

Creature	Family	Section	Str Roll	Str Avg	Con Roll	Con Avg	Siz Roll	Siz Avg	Int Roll	Int Avg	Pow Roll	Pow Avg	Dex Roll	Dex Avg	App Roll	App Avg	Hit Points	Str Plus Siz	Damage Bonus	Armor	80% Skills	60% Skills	50% Skills	40% Skills	30% Skills	Weapons	Powers	
Bat	bat	animal	1	1	2d4	5	1	1	4	4	3d6	10.5	3d6+3	13.5	-	-	3	2	-1d6	-							bite 30% 1d4+1/2db	sonar, fly
Bat, huge	bat	animal	2d3+3	7	3d6	10.5	2d3+3	7	5	5	3d6	10.5	3d6+3	13.5	-	-	8.75	14	-1d4	-							bite 40% 1d6+1/2db	sonar, fly
Cattle	bovine	animal	2d6+21	28	2d6+9	16	2d6+21	28	4	4	3d6	10.5	2d6	7	-	-	22	56	+2d6	1d4 fur							bite 25% 1d4+1/2db, trample 35% 1d6+db	
Bison	bovine	animal	2d6+22	29	2d6+10	17	2d6+22	29	4	4	3d6	10.5	2d6	7	-	-	23	58	+3d6	1d4 fur							bite 25% 1d4+1/2db, trample 35% 1d6+db	
Auroch	bovine	animal	2d6+25	32	2d6+12	19	2d6+25	32	4	4	3d6	10.5	2d6	7	-	-	25.5	64	+3d6	1d4 fur							bite 25% 1d4+1/2db, trample 35% 1d6+db	magic defence Pow+5
Centipede, huge	bug	animal	1d3+2	4	2d4+1	6	2	2	2	2	3d6	10	3d6+2	12.5	-	-	4	6	-1d6	1d4-1 chitin							bite 30% 1d4+1/2db, Con potency poison for 1d6	smell, wall walk, dig, immune to poison
Centipede, enormous	bug	animal	2d4+5	10	3d6	10	2d4+3	8	2	2	3d6	10	3d6+2	12.5	-	-	9	18	-	1d6 chitin							bite 40% 1d6+1/2db, Con potency poison for 1d6	smell, wall walk, dig, immune to poison
Fox	canine	animal	1d3+2	4	2d6	7	3	3	5	5	3d6	10.5	2d6+8	15	-	-	5	7	-1d6	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Jackal	canine	animal	2d3+1	5	2d6+1	8	1d3+2	4	5	5	3d6	10.5	2d6+8	15	-	-	6	9	-1d6	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Dog, herding	canine	animal	2d3+2	6	2d6+2	9	2d3+1	5	5	5	3d6	10.5	2d6+7	14	-	-	7	11	-1d6	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Dog, sled	canine	animal	2d4+3	8	2d6+3	10	2d3+2	6	5	5	3d6	10.5	2d6+7	14	-	-	8	14	-1d4	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Dog, fighting	canine	animal	2d4+4	9	3d6	10.5	2d3+3	7	5	5	3d6	10.5	2d6+7	14	-	-	8.75	16	-1d4	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Wolf, grey	canine	animal	2d4+5	10	3d6	10.5	2d4+3	8	5	5	3d6	10.5	2d6+6	13	-	-	9.25	18	-	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Dog, hunting	canine	animal	2d6+4	11	3d6	10.5	2d4+4	9	5	5	3d6	10.5	2d6+6	13	-	-	9.75	20	-	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Dog, guard	canine	animal	2d6+5	12	3d6	10.5	2d4+5	10	5	5	3d6	10.5	2d6+6	13	-	-	10.25	22	-	1d3 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Wolf, dire	canine	animal	2d6+7	14	3d6	10.5	2d6+5	12	5	5	3d6	10.5	2d6+5	12	-	-	11.25	26	+1d4	1d4 fur	track						bite 40% 1d8+1/2db	night vision, tireless running, smell
Goat, domestic	caprine	animal	2d6+4	11	3d6	10.5	2d6+4	11	4	4	3d6	10.5	2d6+6	13	-	-	10.75	22	-	1d3 fur							butt 30% 1d6+db	
Sheep	caprine	animal	2d6+6	13	3d6	10.5	2d6+6	13	4	4	3d6	10.5	2d6+3	10	-	-	11.75	26	+1d4	1d3 fur							butt 30% 1d6+db	
Goat, mountain	caprine	animal	2d6+8	15	3d6	10.5	2d6+8	15	4	4	3d6	10.5	2d6+6	13	-	-	12.75	30	+1d4	1d3 fur							butt 30% 1d6+db	
Cayman	crocodilian	animal	2d6+11	18	2d6+6	13	2d6+7	14	3	3	3d6	10.5	2d6+1	8	-	-	13.5	32	+1d4	1d4 scales							bite 40% 1d10+1/2db	adapted to water
Alligator	crocodilian	animal	2d6+23	30	2d6+12	19	2d6+17	24	3	3	3d6	10.5	2d6	7	-	-	21.5	54	+2d6	1d6 scales							bite 40% 1d10+1/2db	adapted to water, magic defence Pow+5
Crocodile	crocodilian	animal	2d6+29	36	2d6+14	21	2d6+23	30	3	3	3d6	10.5	2d6	7	-	-	25.5	66	+3d6	1d6+1 scales							bite 40% 1d10+1/2db	adapted to water, magic defence Pow+5
Sarcosuchus	crocodilian	animal	2d6+49	56	2d6+20	27	2d6+43	50	3	3	3d6	10.5	2d6	7	-	-	38.5	106	+6d6	1d10+1 scales							bite 40% 1d10+1/2db	adapted to water, magic defence Pow+15
Elk	deer	animal	2d6+16	23	3d6+2	12.5	2d6+16	23	4	4	3d6	10.5	2d6	7	-	-	17.75	46	+2d6	1d3 fur							butt 25% 1d6+1/2db	
Moose	deer	animal	2d6+22	27	3d6+4	14.5	2d6+18	27	4	4	3d6	10.5	2d6	7	-	-	20.75	54	+2d6	1d3 fur							butt 25% 1d6+1/2db	
Deer, giant	deer	animal	2d6+26	33	3d6+6	16.5	2d6+26	33	4	4	3d6	10.5	2d6+2	9	-	-	24.75	66	+3d6	1d3 fur							butt 25% 1d6+1/2db	magic defence Pow+5
Deer	deer	animal	2d6+9	16	3d6	10.5	2d6+9	16	4	4	3d6	10.5	2d6+3	10	-	-	13.25	32	+1d4	1d3-1 fur							butt 25% 1d6+1/2db	
Llama	dromedary	animal	2d6+13	20	3d6	10.5	2d6+13	20	4	4	3d6	10.5	2d6+3	10	-	-	15.25	40	+1d6	1d3 fur							bite 25% 1d4+1/2db, kick 25% 1d4+db	adapted to high altitude
Camel	dromedary	animal	2d6+21	28	3d6+2	12.5	2d6+21	28	4	4	3d6	10.5	2d6+3	10	-	-	20.25	56	+2d6	1d3 hide							bite 25% 1d4+1/2db, kick 25% 1d4+db	adapted to desert
Pony	equine	animal	2d6+13	20	3d6	10.5	2d6+13	20	4	4	3d6	10.5	2d6+3	10	-	-	15.25	40	+1d6	1d3 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db	
Donkey	equine	animal	2d6+15	22	3d6	10.5	2d6+15	22	4	4	3d6	10.5	2d6+3	10	-	-	16.25	44	+2d6	1d3-1 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db	
Zebra	equine	animal	2d6+16	23	3d6	10.5	2d6+16	23	4	4	3d6	10.5	2d6+3	10	-	-	16.75	46	+2d6	1d3 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db	
Mule	equine	animal	2d6+17	24	3d6	10.5	2d6+17	24	4	4	3d6	10.5	2d6+3	10	-	-	17.25	48	+2d6	1d3 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db	
Horse, riding	equine	animal	2d6+19	26	3d6	10.5	2d6+19	26	4	4	3d6	10.5	2d6+3	10	-	-	18.25	52	+2d6	1d4 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db	
Horse, cavalry	equine	animal	2d6+21	28	3d6+2	12.5	2d6+21	28	4	4	3d6	10.5	2d6+3	10	-	-	20.25	56	+2d6	1d4 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db, rear and plunge 25% 2d6+db	
Horse, war	equine	animal	2d6+21	28	3d6+2	12.5	2d6+21	28	4	4	3d6	10.5	2d6+3	10	-	-	20.25	56	+2d6	1d4 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db, rear and plunge 25% 2d6+db, trample 25% 2d6+db	
Horse, draft	equine	animal	2d6+23	30	3d6+2	12.5	2d6+23	30	4	4	3d6	10.5	2d6+3	10	-	-	21.25	60	+3d6	1d4 fur							bite 25% 1d4+1/2db, kick 25% 1d6+db	
Cat, house	feline	animal	3	3	2d4+1	6	2	2	5	5	3d6	10.5	2d6+12	19	-	-	4	5	-1d6	1d3-1 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks
Bobcat	feline	animal	2d3+2	6	2d6+1	8	1d3+2	4	5	5	3d6	10.5	2d6+11	18	-	-	6	10	-1d6	1d3-1 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks
Lynx	feline	animal	2d4+4	9	3d6	10.5	2d3+3	7	5	5	3d6	10.5	2d6+11	18	-	-	8.75	16	-1d4	1d3-1 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks
Jaguar	feline	animal	2d6+13	20	3d6+1	11.5	2d6+10	17	5	5	3d6	10.5	2d6+9	16	-	-	14.25	37	+1d6	1d3 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks
Lion	feline	animal	2d6+16	23	3d6+2	12.5	2d6+13	20	5	5	3d6	10.5	2d6+9	16	-	-	16.25	43	+2d6	1d4 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks, magic defence Pow+5
Tiger	feline	animal	2d6+18	25	3d6+3	13.5	2d6+15	22	5	5	3d6	10.5	2d6+8	15	-	-	17.75	47	+2d6	1d4 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks, magic defence Pow+5
Smilodon	feline	animal	2d6+21	28	3d6+5	15.5	2d6+18	25	5	5	3d6	10.5	2d6+8	15	-	-	20.25	53	+2d6	1d6 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks, magic defence Pow+10
Leopard	feline	animal	2d6+5	12	3d6	10.5	2d4+5	10	5	5	3d6	10.5	2d6+10	17	-	-	10.25	22	-	1d3 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks
Puma	feline	animal	2d6+8	15	3d6	10.5	2d6+6	13	5	5	3d6	10.5	2d6+10	17	-	-	11.75	28	+1d4	1d3 fur	move quietly	jump, hide	climb, listen, sense, dodge				bite 50% 1d10+1/2db, claw 50% 1d6+db	night vision, 2 attacks
Rhinoceros	pachyderm	animal	2d6+24	31	2d6+12	19	2d6+24	31	5	5	3d6	10.5	2d6+1	8	-	-	25	62	+3d6	1d10+1 hide	</							

Paraceratherium	pachyderm	animal	2d6+48	55	2d6+18	25	2d6+51	58	5	5	3d6	10.5	1d6+2	5.5	-	-	41.5	113	+6d6	1d10+1 hide							trunk 40% grapple, trample 30% 2d6+db	magic defence Pow+15
Pig, domestic	pig	animal	2d6+12	19	3d6	10.5	2d6+15	22	4	4	3d6	10.5	2d6	7	-	-	16.25	41	+2d6	1d4 hide				sense		bite 25% 1d4+1/2db	smell	
Wild,boar	pig	animal	2d6+4	11	3d6	10.5	2d6+5	12	4	4	3d6	10.5	2d6+1	8	-	-	11.25	23	-	1d4 hide				sense		tusk 30% 1d6+db	smell	
Warthog	pig	animal	2d6+9	16	3d6	10.5	2d6+8	17	4	4	3d6	10.5	2d6+1	8	-	-	13.75	33	+1d6	1d4 hide				sense		tusk 30% 1d6+db	smell	
Rat	rodent	animal	1	1	2d4	5	1	1	4	4	3d6	10.5	3d6+3	13.5	-	-	3	2	-1d6	-				hide, move quietly	sense	bite 30% 1d4+1/2db	adapted to water, dark vision, smell, dig	
Rat, huge	rodent	animal	3	3	2d6+1	8	1d3+2	4	5	5	3d6	10.5	3d6+3	13.5	-	-	6	7	-1d6	-				hide, move quietly	sense	bite 35% 1d6+1/2db	adapted to water, dark vision, smell, dig	
Rat, enormous	rodent	animal	2d4+4	9	3d6	10.5	2d4+5	10	6	6	3d6	10.5	3d6+3	13.5	-	-	10.25	19	-	1d3-1 fur				hide, move quietly	sense	bite 40% 1d6+1/2db	adapted to water, dark vision, smell, dig	
Cobra	snake	animal	2d4+3	8	2d6+1	8	1d3+2	4	3	3	3d6	10.5	3d6	10.5	-	-	6	12	-1d6	1d3-1 scales				hide, move quietly	climb	sense	bite 35% 1d6+1/2db, Con potency poison for 2d6	
Cobra, enormous	snake	animal	2d6+15	22	3d6	10.5	2d6+11	18	5	5	3d6	10.5	3d6	10.5	-	-	14.25	40	+1d6	1d6-1 scales				hide, move quietly	climb	sense	bite 45% 1d6+1/2db, Con potency poison for 2d6	magic defence Pow+5
Cobra, colossal	snake	animal	2d6+25	32	3d6	10.5	2d6+21	28	6	6	3d6	10.5	3d6	10.5	-	-	19.25	60	+3d6	1d6 scales				hide, move quietly	climb	sense	bite 50% 1d6+1/2db, Con potency poison for 2d6	magic defence Pow+10
Cobra, huge	snake	animal	2d6+7	14	3d6	10.5	2d4+5	10	4	4	3d6	10.5	3d6	10.5	-	-	10.25	24	-	1d4 scales				hide, move quietly	climb	sense	bite 40% 1d6+1/2db, Con potency poison for 2d6	
Bear, black	ursine	animal	2d6+15	22	2d6+6	13	2d6+14	21	5	5	3d6	10.5	2d6+3	10	-	-	17	43	+2d6	1d4 fur					climb, sense	bite 30% 1d8+1/2db, claw 40% 1d6+db	adapted to cold, 2 attacks, magic defence Pow+5	
Bear, brown	ursine	animal	2d6+18	25	2d6+8	15	2d6+17	24	5	5	3d6	10.5	2d6+2	9	-	-	19.5	49	+2d6	1d6 fur					climb, sense	bite 30% 1d8+1/2db, claw 40% 1d6+db	adapted to cold, 2 attacks, magic defence Pow+5	
Bear, polar	ursine	animal	2d6+23	30	2d6+10	17	2d6+22	29	5	5	3d6	10.5	2d6+1	8	-	-	23	59	+3d6	1d6 fur					climb, sense	bite 30% 1d8+1/2db, claw 40% 1d6+db	adapted to cold, 2 attacks, magic defence Pow+5	
Bear, giant cave	ursine	animal	2d6+30	37	2d6+12	19	2d6+27	36	5	5	3d6	10.5	2d6	7	-	-	27.5	73	+4d6	1d8 fur					climb, sense	bite 30% 1d8+1/2db, claw 40% 1d6+db	adapted to cold, 2 attacks, magic defence Pow+10	