a partner or two. (Note: From here on out, I've added my own color.) They are maneaters, and will stalk and attack humans anytime the opportunity presents itself, moving through trees and rafters and hiding in underbrush, cover, and shaded areas to remain undetected until they decide to strike. For some reason, these creatures harbor a special hatred towards human beings; they delight in using primitive psychological warfare and scare tactics on their victim(s) before moving in for the kill. They are very clever, and will play sadistic (and dangerous) tricks and pranks on a group of humans too strong for them to attack directly.

They always torment a human before killing him, if they get the opportunity.

Author: Doktor Teufel

PLANT CREATURE, THE

SM ? (Reach C to 5)

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

HP 80; FP 12; Will 10; Per 10

Speed 5.5; Move —*; Dodge 8

Attacks: Vines 2d+1 cr with Radiation

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

Skills: Brawling-12; Wrestling-12

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

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

The Plant Creature generally attacks people to defend itself or the ground it's grown into; certain carnivorous kinds of this plant-creature instead crushes and strangles people

with it's vines so that their bodies will eventually return nutrients back to the ground to fertilize it!

Author: Lonewolf

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

PRAYING MANTIS, GIANT

SM +1 FI-WA*

ST 16; DX 9; IQ 1; HT 12

HP 20; FP 11; Will 10; Per 10

Speed 5.25; Move G4-A8; Dodge 8

DR 2 (Flexible [carapace])

Attacks: Bite 1d cut

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

Vision; High Pain Threshold; Lifting ST 6

Mental Traits: Loner 6; Single-Minded

Skills: Brawling-9; Wrestling-9; Stealth-12

Racial Skills: Stealth+1 (included)

Description: Giant Praying Mantises are around 9 feet in length and are excellent solitary predators. They stand perfectly still until prey comes within range, at which point they grapple (usually for the torso), after which the prey is attacked with the bite (often aimed at the neck). They can also carry off anyone of ST 11 or less or anyone they have managed to pin (p. B371). They can also attempt to crush the torso of anyone of Size 0 or less (see Choke, p. B371).

Author: DieMunchkin

*4 legs instead of 6 (the other two are considered arms)

RAVEN, LARGE

SM -3 B-WA

ST 3; DX 12; IQ 5; HT 10

HP 3; FP 10; Will 10; Per 12

Speed 5.5; Move G2-A15; Dodge 8

Attacks: Claws 1d-5 cut

Physical Traits: Peripheral Vision; Reduced Consumption 2

(Cast Iron Stomach)

Social Traits: Disturbing Voice

Total Cost: -78 points

Description: Ravens are omnivores that can eat carrion, feces, maggots, garbage and other unlovely things. They prefer good food over bad, however. Even real ravens can be taught to talk like parrots if raised by humans.

Notes: This entry has been modified significantly from the original version.

Author: Bruno

SCORPION, CAT-SIZED

SM -3 (Reach C) Ins-WA*

ST 7; DX 12; IQ 4; HT 12

HP 7; FP 12; Will 11; Per 12

Speed 6; Move 4; Dodge 9

DR 1

Attacks: Tail 1d-2 imp with Poison (either type) and Radiation; Claws 1d-3 cut with Radiation

Physical Traits: Striker (Tail; Limited Arc, forward)

Skills: Brawling-12; Stealth-12

•**Poison Type 1 (F):** Fatigue Attack 1 FP (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT+2); Affliction 1 (HT; Follow-Up, tail; Stun)

•**Poison Type 2 (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, varies)

Description: Scorpions attack when they are on the hunt and feel that they have the advantage; otherwise, they are more prone to run away or stand still (if unseen). Any scorpion that suffers a major injury or drops to 1/2 HP will attempt to flee if it is able to; if it's fight or die, the scorpion will choose to fight.

Author: Lonewulf

*Original does not have Doesn't Breathe

SCORPION, LARGE

SM +1 (2 hexes; Reach C/1) Ins-WA*

ST 14; DX 12; IQ 4; HT 12

HP 14; FP 12; Will 11; Per 12

Speed 6; Move 6; Dodge 9

DR 4

Attacks: Tail 1d+1 imp with Poison (either type) and Radiation; Claws 1d-1 cut

Physical Traits: Striker (Tail; Limited Arc, forward)

Skills: Brawling-12; Stealth-12

•**Poison Type 1 (F):** Fatigue Attack 1d-2 (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT); Affliction 1 (HT; Follow-Up, tail; Stun)

•**Poison Type 2 (F):** Toxic Attack 1d-2 (Cyclic, 1 hour, 1 cycle; Follow-Up, tail; Resist HT-2; Symptoms at 1/3 HP, see text); Affliction 3 (HT-2; Follow-Up, tail; Severe Pain)

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

Description: Symptoms of a scorpion sting include abnormal head, eye, and neck movements; increased saliva production; sweating; and restlessness.

Author: Lonewulf

*Original does not have Doesn't Breathe

SHADOW HEARTLESS (TEMPLATE)

SM -2 [0]

ST -6 [-60]; DX +2 [40]; IQ -2 [-40]

•**Shadow Claws:** Cutting Attack 1d (Melee Attack, Close, -30%) [4]

Physical Traits: Catfall (Feather Fall, +30%) [13]; Dark Vision [25]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Enhanced Move 1 (Shadow Form only); Fragile (Unnatural) [-50]; High Pain Tolerance; Numb [-20]; Shadow Form [50]; Silence 6 [30]; Talons

[8]; Unaging [15]

Mental Traits: Dread (very strong light) [-10]; Hidebound [-5]; Indomitable [15]; Low Empathy [-20]; On the Edge (9) [-22]; Slave Mentality [-40]; Unfazeable [15]

Social Traits: Social Stigma (Monster) [-15]

Features: Very light weight [0]; Victims' shadows become Shadows [0]*; "Heart" can be hit normally for full damage [0]

Skills: Brawling +0 [1]

Description: Small inherently evil creatures that spawn from the evil in people's hearts.

Total Cost: 14 points

Author: Atreyu Hibiki

*Some kind of Infectious Attack, perhaps?

SKULL SPIRIT, REVISED

ST: 0 **HP:** 20 **Speed:** 6

DX: 14 **Will:** 10 **Move:** A6-W1

IQ: 10 **Per:** 10

HT: 10 **FP:** 10 **SM:** -2*

Dodge: 9 **Parry:** — **DR:** 0

Immunity: Metabolic Hazards

Injury Tolerance: Diffuse (Achilles' Heel, Magic Weapons)

Weakness: Fragile (Unnatural)

•**Static (Magical):** Static (Accessibility, not against Summoning, Fire spells or Air jet)

•**Chilling Touch (17)*:** Toxic Attack 1 HP (Cannot Parry; Cosmic, Irresistible Attack; Cosmic, No Block or Parry allowed; Melee Attack) (Reach C)

Physical Traits: Doesn't Breathe; Doesn't Eat or Drink; Doesn't Sleep; Flight (Low Ceiling, 5'); No Legs (Aerial); No Manipulators; Terminally Ill (Up to 1 month)

Mental Traits: Fanaticism (Assassinate My Victim); Indomitable; Obsession (6) (Assassinate My Victim, Short-Term Goal); Single-Minded; Unfazeable

Quirks: Affected by Pentagram

Social Background: TL/3

Notes: There was a discussion of the differences among the 3e Skull Spirit writeup, the 4e Skull Spirit template, and the way everyone seems to visualize them (50/50 see it as a floating skull vs a ghostly creature with only the skull as solid-ish). The template seems to be missing a lot of things discussed in the spell (notably the 24-hr lifespan), and of course the Unaging thing is odd.

So here is a revised version that tries to cleave a bit closer to the original concept from Magic 3e and earlier. I'm specifically going with a 24-hr "floating semi-solid head" version as the base.

I used Melee Reach C because it doesn't have any limbs, and I chose Cannot Parry because I really don't see it being able to parry with this mysterious soul-sapping touch. I went with Toxic as it only works on living things, and causes actual damage unlike Fatigue with Freezing Hazard. I figure

it's a "chilling" touch in the descriptive sense, rather than actually causing damage by freezing parts of the victim.

I chose Single Minded, Indomitable, and Unfazeable as it can't be argued with or bribed or distracted, wants nothing but to destroy its victim, and I have real problems with the idea of a floating skull being frightened off (or even caring if people are weird - it just wants to KILL). I gave it Flight with a 5 foot ceiling because that way it hovers at roughly head height. It can't take floating as a special effect because it gets the substantial benefit of not being able to be tripped or otherwise disabled. Flight covers this nicely.

Notably I didn't put any Detect: My Victim or Night Vision or Darkvision or See Invisible on the base template, so right now it can be defeated by basic things such as walls and doors, darkness or other concealment, disguises, and optical illusions. It can be beaten to death by a lot of people, or a few very tough or nimble people, or it can be casually set on fire by a fire mage, or it can be knocked about a billion feet by a carefully aimed Air Jet - it has ST 0, so technically -2 damage is enough to knock it back a yard. I'd say that it should be battered back 1 yard per "damage" simply for being a wispy little skull with 0 ST.

Author: Bruno

*SM not specified in original; original has Chilling Touch as Innate Attack, which specifically must be Ranged, so changed to Brawling-17

GHOSTLY WALKING CREATURE WITH HANDS (LENS)

SM 0

Remove: Flight; No Manipulators

Notes: Note that because it has a ST of 0 it's still utterly defeated by doors as it can't actually pull them open, although at least now it can push buttons without bashing them with its face. It's also man sized, so it loses the -5 to hit. In general, despite being a "positive" point change, this is simply worse from the Skull Spirit's point of view.

Author: Bruno

VERY GHOSTLY SKULL SPIRIT (LENS)

Injury Tolerance: Homogeneous; No Blood; No Eyes; No Neck; *remove* Diffuse

•**Chilling Touch (17):** Toxic Attack 1 HP (Affects Substantial; Cannot Parry; Cosmic, Irresistible Attack; Cosmic, No Block or Parry allowed; Melee Attack) (Reach C)

Physical Traits: Insubstantial (Achilles' Heel, Magic Weapons, Fire spells, Air Jet; Affects Substantial; Always On)

Notes: This version can float through walls and is immune to mundane weapons. It still needs Static to avoid "nonphysical spells" from affecting it, whatever "nonphysical spells" are. It is MUCH harder to stop than the traditional Skull Spirit, which is confounded by barriers and can eventually be beaten down by angry villagers with sticks.

Author: Bruno

SPIDER, LARGE

Spider*, Wild Animal

ST: 5 **HP:** 5 **Speed:** 5

DX: 12 **Will:** 2 **Move:** 5

IQ: 2 **Per:** 6

HT: 8 **FP:** 8 **SM:** -2

Dodge: 8 **Parry:** — **DR:** 0

Fangs (12): 1d-5 imp (Reach C) with Poison

•**Poison (F):** Toxic Attack 1d-2 (Follow-Up; Symptom, Stunned, 1/2 HP; Symptom, Paralysis, 2/3 HP)

•**Web 1 (12):** Binding 4 (Area Effect, 2 yd; Must have supports; Persistent; Takes Extra Time, 1 sec; Wall)

•**Web 2 (12):** Binding 6 (Sticky)

Combat Skills:

Physical Traits: Walk on Air (Ceiling, 10 yd; Must have supports; No forward movement)

Author: Hymneson

*Original had special Arachnid meta-trait, replaced here by the Spider meta-trait in the Introduction

SPIRIT FORM (TEMPLATE)

Meta-Traits: Difficult Speech (F134) [21]

Immunity: Metabolic Hazards [30]

Physical Traits: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [10]; Injury Tolerance (Homogeneous; No Blood; No Eyes; No Head; No Neck; Only while Insubstantial, -10%) [56]; Maintenance (1 person; Monthly; Requires Will Roll, -5%; Situational bonuses to Will, +5%) [-2]; Mute (Substantial Only, -10%) [-22]; See Invisible Spirits (Only while substantial, -10%) [14]; Unaging [15]

Magical/Psionic Traits: Detect Ritual Invocation (Long Range, +100%; Precise, +100%; Reflexive, +40%; World-Spanning, +100%) [22]; Detect Supernatural Auras (Precise, +100%; Vision-Based, -20%) [36]; Telekinesis (Costs 1 FP/min, -5%; Melee Attack, Reach C, 1, -20%) [4, or 3.75/level]; Telesend (Costs 1 FP/minute, -10%) [27]

Features: Affected by spirit-affecting spells [0]

•**Empathy:** Empathy (Vision-Based, -20%) [12]

•**Insubstantiality:** Insubstantiality (Affects Insubstantial, +100%; Usually On, -40%) [128]

•**Invisibility:** Invisibility (Affects Machines, +50%; Extended, EM vision, sonar, magnetic fields, +40%; Substantial Only, -10%; Usually On, +5%) [74]

•**Jumper:** Jumper (Costs 1 FP, -5%; Limited Access, two worlds, -20%; Special Portal, ritual invocation, -60%; Warp Jump, +10%) [25]

•**Possession (Spiritual):** (Chronic, +20%; Costs 1 FP/min, -5%; Spiritual, -20%) [95]

•**Snatcher:** Snatcher (Costs 1 FP/min, -5%; Creation, +100%; Specialized, items appropriate to spirit, -25%; Only while substantial, -10%) [64]

•**Visualization:** Visualization (Based on Will, +20%; Blessing, +0%; Costs 2 FP, -10%; Cursing, +100%; Linked, Visualization, +20%; Reduced Time 7, +140%; Selectivity, +10%) [38, or 38/level]

•**Warp:** Warp (Anchored, personal place of occult power, -25%; Special Portal, ritual invocation, -30%; Warp Jump, +10%) [55]

Total Cost: 742 points

Author: Jerander (3e conversion)

STELLIONIS (TEMPLATE)*

SM 0

ST +1 [10]; IQ -9 [-20]; HT +1 [10]

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

Bite: 1d-2 cut (Reach C)

Thrust: 1d-1

Swing: 1d+1

Physical Traits: Alcohol Intolerance [-1 Quirk]; Amphibious [10]; Doesn't Breathe (Gills, -50%) [10]; Cold-Blooded (65°) [-10]; Nictitating Membrane 1 [1]; Peripheral Vision [15]; Sharp Teeth [1]

Social Traits: Appearance (Ugly) [-8]; Disturbing Voice [-10]; No Sense of Humor [-10]; Odious Racial Habit (Willfully enigmatic and rarely volunteer information) [-5]

Total Cost: -4 points

Description: Stellionis are your stereotypical "Lizard Men" although they do not have a tail, spikes, or other exterior display with the exception of small gills that are located right behind the jaw line. They have thick, bumpy skin that comes in a startling array of colours and patterns, and a short snout filled with needle sharp teeth. Stellionis live for approximately 35 to 50 years before going through their first transformation. Only 35% of Stellionis survive the transformation.

All skills, advantages, disadvantages that were gained in the first stage remain in the second stage. PC's wanting to trigger the transformation must have the proper points to spend. The metamorphosis takes four months.

Author: Highland Piper

*It is not clear what the singular should be: Stellioni? Stellion?

STELLIONIS: STAGE TWO (LENS)

SM +1

ST +3 [26]; DX +1 [20]; IQ +1 [20]

DR +2 (Flexible, -20%) [5]*

Bite: 1d-1 cut (Reach C)

Tail: 1d+1 cr (Reach 1)

Thrust: 1d

Swing: 2d

Physical Traits: Bad Sight (Nearsighted) [-25]; Infravision [10]; Sharp Claws [5]; Striker (Tail) [5]

Total Cost: Lens 66 + Template -4 = 62 points

Author: Highland Piper

*Added to template's DR 1 according to author's total cost calculation

STIRIX

SM -4 (Reach C) WA

Adult: 1 lb.

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

Wild Animal

ST: 70

HP: 70

Speed: 8.25

DX: 13

Will: 5

Move: 5

IQ: 5

Per: 10

HT: 20

FP: 20

SM: +6

130 tons; 24 hexes long, 17 hexes high

Dodge: 11

Parry: —

DR: 20

Immunity: Metabolic Hazards

Bite (13): 8d-1 cut (Reach C)

Talons (13): 8d imp/cut (Reach C)

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: Callous

Magical 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.

Notes: The tarrasque is intended to be the invincible, indestructible Godzilla of its original system. It can only be killed by reducing it to negative hit points and by casting a wish spell upon it, wishing it to die. Such a wish spell in GURPS terms would definitely be Very Hard and have a *large* energy requirement, plus many prerequisites. However, this is so specific that I don't think it qualifies as an Achilles' Heel.

Author: The Paranoid Android

TOXIC GOO, SMALL

Wild Animal

ST: 7 **HP:** 7 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 1
IQ: 1 **Per:** 10
HT: 11 **FP:** 11 **SM:** -1

Dodge: 8 **Parry:** — **DR:** 0

Injury Tolerance: Diffuse

•**Corrosion (10)*:** Corrosion Attack 1d-2 *linked with* Toxic (Radiation) Attack 1d-2

•**Radiation Aura (A):** Toxic (Radiation) Attack 1 HP (Always On; Aura*)

Physical Traits: No Manipulators

Description: Toxic Goo is a combination of toxic waste and amoeba cells, fusing them together to create a strange deadly predator that is rather limited.

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

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

Author: Lonewolf

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

TOXIC GOO, MEDIUM

Wild Animal

ST: 11 **HP:** 11 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 1
IQ: 1 **Per:** 10
HT: 11 **FP:** 11 **SM:** 0

Dodge: 8 **Parry:** — **DR:** 0

Injury Tolerance: Diffuse

•**Corrosion (10)*:** Corrosion Attack 1d+1 *linked with* Toxic (Radiation) Attack 1d+1

•**Radiation Aura (E):** Toxic (Radiation) Attack 1d-2 (Always On; Area Effect, 1 yard; Emanation)

Physical Traits: No Manipulators

Author: Lonewolf

*Author did not include attack information

TOXIC GOO, LARGE

Wild Animal

ST: 15 **HP:** 15 **Speed:** 5.25
DX: 10 **Will:** 10 **Move:** 2
IQ: 1 **Per:** 10
HT: 11 **FP:** 11 **SM:** +1

Dodge: 8 **Parry:** — **DR:** 0

Injury Tolerance: Diffuse

•**Corrosion (10)*:** Corrosion Attack 2d-1 *linked with* Toxic (Radiation) Attack 2d-1

•**Radiation Aura (E):** Toxic (Radiation) Attack 1d (Always On; Area Effect, 2 yards; Emanation)

Physical Traits: No Manipulators

Author: Lonewolf

*Author did not include attack information

TOXIC GOO, GARGUANTUAN

Wild Animal

ST: 20 **HP:** 20 **Speed:** 5
DX: 10 **Will:** 10 **Move:** 3
IQ: 1 **Per:** 10
HT: 11 **FP:** 11 **SM:** +2

Dodge: 8 **Parry:** — **DR:** 0

Injury Tolerance: Diffuse

•**Corrosion (10)*:** Corrosion Attack 2d+2 *linked with* Toxic (Radiation) Attack 2d+2

•**Radiation Aura (E):** Toxic (Radiation) Attack 1d+2 (Always On; Area Effect, 3 yards; Emanation)

Physical Traits: No Legs (Slithers)*; No Manipulators

Author: Lonewolf

*Author did not include attack information; No Legs not in original entry

TROGLODYTE (TEMPLATE)

SM 0

IQ -1 [-20]

DR 2 (Scales) [10]

Physical Traits: Chameleon 2 [10]; Infravision [10]; Sharp Teeth [1]

Mental Traits: Intolerance (Humans) [-5]

•**Sap Strength (A):** Affliction 1 (HT; -1 ST, +5%; Aura, +80%; Cumulative, +400%; Melee Attack, -30%) [46]

Total Cost: 52 points

Author: Hyrneson

TROLL, HYRNESEON'S (TEMPLATE)

SM +2 [0]

ST +4 (SM, -20%) [32]; IQ -2 [-40]

Physical Traits: Acute Smell +5 [10]; Ambidexterity [5]; Extra Attack 2 [50]; Infravision [10]; Regeneration (Very Fast) [100]; Regrowth [40]; Sharp Claws [5]; Sharp Teeth [1]; Universal Digestion [5]

Mental Traits: Fearlessness +5 [10]

Total Cost: 228 points

Author: Hyrneson

TROLL, RASPUTIN'S (TEMPLATE)

SM +1 (Reach C/1)

ST +6 [54]; DX +2 [40]; IQ -2 [-40]; HT +6 [60]

Will +2 [10]; Per +2 [10]

DR 2 (Tough Skin) [6]

Physical Features: Dark Vision [25]; Discriminatory Smell [15]; Regeneration (Very Fast) [100]; Regrowth (Reattachment, +50%) [60]; Sharp Claws [5]; Vulnerability (Acid, x2) [-20]; Vulnerability (Fire, x2) [-30]

Mental Traits: Overconfidence (6) [-10]

Social Traits: Odious Racial Habit (Eats other sapients*) [-15]

Racial Skills: Tracking-Per-1 [1]

Total Cost: 271 points

Author: Rasputin

*Author has sentients, compiler assumes referring to sapients

VAMPIRE, D-FLASH'S (TEMPLATE)

ST +5 [50]

HP +5 [10]; Per +3 [15]

Immunity: Metabolic Hazards [30]

Physical Traits: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Draining [-10]; Hard to Subdue 5 [10]; High Pain Threshold [10]; Infectious Attack [-5]; Injury Tolerance (Unliving) [20]; Striking ST 5 [25]; Supernatural Features (Pallor, no reflection, no body heat) [-16]; Unaging [15]; Unkillable 1 (Achilles' Heel, Sunlight, Fire, Supernatural attacks) [25]; Weakness (Sunlight, 1d/min) [-60]; Unhealing [-20]

Mental Traits: Berserk [-10]; Phobia (Heliophobia, Pyrophobia) [-20]; Uncontrollable Appetite (Human Blood) [-15]

Social Traits: Secret (Vampire) [-30]

Features: No Fatigue [0]; Torpor (total paralysis by wooden stake through heart) [-1]

Total Cost: 53 points

Author: D-Flash

WASP, GIANT

Flying Insect, Wild Animal

ST: 15

HP: 15

Speed: 5.75

DX: 11

Will: 10

Move: G4-A11

IQ: 1

Per: 10

HT: 12

FP: 12

SM: +1

Dodge: 8 **Parry:** — **DR:** 2 (Flexible)

Combat Traits: Bloodlust (6); High Pain Threshold

Bite (11): 1d cut (Reach C)

•**Stinger (11):** Impaling Striker 1d+1 (Cannot Parry; Weak) (Reach C) with Poison

•**Poison (F):** Affliction 3 (HT-2; Extended Duration, x300; Follow-Up; Secondary, Paralysis; Severe Pain)

Physical Traits: Clinging; Dark Vision; Foot Manipulators (2); Ham-Fisted; Lifting ST +2

Mental Traits: 3D Spatial Sense

Skills: Aerobatics-12*

Description: Giant Wasps are will attack anything that looks even remotely like food. They are known to be very aggressive, often continuing to sting prey long after it has

stopped moving. Their usual method of attack is to grapple their prey (preferably from above and by surprise) and then repeatedly stabbing with their stinger. If they can carry their foe into the air, they will (p. B371).

Author: DieMunchkin

*includes +2 from 3D Spatial Sense

WATER ELEMENTAL, MEDIUM (TEMPLATE)

SM 0

Templates: Small Water Elemental (M191) -SM -ST

Total Cost: 70 points

Author: Collective Restraint

WATER ELEMENTAL, LARGE (TEMPLATE)

SM +1; ST +4 [36]

Templates: Small Water Elemental (M191) -SM -ST

Total Cost: 106 points

Author: Collective Restraint

WATER ELEMENTAL, VERY LARGE (TEMPLATE)

SM +2; ST +11 [88]

Templates: Small Water Elemental (M191) -SM -ST

Total Cost: 158 points

Author: Collective Restraint

WATER ELEMENTAL, HUGE (TEMPLATE)

SM +3; ST +25 [175]

Templates: Small Water Elemental (M191) -SM -ST

Total Cost: 245 points

Author: Collective Restraint

WATER ELEMENTAL, GIGANTIC (TEMPLATE)

SM +4; ST +39 [234]

Templates: Small Water Elemental (M191) -SM -ST

Total Cost: 304 points

Author: Collective Restraint

ZOMBIE

ST: 11

HP: 11

Speed: 2.5

DX: 8

Will: 3

Move: 2

IQ: 3

Per: 10

HT: 10

FP: 10

SM: 0

Dodge: 5 **Parry:** 8(5) **DR:** 0

Immunity: Metabolic Hazards; Mind Control

Injury Tolerance: No Blood; Unliving

Combat Traits: Berserk (6) (Battle Rage); Bloodlust (6); Fragile (Unnatural); High Pain Threshold; Unhealing (Total)

Thrust: 1d-1

Swing: 1d+1

Physical Traits: Dark Vision; Detect (Sentient Beings; Common; Vague); Doesn't Breathe; Doesn't Eat or Drink;

Doesn't Sleep; No Fine Manipulators; No Sense of Smell/
Taste; Nocturnal; Numb; Sexless; Temperature Tolerance
10; Terminally Ill; Unaging

Mental Traits: Bestial; Cannot Learn; Cannot Speak;
Dyslexia; Hidebound; Impulsiveness; Incurious
(6); Innumerate; Indomitable; Non-Iconographic;
Obsession (6) (Kill All Sentient Beings); On the Edge;
Reprogrammable; Slave Mentality; Unfazeable

Social Traits: Appearance (Horrific; Universal); Bad Smell;
Disturbing Voice; Intolerance; Low Empathy; No Sense
of Humor

Magical Traits: Dependency (Mana; Common; Constantly)

Features: Affected by Control Zombie, Pentagram, Turn
Zombie

Taboo Traits: Cannot have mental skills

Languages: None

Author: Stripe