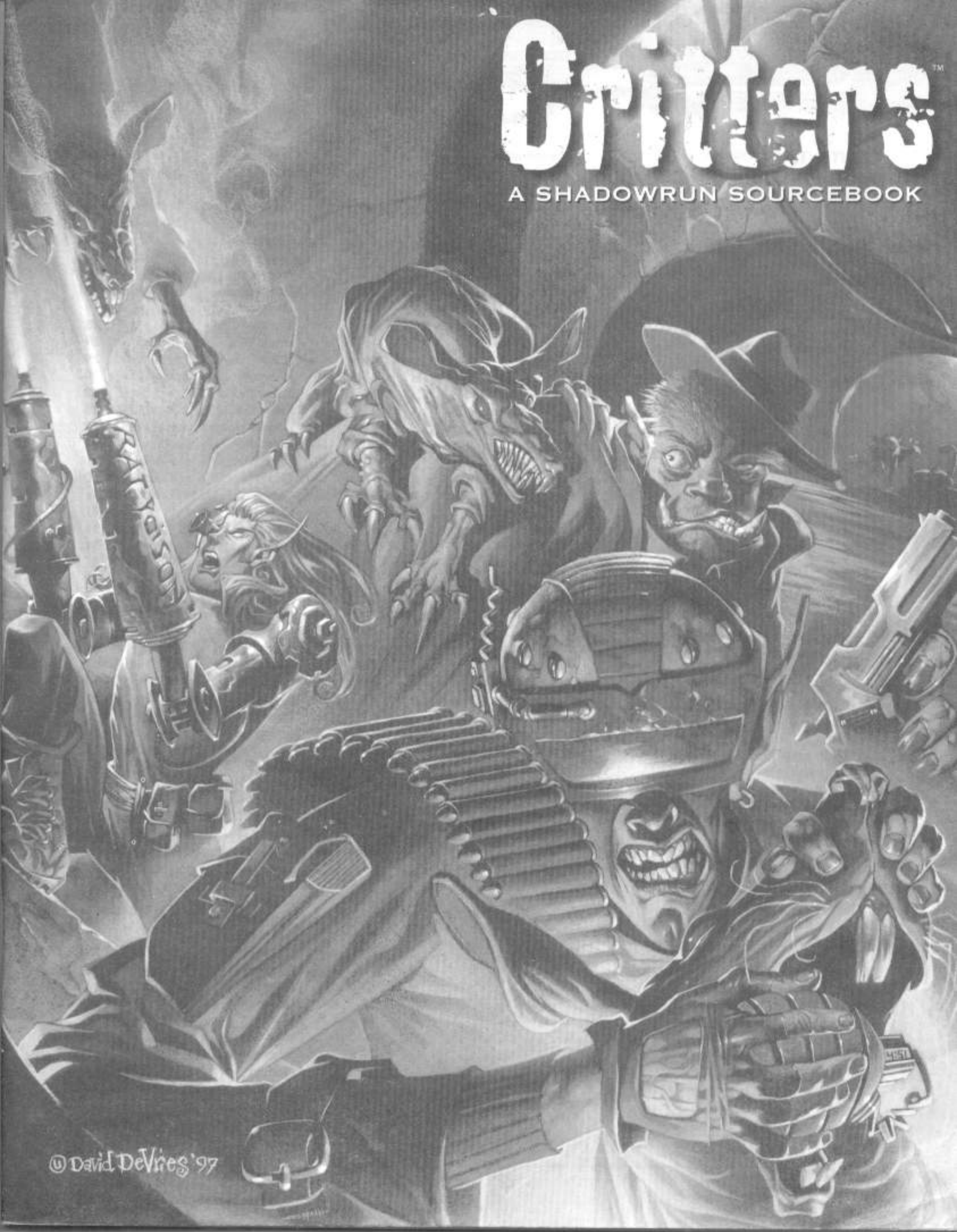


Gritters™

A SHADOWRUN SOURCEBOOK



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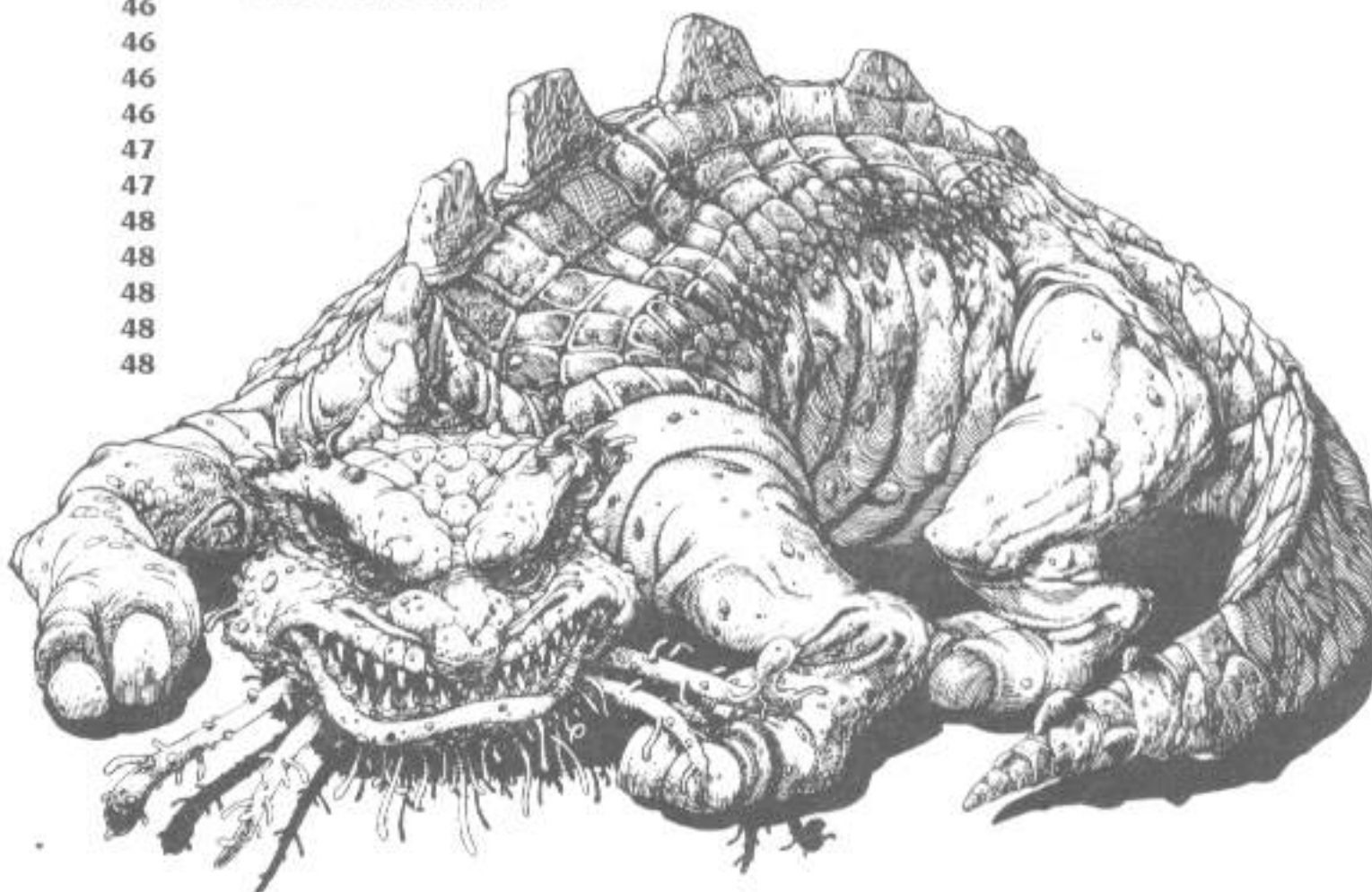
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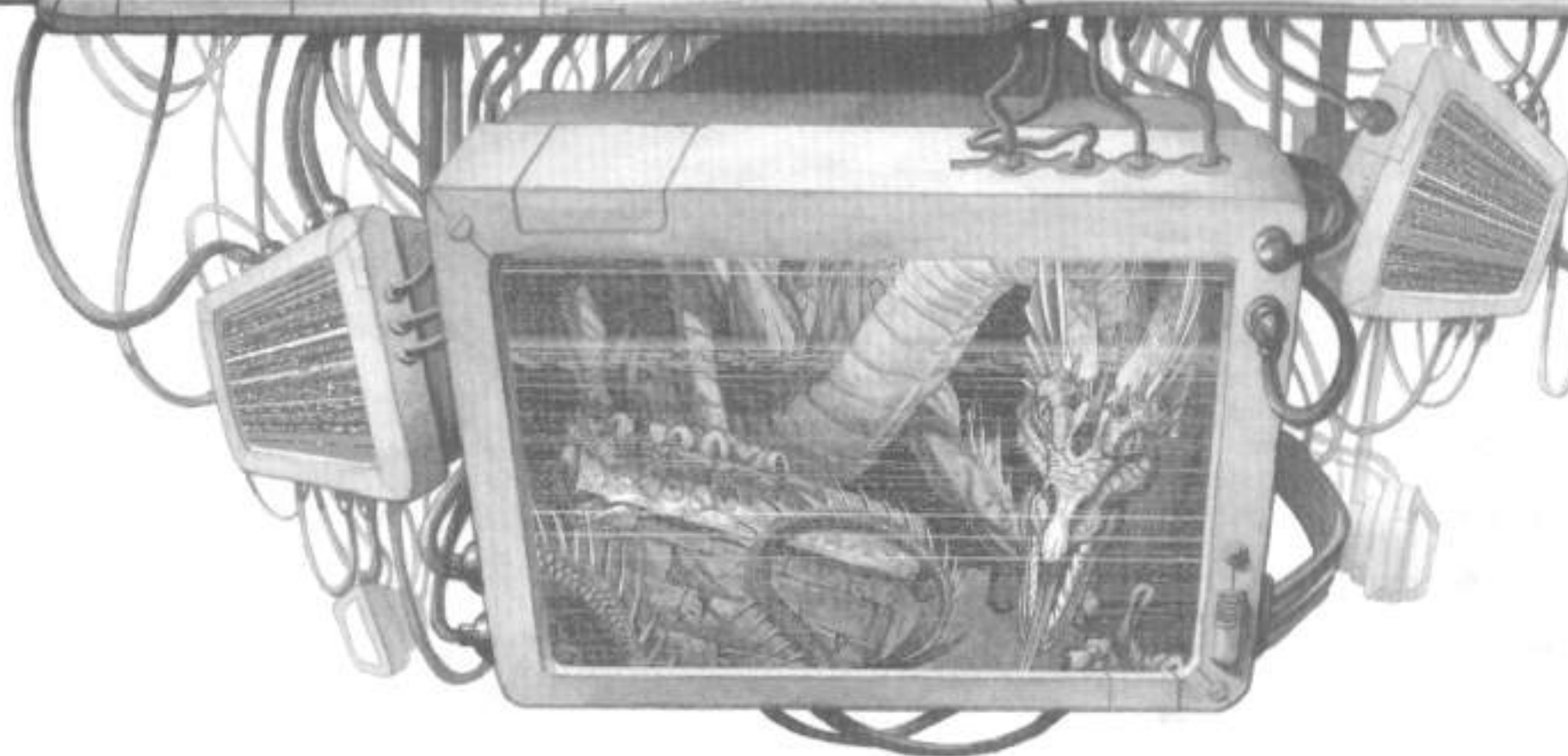
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CRITTERS



Earth is home to an almost limitless variety of animals. Even in the trying times of the late twentieth and early twenty-first centuries, new species continued to be discovered while others slipped into extinction. During the Awakening, *Homo sapiens* was not the only species to undergo Unexplained Genetic Expression (UGE). Animals all over the world began to show the effects of the return of magic, some giving birth to changeling offspring while others transformed into creatures from myth and legend. Griffins, harpies, hell hounds and even dragons populate the world of the twenty-first century.

The explosion of novel and variant life forms led to the development of several new fields of scientific study, often combined under the general heading of "paranaturalism." Paranaturalists specialize in species identified after 2000 A.D., and many further focus on aspects of the field such as parabiology, parasociology (especially among the various metahuman and officially recognized sentient species), and paranatural biotechnology. Some researchers have even begun examining the fossil record for evidence of paraspecies.

Most paraspecies seem to be a particular expression of DNA in the presence of high levels of magical energy. In these species, one generation gives birth to paraspecies young but remains unaffected itself. In time, the natural species will vanish, replaced completely by the paraspecies.

In certain cases, all or part of the natural species undergoes a transformation as the rising tide of magic reaches a specific threshold. Unless the whole species changes en masse, the natural species continues (as in the human species), but will sometimes produce individuals of the paraspecies at later births. Occasionally, an apparently normal individual of such a species will express paranormal traits or capabilities at the species' equivalent of puberty.

A few species consistently produce young that resemble the original natural species but undergo UGE at "puberty." Most such individuals are hostile and vicious as a result of the transformation.



HOW TO USE THIS BOOK

This book provides a comprehensive listing of creatures that appeared in previous *Shadowrun* products, including a brief description of each critter and its game statistics. In addition, this section covers the various rules needed to run critters in the game and gives a complete listing and explanation of all critter powers.

Critters make an exciting addition to any campaign, whether serving as guard animals or appearing in random encounters throughout the urban or rural jungle. As a result of smuggling operations, the requirements of research facilities and experimentation (both legal and illegal), any critter can be found anywhere in the world. Having a wyrd mantis attack a team of runners on the streets of downtown Seattle might seem like a stretch, but it provides a perfectly plausible starting point for a shadowrun to disrupt a smuggling operation funded by a group of bug spirits experimenting with using the wyrd mantis as hosts.

After the gamemaster chooses a critter to incorporate into his scenario or campaign, he should review its powers and outline how the creature might use them in various encounters. Keep in mind that, unlike characters, critters are born with their powers and use them in the most efficient and deadly fashion necessary, especially in a life-or-death struggle. Next, the gamemaster should craft a "plan of attack" against the creature, then review the combat rules for critters, making sure to apply the correct dice pools and karma (p. 6). After that—it's time to let the chips fall where they may!

DUAL BEINGS

Most paranormal animals are able to manipulate and channel mana to fuel their various powers. Some creatures are so in tune with the flow of mana that the astral plane is open to them at all times; they coexist on the astral and physical planes. These critters have the ability to perceive and interact with the astral plane in the same way as characters using astral perception (see *Astral Perception*, p. 171 in *SR3*).

Unlike magical characters, a dual being is always astrally aware. Such critters' natural state is to be continually aware of both the physical and astral planes, so they cannot "turn off" their connection to the astral plane. This means that dual critters are able to act on either plane at any time. It also means they can be affected from both the physical and astral planes at any time. Because continuous astral perception is their normal state, dual beings do not suffer the +2 target modifier for non-magical activity while using astral perception.

Dual beings with magical skills are capable of astral projection. They can separate their astral bodies from their physical bodies, just as do full magicians. In this case, the being's physical body sinks into a trance, but the free-roaming astral form can move about astral space. Their astral form's Attributes are based on their Mental Attributes, in the same way as for astrally projecting characters.

The various powers of dual beings can affect both physical and astral targets, much like spells (see *Spell Targeting* in *SR3*, p. 181). Only mana-based powers that affect the mind or spirit rather than the physical body can affect astral forms.

SPIRITS

Some paranormal beings live only on the astral plane and have no physical body. These beings are collectively known as spirits. Some spirits have the ability (if not the inclination) to form a material body for themselves in the physical world using the Materialization power (p. 12). A spirit in astral form acts and is treated much like an astrally projecting character. A spirit in material form is treated like a dual being (see above). For more information on spirits and their interaction with astral space, consult the *Magic* chapter, p. 188 of *SR3*.

CRITTER COMBAT

Characters are likely to encounter critters under hostile or dangerous circumstances, most often as watch animals for corporations. Whether critters are trained to attack or are simply defending their young or their territory, critters that attack a runner team use the standard combat rules presented on pp. 100–129 of *SR3*, except as noted here.

INITIATIVE

Each critter description includes that creature's Initiative dice. Determine Initiative dice for other critters according to the standard Initiative rules. To calculate a critter's Initiative Score, roll the Initiative dice and add the result to the animal's Reaction.

Dual beings that engage in astral combat use their standard Initiative.

Astrally projecting critters add 20 to their Initiative Score.

ACTIONS

Sentient creatures may perform the same actions as player characters, assuming they have the physical or paranormal means to do so. The gamemaster may need to make a judgment call on a critter's abilities based on the published information about the critter.

Critters make Damage Resistance Tests normally.

CRITTER DICE POOLS

Critters have dice pools the same as characters and non-player characters. However, creatures may apply only Karma Pool dice to tests made to use their powers.

Combat Pool

Critters engaged in combat may use Combat Pool dice. The Combat Pool is calculated the same as for a character: Quickness + Intelligence + Willpower, divided by 2 (round down). For creatures with separate Intelligence Ratings, use the rating to the right of the slash (the one normally used for Perception) for this equation. All standard rules for Combat Pool use apply to critters (see *Using Dice Pools*, p. 104 in *SR3*). Critters can use a number of Combat Pool dice equal to their Reaction for attacks. Dual beings may use the Combat Pool for astral combat (in addition to their normal physical Attributes), unless they are astrally projecting (see *Astral Combat Pool*, below).

Astral Combat Pool

Astrally projecting critters may use an Astral Combat Pool. This pool functions according to the standard Astral Combat



Pool rules for astrally projecting characters (see *Astral Combat Tests*, p. 174, *SR3*) and is equal to Intelligence + Charisma + Willpower, divided by 2 (round down).

Spell Pool

Critters with the Sorcery Skill have a Spell Pool, equal to Intelligence + Willpower + Essence, divided by 3 (round down). Use the standard rules for the Spell Pool (see p. 180, *SR3*).

Karma Pool

All critters have access to a Karma Pool that represents their general luck. The gamemaster determines the size of the Karma Pool, based on the level of threat the critter presents to the characters. Critters use Karma Pool in the same way as characters (see p. 246, *SR3*). For guidelines on determining Karma Pools for critters, refer to rules on non-player characters and Karma (p. 248, *SR3*).

CYBERWARE FOR CRITTERS

Critters may be equipped with cyberware, usually bodyware specially designed for them. The operations required to implant cyberware tend to unhinge animals, making them vicious and barely controllable. Cyber-modified animals are as

likely to attack their handlers as their intended targets. When unleashing such an animal, roll 1D6. If the result equals or exceeds the animal's Essence, it will turn on its handler.

Headware designed to control this tendency makes the animal less intelligent and less perceptive, and further lowers its Essence. Each control implant lowers Essence by 1 and subtracts 2 from the die roll made when checking the animal's behavior. Each implant also lowers each of the animal's Mental Attributes by 1.

POWERS OF THE AWAKENED

The magical powers of paranormal beings are many and varied, and most creatures have more than one.

Virtually all paranormal beings have some form of specialized attack ability. If critters rely simply on physical capabilities, their description provides the required statistics. If critters possess specialized attack forms, which may range from the painful but mostly annoying smack on the head with a frying pan from a hearth spirit to the shattering lightning bolts of a storm spirit, these are described in the text and in the statistics.

The game mechanics given for the following powers are intended as guidelines for the gamemaster. Players should never be absolutely certain of the capabilities of a paranormal

opponent; there is always a chance a power might work slightly differently from critter to critter. (Uncertainty is a wonderful dramatic tool.) Because elementals and nature spirits can be summoned by player characters, however, their powers are more detailed and should remain as consistent as possible.

Note that in order for a creature to use a power against a target, they must share the same "state," either astral or physical. Purely astral forms cannot affect purely physical targets, and vice versa. However, an astral form and dual being could affect each other (with mana-based powers only), as could a physical and dual being (with both mana and physical powers).

The description of each power provides the following information: the power's name, its type, the type of action required to use it, and the power's range and duration.

Type: Critter powers may be either Mana (M) or Physical (P). Mana powers affect the mind, emotions, life force, or spirit and can affect targets on the astral plane if the critter is capable of seeing into that plane (for example, dual beings). Physical powers affect the physical world. They cannot be used on or by critters that lack a physical presence (such as spirits in astral form). The critter must assume a physical form in order to use or be affected by the power.

Action: Powers require either a Complex Action, Simple Action, or Free Action to use, or are considered to be Automatic (Auto). Automatic powers function at all times with no attention or effort from the critter.

Certain critter powers are also considered Exclusive actions, in the same sense as some acts of magic. These powers require considerable effort or concentration and cannot be performed while using or sustaining any other power. The critter must stop sustaining the other effect first. See p. 180, SR3.

Range: Critter powers may have a range of Line of Sight (LOS), Touch, or Self (indicating the power affects only the critter itself). Critter powers are targeted in the same manner as spells (see *Spell Targeting*, p. 181, SR3). Note that the powers of nature spirits only have an effect within that spirit's domain (see *Domains*, p. 184 in SR3).

Critter powers generally affect only one person or thing per action, except as noted in the individual power descriptions.

Duration: The duration of critter powers indicates how long the effect lasts, and may be either Instant, Sustained, Permanent, Special, or Always.

Instant powers take effect and vanish in the same action, though they usually have lasting effects (for example, damage).

Sustained powers can be maintained by the critter for a length of time at no effort or cost. Because these powers are innate to such critters, they do not suffer from any strain or target number modifiers for sustaining an effect, taking damage does not disrupt their ability to sustain an effect, and they need not maintain line of sight to the target (though targets who leave a nature spirit's domain are no longer affected by the spirit's powers). For example, a critter could use the sustained Concealment power to hide a van-load of runners on one action, then afflict the corporate security squad following the runners with the sustained power Confusion on the next action

without dropping the Concealment. Critters may simultaneously sustain a number of powers equal to their Essence.

Permanent powers must be sustained for a certain amount of time, then their effects become permanent. See the descriptions of the individual powers for more details.

Other powers have a **Special** duration, meaning other factors affect the duration of the effect.

Critter powers that are always in effect (have an action of Automatic and so are constantly on) have a duration of **Always**. Such powers generally have a range of Self.

ACCIDENT

Type: P • Action: Complex • Range: LOS • Duration: Instant

The Accident power gives a being the ability to cause an apparently normal accident to occur. The nature and result of the accident will vary according to the terrain the being controls.

A character affected by the Accident power must make a test using Quickness or Intelligence (whichever is greater) against a target number equal to the Essence of the being using the power. If the character fails the test, he loses his next Initiative Pass as a result of the accident: he trips, gets a mouthful of leaves, or even a cream pie in the face. The effect of the Accident power is not dangerous in itself, but the environment can make it so. Tripping on a narrow mountain ledge, for example, can be most unfortunate.

Against vehicles, a successful use of Accident forces the driver of the vehicle to make an immediate Crash Test (p. 147, SR3).

ADAPTIVE COLORATION

Type: P • Action: Auto • Range: Self • Duration: Always

The Adaptive Coloration power allows a creature to refract light around itself and so become nearly invisible. When the creature remains immobile, the target number for the Perception Test to detect it is 10; when the creature is moving, the target number is 8. Because this power affects the depth perception of onlookers, add a +2 modifier to the target numbers of any ranged attacks against the creature.

This power works against natural and cybernetic thermographic vision, but it has no effect against nonvisual senses such as sonar, radar, or scent tracking. However, some creatures may have a version of this power that affects a wider band of the electromagnetic spectrum.

ANIMAL CONTROL

Type: M • Action: Complex • Range: LOS • Duration: Sustained

Some beings possess a heightened empathy with a particular type of animal,—for example, predators or scaled animals. The Animal Control power allows the being to prevent an animal from acting or control an individual animal, experiencing the world through its senses and directing its behavior. This behavior must fall within what is normal for the animal. For example, a controlled monkey could not drive a car. The being may control a number of small animals (cats, rats and so on) equal to its Charisma x 5. A being may control a number of larger animals (wolves, lions, bears and so on) equal to its Charisma.

ASTRAL ARMOR

Type: M • Action: Auto • Range: Self • Duration: Always

The Astral Armor power toughens the creature's astral form, providing it with armor equal to its Essence. Astral Armor does not protect the creature in any way from physical attacks. Dual creatures must be astrally projecting to receive any benefit from this power.

BINDING

Type: P • Action: Complex • Range: LOS or Touch • Duration: Instant

Binding gives a being the power to make its victim "stick" to a surface or to the being itself. The target must make a Strength Test against a target number equal to the Strength of the binding (the being's Essence x 2) to break free.

BLINDNESS

Type: M • Action: Complex • Range: LOS • Duration: Instant

As this name suggests, the Blindness power induces blindness in a single target. Make an Opposed Test between the critter's Essence and the victim's Willpower. If the creature generates more successes, the victim is blinded for 1D6 Combat Turns but suffers no actual physical damage. This power also affects cybereyes and astral sight.

COLD AURA

Type: P • Action: Free • Range: Touch • Duration: Sustained

Beings with the Cold Aura power can radiate a zone of extreme cold extending a number of centimeters equal to their Essence away from their body. Within this region, liquids freeze instantly and metals become brittle with prolonged exposure.

Any character within melee attack range of a creature surrounded by a cold aura must make a Damage Resistance Test against a Damage Code of (Essence)/M. Reduce the Power of the damage by 1 for each point of Reach of the character's melee weapon; increase the Power of the damage by 2 if the creature scored a successful melee hit on the character in the same Combat Turn. Impact armor helps resist the damage. Heavy clothing may count as 1–3 additional points of armor at the gamemaster's discretion.

COMPULSION

Type: M • Action: Complex • Range: LOS • Duration: Sustained

A being with the Compulsion power can compel a target to perform a specific action (generally, each creature can compel only one type of action). To use this power, the critter must succeed in an Opposed Test pitting its Essence against the target's Willpower. Each net success allows the critter to control one of the target's actions. The creature must control the target immediately upon exercising the Compulsion power; it cannot compel a target's future actions.

CONCEALMENT

Type: P • Action: Simple • Range: LOS • Duration: Sustained

The Concealment power refers to a being's ability to hide within its own terrain and is often associated with nature spir-

its. A being can use the Concealment power to hide itself or others from danger, or, alternatively, can use the power to hide something being sought. For any Perception Tests made to locate the concealed target, add the being's Essence to the target number for the test. Concealment can be used on more than one target simultaneously; concealed targets can see each other.

CONFUSION

Type: M • Action: Complex • Range: LOS • Duration: Sustained

The Confusion power allows a critter to make its victims lose their sense of direction and wander aimlessly through the terrain it controls. The consequences may vary widely. A hearth spirit causing confusion in a house might lead to nothing worse than someone bumping into walls or mistaking a closet door for an exit. Confusion in the domain of a mountain spirit could easily lead someone to stumble off the nearest cliff.

Characters who attempt any form of Success Test while under the effects of this power must add a target modifier equal to the Essence of the critter. In addition, whenever the victim needs to make a decision, he must make a Willpower Test against a target number equal to the critter's Essence. If he fails, he is unable to make up his mind. Something or someone must remind him of the need for a decision. An attack or a verbal reminder from a companion allows the victim to make another Willpower Test. If left alone in this state, a character will eventually wander off.

CORROSIVE SALIVA

Type: P • Action: Free • Range: LOS • Duration: Special

The Corrosive Saliva power allows a creature to spit corrosive saliva at opponents. Each time the creature engages in combat, it can spit corrosive saliva as a Free Action. To spit the saliva, the creature makes a Ranged Combat Test. The target may dodge the attack and/or make a Damage Resistance Test using Quickness instead of Body, adding Combat Pool dice to one or both tests. Compare the successes. Each net success the creature rolls permanently reduces by 1 the ratings of any armor (ballistic and impact) worn by the target. When both Armor Ratings reach 0, the target is no longer protected by armor. Unarmored targets must make a Damage Resistance Test against (creature's Body)/L damage. For every 2 successes the creature generates on the Ranged Combat Test, increase the Power of the attack by 1.

CORROSIVE SECRETIONS

Type: P • Action: Auto • Range: Self • Duration: Always

Creatures with the Corrosive Secretions power ooze a corrosive substance from their skin. Touching the creature's body causes damage each turn. Any successful melee attack on or by the creature reduces by 1 the ratings of any armor (ballistic and impact) worn by the target for each Damage Level inflicted (Light reduces by 1, Serious by 3, and so on). When both Armor Ratings reach 0, the target is no longer protected by armor. An unarmored character engaging in melee combat must make a Damage Resistance Test against (Essence)/L damage. Reduce the Power of the damage by 1 for each point of Reach of the attacker's melee weapon.

DESIRE REFLECTION

Type: M • Action: Complex • Range: LOS • Duration: Sustained

The Desire Reflection power enables a creature to discover the greatest desire of a single target within its range and create an illusion relating to that desire in the target's mind. The creature itself can appear as a harmless or pleasing aspect of the illusion, if it wishes.

When a being uses this power, roll an Opposed Test between the being's Essence and the target's Willpower. If the creature generates more successes, the victim is deceived by the illusion. Otherwise, the power fails to affect the victim. Left to their own devices, victims indulge themselves as if their desire had come true (scooping up imaginary credsticks or hardware; strangling their illusory nemesis; caressing an imaginary boytoy or joygirl, and so on).

If the victim is attacked or injured, or if companions shout at him or slap him, the victim may make another Willpower Test to resist the illusion. Victims who generate more successes than the creature break free of the illusion. Those who fail cannot act, caught between illusion and reality.

DISPELLING

Type: M • Action: Complex • Range: LOS • Duration: Instant

The Dispel power allows a creature to dispel spells in the same way as a magician (p. 184, SR3). The creature rolls its Essence in place of its Sorcery Skill for purposes of dispelling.

EMPATHY

Type: M • Action: Complex • Range: LOS • Duration: Sustained

Empathy allows a creature to recognize the dominant emotions and moods of a target. The being can also project an emotional state of its choice onto the target. Establishing this empathic link requires an Opposed Test between the being's Essence and the target's Willpower. If the creature generates more successes, it can sense the target's emotions and project emotions onto the target in the same way as the control emotion spell (p. 196, SR3).

ENGULF

Type: P • Action: Exclusive Complex • Range: Touch • Duration: Sustained

The Engulf power gives a critter the ability to draw victims into itself or the terrain or element appropriate to its nature. The victim is subject to all the effects of being submerged in the substance, the least of which is usually suffocation.

Make an Opposed Test between the victim's Willpower and the critter's Essence. If the critter generates more successes, the victim is engulfed. The victim cannot escape as long as the critter maintains this power against him. If the creature attacks another target (either physically or using another power), it automatically releases the first victim.

On each of the creature's actions during which a character is engulfed (including the action on which they initially were engulfed), the player makes a Body Test against a Damage Code of (Essence)M Stun. Dermal plating and armor do not count toward resisting this damage.

Spirits with this power follow these rules:

The engulf attack is a melee attack. The spirit uses its Quickness to hit the target. Targets must counterattack successfully to avoid being engulfed. If the victim is engulfed, the effects vary.

On each of the victim's actions, he or she can try to escape. Make an Opposed Test using the victim's Strength and the spirit's Force. If the victim wins, freedom! On each of the spirit's actions (including the action on which they were engulfed), engulfed victims must resist appropriate damage.

Fire Engulf: The target must resist (Force)M damage; add 2 to the Power for flame aura. Impact armor helps protect against this damage, but not ballistic armor, which tends to melt.

Water Engulf: The target must resist (Force)M Stun damage. The power is modified by +1 for each action that the spirit has taken since engulfing the victim to reflect that the spirit is still capable of exerting great pressure on engulfed victims. Victims who take Deadly Stun damage and pass out are still exposed to damage during the spirit's actions and will take Physical damage as a result. Eventually, they will drown.

Air Engulf: The target must resist (Force)S Stun damage of the spirit's noxious breath power using Willpower or Body, whichever is greater. Because the spirit can penetrate breathing gear or other protective systems, these provide no defense. The engulfed victim begins to take Physical damage after being rendered unconscious and eventually suffocates.

Earth Engulf: The target must resist (Force)S damage from the crushing weight of the spirit. Only impact armor defends against this damage.

Sludge Engulf: Sludge is a combination of water and earth at their toxic worst. A toxic critter (see p. 17) using Engulf as a primary toxic power causes the poisoned muck to open up and engulf the character. No armor protects against this attack. The sludge does (Essence)M Physical damage.

ENHANCED PHYSICAL ATTRIBUTES

Type: P • Action: Auto • Range: Self • Duration: Special

To use the Enhanced Physical Attributes power, a being adds its current Essence Rating to one or more of its Physical Attributes. This power to enhance Attributes may be limited to specific Attributes and/or limited in duration or number of uses.

Note that the critters' statistics have *not* been modified to reflect this power.

ENHANCED REACTIONS

Type: P • Action: Auto • Range: Self • Duration: Special

A creature with the Enhanced Reactions power may add (Essence ÷ 2) dice (round down) to its Initiative dice when rolling Initiative and also to its Reaction dice when making Reaction or Surprise Tests. This power may be limited in duration and/or number of uses.

Note that the critters' statistics have *not* been modified to reflect this power.

ENHANCED SENSES

Type: P • Action: Auto • Range: Self • Duration: Always

Enhanced senses include low-light and thermographic vision, improved hearing and smell, heat-sensing organs,



sonar, motion detection (ability to sense electrical field disturbances), and so on.

ESSENCE DRAIN

Type: M • Action: Exclusive Complex • Range: Touch • Duration: Permanent

The Essence Drain power allows a being to drain the Essence from another, adding the points drained to its own Essence. The being may increase its Essence to a maximum of twice the maximum for its type in this way (for humanoid beings, maximum Essence of 12).

Essence is transferred only in the presence of strong emotion. This can be a lover's passion, the terror of an unwilling victim, or the rage of a defeated enemy, for example, but it must be strong and it must be directed personally at the being using the power. The Essence Drain often requires some transfer of physical material, such as blood for a vampire or flesh for a wendigo, though often only a token amount. In this case, the critter's Essence Drain power cannot affect astral targets.

A critter draining Essence requires some minutes undisturbed. The critter may drain as many points of Essence as it currently possesses. The minimum drain is 1 point.

A being cannot drain Essence from a fiercely resisting victim. The victim must participate willingly or must be physically or magically subdued. The psychic stimulus of the being's touch (such as a vampire's bite) opens an empathic link between the being and its victim, who will feel ecstasy at being drained. A victim must make a Willpower (4) Test each time he or she is drained. Failure indicates addiction, and the subject will actively cooperate in hopes of feeling the sensation of the drain again. This will, of course, lead to a rapid loss of Essence and the death of the addict.

Beings can drain Essence from other beings that possess the Essence Drain power without the element of strong emotional energy, but the process still requires undisturbed time. The action requires an Essence (4) Test for both beings. The being achieving the most successes drains the other of an amount of Essence equal to the extra successes. For example, two vampires with Essence 5 are locked in a transfer. Each rolls 5 dice. The first scores 3 successes, the other scores 5. The second vampire drains 2 points of Essence from the first. A being whose Essence is reduced to 0 in this manner dies at once and permanently.

ESSENCE DRAIN (TEMPORARY)

Type: M • Action: Complex • Range: Touch • Duration: Special

Certain creatures can temporarily drain a victim's Essence. Make an Opposed Test using the creature's Essence and the victim's Willpower. If the creature achieves any net successes, it drains 1 point of Essence from the victim and adds it to its own. The effect lasts one Combat Turn per point of the creature's normal Essence Rating. A creature cannot increase its Essence to more than twice its normal rating.

Victims reduced to Essence Rating 0 pass out as if they suffered Deadly Stun damage. Essence lost in this fashion is recovered at a rate of 1 point per minute.

FADING

Type: M • Action: Free • Range: Self • Duration: Special

Creatures with the Fading power have the ability to disappear entirely from the physical and astral planes at will, leaving no trace of their existence. Neither physical nor magical barriers prevent a creature from fading. Though no one knows where creatures with the Fading power go when they disappear, paranaturalists and occultists speculate that they go to the metaplanes of astral space.

FEAR

Type: M • Action: Complex • Range: LOS • Duration: Special

The Fear power gives a being the power to fill its victims with overwhelming fear of either the terrain or of the being itself. The victim will race in panic for the nearest point of apparent safety.

The gamemaster makes an Opposed Test pitting the victim's Willpower against the creature's Essence. The creature's net successes determine the severity of the victim's fear. Generally speaking, the terror lasts for a number of Combat Turns equal to the being's successes.

FLAME AURA

Type: P • Action: Free • Range: Self • Duration: Sustained

The Flame Aura power gives a being the ability to make its surface ripple with flames, burning anyone who touches it. Intense forms of this power may make wooden weapons burst into flames at a touch or even melt metal or plastic weapons. The flames add +2 to the Power of the being's melee attacks.

Any successful melee attack against a creature with the Flame Aura power means the attacker also takes damage from proximity to the intense heat. The attacker must make a Damage Resistance Test against a Damage Code of (being's Essence)/M. Impact armor may help resist this damage if the gamemaster agrees that the attacker struck the creature with an armored portion of his or her body.

GLAMOUR

Type: M • Action: Complex • Range: Special • Duration: Sustained

The Glamour power allows a creature to alter the perceptions of beings in the terrain it controls, causing intruders to see the terrain as whatever the creature wishes. Thus, a victim can see a swamp as solid ground, rusting metal pillars as verdant trees, or a gaping abyss as a shallow river spanned by a solid stone bridge. Any and all sensory input will fit the illusion or be ignored by the victim, including shouts from friends, warning beeps from detection devices, and even astral perception.

The Glamour power affects all beings within the terrain. To overcome the effects of the power, the victim must achieve more successes than the creature in a Success Contest, pitting her Willpower against twice the creature's Essence, while the critter makes an Essence Test against the victim's Willpower. Most creatures use the Glamour power to protect their terrain against intruders and lead them astray, often into great danger (such as when intruders mistake that gaping abyss for a safe bridge).

GUARD

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The Guard power allows the being to prevent any accident—both natural and those caused by the Accident power—within the terrain it controls.

HARDENED ARMOR

Type: P • Action: Auto • Range: Self • Duration: Always

Creatures with the Hardened Armor power possess an exoskeleton or outer shell of extraordinary strength. If the unmodified Power of an attack against the creature does not exceed the rating of the being's Hardened Armor, the attack does no damage.

Against APDS or AVM ammunition, Hardened Armor only counts as half its rating.

HYPNOTIC SONG

Type: M • Action: Complex • Range: LOS • Duration: Sustained

Creatures with the Hypnotic Song power can influence others who hear it. Treat the song as an attack with a Damage Code of (Essence)M, resisted by the victim's Willpower. In this case, the Damage Code simply measures the song's effect. Cyberears with dampening reduce the song's Damage Code to (Essence)L. Earplugs may do the same, at the gamemaster's discretion. If the attack inflicts "Deadly" damage, the target stands paralyzed, unable to take any action for as long as the song continues.

An attack against a victim paralyzed by Hypnotic Song allows the character to make an Opposed Test using Willpower against the creature's Essence. If the character achieves more successes, the effect of Hypnotic Song is broken. If the song stops, the hypnotic effect ceases. Victims suffer +2 to all target numbers on the turn after the effect of the power ends as they fight to clear their minds.

IMMUNITY

Type: P • Action: Auto • Range: Self • Duration: Always

The Immunity power gives the critter the equivalent of an Armor Rating equal to twice its Essence for resisting damage from the thing against which it has immunity. In addition, if the Power of the damage does not exceed twice the creature's Essence, it automatically has no effect. This power works against both magical and non-magical effects.

Note that beings with Immunity to Age do not age and never suffer the effects of aging.

Immunity to Fire works against fire and any fire-based attacks.

Immunity to Cold works against cold temperatures and any cold-based attacks.

Immunity to Normal Weapons does not protect against combat spells or weapon foci. Against weapons that inflict elemental damage (such as fire, water cannon, elemental manipulation spells and so on) the effect of the Immunity to Normal Weapons power is halved (Armor Rating equal to Essence). Treat APDS, AVM, and other armor-piercing ammunitions as normal ammunition against creatures with the Immunity to Normal Weapons power.

Creatures with the Immunity to Control power subtract twice their Essence from the Force of any spell (or Essence of any power) used in an attempt to control them.

INFECTION

Type: P • Action: Auto • Range: Touch • Duration: Permanent

The Infection power allows a being with the Essence Drain power (see p. 10) to infect any suitable creature it drains to 0 Essence with the Essence Drain power. The victim sickens and apparently dies. Shortly after "death," the individual returns to life as a being of the type that drained its Essence. Such "new-born" Essence-draining creatures are dangerous. Though they are barely conscious of their new state, instinct will drive them to satisfy their hunger for Essence in any way they can.

Player characters affected by the Infection power automatically become non-player characters after their "deaths" and are controlled by the gamemaster.

INFLUENCE

Type: M • Action: Complex • Range: LOS • Duration: Instant

The Influence power allows a being to insinuate suggestions into a target's mind, predisposing that person to some form of action, reaction, or emotion. Make an Opposed Test between the being's Charisma (or Essence, if it has no Charisma) and the target's Willpower. The number of net successes determines how strongly the suggestion is taken.

INNATE SPELL

Type: P • Action: Complex • Range: LOS • Duration: Instant

The Innate Spell power gives a critter the ability to create an effect roughly similar to a spell, usually an elemental manipulation spell. The creature is not actually using Sorcery to cast a spell, but is manipulating mana in a manner that roughly approximates a spell being cast. Most creatures can only mimic one spell effect (listed in parentheses after the power). Spell descriptions appear in *SR3*, beginning on p. 191.

When a creature uses this power, treat the action as if the critter were casting the spell using its Essence for both Sorcery and Force. Effects that mimic elemental manipulation spells cannot be completely dodged with Combat Pool alone. Most attacks made with this power inflict (Essence)M damage, though the Damage Level may vary (see individual critter descriptions).

The Innate Spell power functions in a fashion similar enough to spellcasting that Awakened characters can use spell defense to protect themselves and others against the effects of this power. Note that spell defense does not work against any other critter power (except for creatures with the Magical Skill power (p. 12) using Sorcery for spellcasting).

Because this is an Innate power, critters using it do not normally suffer the effects of Drain. If a critter sustains an attack using the Innate Spell power, however, it will suffer Drain of (Essence)S according to the standard rules. The effect of a sustained Innate Spell attack covers a number of square meters equal to the critter's Essence. Sustained innate spells can be dispelled.



MAGICAL GUARD

Type: M • Action: Free • Range: LOS • Duration: Sustained

The Magical Guard power allows the being to provide spell defense (p. 183, SR3) in the same way as a magician, using a number of dice equal to its Essence.

MAGICAL SKILLS

Type: M • Action: Variable • Range: Variable • Duration: Variable

Certain beings can learn and use the magical skills of Sorcery and Conjuring. Most creatures follow a more shamanistic style of magic but do not necessarily follow totems (at least, not as metahumanity understands the concept). Others may use a more hermetic style of magic. Creatures able to use Sorcery can learn and cast spells, provide spell defense, and so on. They can also use Spell Pool. Creatures able to use Conjuring can summon and banish spirits (generally nature spirits). The creature's Magic Attribute is equal to its Essence.

Creatures with the Magical Skills power can also use astral projection in the same way as a magician (p. 172, SR3). Astrally projecting critters use their Mental Attributes in astral form. They can use any mana-based powers they possess on astral targets, but physical-based powers do not work on the astral plane. When astrally projecting, such critters can use Astral Combat Pool. They roll their normal number of Initiative dice while astrally projecting, and add +20 to their Initiative.

MAGIC SENSE MODIFIERS TABLE

Situation	Modifier
Range to target	
Every (Essence) meters	+1
Surrounding terrain	
Open Terrain (flat countryside)	-4
Normal Terrain (typical countryside)	-2
Restricted Terrain (light woods, suburban streets)	0
Tight Terrain (urban mazes, dense woods)	+2
Complex Terrain (building interiors)	+4
Background Count	+Level
Target has active foci/spells	-1 per 2 Force*
Creature and target astrally active	-1 per 2 Magic Attribute or Force of target*

* Unless masked

MAGIC SENSE

Type: M • Action: Simple • Range: Special • Duration: Instant

Creatures with the Magic Sense power can detect the presence of magic and Awakened characters or creatures on the same plane. Make an Essence (2) Test for the creature, applying the modifiers on the Magic Sense Modifiers Table. Creatures with this power subtract one-half (round down) their Essence from the target number for astral patrolling.

MATERIALIZATION

Type: P • Action: Simple • Range: Self • Duration: Special

A spirit with the Materialization power may assume a solid form in the physical world. When it does so, its Physical Attributes equal its Essence, unless some modifier is specified in the description of the being. Materialized spirits do not require air or nourishment and have the powers of Immunity to Age, Pathogens and Toxins. The materialized spirit also has Immunity to Normal Weapons based on its Essence.

Most spirits do not like to materialize, and will only do so if ordered. Even so, most will not or cannot stay long, depending on the spirit. Nature spirits, for example, cannot stay materialized past sunset or sunrise.

Creating a material form to inhabit on the physical plane requires an Exclusive Simple Action, but remaining physical requires no further effort. Returning to the astral plane requires another Exclusive Simple Action.

Spirits in material form receive +10 to their Initiative. Most materialized spirits are also capable of making physical attacks (using their Reaction).

MIMICRY

Type: P • Action: Simple • Range: LOS • Duration: Sustained

The Mimicry power allows a creature to imitate a wide variety of sounds, including speech and the hunting calls of other creatures. The target number for a Perception Test to determine that the sound is false is the creature's Essence +3.

MIST FORM

Type: P • Action: Exclusive Complex • Range: Self • Duration: Sustained

The being can use the Mist Form power to magically transform its body into mist. The mist can pass through any crack or crevice that is not airtight, even penetrating filtration systems that are proof against gases or pollution. Systems that are proof against bacteria or viral infiltration will stop a being in mist form. While in mist form, the being has Immunity to Normal Weapons, including weapons to which it has a Vulnerability. If the being is exposed to a substance to which it is allergic, it is forced back into its normal form. Sunlight is often used in this way; other substances must be

sprayed into the mist in a liquid or powder form to affect it. Shifting in or out of mist form requires a Complex Action and is Exclusive. Being forced out of mist form is instantaneous.

MOVEMENT

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The being may use the Movement power to increase or decrease a target's movement rate within the terrain it controls by multiplying or dividing the target's movement rate by its Essence.



When used on vehicles, the critter makes an Essence Test with a target number equal to half the vehicle's Body. Multiply the successes by the vehicle's Acceleration Rating and add the result to or subtract it from the vehicle's Speed in the next Combat Turn (similar to the vehicle making an Acceleration or Deceleration Test). The critter may continue making Essence Tests to increase or decrease the vehicle's speed each Combat Turn it sustains the Movement power. Depending on the situation, this change in speed may call for a Crash or Stress Test.

NOXIOUS BREATH

Type: P • Action: Complex • Range: Touch • Duration: Instant

The being can use the Noxious Breath power to create a nauseating stench to incapacitate victims. The victim makes a Willpower or Body Test (whichever is greater) against a Damage Code of (being's Essence)S Stun. Armor and dermal plating do not protect against this damage, but a respirator will reduce the Power by 2 and stage the damage down one level.

PARALYZING TOUCH/HOWL

Type: P • Action: Complex • Range: Touch or LOS • Duration: Special

Any touch from a being (including an unarmed attack that does no damage) using the Paralyzing Touch power reduces the target's Quickness by the being's Essence for 2D6 minutes. Multiple touches can cause multiple reductions in Quickness. A target whose Quickness is reduced to 0 is incapable of any movement. A target whose Quickness is reduced below 0 may die. To continue breathing, the victim must make a Willpower Test each minute against a target number equal to the being's Essence. If the victim fails a test, he or she has stopped breathing and will die in 1D6 minutes unless the paralysis effect wears off before that or someone applies first aid.

Some creatures have a version of this power known as Paralyzing Howl. In this case, the being can affect any target able to hear it. The creature makes an Opposed Test using its Essence against the target's Willpower. If the creature achieves 1 net success, the power takes effect. If the Howl version of this power is used as an attack into or out of the field of a Silence spell, reduce the Power of the Paralyzing Howl by the Force of the spell.

PESTILENCE

Type: P • Action: Auto • Range: Touch • Duration: Instant

A creature with the Pestilence power carries a disease such as VITAS-3 or the Human-Metahuman Vampiric Virus (HMHVV). If the victim touches or is touched or wounded by the critter (or exchanges body fluid or any other such contact), she must make a Body Test against a target number equal to the critter's Essence + 2. Gamemasters can modify this target number based on the situation, how infectious the disease or carrier is and so on. A victim who fails the Body Test is infected with the disease. Victims who achieve only 1 or 2 successes may still become sick or suffer unusual effects. Unless stated otherwise in the critter description, treat this disease as VITAS-3 (p. 251, SR3).

PETRIFYING GAZE

Type: P • Action: Complex • Range: LOS • Duration: Sustained

A creature with the Petrifying Gaze power can transform living tissue to calcium carbonate. If the victim meets the being's eyes, make an Opposed Test between the victim's Intelligence and the being's Essence. If the creature achieves more net successes, the victim is petrified. A creature can keep a number of victims petrified equal to its Essence. The only thing a petrified victim can attempt to do each turn is break the effect, which requires another Opposed Test. If the creature dies, the petrified victims return to normal.

Petrified victims have a Barrier Rating equal to their Body. If the victim takes any damage while petrified, the damage takes immediate effect when (if) the character reverts to normal. Chips and breaks will manifest as Light or Moderate wounds; a badly cracked or shattered petrified form will revert to flesh with limbs missing or suffering major physical damage.

Magician characters can use dispelling to break the petrification effect, as if dispelling a Petrify spell (p. 184, SR3), at a Force equal to the creature's Essence.

POSSESSION

Type: M • Action: Complex • Range: Special • Duration: Special

The Possession power allows a spirit to possess a living being. The spirit can use possession in the following circumstances:

The spirit can attempt to possess anyone it defeats in astral combat. In order to be possessed, the victim must have a physical body.

The spirit can inhabit a willing host, whether or not the host is capable of astral travel. Though the host invites the spirit to enter, the spirit decides when it will leave, unless it is exorcised by banishing (p. 189, SR3).

The possessed character retains his own knowledge and skills and gains the skills of the spirit. Increase all his or her Physical Attributes by the spirit's Force, and replace all his or her Mental Attributes with the spirit's. In addition, if the host did not willingly submit to possession, add +2 to the target numbers of all tests made while possessed.

If the victim is incapacitated (suffers Deadly Physical damage) by Physical damage, the spirit is unharmed but driven back into astral form. Banishing the possessing spirit disrupts it rather than killing it. Mana spells affect the spirit, while physical spells affect only the host body.

When a possessing spirit departs from a body, the former host must resist (Force)D Stun damage using Willpower.

PSYCHOKINESIS

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The being with the Psychokinesis power can generate psychokinetic energy with a Strength and Quickness equal to its Essence, similar to the Magic Fingers spell (p. 197, SR3).

REGENERATION

Type: P • Action: Auto • Range: Self • Duration: Always

A creature with the Regeneration power cannot be killed by any damage except that which injures the spine or brain.



Check for this type of damage whenever the creature takes Deadly damage or its cumulative damage reaches Deadly on the condition monitor. To determine whether a creature dies from Deadly damage, roll 1D6. A result of 1 indicates that the creature is indeed dead. If the damage is from weapons that cause massive tissue damage (fire, an explosion, and so on), the creature dies on a result of 1 or 2. For any other result, the creature suffers the standard damage penalties for the Combat Turn in which the damage was inflicted, but the damage vanishes at the beginning of the next Combat Turn.

Weapon foci can permanently slay creatures with this power. If a regenerating creature takes Deadly damage from a weapon focus, or damage from a weapon focus pushes the creature into the Deadly range on the condition monitor, the creature must make an Essence Test with a target number equal to twice the Force of the focus. If the creature achieves no successes on this test, it dies. Even one success allows the creature to make a Regeneration Test.

SEARCH

Type: P • Action: Exclusive Complex • Range: LOS • Duration: Special

A creature with the Search power may seek any person, place, or object within its terrain. To find the target, the creature must succeed in an Opposed Test between twice its Essence and the person's Intelligence. If the target of the Search power is an object, the critter must succeed in rolling twice its Essence against a target number equal to the target's Object Resistance (p. 182, SR3). The Concealment power directly opposes Search by adding the concealing creature's Essence as a target number modifier to the searching critter's test.

SHADOW CLOAK

Type: P • Action: Free • Range: Self • Duration: Sustained

The Shadow Cloak power allows a creature to cloak itself in darkness, making it appear to be a shadow. Though Shadow Cloak is useless in full daylight and redundant in complete darkness, a creature with this power is difficult to detect in any other lighting conditions. Apply a +2 target number to Perception Tests to detect the creature in Minimal Light and a +4 in Partial Light (p. 231, SR3). In Glare, apply a -1 to tests to notice the creature.

SILENCE

Type: P • Action: Complex • Range: Special • Duration: Sustained

A creature with the Silence power can surround itself with a sphere of total silence, with a radius equal to the creature's Essence in meters. Within that area, no sounds can be heard, either by the creature or anyone else. Sounds originating in this area are silenced at the source. Some creatures are able to create spheres of silence anywhere within the terrain they control; such creatures can simultaneously create a number of spheres equal to their Essence.

SONIC PROJECTION

Type: P • Action: Complex • Range: LOS • Duration: Instant

A creature with the Sonic Projection power emits a cry that causes physical pain to other creatures. Add a +2 modifier to all target numbers for characters able to hear the cry for one full Combat Turn after the creature utters the cry. Characters with sound-dampening implants are unaffected, but characters with high-frequency hearing suffer a +3 modifier. Victims who achieve more net successes in an Opposed Test of Willpower against the creature's Essence reduce the modifier by 1. If the Sonic Projection power is used as an attack into or out of the field of a Silence spell, reduce the power of the Sonic Projection by the force of the spell.

SPRAYING

Type: P • Action: Complex • Range: Special • Duration: Instant

A creature with the Spraying power sprays a fine mist of reeking musk. The maximum range of the spray is the creature's Essence x 2 in meters. The spray affects a 60-degree arc in one attack. To evade the spray, a target must make a Quickness (8) Test. A sprayed victim cannot perform any actions except defense for the remainder of the Combat Turn. Increase all the victim's target numbers by +1 for (Essence)D6 turns. A sprayed victim must discard all surface clothing, including body armor, because the stench of the spray cannot be removed from such items. A person wearing a respirator is not affected by the Spray power except that he must throw away the clothes he is wearing.

VENOM

Type: P • Action: Auto • Range: Touch • Duration: Instant

The attack of a creature with the Venom power is poisonous, with a Damage Code of (Essence)S. Treat the venom as a toxin with a speed of one Combat Turn. Individual creatures may have variations on this power (see critter descriptions).

WEATHER CONTROL

Type: P • Action: Complex • Range: LOS • Duration: Sustained

The Weather Control power allows a creature to manipulate certain weather conditions. The desired weather must be possible in the environment where the power is used (no blizzards in Death Valley or heat waves in Iceland, for example). The weather condition builds over a period of time, reaching its peak in 1D6 hours. To obtain the desired weather condition sooner, make an Essence (8) Test. Each success reduces the time by one hour, to a minimum of one hour.

The creature only "summons" the desired weather; it does not control it. For example, a creature that summons a thunderstorm cannot direct where the lightning bolts may strike.

WEAKNESSES OF THE AWAKENED

Even as new species came into existence wielding new and strange powers, these life forms also displayed weaknesses that could be exploited—perhaps nature's attempt to level the playing field in the metahuman struggle against these opponents.



ALLERGY

Many creatures suffer reactions to one or more substances or conditions. In general, they suffer the reaction only when in contact with the substance or subjected to the condition. Common allergy-causing substances include sunlight, ferrous metals, objects of religious significance (such allergies appear to be psychosomatic), plastics and pollutants.

Nuisance: Annoys the creature but has no significant game effect.

Mild: Causes discomfort and distracts the creature (add +1 to all target numbers).

Moderate: The creature finds the touch of the substance painful, and will often retreat from the contact. If contact is prolonged, the creature suffers an allergic reaction. Add +2 to the Power of weapons made from the substance.

Severe: Even the slightest touch of the substance results in an allergic reaction and causes Physical damage. Add +2 to the Power of weapons made of the substance. In addition to whatever damage an attack with the weapon inflicts, the target suffers a Light wound.

DIETARY REQUIREMENT

The diet of the creature must contain certain substances (often trace minerals, but sometimes more esoteric compounds). Without the specified key requirement in its diet, the creature sickens and eventually dies.

ESSENCE LOSS

Only humans and metahumans can fall victim to the Human-Metahuman Vampiric Virus, and only creatures so afflicted can suffer the weakness of Essence Loss. Such beings come into existence with whatever Essence they possessed before they changed, but they possess no innate Essence. Such creatures gain Essence only by regularly consuming the Essence of others. The creature loses 1 point of Essence every month. Some beings lose Essence at a faster rate, but few lose Essence more slowly.

A being whose Essence is reduced to 0 will die within days, perhaps even hours. During this period, the being is extremely dangerous because, whatever its normal nature, it now behaves as a starved predator and will hunt fresh Essence with mindless ferocity.

REDUCED SENSES

Any or all of the being's senses may be limited in effectiveness. Typically, reduced senses function at half the normal rating.

VULNERABILITY

The metabolism of some beings can be disrupted by objects made of a particular substance. Increase the Damage Level of such weapons by 1 level. For example, a 2L wooden club becomes a 2M weapon against a being vulnerable to wood.

Beings recover from wounds inflicted by the substance to which they are vulnerable at the same speed at which they recover normally. Non-damaging contact with the substance is treated as a Nuisance allergic reaction.

Beings with the Regeneration power suffer the effects of wounds from substances to which they are vulnerable only until the beginning of the next Combat Turn (see Regeneration, p. 13). For example, a vampire damaged by a wooden stake would only suffer the related damage penalties for the Combat Turn in which it took the damage—the next Combat Turn, all damage would be healed.

MUTANT CRITTERS

Mutant critters in *Shadowrun* are mundane beasts affected by exposure to radiation or radiation poisoning. Though mutations may cause any number of changes in the afflicted creatures, all mutant critters share certain general characteristics. They are more aggressive than their normal counterparts; they often act rabid, attack unprovoked, and rarely retreat. Most of them are solitary creatures and will attack other members of their own species as enthusiastically as other creatures. Normal creatures tend to give mutants a wide berth.

Mutant critters also exhibit many of the characteristics described below; the gamemaster chooses which characteristics, if any, apply to mutants in his or her game.

SIZE CHANGE

Most mutant critters are anywhere from 50 to 200 percent larger than a normal member of their species. Some mutants may be even bigger, though critters more than twice normal size are unusual. A few mutants are smaller than normal.

PHYSICAL CHARACTERISTICS

Physical characteristics common to mutant critters include bone anomalies, mange and albinism. Exterior bony deposits are most common along the legs, arms, skull and spine; these deposits can break the skin, giving the creature a freakish appearance. A mutant critter's bones may also be misaligned; for example, a strangely arched spine, limbs disproportionate to the creature's size, or an oddly shaped skull.

Creatures with fur are prone to mange, exhibiting patches of exposed skin, often raw and discolored. Creatures with little or no fur may have scabs, open sores and/or discolored skin. Creatures with armor or an exoskeleton may be missing pieces of plating.

The most common physical feature of mutant critters is albinism—dead-looking white or unnaturally light skin, with pink or red eyes. Many mutant creatures also have extra appendages, usually useless. In some cases, a mutant may be missing an appendage.

ENHANCED ATTRIBUTES AND ABILITIES

Some mutant creatures possess higher Strength or Body ratings than normal specimens. Mutant critters may also manifest special abilities not common to their species, such as low-light or thermographic vision.

PARANORMAL ABILITIES

Many mutated creatures possess such paranormal powers as astral perception, corrosive saliva, corrosive secretions, fear, pestilence and venom.



CREATING MUTANT CRITTERS

Use the following guidelines when creating a mutant version of a normal creature.

- Reduce the Intelligence of a mutated creature by 2 (to a minimum of 1).
- For each of the mutant characteristics described in this section the gamemaster chooses to give the critter, reduce the creature's Essence by 1. If the mutant has enhanced Attributes, decrease its Essence by 1 per point of enhancement. Paranormal abilities are unique, and no mutant creature should have more than one. If a creature has a paranormal ability, reduce its Essence by 3 (to a minimum of 1), but any Essence-based ability (for example, fear) functions at the creature's new Essence Rating plus the difference between the new and old ratings.

Mike, the gamemaster, wants his group to face off against a mutant bear while they search the Big Sur Coast for a hidden research lab. A normal bear's stats (p. 19) are:

B	Q	S	C	I	W	E	R
9/1	4 x 3	9	—	2/4	2	6	5

INIT: 5 + 1D6

Attacks: 6(S) Physical, +1 reach

Mike reduces the bear's Intelligence to 1/2. He then decides to make the mutant bear an albino (1 point of Essence) that gives off corrosive secretions (a paranormal ability that costs 3 points of Essence). Finally, he decides to make the bear twice its normal size just to scare the pants off the group (1 point of Essence). The statistics for this mutant bear are:

B **Q** **S** **C** **I** **W** **E** **R**
 9/1 4 x 3 9 — 1/2 2 1 5

INIT: 5 + 1D6

Attacks: 6(S) Physical, +1 reach

If the bear hit an unarmored character, that character would have to make a Damage Resistance Test at twice the Bear's Essence of 6L—the new Essence Rating of 1 plus 5 (the difference between the new and old Essence ratings).

Mutant Paranormal Critters

The gamemaster can create a mutant version of a paranormal animal using the same guidelines as for adapting a regular animal. Creating such a critter in such a way as to maintain game balance, however, is more difficult, especially with creatures that exist primarily in astral space or that have metahuman-level intelligence. Keep in mind that, unlike toxic critters, mutant paranormal creatures are mentally unbalanced and rarely act according to the norm for their species.

TOXIC CRITTERS

Toxic critters are paranormal creatures twisted and warped by radiation and pollution. These fearsome beasts are among the most dangerous creatures on earth.

To create a toxic critter from an existing paranormal animal, the gamemaster must choose likely characteristics and powers for his abomination. As with mutant creatures, the gamemaster can customize toxic critters to suit the needs of a particular adventure or campaign.

First, the gamemaster should choose a primary and a secondary toxic power from the Toxic Critter Power Table. These powers cost the critter no Essence, because they draw them from the pollution of the earth; however, this also means that the critter has certain limitations to its powers: the critter can use its primary toxic power a number of times equal to its Essence Rating; it can use its secondary power a number of times equal to its Essence divided by 2 (round down). The powers can be recharged at the rate of one use per hour as long as the creature is immersed in toxic waste or occupying a highly toxic area. This recharging process is called toxic hibernation.

To give a toxic critter unlimited use of a toxic power, simply eliminate a paranormal power that a standard version of the paranormal critter would possess. For example, to give a toxic hell hound unlimited-use Noxious Breath, the gamemaster may choose to eliminate its paranormal power of Innate Spell (Flamethrower). A creature constructed with such a tradeoff no longer has to go through toxic hibernation to renew that toxic power. Finally, for a cost of 1 point of Essence, the gamemas-

ter can add one extra die to the toxic critter's Combat Pool. All these options allow the gamemaster to introduce into his game a paranormal animal different enough from the usual to keep players off guard.

A toxic critter's only weakness is an allergic reaction to purified water or purified air. Treat this weakness as a Severe allergy.

Mike, the gamemaster, is upset that his player group did not flinch when their characters saw the mutant bear. He decides to toss something unexpected at them—a toxic nova scorpion. Mike takes the standard nova scorpion and adds 1 die to its Combat Pool, which lowers its Essence to 5. He then adds Confusion as a primary toxic power (5 uses) and Animal Control as a secondary power (2 uses) to the scorpion's standard powers of Concealment and Venom. Finally, he tosses in a couple of normal nova scorpions; this makes it tough for the player characters to tell which scorpion is the toxic one, and also makes the critter's Animal Control power that much more useful. The toxic nova scorpion is ready for action.

USING TOXIC CRITTERS

As when introducing any powerful, rare element into his game, the gamemaster should give the use of toxic critters careful consideration.

Though they are not necessarily more intelligent than their nontoxic kin, their actions often imply otherwise. These creatures act as if they have an agenda that closely parallels that of the toxic shaman; they apparently exist to punish those who have destroyed their domain. How or why toxic critters develop, no

one knows for sure. They do, however, share certain characteristics. They all seem to be paranoid and vengeful. They track and stalk their prey mercilessly, not necessarily for food. Toxic critters are usually loners, rarely traveling with nontoxic specimens of their kind. Those possessing the Animal Control power are occasionally seen working with others of their kind for brief periods, but these "partnerships" generally end once the toxic critter considers its "mission" complete. Most toxic critters will fight opponents to the death. Among all the peculiarities of nature in the Sixth World, the toxic paranormal critter seems to best represent the question of what happens when nature strikes back against the people who poison her.

There seems to be no discernible correlation between toxic critters and toxic shamans, aside from their similar nature. Toxic shamans have been known to work with toxic critters, but the shamans claim the creatures come and go of their own accord.

To date, there have been no known sightings of mutant toxic critters. Then again, the Awakened world is still young ...

TOXIC CRITTER POWER TABLE

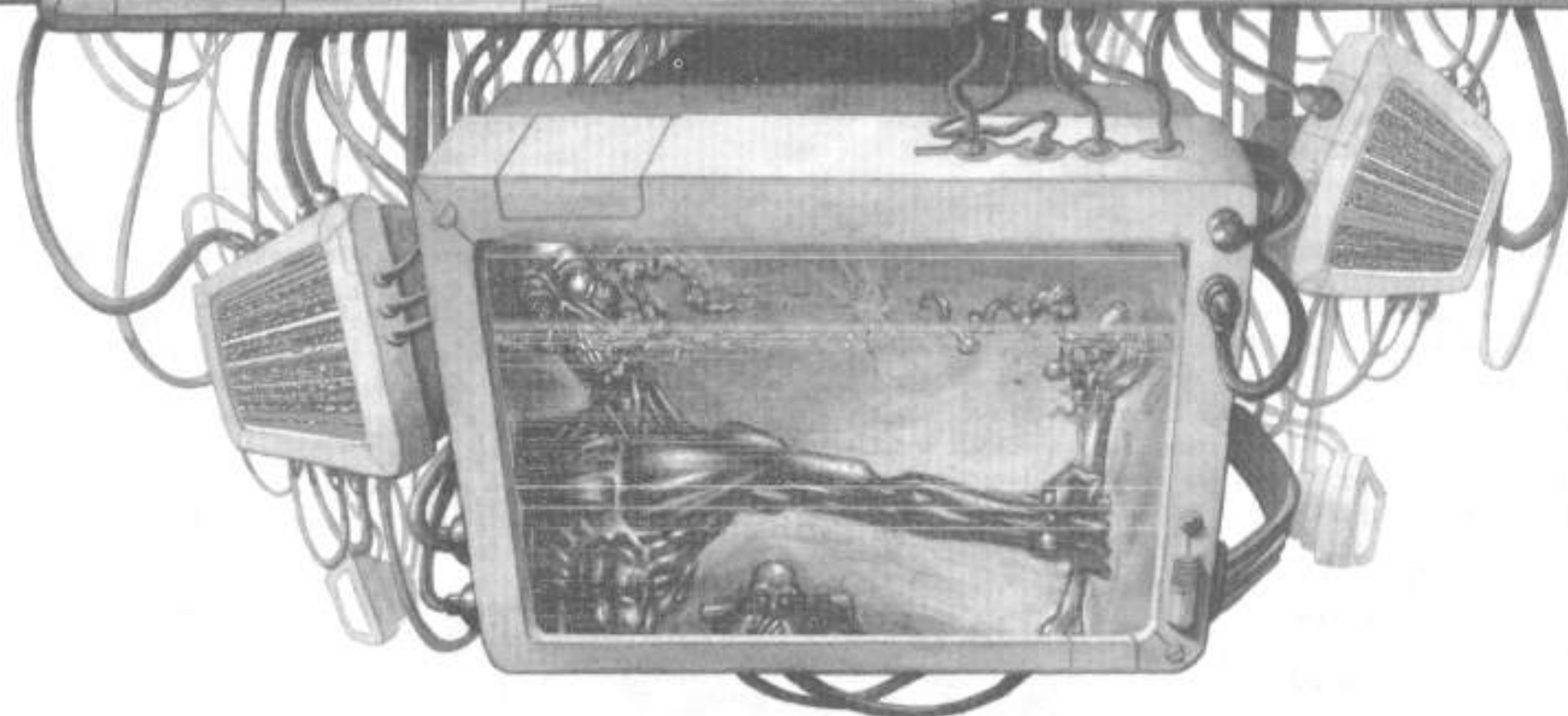
Primary Toxic Powers

Blindness
 Compulsion
 Confusion
 Sludge Engulf
 Enhanced Physical Attributes
 Enhanced Senses
 Fear
 Noxious Breath

Secondary Toxic Powers

Animal Control
 Binding
 Corrosive Saliva
 Corrosive Secretions
 Immunity to Poisons
 Magic Sense
 Pestilence
 Venom

AWAKENED CRITTERS



The critters described in this chapter include nearly every creature ever listed in a *Shadowrun* product. Many of these critters have been revised for *Shadowrun, Third Edition*. The statistics and powers provided here supersede any previously published information.

The sizes and weights given for each critter are typical of an adult member of the species. Larger (10–30 percent) and smaller (60–75 percent for gender-size differences) individuals are possible. To randomly determine the size of a creature, use the Critter Size Table, p. 19.

The habitats described are those preferred by the creature. A creature may be encountered away from its preferred environment through human intervention, especially if being used as a guardian or watchdog.

CRITTER STATISTICS

The statistics following each description represent a typical specimen; individuals may vary. The Physical and Mental Attributes of an individual may be 50 percent higher than those of an average specimen. A small individual of the species will always have Attributes of at least half the average unless it is sick and/or injured. Even in the largest and smallest specimens, Essence, Reach, Attack Type, Movement Multiplier and Damage Modifiers remain the same, though the powers of individual creatures sometimes vary.

Note that the abbreviation HMHV stands for Human-Metahuman Vampiric Virus. In 2060, medical science recognizes four distinct strains of this communicable disease, all of which affect each race differently. Every individual afflicted with a strain of this virus carries the potential to infect others.

CRITTER STATISTICS KEY

B: Body. The first number is the rating. The second represents armor, if any, which functions as both ballistic and impact armor.

Q: Quickness. The first number is the rating. The second is the movement multiplier for running. If the creature flies, swims, or moves in some other manner, the multiplier for such movement is listed under **Notes**.

S: Strength.

CRITTER SIZE TABLE

2D6 Dice Roll	Size (percent larger or smaller)
2	-50
3-4	-20
5-7	—
8-9	+10 (+1 to random Physical Attribute)
10-11	+20 (+2 to random Physical Attribute; apply to one or two Attributes)
12	+50 (+5 to random Physical Attribute; apply to one or more Attributes)

C: Charisma. Only intelligent creatures capable of social interaction possess a Charisma Rating. For all other critters, Charisma is irrelevant.

I: Intelligence. The first number is the rating used for Intelligence Tests and for resisting spells. The second number is used for Perception Tests.

W: Willpower.

E: Essence. If a capital A follows the number, the critter is a spirit, existing primarily in astral space. If a capital Z follows the number, the critter is a dual being. Critters with a variable Essence have a range of ratings.

R: Reaction. Used for physical attacks.

INIT: Initiative. Calculated as Reaction plus Initiative dice. Initiative also determines the maximum number of Combat Pool dice the critter can use in a single Combat Phase.

Attacks: This lists the Damage Code for the critter. Damage is physical unless otherwise noted. The notation "Humanoid" means the critter can use weapons and follows the normal combat rules for characters, inflicting (STR)M Stun unarmed damage. If the critter has a Reach bonus or penalty, it will be noted here.

CRITTERS

This section provides statistics and a short description for all current *Shadowrun* creatures, arranged in alphabetical order.

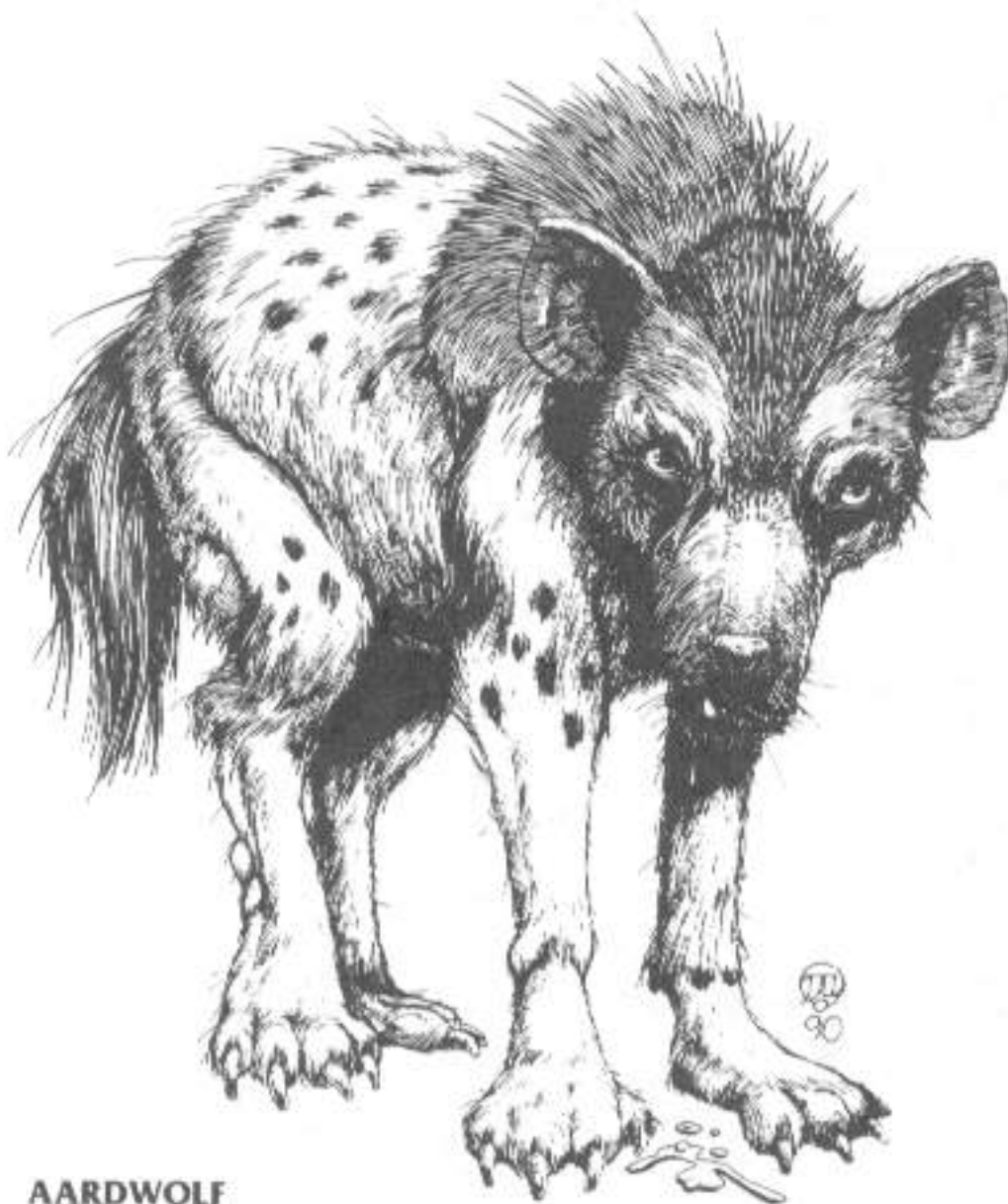
NORMAL CRITTERS TABLE

Name	B	Q	S	C	I	W	E	R	INIT	Attacks
Bat	1	5 (x4)	0	—	1/5	1	6	6	6 + 1D6	2L
Bear	9/1	4 (x3)	9	—	2/4	2	6	5	5 + 1D6	6S, +1 Reach
Cat, House	1	4 (x3)	1	—	2/4	2	6	5	5 + 2D6	3L, -1 Reach
Cat, Wild	2	4 (x4)	2	—	2/4	2	6	5	5 + 2D6	4M, -1 Reach
Deer	4	4 (x4)	4	—	2/3	2	6	3	3 + 1D6	3M, +1 Reach
Dog, Large	3	4 (x5)	3	—	2/4	2	6	4	4 + 1D6	6M
Dog, Small	1	4 (x4)	1	—	2/4	2	6	4	4 + 1D6	3L, -1 Reach
Elephant	15/3	3 (x4)	40	—	3/3	3	6	3	3 + 1D6	10D, +1 Reach
Fox	2	4 (x4)	1	—	2/4	2	6	5	5 + 2D6	3L, -1 Reach
Goat	2	4 (x6)	2	—	2/3	2	6	3	3 + 1D6	3L
Horse	10	4 (x4)	8	—	2/3	2	6	3	3 + 1D6	6S, +1 Reach
Leopard	5	5 (x4)	5	—	2/4	2	6	5	5 + 3D6	9S
Rat	1	5 (x3)	0	—	1/4	1	6	5	5 + 1D6	2L, -1 Reach
Rhinoceros	12/2	4 (x4)	25	—	2/2	2	6	3	3 + 1D6	11D
Seal	6	5 (x4)	4	—	3/4	2	6	4	4 + 1D6	4M
Shark	5/1	5 (x4)	4	—	2/3	1	6	5	5 + 2D6	10S
Shark, Large	10/2	5 (x3)	10	—	2/3	2	6	5	5 + 2D6	12D
Tiger	8	6 (x4)	8	—	3/4	2	6	6	6 + 3D6	10S, +1 Reach
Wolf	5	5 (x4)	4	—	3/4	2	6	5	5 + 2D6	7M

METAHUMAN AVERAGES

Name	B	Q	S	C	I	W	E	R	Attacks
Human	3	3	3	3	3	3	6	3	Humanoid
Dwarf	4	2	5	3	3	4	6	2	Humanoid
Elf	3	4	3	5	3	3	6	3	Humanoid
Ork	6	3	5	2	2	3	6	2	Humanoid
Troll	8/1	2	7	1	1	2	6	1	Humanoid, +1 Reach

The Normal Critters Table offers statistics for a representative selection of non-paranormal critters. Gamemasters should adjust these statistics as needed and use them as a guideline for introducing other normal creatures into their games. The Metahuman Averages Table serves as a handy reference for gamemasters creating disposable non-player characters.



AARDWOLF

The North American aardwolf stands 0.9 meters tall at the shoulder and weighs about 37 kilograms. Its base color is a dusty tan, with darker patches on the flanks and a dark patch running from between the ears down the spine. Aardwolves are cunning and make good use of their Concealment power. The creatures have little stamina and can only maintain high speed for less than a minute before dropping back to a slow run.

B	Q	S	C	I	W	E	R
3	4 x 5	3	—	2/4	2	6	4

INIT: 4 + 2D6

Attacks: 5M

Powers: Concealment (Personal)

Weaknesses: Allergy (Pollutants, Mild)

ABRAMS LOBSTER

The Abrams lobster is the largest crustacean in Europe, with a 2.5-meter body length and an average weight of 100 kilograms. Its tough exoskeleton supports two pairs of anten-

nae, four pairs of legs for walking and swimming, and a single pair of massive claws.

B	Q	S	C	I	W	E	R
5/6	3 x 4	5	—	1/4	4	6	3

INIT: 3 + 1D6

Attacks: 5S, +1 Reach

Powers: Enhanced Senses (Sonar), Hardened Armor, Immunity (Poisons)

Notes: If an Abrams lobster inflicts damage with a melee attack, the target must make a Quickness (4) Test. If the target achieves no successes, the lobster's claw grips the victim. Gripped victims automatically suffer one 6S wound on the lobster's next action and on each subsequent action. The Damage Code for the gripping wound increases by +1 each turn until the victim frees himself or dies. The victim can resist this damage with Body dice at half the normal Impact Armor Rating.

Make an Open (Strength) Test for the lobster. The result is the target number for the Strength Test a character must make to break free from the lobster's grip. The Abrams lobster will not let go of a gripped victim even if attacked. If the lobster is being attacked and its gripped victim is dead, the lobster must make a successful Intelligence (4) Test to release the corpse and defend itself.

AFANC

The afanc resembles a crocodile, but it grows as long as 4.5 meters (including the tail) and typically weighs 375 kilograms. It has large claws used for digging and is green-brown in color. Carnivores of exceptional awareness and cunning, afancs live in semi-social groups of up to six but forage and feed individually. A Filipino version called the buwaya uses its Search power to seek food and then magically compels the prey to come within biting distance. It is lazy and will always take offered meat rather than attacking.

B	Q	S	C	I	W	E	R
10/8	4 x 4	8	—	2/4	4	6	3

INIT: 3 + 1D6

Attacks: 10S

Powers: Engulf, Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Smell), Hardened Armor, Search

Notes: An afanc that makes a successful melee biting attack may grip its victim in its jaws, unless the victim makes a successful Quickness (4) Test. To escape, the victim must make a Strength Test, using the result of an Open (Strength) Test by the afanc as the target number. If the victim does not escape, on its next action the afanc bites down, inflicting 12S damage. The Power of this bite attack increases by +1 each consecutive action. Impact armor protects from this damage at half its rating. The afanc will release a dead or unconscious victim if attacked by another enemy. Its Quickness multiplier for swimming is 4.

The buwaya has the Compulsion power rather than Engulf, and Intelligence 1.



AGROPELTER

A cunning but unintelligent omnivore, the agropelter is a small hominid, up to 0.9 meters tall, with a slender, wiry body, an ape-like face and long, thin, strong limbs. Short, thick fur, usually brown or black, covers its body, and both hands and feet have sharp claws. The aggressive agropelter has been known to attack humans to drive them away from its territory.

B	Q	S	C	I	W	E	R
2	4 x 3	3	—	3/4	2	6	4

INIT: 4 + 2D6

Attacks: 3M or Humanoid

Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision)

Notes: Multiplier for movement through treetops is 4.

AITVARAS

This Awakened snake averages 8 meters in length and 40 kilograms in weight. It can fly, and may be related to feathered serpents. Unlike most reptiles, it appears to be active at all times of day and in all seasons of the year.

B	Q	S	C	I	W	E	R
4	6 x 3	3	5	4/6	5	6	6

INIT: 6 + 3D6

Attacks: 6L, +1 Reach

Powers: Animal Control (Special), Concealment (Personal), Empathy, Immunity (Normal Weapons), Magical Guard (Self Only), Venom; some have Magical Skills.

Notes: The aitvaras may use its Animal Control power on domestic and farm animals and reptiles. Against any other normal animal, it must make a successful Opposed Willpower Test to control the target creature. Quickness multiplier for flying is 7.

ANWUMA BAVOLE

Anwuma bavole are Awakened fish-eating bats similar to North American birdmen. They live in coastal West Africa, where they hunt surface-feeding fish in the Gulf of Guinea. Anwuma bavole carry no diseases that affect metahumans. They sometimes fixate on groups of people, following them for days without eating or sleeping, for no apparent reason. The Nzima people see this as an omen of good luck and actively encourage the creatures by feeding them.

B	Q	S	C	I	W	E	R
1	4 x 4	0	—	1/4	1	6	4

INIT: 4 + 1D6

Attacks: 3L

Powers: Enhanced Senses (Low-Light Vision), Sonic Projection (High Frequency)

Weaknesses: Allergy (Sunlight, Mild)

ASONWU

These animals are similar to the agropelter (a small humanoid metavariant of the rhesus monkey). They are carnivorous and hunt in packs to take down large prey. A few members hamstring the prey with swift biting attacks; once it is down, up to fifty asonwu mob it. The symptoms of the disease inflicted by this creature's Pestilence power are itching, shaking, madness, and eventually brain death.

B	Q	S	C	I	W	E	R
2	4 x 3	3	—	3/4	2	6	6

INIT: 6 + 1D6

Attacks: 6L

Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision), Pestilence

Notes: Multiplier for arboreal movement is 4.

BABA YAGA

A spectral spirit-creature, the baba yaga (also known as Likho or Greedy Mogus) appears as a sinewy, gnarled, bloodless old woman with white hair. Some have been seen in mate-

rial forms with only one eye. They are solitary and appear only nocturnally and in isolated forest locations. The baba yaga has been known to consume metahuman flesh, behaving in a way similar to the wendigo in its use of the Essence Drain power.

B **Q** **S** **C** **I** **W** **E** **R**
 F F x 2 F F - 3 F F + 2 (1D6 + 7)A F

INIT: F - 10 + 1D6

Attacks: (F + 2)M

Powers: Accident, Compulsion, Enhanced Senses (Smell), Essence Drain (Permanent), Fear, Glamour, Immunity (Age, Cold, Normal Weapons, Pathogens, Poisons), Magic Sense, Materialization, Paralyzing Touch, Shadow Cloak

Weaknesses: Allergy (Sunlight, Mild), Essence Loss (1 point per month)

Notes: Some baba yaga may have one or more of these additional powers: Cold Aura, Confusion, Enhanced Physical Attribute (Strength, twice per day for Essence x D6 turns), Magical Skills. The baba yaga must consume flesh to use its Essence Drain power. F = current Essence. Minimum Essence 8, Max 24. Astral Initiative is F + 20 + 1D6.

BANDERSNATCH

The bandersnatch, a type of sasquatch infected with a vampiric virus, stands about 3 meters tall and weighs 400 kilograms. A bandersnatch's fur is thicker and shabbier than a sasquatch's, and its arms are somewhat longer. Because a bandersnatch can use its Adaptive Coloration power to refract light around its body, its true form is rarely seen. When using this power, the bandersnatch appears as a shifting, humanoid-shaped image of the surrounding terrain.

B **Q** **S** **C** **I** **W** **E** **R**
 8 3 x 4 7 — 2/4 4 6Z 4

INIT: 4 + 3D6

Attacks: 8S, +1 Reach

Powers: Adaptive Coloration, Mimicry, Pestilence (HMHVV-2)

BANDIT

The bandit is a larger version of the raccoon, growing up to a meter long, with disproportionately long front legs and opposable thumbs. Bandits have been known to use simple tools and are attracted to shiny objects.

B **Q** **S** **C** **I** **W** **E** **R**
 2 4 x 3 2 4 3/5 2 6 5

INIT: 5 + 1D6

Attacks: 3L

Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision)

Notes: Bandits have an innate understanding of lock mechanisms. Using simple tools such as a discarded nail or a bit of wire, a bandit can often pick mechanical locks. Treat this ability as a Rating 4 skill.

BANSHEE

Tall and gaunt, the banshee is an elf infected with HMHV. It prefers desolate places near human habitation and is reclusive except when hunting. It lives off the Essence of its victims, whom it terrifies into flight with its haunting wail and pursues until the victim drops from exhaustion. The banshee then closes in for the kill, completely draining its prey of Essence.

An elf who becomes infected with HMHV and turns into a banshee uses its normal Attributes.

B **Q** **S** **C** **I** **W** **E** **R**
 3 4 x 5 3 5 4 4 2D6 4

INIT: 4 + 2D6

Attacks: Humanoid

Powers: Enhanced Senses (Improved Hearing and Smell, Low-Light Vision), Essence Drain, Fear, Immunity (Age, Pathogens, Poisons), Infection, Mist Form, Regeneration. Many also possess Magical Skills.

Weaknesses: Allergy (Sunlight, Moderate), Essence Loss, Vulnerability (Wood, Silver)

BARGHEST

The barghest resembles an oversized mastiff, either pure white or pure black. Its short fur lies flat on its body, creating the impression that its hide is naked, and spines protrude the length of its back. Its eyes shine red and its teeth glow slightly in the dark because of luminescent bacteria in its saliva. It hunts alone or in pairs during breeding season; at other times, it hunts in packs of twelve or more.

B **Q** **S** **C** **I** **W** **E** **R**
 7 6 x 4 5 — 3/6 3 6Z 6

INIT: 6 + 2D6

Attacks: 9S

Powers: Enhanced Senses (Sonar), Fear, Paralyzing Howl

BASILISK

The basilisk is a large lizard, averaging 2.5 meters from snout to tail and weighing about 100 kilograms. Its knobby scales are black and bright yellow, condensing to solid black at snout and tail tip. It has 40 saw-edged teeth and feeds primarily on small mammals, but it will happily devour anything it can catch.

B **Q** **S** **C** **I** **W** **E** **R**
 4/2 2 x 3 7 — 1/3 2 6Z 2

INIT: 2 + 1D6

Attacks: 6M, -1 Reach

Powers: Petrifying Gaze

Weaknesses: Allergy (Own Gaze, Severe)

BEAN SIDHE

This spectral being manifests as an old woman, dressed in rags or in clothes from a bygone age. It appears to act as a messenger, its piercing wails either lamenting the dead or warning of an imminent death in the family to which it is attached. Bean sidhes appear exclusively to families in Scotland

or Tir na nÓg who possess a strong Celtic genetic strain and a generally low rate of UGE. Occasionally, apparently insane bean sídhes manifest for one night at isolated locations and attack all metahumans within range.

B **Q** **S** **C** **I** **W** **E** **R**
F-1 (F-1) x 2 F-1 F-3 F F+1 (4D6+2)A F-1

INIT: F+9+1D6

Attacks: Special

Powers: Cold Aura, Compulsion, Essence Drain (Temporary), Immunity (Age, Cold, Normal Weapons, Pathogens, Poisons), Magic Sense, Materialization, Paralyzing Howl, Psychokinesis, Regeneration, Sonic Projection. Some also possess Magical Skills.

Weaknesses: Allergy (Silver, Severe), Essence Loss

Notes: F = current Essence, Minimum Essence 6, Max 26. Astral Initiative is F+20+1D6.

BEHEMOTH

A territorial animal with aggressive hunting habits, the behemoth is a large paraspecies of the common alligator. Standing 3 meters high at the shoulder and 4.9 meters long, the behemoth is covered in a thick, leathery skin. Its preferred method of hunting is to remain motionless just below the water's surface, where it waits for unsuspecting creatures to pass. A variant called the macaréu is derived from the caiman instead of the common alligator and appears only in the Amazon jungle.

B **Q** **S** **C** **I** **W** **E** **R**
10/6 4 x 3 25 — 2/2 5 6 3

INIT: 3+1D6

Attacks: 7D

Powers: Hardened Armor

BIRDMAN

Related to the common brown bat, the birdman's body is up to 0.6 meters long, with a wingspan of up to 2 meters. Forming flocks for mutual protection, birdmen are harmless, though their menacing appearance often frightens the uninformed into attacking them. Naturally curious, the birdman can be a nuisance. Its bite can cause a dangerous infection.

B **Q** **S** **C** **I** **W** **E** **R**
2 5 x 4 1 — 1/5 3 6 5

INIT: 5+2D6

Attacks: 3L

Powers: Enhanced Senses (Improved Hearing, Sonar), Pestilence (Special), Sonic Projection

Weaknesses: Allergy (Sunlight, Mild), Reduced Senses (Vision)

Notes: Birdmen frequently carry a infection similar to malaria. If a character is affected by the birdman's Pestilence power, he is infected with a disease that does 7L Damage, with a speed of 24 hours. Symptoms are cramps, blurred vision and profuse sweating.

BLACK ANNIS

This highly territorial and solitary hunter stands 1.7 meters tall. Hair grows from the creature's head and down most of its spine, with thick tufts across the tops of the shoulders and hands. It prefers to live in rocky caves or to dig out a lair among the roots of large trees. The black annis is carnivorous, using its speed and strength to catch and kill its prey.

B **Q** **S** **C** **I** **W** **E** **R**
9 4 x 5 10 — 2/3 4 5Z 4

INIT: 4+2D6

Attacks: 10S

Powers: Empathy (Depression), Enhanced Physical Attributes (Strength, once per day, for [Essence]D6 turns), Enhanced Reactions, Enhanced Senses (Low-Light Vision)

Weaknesses: Allergy (Sunlight, Mild)

BLACKBERRY CAT

The size of a large house cat, the average blackberry cat weighs 15 kilograms and has long, black or white fur. They are highly intelligent and are thought to be capable of manipulating metahumans through their various magical powers.

B **Q** **S** **C** **I** **W** **E** **R**
2 5 x 5 2 3 3/8 5 6Z 6

INIT: 6+3D6

Attacks: 6L, -1 Reach

Powers: Accident, Adaptive Coloration, Blindness, Compulsion, Desire Reflection, Enhanced Reactions (1D6 times per day for [Essence]D6 turns), Enhanced Senses (Low-Light Vision), Hypnotic Song, Innate Spell (Phantasm), Movement (Self Only), Shadow Cloak

Weaknesses: Catnip—blackberry cats find it irresistible.

BLOOD KITE

This small hawk has brown feathers with red patches on the wings that are said to resemble spilled blood. It also has a sharp, hooked beak and powerful talons, which males use most often to strike at the eyes of their prey.

B **Q** **S** **C** **I** **W** **E** **R**
1 5 x 5 1 — 1/4 2 6 5

INIT: 5+1D6

Attacks: 2L

Powers: Enhanced Senses (Improved Vision, Thermographic Vision)

Notes: Each time a character takes damage from a blood kite attack, roll 2D6. On a result of 12, the character has taken damage to an eye. To resist this damage, the character may make a Body Test against a Target Number 6 for an organic eye, 4 for a cybereye. Dermal armor does not help this test. If the character rolls no successes, he or she has lost that eye.

BOGIE

The bogie appears as an oversized rottweiler, standing up to 1.25 meters tall at the shoulder, with small horns that protrude from its brow. A carnivore, an individual bogie will usu-

ally back down from a confrontation with any large creature that does not flee from its threat displays. However, when hunting in packs, bogies are ferocious and relentless.

B	Q	S	C	I	W	E	R
3	5 x 4	4	—	2/4	3	6Z	4

INIT: 4 + 1D6

Attacks: 6M

Powers: Accident, Enhanced Reactions, Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Motion Detection), Fear, Movement (Self Only)

Weaknesses: Allergy (Horseradish, Moderate)

BROCKEN BOW

The Brocken bow is a featureless, humanoid shadow, ranging from 2 to 5 meters tall. It is linked with sites of witchcraft trials and major sabbat festivals, and it tends to manifest at those places and times. It appears at dusk and remains active until shortly before dawn, during which time it stalks sentient victims and drains their Essence.

B	Q	S	C	I	W	E	R
F - 1	(F - 1) x 3	F - 1	F	F - 2	F	(4D6 + 3)A	F

INIT: F + 10 + 1D6

Attacks: Special

Powers: Cold Aura, Essence Drain (Permanent and Temporary), Fear, Immunity (Age, Cold, Normal Weapons, Pathogens, Poisons), Materialization, Movement, Paralyzing Touch, Shadow Cloak

Weaknesses: Allergy (Sunlight, Moderate), Essence Loss (1 point per 10 years), Vulnerability (Fire)

Notes: All Brocken bows possess the power of Essence Drain. To determine powers of individual Brocken bows, roll 1D6 for each power listed above. On a result of 1, the Brocken bow does not have that power. The Cold Aura power can be extended to one victim within a range of (Essence)D6 yards on any Complex Action available to the Brocken bow. F = current Essence. Minimum Essence 7, Max 27. Astral Initiative is F + 20 + 1D6.

CENTAUR

The centaur is half-horse, half-primate, standing roughly 2 meters tall at the shoulder and weighing an average of 300 kilograms. It moves on its four horse legs and has a pair of powerfully muscled arms ending in three-fingered hands with opposable thumbs. Their degree of intelligence remains open to debate, but they are known to make and use rough tools and weapons. Centaurs have excellent night vision; they rarely attack unless provoked.

B	Q	S	C	I	W	E	R
10	4 x 5	7	—	3/5	3	6	4

INIT: 4 + 2D6

Attacks: 6S, +1 Reach

Powers: Enhanced Senses (Low-Light Vision, Thermographic Vision), Magic Sense, Search

CERBERUS HOUND

The cerberus hound is a three-headed black dog standing just over a meter tall at the shoulder and weighing 110 kilograms. Carnivores by nature, they hunt deer, goats, and sheep, along with the occasional metahuman. They rely on their acute senses to track prey and sheer strength to pursue their prey for long distances without tiring.

B	Q	S	C	I	W	E	R
6	4 x 5	6	—	2/6	4	6Z	5

INIT: 5 + 3D6

Attacks: 8M

Powers: Concealment (Personal), Corrosive Saliva, Enhanced Physical Attributes (Strength, three times per day, for [Essence]D6 turns), Enhanced Reactions (three times per day for [Essence]D6 turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Thermographic Vision), Immunity (Cold, Fire), Movement (Self Only)

Notes: Because the cerberus hound can bite with each of its three heads, one Complex Action in a Combat Turn gives it three attacks, but all of these must be made against the same target.

CHIMERA

Resembling a wingless western dragon, the chimera can grow up to 3.7 meters long, with coloring ranging from dark gray to brown to light yellow-brown or tan. The chimera is a lithe, fast carnivore that will eat anything it can catch. Solitary and highly territorial, the chimera has a venomous bite.

B	Q	S	C	I	W	E	R
5/4	6 x 5	5	—	1/3	4	5Z	5

INIT: 5 + 2D6

Attacks: 6M

Powers: Concealment (Personal), Immunity (Poisons), Venom

Weaknesses: Vulnerability (Iron)

CHUPACABRAS

The chupacabras is a 1.2-meter-tall bipedal reptile resembling a cross between an iguana and a monkey. Its scales are green and covered with coarse hair. It possesses an iguana's spiky head crest, large red eyes, a short tail and opposable thumbs. It lives in tropical forests in the Caribbean (and is rumored to live on Madagascar). This secretive creature feeds on blood, preferring goats and cattle (its name means "goat-sucker" in Spanish), and occasionally attacks metahumans in isolated areas. Females bear one live infant.

Named for a creature associated with UFO sightings in the twentieth century, the chupacabras is believed by some to be engineered because of the creature's genetic similarity to primates. Chupacabras tissues show a pattern similar to HMMHV, but the creatures do not carry the disease.

B	Q	S	C	I	W	E	R
5	4 x 4	3	—	3/5	6	2D6	5

INIT: 5 + 1D6

Attacks: 3L

Powers: Concealment (Personal), Essence Drain, Immunity (Pathogens, Poisons), Paralyzing Touch
Weaknesses: Allergy (Sunlight, Mild), Essence Loss, Vulnerability (Fire)

COCKATRICE

The cockatrice is a long-legged, birdlike creature, mostly yellow, with a bright red coxcomb and a horny beak. Its total body length from head to tail is just over 3 meters, and it weighs an average of 40 kilograms. Though capable of limited flight, the cockatrice is awkward in the air and is much better-suited to running. It prefers to chase its prey, often rising briefly into the air and striking downward with its taloned feet.

B	Q	S	C	I	W	E	R
3	5 x 3	4	—	2/3	2	6Z	4

INIT: 4 + 1D6

Attacks: 8M

Powers: Immunity (Own Touch), Paralyzing Touch

CORPS CADAVRE

The corps cadavre is a type of zombie, the animated body of a deceased metahuman. Because it is already dead, the corps cadavre is immune to certain magical attacks that normally affect living beings. It cannot exist without being magically sustained, but it can function independently of its creator to a certain extent.

B	Q	S	C	I	W	E	R
2	1 x 2	2	—	1	6	0	1

INIT: 1 + 1D6

Attacks: Humanoid

Powers: Immunity (Mana Powers and Spells, Pathogens, Poisons)

Weaknesses: Allergy (Sunlight, Moderate)

Notes: Attributes noted are average for a corps cadavre. As corps cadavres were originally characters, these Attributes may vary. Target modifiers for wounds suffered do not accumulate. A Deadly wound renders the corps cadavre incapable of further action.

CORPSELIGHT

The corpselight (also known as a will-o'-the-wisp) appears as a floating ball of light slightly less than half a meter in diameter—usually cold white, sometimes blue-tinged, with an intensity of 10 candles. It generally floats no more than 2 meters off the ground. They appear only at night, most often in deserted areas.

B	Q	S	C	I	W	E	R
F	(F + 5) x 3	—	—	F - 3	F	(4D6)A	F

INIT: F + 10 + 2D6

Attacks: (F)M, -1 Reach

Powers: Essence Drain, Immunity (Normal Weapons), Materialization, Movement, Psychokinesis, Regeneration

Weaknesses: Essence Loss

Notes: When initially encountered, a corpselight has a 2D6 Essence Rating. This means that its normal maximum Essence Rating is 12; however, its Essence Drain power can theoretically increase this to 24. F = current Essence. Minimum Essence 7, Max 27. Astral Initiative is F + 20 + 2D6.

CRESTED BARBARIAN

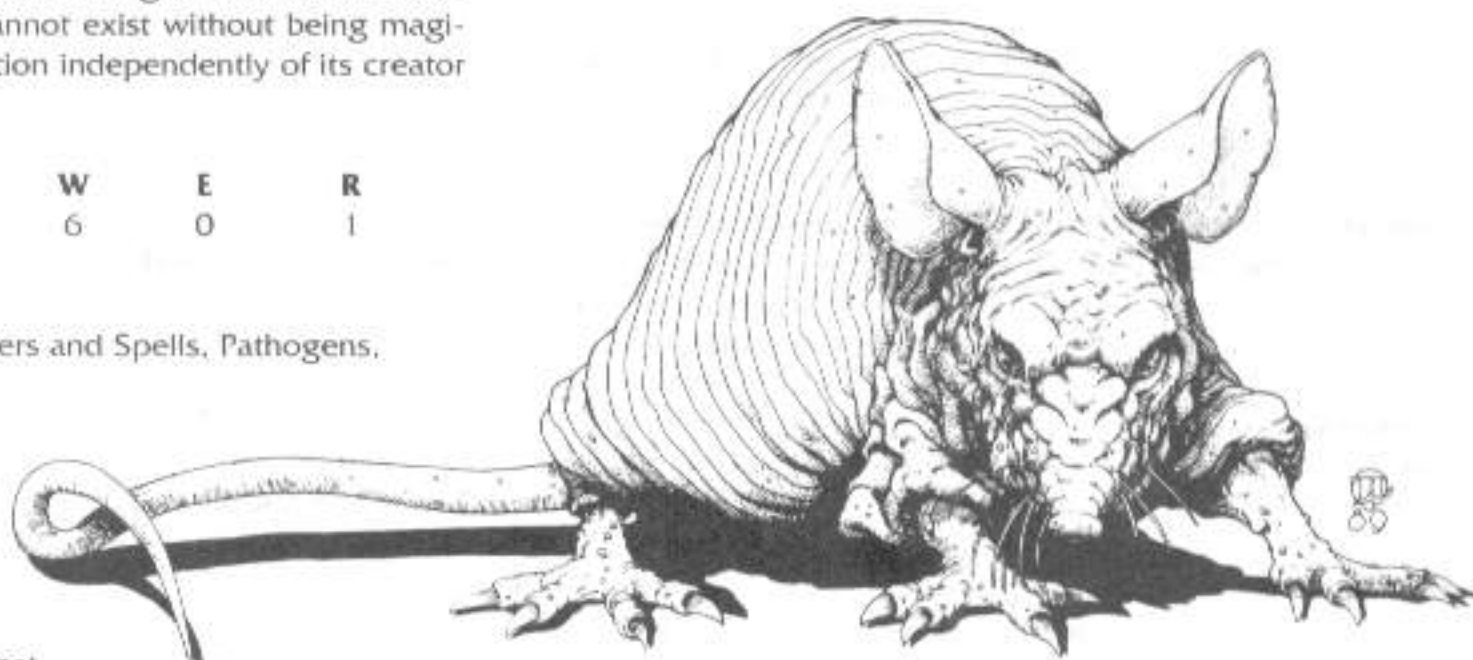
Orange-tinted skin and thick brown fur give the crested barbarian the look of a large ape, standing 1.6 meters tall and weighing approximately 95 kilograms. These scavenging animals function in social groups of six to fifteen adults led by an alpha male. Though normally docile, many crested barbarians carry an infection akin to VITAS-3, making their bites a deadly hazard.

B	Q	S	C	I	W	E	R
5	4 x 4	4	—	2/3	2	6	3

INIT: 3 + 1D6

Attacks: 4M

Powers: Enhanced Physical Attributes (Strength, once per day, for [Essence ÷ 2]D6 turns), Enhanced Senses (Improved Smell, Low-Light Vision), Fear, Pestilence (Roll 1D6; on a result of 6, the individual possesses this power and carries VITAS-3).



DEVIL RAT

Completely hairless, the nocturnal devil rat grows up to a meter in length (including its tail) and weighs as much as 4 kilograms. Hunting in packs of up to thirty individuals, their prolific breeding rate, combined with their innate immunity to most poisons, makes exterminating them nearly impossible.

B	Q	S	C	I	W	E	R
2	5 x 3	1	5	2/5	3	4Z	5

INIT: 5 + 1D6

Attacks: 4L, -1 Reach

Powers: Animal Control (Mundane Rats), Concealment (Personal), Immunity (Pathogens, Poisons)

Weaknesses: Allergy (Sunlight, Mild)

Notes: There is a 1 in 12 chance (a result of 11 or 12 on a 2D6)



roll) that any given devil rat has the Pestilence power (VITAS-3). Infected rats are generally immune to the virus; they merely act as carriers.

DEVILFISH

This nocturnal, Awakened version of the manta ray can achieve a "wingspan" of 8 meters. Its dorsal surface is black, with white markings on the ventral. Not normally aggressive toward larger creatures, its most distinctive feature is its ability to leap from the water and glide for up to 100 meters.

B	Q	S	C	I	W	E	R
9	3 x 5	10	—	2/3	4	6Z	4

INIT: 4 + 1D6

Attacks: 5M

Powers: Fear, Venom

DOMOVOI

This Spirit of Man manifests as a short, hairy-bodied, bearded humanoid, usually clad in peasant garments or rags. A free-willed servant spirit, it takes up residence in a secluded part of a home—usually a barn, cellar, or attic. At night, it performs such menial services as cleaning and tidying. It also uses its powers to defend its adopted home.

B	Q	S	C	I	W	E	R
F-3	(F-2) x 5	F-5	F	F	F	F/A	F-1

INIT: F + 9 + 1D6

Attacks: (F-1)L, -1 Reach

Powers: Accident (Domain), Concealment (Personal), Enhanced Physical Attributes (Quickness, four times per day, for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision), Fading, Guard, Influence, Materialization, Search, Shadow Cloak

Weaknesses: None

Notes: Roll 2D6 to determine Force. Astral Initiative is F + 20 + 1D6.

DOUR

An Awakened chimpanzee, the dour is short, stocky and muscular, with long arms and a humanlike face. It stands just over a meter tall and weighs 70 kilograms. Largely nocturnal, the dour prefers caverns, caves and abandoned mines, where it uses its acute low-light vision to hunt rats and other rodents. Some live in trees, spending the daylight hours in lairs they dig beneath the roots.

B	Q	S	C	I	W	E	R
5	4 x 3	5	3	2/4	3	5	5

INIT: 5 + 1D6

Attacks: 4M or Humanoid, +1 Reach

Powers: Enhanced Senses (Low-Light Vision)

Weaknesses: Allergy (Sunlight, Nuisance)

DRAGONS

There are several related types of dragons found around the world. They are all large saurian creatures of great intelligence, and they match descriptions of mythological dragons and great serpents from the areas where they are found. What little is known about dragons comes from interviews with the great dragon Dunkelzahn. Most dragons are solitary creatures that avoid unnecessary contact with other beings.

Dragons are incapable of speech, but they are able to communicate telepathically with other beings in their line of sight. This telepathic communication cannot be picked up by sensing devices such as microphones, so dragons who must interact with modern technology sometimes employ human or metahuman "translators" to speak for them over telecoms and trideo cameras. Complete information and descriptions of individual dragons can be found in *Spirits and Dragons*, beginning on p. 268 of SR3.

Common Powers: Astral Armor, Enhanced Senses (Wide-Band Hearing, Low-Light Vision, Thermographic Vision), Hardened Armor

Powers Observed in Individuals: Animal Control (Reptiles), Influence, Innate Spell (Flamethrower), Magical Skills, Noxious Breath, Venom

EASTERN DRAGON

B	Q	S	C	I	W	E	R
14/8	8 x 3	35	9	8	8	(2D6)Z	8

INIT: 8 + 2D6

Attacks: 14D, +2 Reach

FEATHERED SERPENT

B	Q	S	C	I	W	E	R
12/8	6 x 4	30	8	8	8	(2D6)Z	9

INIT: 9 + 2D6

Attacks: 12D, +2 Reach

WESTERN DRAGON

B	Q	S	C	I	W	E	R
15/8	7 x 3	40	8	8	8	(2D6)Z	7

INIT: 7 + 2D6

Attacks: 14D, +3 Reach

GREAT DRAGON

B	Q	S	C	I	W	E	R
+10/12	+3	+10	+5	+5	+5	12Z	+3

INIT: +1D6

Attacks: 16D, +4 Reach

Notes: Attributes preceded by a (+) should be added to the normal Attributes for the great dragon's type. Some great dragons are also known to possess the ability to shapechange into human or metahuman form, as was displayed by President Dunkelzahn. It is unknown whether all dragons or even all great dragons have this ability.



DZOO-NOO-QUA

A troll infected with HMMVV, the dzoo-noo-qua is frequently covered with horns, spikes and bony plates of dermal armor. The average dzoo-noo-qua is just under 3 meters tall and weighs 120 kilograms. Primarily nocturnal, these creatures often live in caves, sewers or abandoned buildings. D zoo-noo-qua are not intelligent, as the viral infection causes the intellect to deteriorate to animal level.

B	Q	S	C	I	W	E	R
9/4	5 x 2	10	1	3/3	4	2D6	4

INIT: 4 + 2D6

Attacks: 7S, +1 Reach

Powers: Enhanced Senses (Thermographic Vision), Essence Drain, Infection, Magical Guard (Self Only), Regeneration. Some also have Magical Skills.

Weaknesses: Allergy (Sunlight, Mild), Essence Loss

EACH-UISGE

This aquatic mammal resembles a horse, standing a meter and a half tall at the shoulder and weighing approximately 385 kilograms. Its body hair is short, save for a flowing mane and tail, usually black. It moves on horselike legs and can walk and run freely on land as well as swim and dive. Though it can clamp onto its victims with its sharp teeth and drag them underwater, it prefers to compel its prey to leap on its back, where its sticky secretions bind the victim in place. The each-uisge then gallops into the water and remains submerged long enough to drown its prey. It then scrapes its back against rocks or the riverbed to dislodge the corpse and devours it.

B	Q	S	C	I	W	E	R
10/1	4 x 6	8	—	2/4	3	6	4

INIT: 4 + 3D6

Attacks: 6S, +1 Reach

Powers: Compulsion, Engulf, Enhanced Senses (Low-Light Vision, Sonar), Movement (Self Only)

Weaknesses: Dietary Requirement (Metahuman Flesh)

Notes: The each-uisge produces adhesive skin secretions. Anyone coming into contact with an each-uisge's skin must win an Opposed Test between their Strength and the each-uisge's Essence to free themselves. Quickness multiplier for swimming is 5.

EKYELEBENLE

These Awakened green mambas grow up to 6 meters long and are native to the savannahs of sub-Saharan Africa. Ekyelebenle are extremely aggressive and will chase anything dwarf-sized or smaller. They spit poison for defense and hunting, and bite multiple times in each attack.

B	Q	S	C	I	W	E	R
5	6 x 2	6	—	1/5	4	6Z	6

INIT: 6 + 3D6

Attacks: 6M

Powers: Enhanced Senses (Smell, Thermographic Vision), Immunity (Poisons, Pathogens), Magical Guard (Self Only), Venom

Notes: A snake that inflicts a Light wound or worse has injected venom. Mamba poison inflicts 5S damage at 5, 10, and 20-minute intervals. The snakes can also spit this poison up to 5 meters. If the spitting ekyelebenle wins an Opposed (Reaction) Test, its opponent is blinded for 2D6 hours ÷ the successes rolled on a Body (5) Test. If the character achieves no successes on this test, the blinding is permanent.

ELEMENTALS

Elementals are embodiments of the four hermetic elements. Each spirit's appearance is peculiar to its element and the nature of the ritual that summoned it, with the size of its material form nearly always indicative of its power. For more information on elementals, consult the *Magic* chapter, beginning on p. 186 of *SR3*. Elementals appear wherever they are summoned, usually near a concentration of the spirit's element. Complete descriptions appear in *Spirits and Dragons*, beginning on p. 266 of *SR3*.

Note that Attacks refers to physical attacks on the physical plane. In astral combat, spirits do (Force)M damage. All elementals have an Astral Initiative of F + 20 + 1D6.

AIR ELEMENTAL

B **Q** **S** **C** **I** **W** **E** **R**
F - 2 (F + 3) x 4 F - 3 F F F (F)A F + 2
INIT: F + 12 + 1D6

Attacks: As Powers

Powers: Engulf, Materialization, Movement, Noxious Breath, Psychokinesis

Weaknesses: An air elemental may be confined by airtight seals; Vulnerability (Earth)

EARTH ELEMENTAL

B **Q** **S** **C** **I** **W** **E** **R**
F + 4 (F - 2) x 2 F + 4 F F F (F)A F - 2
INIT: F + 8 + 1D6

Attacks: (F + 4)S, +1 Reach

Powers: Engulf, Materialization, Movement

Weaknesses: Vulnerability (Air)

FIRE ELEMENTAL

B **Q** **S** **C** **I** **W** **E** **R**
F + 1 (F + 2) x 3 F - 2 F F F (F)A F + 1
INIT: F + 11 + 1D6

Attacks: (F - 2)M

Powers: Engulf, Flame Aura, Guard, Innate Spell (Flamethrower), Materialization

Weaknesses: Vulnerability (Water)

WATER ELEMENTAL

B **Q** **S** **C** **I** **W** **E** **R**
F + 2 F x 2 F F F F (F)A F + 1
INIT: F + 11 + 1D6

Attacks: (F)S Stun

Powers: Engulf, Materialization, Movement

Weaknesses: Vulnerability (Fire)

EMBRACER

Completely hairless, with smooth red skin that has an almost metallic sheen, the embracer stands up to 1.9 meters tall, with approximately the same proportions as the mountain gorilla. The omnivorous embracers are solitary hunters who are constantly hungry and therefore always hunting. Though they have sharp teeth, their most dangerous mode of attack is to grab their prey in a bear hug and squeeze it to death.

B **Q** **S** **C** **I** **W** **E** **R**
8 4 x 3 8 — 2/3 3 6Z 5

INIT: 5 + 1D6

Attacks: 7S, +1 Reach

Powers: Corrosive Secretions, Immunity (Fire), Movement (Decrease)

Weaknesses: Allergy (Cold, Mild)

ENWONTZANE

Enwontzane are nocturnal, arboreal predators related to the sasquatch. They stand nearly 3 meters tall and weigh more than 400 kilograms. They do not carry the HMHV virus. Native to the forests of coastal West Africa, they will feed on anything ork-sized or smaller. They hunt and live in family groups of up to ten and have one infant per year.

B **Q** **S** **C** **I** **W** **E** **R**
8 3 x 4 7 — 2/4 4 6Z 4

INIT: 4 + 1D6

Attacks: 10S, +1 Reach

Powers: Adaptive Coloration

EUROPEAN GARGOYLE

The European gargoyle is a winged humanoid, about 1.5 meters tall and weighing 160 kilograms or more. Its squat, bulky body is covered in dermal ridges and plates which, combined with its dark gray or black skin, give it the look of living stone. It stalks its prey by swooping down on victims from tall buildings and returning to the heights with its prey locked in its taloned hands.

B **Q** **S** **C** **I** **W** **E** **R**
10/9 5 x 3 8 — 2/5 5 6 4

INIT: 4 + 2D6

Attacks: 11S

Powers: Concealment (Personal), Enhanced Physical Attributes (Strength, once per day for [Essence]D6 Combat Turns), Hardened Armor, Noxious Breath

Weaknesses: Allergy (Sunlight, Nuisance), Vulnerability (Iron)

Notes: Quickness multiplier for flying is 4.

EYEKILLER

This large, birdlike creature averages 7 meters long, stands 2.5 meters tall at the shoulder and weighs 200 kilograms. The feathers covering its head are contoured in a sound-conducting pattern, similar to the head feathers of owls, that helps it track its prey. Its feet are tipped with sharp talons, and it can generate an electrical impulse strong enough to stun an average person or cause cardiac arrest in a weak or sickly individual.

B **Q** **S** **C** **I** **W** **E** **R**
7 4 x 3 7 — 3/4 3 6Z 4

INIT: 4 + 1D6

Attacks: 6S

Powers: Enhanced Senses (Low-Light Vision, Hearing), Innate Spell (Lightning Bolt)

FENRIR WOLF

This large wolf stands a meter and a half tall at the shoulder and averages over 2 meters in length. It has shaggy brown fur; well-developed canine teeth; and long, curved claws on its feet. A nocturnal carnivore, it stalks a wide range of prey, including metahumans. Its strength, tenacity, and willingness to attack almost any living creature on sight have made the fenrir wolf the most feared carnivore in Europe.

B	Q	S	C	I	W	E	R
10	5 x 4	9	—	2/5	5	5	4

INIT: 4 + 2D6

Attacks: 10S

Powers: Enhanced Physical Attributes (Strength, twice per day for [Essence x 2D6] Combat Turns), Enhanced Senses (Improved Hearing and Smell, Low-Light Vision), Fear, Magical Guard (Self Only)

FIDEAL

The fideal is a colorless, jellyfish-like creature that can grow as large as half a meter in diameter. Because it has no internal structure, it can assume any shape; for example, it can compress itself into a disk 1 centimeter thick. It has several long, thin tentacles, up to three-quarters of a meter long. The fideal either absorbs its prey by secreting corrosive enzymes or drags it under water with its tentacles until the prey drowns.

B	Q	S	C	I	W	E	R
4	3	3	—	1/3	2	4	4

INIT: 4 + 1D6

Attacks: 3M, +1 Reach

Powers: Corrosive Secretions, Engulf, Enhanced Senses (Motion Detection), Regeneration

Weaknesses: Vulnerability (Fire)

Notes: Movement on land is 1. Due to its lack of coloration, the base target number to see a fideal that is underwater is 10.

FIRE Drake

This large lizard resembles a western dragon, but it has no wings. Though it typically moves on all fours, it can also rear up on its hind legs, balancing with its tail. Its scales range from red-brown on the back to light tan on the belly, and it can breathe fire. A fast and aggressive carnivore, the firedrake will attack anything that enters its hunting area.

B	Q	S	C	I	W	E	R
4	4 x 4	4	—	2/4	3	6Z	5

INIT: 5 + 1D6

Attacks: 6M

Powers: Enhanced Senses (Wide-Band Hearing), Immunity (Fire), Innate Spell (Flamethrower)

FLAME JACKAL

The flame jackal is similar to a wolf with an average body length of 90 centimeters plus a 40-centimeter tail, and it weighs approximately 18 kilograms. It sports red-brown fur, but derives its name from its pyrotechnic ability rather than from its color. A

pack animal, the flame jackal hunts at night in pairs or small groups and will defend the pack's territory even if alone.

B	Q	S	C	I	W	E	R
3	4 x 4	3	—	2/4	2	6	4

INIT: 4 + 1D6

Attacks: 5L

Powers: Flame Aura, Immunity (Fire), Innate Spell (Flamethrower)

FOMORIAN

The fomorian is a troll infected with a strain of the vampiric virus (HMHVV-2). Virally induced body changes include enlarged limbs and the formation of subcutaneous bony "chestnuts" surrounded by acid-secreting glands. Fomorians also have rudimentary gills on the neck, six sharp incisors used to gouge prey, and a shaggy mane of dark brown or black chest hair. Though primarily nocturnal, fomorians will hunt anytime if sufficiently hungry. As with other HMHVV-infected creatures, fomorians' level of intelligence varies widely, from barely above bestial to intellectual brilliance.

B	Q	S	C	I	W	E	R
10/3	4 x 2	11	1	3	4	5	4

INIT: 4 + 1D6

Attacks: 9D, +1 Reach

Powers: Corrosive Secretions, Enhanced Physical Attributes (Strength, three times per day, increased by [Essence + 2] for [Essence]D6 turns), Enhanced Senses (Thermographic Vision), Magical Guard (Self Only), Pestilence (HMHVV-2)

Weaknesses: Allergy (Air Pollution, Moderate; Sunlight, Nuisance)

GABRIEL HOUND

The gabriel hound is an efficient urban predator. It resembles a large dog, standing approximately 1 meter tall at the shoulder. Nocturnal by nature, the gabriel hound is a stealthy animal usually solitary in behavior, although they sometimes travel in packs.

B	Q	S	C	I	W	E	R
3	4 x 4	3	—	2/3	4	5Z	4

INIT: 4 + 2D6

Attacks: 3M

Powers: Compulsion (Immobility), Concealment (Personal), Enhanced Physical Attributes (Strength or Quickness, once each per day, for [Essence]D6 turns), Enhanced Reactions, Enhanced Senses (Thermographic Vision), Movement (Self Only)

Weaknesses: Allergy (Sunlight, Mild)

Notes: The gabriel hound can shapeshift to a limited extent, taking on a humanoid form and face, although it cannot become a full biped or pass close examination.

GARGOYLE

The gargoyle is a winged humanoid, up to 2 meters tall and weighing up to 150 kilograms. Its squat, bulky body and rough, dull gray skin give it the look of living stone. It has a single short horn in the center of its forehead, pronounced canine



teeth and wicked claws on its hands and feet. A pair of batlike wings sprout from the creature's shoulders and some specimens have barbed tails. It stalks its prey by swooping down on victims from tall buildings or mountains and returning to the heights with its prey locked in its talons. Gargoyle flesh calcifies upon death, becoming very much like immobile, brittle stone.

B	Q	S	C	I	W	E	R
10/7	4	8	—	2/4	4	5Z	3

INIT: 3 + 2D6

Attacks: 8S

Powers: Concealment (Personal), Enhanced Physical Attributes (Strength, once per day for 5D6 turns), Hardened Armor, Noxious Breath

Weaknesses: Vulnerability (Ferrous Metals)

Notes: Flying multiplier for males is 4, for females, 3.

GHEDE FLY

This flying insect is 16 centimeters long and weighs 3 grams. Males possess serrated mandibles and a long, slender proboscis, and detect sound through feathered antennae. Females use a hardened proboscis overlaid with chitin platelets and ending in chitinous needles to penetrate their victims' skin and suck blood. Ghede flies live in marshes, swamps, and polluted or stagnant waterways. Females need metahuman blood to mature the eggs they carry within their bodies, and they are aggressive and persistent in hunting prey. They are also known to carry any number of infectious diseases.

B	Q	S	C	I	W	E	R
1/1	7 x 2	0	—	1/5	3	6	5

INIT: 5 + 2D6

Attacks: 4L, -2 Reach

Powers (Males): Confusion, Enhanced Senses (Improved Smell, Sonar, Thermographic Vision), Immunity (Pathogens), Magic Sense, Search, Shadow Cloak

Powers (Females): Essence Drain (Temporary), Immunity (Pathogens), Pestilence

Weaknesses (Females): Dietary Requirement (Metahuman Blood)

Notes: Females use drained Essence to empower boosted Attributes. Only 1 in 6 females have the Pestilence power, which infects victims with VITAS-3. Quickness multiplier for flying is 5.

GHOUL

Ghouls are metahumans infected with the Krieger strain of the Human-Metahuman Vampiric Virus (HMHVV). The virus causes the victim to lose all body hair. The skin becomes a rough, scabrous hide, and the fingers elongate, with the nails hardening into claws. Teeth become sharper and more pronounced, while the eyes develop a white film of cataracts. The transformation often destroys the intellect of the victim, but many ghouls remain quite intelligent.

Ghouls feed on the flesh of metahumans, along with other animals. They tend to hunt in packs of anywhere from six to twenty. They live in isolated areas apart from humans and metahumans, but close enough for them to feed on the dead. Graveyards, mortuaries, and illegal chop shops are common ghoulish haunts.

B	Q	S	C	I	W	E	R
7	5 x 4	6	1	4	5	5Z	4

INIT: 4 + 1D6

Attacks: Humanoid

Powers: Enhanced Senses (Smell, Hearing), Pestilence (Krieger HMHV), Some also have Magical Skills.

Weaknesses: Allergy (Sunlight, Mild), Reduced Senses (Blind, or nearly so)

Notes: West African ghouls, called sasabonsam, have extremely long legs and arms and can run on all fours as easily as on two legs (x 5 running multiplier). Filipino ghouls, known as busaw, exhibit Allergy (Citric Acid, Moderate).



GOBLIN

Goblins are HMMVV-infected dwarfs. Virally induced changes include the loss of almost all body hair and fat; the latter reduces the goblin's body mass to the point that its skeletal structure is clearly visible. Goblin ears are large, long, and slightly pointed. Its favorite food is raw meat, and it prefers the dark recesses of abandoned buildings or underground caverns. As with other HMMVV-afflicted species, most goblins suffer from severely reduced intelligence, though they remain capable of some coherent speech.

A dwarf who becomes infected with HMMVV and turns into a goblin uses its normal Attributes.

B	Q	S	C	I	W	E	R
5	4 x 2	6	—	1/5	5	2D6	4

INIT: 4 + 2D6

Attacks: Humanoid

Powers: Enhanced Senses (Smell, Taste), Essence Drain (Permanent), Immunity (Fire), Infection, Regeneration. Some also have Magical Skills.

Weaknesses: Allergy (Sunlight, Mild), Essence Loss, Vulnerability (Iron)

GOLDEN BOAR

Highly sought after for its magical tusks, the golden boar is a hoofed mammal averaging 2.2 meters in length, standing approximately a meter tall and weighing approximately 170 kilos. Covered in a coat of gray-brown fur, overlaid with red-brown hair, this omnivore is almost exclusively found in dense forests. It shows aggressiveness only when mating or protecting its young.

B	Q	S	C	I	W	E	R
6/1	4 x 5	8	—	2/5	6	6Z	4

INIT: 4 + 2D6

Attacks: 6M

Powers: Concealment (Personal), Enhanced Physical Attributes (Quickness, once per day, for [Essence]D6 turns), Magical Guard (Self Only), Regeneration

Notes: Each tusk of a golden boar may be used as the equivalent of 1 unit of material for enchanting that does not require refinement and counts as a virgin tesma. Reduce all target numbers for enchanting by 1 if using a golden boar tusk in the operation, and reduce all base times by 20 percent or by a minimum of 1 step (1 day and so on), rounding fractions down. The tusk must be suitable material for the object desired by the enchanter (determined by the gamemaster); it works fine as a spell focus but can only be used to make a magical weapon equivalent to a dagger. The tusk of a female is equivalent to half a male boar's tusk, so a magician must use two to gain the advantages described above. Female tusks are too small to be enchanted as magical weapons.

GOMATIA

These Awakened chameleons grow to the size of a Doberman, and their magical camouflage makes them even harder to detect than their non-Awakened cousins. They have

large, rotating eyes; prehensile tails and toes; and a long, sticky tongue that reaches three times the lizard's body length. Variants are found in rain forests all over Africa, Madagascar and India. Gomatia are diurnal ambush-hunters that feed primarily on birds and Awakened insects, but they will eat anything up to the size of a house cat. They are stupid and will attack something many times that size if it smells like prey (insect spirits, for example). They breed once a year and bear ten to twenty-five live young. Gomatia pose little danger to metahumans, though they may attack infants. They are sold as pets and are becoming a common security paranimal.

B	Q	S	C	I	W	E	R
6	3 x 1	6	—	2/6	3	6Z	3

INIT: 3 + 3D6

Attacks: 6M

Powers: Adaptive Coloration, Enhanced Senses (Smell, 360° vision), Immunity (Poisons)

Notes: The gomatia may attack with its tongue, doing 6L Stun and taking a Free Action to drag what it grasps to its mouth. An Opposed Strength Test is required to break the gomatia's grasp.

GORGON

The gorgon is an amphibious dracoform, approximately 8 meters long, with powerful limbs and a ruff of loose skin around the throat. Its feet are webbed and clawed, and a ridge of spines runs down its back. A ring of snakelike appendages, each roughly 18 inches long and ending in small spheres, springs from the crown of its head. Gorgons lack wings but have well-concealed gills along the neck. They appear to be carnivores and are known to hunt metahumans.

B	Q	S	C	I	W	E	R
11/2	4 x 4	10	—	2/4	4	6Z	4

INIT: 4 + 1D6

Attacks: 8D, +1 Reach

Powers: Innate Spell (Lightning Bolt, Petrify), Noxious Breath, Paralyzing Touch, Petrifying Gaze, Venom, Weather Control

Weaknesses: Dietary Requirement (Heavy Petroleum Oils)

Notes: Quickness multiplier for swimming is 5.

GREATER UNICORN

The greater unicorn is larger and less delicate-looking than the standard unicorn, with a thick mane and pink-tinged hooves. Its single horn is short and thick, and its eyes have a golden cast. The greater unicorn can grow as tall as a meter and a half at the shoulder. Many shamans consider this creature's horn ideal for making fetishes or spell foci for dealing with poisons and pathogens, which has prompted a sizable poaching industry.

B	Q	S	C	I	W	E	R
8	4 x 5	8	4	3/4	4	6Z	5

INIT: 5 + 2D6

Attacks: 8M, +1 Reach

Powers: Empathy, Enhanced Physical Attributes (Quickness), Immunity (Pathogens, Poisons), Magical Guard (Self Only), Search

GRIFFIN

Part eagle and part lion in appearance, this large, winged beast has golden-brown feathers covering its wings and foreparts, with lightly furred hindquarters. From head to tail, the average griffin is more than 4 meters long, with a 7 meter wingspan. Its forelimbs are scaled and end in four toes, each tipped with a sharp talon. Its hooked beak is generally bright yellow or red.

B	Q	S	C	I	W	E	R
9/3	7 x 2	9	—	3/5	4	7Z	6

INIT: 6 + 1D6

Attacks: 9S, +1 Reach

Notes: Movement multiplier for flying is 5.

HARPY

This flying mammal stands just over a meter tall, with a meter-long tail, batlike wings, and fur. Its natural expression resembles that of a human face distorted with rage. All specimens encountered to date have been female. It eats carrion, and is believed to carry disease.

B	Q	S	C	I	W	E	R
4	8 x 2	4	—	2/3	2	4Z	5

INIT: 5 + 1D6

Attacks: 4M

Powers: Pestilence

Notes: Movement multiplier while flying is 6.

HELL HOUND

The hell hound is a coal-black dog with red-rimmed eyes, standing 0.9 meters at the shoulder and weighing more than 80 kilograms. An efficient predator, the hell hound hunts in well-coordinated packs but rarely takes on anything larger than itself. Rumors abound that it can breathe fire.

B	Q	S	C	I	W	E	R
4	4 x 4	5	—	3/4	3	6Z	6

INIT: 6 + 3D6

Attacks: 7M

Powers: Enhanced Senses (Hearing and Smell, Low-Light Vision), Immunity (Fire), Innate Spell (Flamethrower)

HUMPED HORSE

The humped horse has spread throughout Siberia, eastern Russia and Mongolia since the Awakening. Its durability and magical abilities make it the preferred horse for many tribesmen, though it is difficult to train. The horse has two raised humps on its back, similar to a camel.

B	Q	S	C	I	W	E	R
8	6 x 6	6	3	4/4	4	6	5

INIT: 5 + 2D6

Attacks: 6S

Powers: Adaptive Coloration, Animal Control (Equines), Binding, Guard, Movement (Self Only)



HYDRA WYRM

This gigantic aquatic lizard has nine heads and necks and weighs an average of 1.4 metric tons. The color of its body scales ranges from dirty olive-green with a yellow underbelly to green-gray all over. Chitinous scales, blue-black or blue-green, dot its forelimbs. Each head is just over half a meter long, with a spiny ridge along the top of the skull and thirty-six long teeth. Its rear limbs are paddle-shaped flippers; its forelimbs are lizardlike, with webbed feet and long, sharp claws.

B	Q	S	C	I	W	E	R
12/8	3 x 4	9	—	1/3	3	6	3

INIT: 3 + 1D6

Attacks: 10M, +2 Reach

Notes: 1D6 heads can attack with the same Complex Action (no more than two heads per target). Quickness multiplier for swimming is 7. Some may have certain powers, such as Dispelling, Fear, Innate Spell (Flamethrower), Magical Skills, Regeneration or Venom at the gamemaster's discretion.

ICEDRAKE

The ic Drake resembles a western dragon, but it has no wings. It can grow as long as 1.5 meters. Like its cousin the firedrake, the ic Drake moves on all fours, but it can also balance on its rear limbs and tail. An aggressive and fearless hunter, the ic Drake will attack larger creatures without hesitation. It protects itself by emanating an aura of cold, intense enough to damage any creature foolish enough to come near.

B	Q	S	C	I	W	E	R
4	4 x 4	4	—	2/3	3	6Z	5

INIT: 5 + 1D6

Attacks: 6M

Powers: Cold Aura, Enhanced Senses (Vision), Immunity (Cold)

Weaknesses: Allergy (Fire, Mild)

IMPERIAL EAGLE

This large bird of prey has an average wingspan of just under 4 meters and weighs 24 kilograms. It tears its food apart with its large, curved beak and holds its prey in wicked talons. It appears to have limited weather-control ability, which it uses to hold off bad weather when hunting is vital.

B	Q	S	C	I	W	E	R
3	5 x 3	3	4	2/4	6	6	4

INIT: 4 + 3D6

Attacks: 5M

Powers: Empathy, Enhanced Senses (Depth Perception), Immunity (Fire), Influence, Magical Guard (Self Only), Search, Weather Control

Weaknesses: Vulnerability (Poison)

Notes: Quickness multiplier for flying is 7.

INCUBUS

The Incubus is a nocturnal urban predator that resembles a large, land-dwelling octopus. Its soft body grows up to a meter

long, and the span of its tentacles (from tip to tip, of its diameter) can exceed 3.2 meters. With the ability to read its prey's mind, the incubus can cast an Innate Spell (Phantasm) that perfectly matches the prey's innermost desires, mesmerizing the prey while it closes in for the kill.

B	Q	S	C	I	W	E	R
6	2 x 2	9	3	3/5	4	6Z	4

INIT: 4 + 1D6

Attacks: 5S, +1 Reach

Powers: Desire Reflection, Enhanced Senses (Low-Light Vision), Innate Spell (Phantasm)

Weaknesses: Allergy (Sunlight, Moderate)

JAUCHEKAER

This large, winged beetle is 80 centimeters long; the male sports enlarged, antlerlike jaws about 40 centimeters long. The jauchekaer's body is black, with dark brown front wings and reddish-yellow hind wings whose span covers more than a meter. A scavenger, it consumes carrion and toxic wastes.

B	Q	S	C	I	W	E	R
3/2	3 x 3	2	—	1/3	3	6	2

INIT: 2 + 1D6

Attacks: 3L/4M

Powers: Immunity (Pathogens, Poisons), Venom

Notes: Males use Damage Code 4M, females 3L.

JUGGERNAUT

The juggernaut is a giant variation of the common armadillo that reaches lengths of 14 meters or more. An aggressive hunter, the juggernaut prefers live prey, though it can subsist on almost any substance from plants to animals to rock to scrap metal. Its immense size, as well as the jointed armor that covers its body, makes the juggernaut tough to kill.

B	Q	S	C	I	W	E	R
15/8	4 x 3	42	—	1/3	9	7	4

INIT: 4 + 1D6

Attacks: 10D

Powers: Enhanced Physical Attributes (Quickness, once each per day, for [Essence x 2]D6 turns), Enhanced Senses (Hearing and Smell, Motion Detection), Fear, Hardened Armor, Immunity (Cold, Fire, Pathogens, Poisons)

KING FROST

King Frost (sometimes called Crackle Frost or just Frost) is a solitary, mischievous and sometimes malevolent prankster spirit creature. It has been reported as appearing in several forms, though this has not yet been verified and these different forms may in fact be separate spirit types. Such forms have included whirling snow, a man made of ice and a pale white woman. The spirit often makes a crackling noise, like breaking ice, when using its powers.

B	Q	S	C	I	W	E	R
F	F x 3	F - 3	F - 2	F	F	(2D6)A	F

INIT: F + 10 + 1D6

Attacks: (F)S

Powers: Accident, Cold Aura, Engulf, Immunity (Cold, Normal Weapons, Pathogens, Poisons), Magical Guard (Self Only), Materialization, Movement, Petrifying Gaze, Silence

Weaknesses: Vulnerability (Fire)

Notes: Roll 2D6 to determine Force. Astral Initiative is F + 20 + 1D6.

KLUDDE

This shapeshifting beast can take avian, canine or feline form. The avian form resembles a large raven, the feline form a black house cat. The canine form is just under 2 meters from nose to tail, with thick neck and tail fur, and a pair of vestigial leathery wings. All three forms have reddish eyes, are primarily nocturnal, and have been known to attack humans and metahumans.

Powers: Blindness, Desire Reflection, Fear (Canine Form Only), Hypnotic Song (Avian Form Only), Magic Sense, Magical Guard (Self Only), Psychokinesis

Weaknesses: Allergy (Sunlight, Nuisance)

Notes: Quickness multiplier for flying in avian form is 6.

B	Q	S	C	I	W	E	R
3	6 x 3	2	—	2/4	6	7Z	4

INIT: 4 + 3D6
Attacks: 6L, -1 Reach

B	Q	S	C	I	W	E	R
6	6 x 6	4	—	2/4	6	7Z	4

INIT: 4 + 3D6
Attacks: 5M

B	Q	S	C	I	W	E	R
5	6 x 4	2	—	2/4	6	7Z	4

INIT: 4 + 3D6
Attacks: 4L, -1 Reach

KNOCKER

The knocker is a short, apelike humanoid with powerful arm and shoulder muscles. It is subterranean and constantly active. Miners by nature, knockers tunnel through caves or abandoned mines and frequently excavate new mines. They use their magical powers as well as physical force to drive off intruders.

B	Q	S	C	I	W	E	R
4	3 x 3	4	2	3/5	6	6	3

INIT: 3 + 1D6
Attacks: 6L, -1 Reach

Powers: Accident, Enhanced Physical Attributes (Strength and Body, four times per day each for [Essence x Essence] turns), Enhanced Senses (Low-Light Vision, Thermographic Vision), Fading, Glamour (use [3 x Essence] ÷ 2 for target number for Resistance Tests to negate effect), Immunity (Control), Magic Sense, Magical Guard (Self Only), Masking

Weaknesses: Allergy (Sunlight, Moderate)

KRAKEN

This sea creature resembles a giant squid, with an average total length of 25 meters. Two of its twelve tentacles are elongated and end in fleshy oval pads; those tentacles measure 40 meters, 10 meters longer than the others. It can change color to a limited extent; its natural coloring is white, with dark blue or dark brown mottling.

B	Q	S	C	I	W	E	R
12/3	5 x 3	20	—	2/3	6	6Z	7

INIT: 7 + 1D6
Attacks: 12D, +2 Reach

LAMBTON LIZARD

This Awakened salamander can grow larger than 6 meters in length and is covered with a natural armor of overlapping dermal bone plates. Though a slow mover on land, it is swift for its size in water. The catfish-like "whiskers" around its mouth secrete a substance that causes temporary paralysis.

B	Q	S	C	I	W	E	R
7/2	4 x 2	5	—	1/4	3	5	3

INIT: 3 + 1D6
Attacks: 4S, +1 Reach
Powers: Paralyzing Touch

Notes: The lambton lizard can also spray the paralyzing substance out to a maximum of 3 meters. Treat as a Ranged Combat attack. Unless the attack is completely dodged, it affects the victim as the Paralyzing Touch power. Swimming multiplier is 4.

LESHY

These humanoids often appear plantlike, an impression given by their leaf-and-moss garments, rough skin, and green-tinged hair. They average 1.5 meters tall, with short tails. Known for their magical ability, leshy are frequently shamans and show an affinity for forest spirits. Highly territorial, they often set traps for the unwary passing through their home grounds.

B	Q	S	C	I	W	E	R
3	4 x 4	3	4	3	3	8Z	3

INIT: 3 + 2D6
Attacks: Humanoid
Powers: Confusion; many have Magical Skills. Leshy gain +1 die for dealing with forest spirits.

LESSER THUNDERBIRD

A day creature, the lesser thunderbird resembles a red-brown eagle but has a wingspan of up to 3 meters. Able to generate and project an electrical field for defense, the lesser thunderbird relishes the static-charged air of electrical storms.

B	Q	S	C	I	W	E	R
3	6 x 2	3	—	2/5	3	6Z	6

INIT: 6 + 1D6
Attacks: 3L

Powers: Enhanced Senses (Low-Light Vision), Innate Spell (Lightning Bolt), Weather Control (Electrical Storms)

Notes: Flying multiplier is 4. The thunderbird's Lightning Bolt causes a secondary effect of electrical overload and can affect any electronic equipment in the area. For all the Objects in the area of the spell, the gamemaster rolls 2D6 against the Objects Resistance Rating minus 1 (see p. 182 of SR3). If the spell has a Damage Code of Light, no electronic equipment would be affected. If the 2D6 roll is higher than the Object Resistance Rating, the electronic equipment shorts out and permanently loses one rating level. If the rating of the piece of gear is 1, then the gear is destroyed forever. A decker using a cyberdeck affected by this secondary effect is immediately dumped. The deck also loses one MPCP Rating. The gamemaster decides what program is affected. This effect can also affect cyberware. Make only one roll per character with cyberware. If any successes result, roll randomly to see which piece of cyberware is damaged.

At the moment of its death, the creature's body explodes, inflicting 6L damage on anyone within 3 meters.

LEVIATHAN

This carnivorous whale reaches an average length of 20 meters; it resembles a killer whale, but with a broader and flatter body. An aggressive predator, it feeds on smaller whales and other marine mammals and can remain underwater for up to an hour without surfacing for air.

B	Q	S	C	I	W	E	R
11/2	5 x 3	10	—	2/4	3	6	5

INIT: 5 + 1D6
Attacks: 10D
Powers: Enhanced Senses (Sonar), Mimicry

LOUP-GAROU

The loup-garou is a human infected with a strain of the Human-Metahuman Vampiric Virus (HMHVV-2). The virus alters the host considerably: short gray-black fur covers the body, the canines become pronounced, the lips draw back from the teeth, and fingernails harden into claws. The loup garou is barely intelligent, but has an animal cunning. It lives as a scavenger most of the time, save for a peak period of four to six days out of every twenty-eight when it becomes a ravening monster, attacking and killing any creature it can.

B	Q	S	C	I	W	E	R
4 (6)	4 x 4	7 (9)	—	3/4	4	5	4 (6)

INIT: 4(6) + 1D6 + (3D6)
Attacks: 7M (9M)
Powers: Enhanced Physical Attributes (Strength, once per day, for [Essence]D6 turns, Enhanced Senses (Thermographic Vision), Pestilence (HMHVV-2)
Weaknesses: Allergy (Sunlight, Moderate), Allergy (Aconite or Horseradish, Moderate)
Notes: Statistics in parentheses are for the creature at the peak of its cycle.

MAMI WATA

Mami wata are West African mermaids domesticated by Ewe pirates, whose selective breeding has produced a slightly faster and smarter variant. Mami wata grow up to 1.5 meters long.

B	Q	S	C	I	W	E	R
4	6 x 4	6	—	3/5	3	6	5

INIT: 5 + 1D6
Attacks: 6S
Powers: Enhanced Physical Attributes (Quickness, once per day, for [Essence x 2]D6 turns), Enhanced Senses (Hearing)
Weaknesses: Dietary Requirement (Alcohol)

MAN-OF-THE-WOODS

This rare forest spirit usually appears as a slender human man or woman clad as a tribal shaman. It has also appeared as a deep patch of shadow, a walking tree, and a talking woodland animal. When assensed, the man-of-the-woods appears as a flickering, shimmering humanoid. More free-willed than the average nature spirit, they can leave their own domains but cannot exercise their powers outside their territory.

B	Q	S	C	I	W	E	R
F + 5	(F+1) x 2	F + 2	F	F	F	F/A	F

INIT: F + 10 + 1D6
Attacks: (F)S
Powers: Accident (Domain), Concealment (Domain), Confusion (Domain), Fear (Domain), Immunity (Normal Weapons), Magical Guard, Materialization, Movement, Weather Control
Notes: Roll 2D6 to determine Force. Astral Initiative is F + 20 + 1D6.

MARTICHORAS

The martichoras is an aggressive carnivore that grows to a length of 2.2 meters and a height of 1.1 meters at the shoulder. Resembling a lion, it has longer fur and a wider mouth with multiple rows of teeth as well as a bunch of porcupinelike spines that grow from the tip of its tail. Very fast, it prefers to run its prey to ground instead of lurking in ambush.

B	Q	S	C	I	W	E	R
8	6 x 4	8	—	3/4	3	6	6

INIT: 6 + 1D6
Attacks: 7S, +1 Reach
Powers: Enhanced Senses (Low-Light Vision), Venom
Weaknesses: Allergy (Pollution, Mild)

MEISTERSINGER

This Awakened humpback whale averages 26 meters in length and weighs up to 55 metric tons. It has elongated tail flukes and seven to twelve small dorsal humps in place of the usual dorsal fin. Most meistersingers are magically active.

B	Q	S	C	I	W	E	R
20/2	5 x 5	14	8	6	6	9Z	6

INIT: 6 + 3D6

Attacks: 15D, +1 Reach

Powers: Animal Control (Fish, Aquatic Mammals), Compulsion, Empathy, Engulf, Enhanced Senses (Sonar), Fear, Immunity (Normal Weapons), Influence, Magic Sense, Search, Sonic Projection

Weaknesses: Dietary Requirement (Krill)

MERMAID

This marine mammal resembles a sea lion with humanlike arms and a shock of long, dark head hair. It has four claw-tipped fingers but no opposable thumb. Mermaids can reach lengths of more than 2 meters and weights of up to 350 kilograms. A fast-moving predator, the mermaid catches and rends its prey using its strong hands and talons.

B	Q	S	C	I	W	E	R
4	6 x 4	6	—	2/4	3	6	4

INIT: 4 + 1D6

Attacks: 6S

Powers: Enhanced Physical Attributes (Quickness, once per day, for [Essence]D6 turns), Enhanced Senses (Hearing)

Weaknesses: Dietary Requirement (Mercury)

MERROW

With its humanoid upper body, tapering torso, and slender but strong tail, the merrow vaguely resembles the mermaids of classic fairy tales. Its long forelimbs end in three-fingered hands with opposable thumbs. A long mane covers its neck, and a series of extended spinal vertebrae runs the length of the torso. Despite the dermal bone that armors its lower body, the merrow's tail is remarkably flexible. They are known to use simple tools and may have human-level intelligence.

B	Q	S	C	I	W	E	R
5	7 x 4	7	3	3	3	6Z	5

INIT: 5 + 1D6

Attacks: Humanoid

Powers: Some have Magical Skills.

NAGA

The naga is a large serpent 10 meters long, but with an enlarged, blunt head. Coloration varies but is almost always a multicolored pattern that fades toward the pale underbelly. Naga become inactive in periods of extreme heat or cold. They eat small mammals and live in rocky crevices or human-built structures. Normally solitary, nagas may be found in groups of up to two dozen. The longest-lived specimen in captivity is 32 years old.

Nagas are far more intelligent than most reptiles. They can learn various behaviors ranging from verbal and somatic cues to sophisticated activities in a very short time. Many paranaturalist and Awakened-rights groups maintain that nagas are sentient. Their ability to cast spells tends to support this claim. Highly territorial, nagas are frequently used as guards in security details.

B	Q	S	C	I	W	E	R
5/1	2 x 3	6	3	3	4	8Z	4

INIT: 4 + 1D6

Attacks: 5M, -1 Reach

Powers: Guard, Magical Skills (Sorcery), Venom

MERLIN HAWK

A medium-sized member of the falcon family, the merlin hawk measures approximately half a meter in length and weighs 4 kilograms. Preying on rodents, the merlin hawk is territorial and uses its extraordinary speed to pursue all other birds of prey in its territory. Though magically active, it rarely uses its powers to harm unless severely provoked.

B	Q	S	C	I	W	E	R
1	7 x 3	1	5	4/8	4	7Z	6

INIT: 6 + 3D6

Attacks: 1L, -1 Reach

Powers: Animal Control (Avians), Magical Skills

Weaknesses: Vulnerability (Willow-Wood Weapons, Poisons)

Notes: Merlin hawks are magically active, using detection, illusion and manipulation spells. They usually have ratings in the following ranges: Magic Attribute, 5 + 1D6; Sorcery Skill, 4 + 1D6; Conjuring Skill, 4 + 1D6 (air elementals only).

Quickness multiplier for flying is 8. Merlin hawks can detect the Essence Ratings of creatures within a range of (Essence) miles, and they respond negatively to creatures with unusually low Essence (due to cyberware implants, vampiric drain and so on).

NATURE SPIRITS

Nature spirits are the embodied forces of nature and of place; they are spirits of the shamanic tradition. There are four classes of nature spirits: Spirits of the Land (forest, mountain, desert, prairie), Spirits of the Waters (sea, lake, river, swamp), Spirits of the Sky (storm, mist), and Spirits of Man (city, field, hearth).

Nature spirits rarely appear in any fixed form. When they do materialize, it is often in a form that reflects their home terrain. If conjured by a shaman of great power, these spirits may appear in a shape somewhat like their summoner, but composed of the matter of their home terrain. Spirits of Man are the major exception, as they usually assume humanoid form. Ancient legends of "brownies" and "faerie folk" may be based on these spirits' material forms.

Nature spirits can only exist in their home domain. They cannot be summoned anywhere else, nor will they leave their home. Thus, a sea spirit cannot move onto land, a prairie spirit will not enter a forest, and so on.

Note that Attacks refers to physical attacks on the physical plane. In astral combat, spirits do (Force)M damage. Astral Initiative is $F + 20 + 1D6$ for all spirits. For more information on nature spirits, see the *Magic* chapter, p. 184 and *Spirits and Dragons*, p. 266, both in *SR3*.

SPIRITS OF MAN

B	Q	S	C	I	W	E	R
$F + 1$	$(F + 2) \times 3$	$F - 2$	F	F	F	$(F)A$	$F + 1$

INIT: $F + 11 + 1D6$

Attacks: $(F - 2)M$

City Spirit Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization, Search

Field Spirit Powers: Accident, Concealment, Guard, Materialization, Search

Hearth Spirit Powers: Accident, Concealment, Confusion, Guard, Materialization, Search

SPIRITS OF THE LAND

B	Q	S	C	I	W	E	R
$F + 4$	$(F - 2) \times 2$	$F + 4$	F	F	F	$(F)A$	$F - 2$

INIT: $F + 8 + 1D6$

Attacks: $(F + 4)S$

Desert Spirit Powers: Concealment, Guard, Materialization, Movement, Search

Forest Spirit Powers: Accident, Concealment, Confusion, Fear, Guard, Materialization

Mountain Spirit Powers: Accident, Concealment, Guard, Materialization, Movement, Search

Prairie Spirit Powers: Accident, Concealment, Guard, Materialization, Movement, Search

SPIRITS OF THE SKY

B	Q	S	C	I	W	E	R
$F - 2$	$(F + 3) \times 4$	$F - 3$	F	F	F	$(F)A$	$F + 2$

INIT: $F + 12 + 1D6$

Attacks: $(F - 3)M$ Stun

Mist Spirit Powers: Accident, Concealment, Confusion, Guard, Materialization, Movement

Storm Spirit Powers: Concealment, Confusion, Fear, Materialization, Innate Spell (Lightning Bolt)

Wind Spirit Powers: Accident, Confusion, Guard, Materialization, Movement, Search

Note: Wind spirits may only attack with powers, not physically.

SPIRITS OF THE WATERS

B	Q	S	C	I	W	E	R
$F + 2$	$F \times 2$	F	F	F	F	$(F)A$	$F - 1$

INIT: $F + 9 + 1D6$

Attacks: $(F)S$ Stun

Lake Spirit Powers: Accident, Engulf, Fear, Guard, Materialization, Movement, Search

River Spirit Powers: Accident, Concealment, Engulf, Fear, Guard, Materialization, Movement, Search

Sea Spirit Powers: Accident, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search

Swamp Spirit Powers: Accident, Binding, Concealment, Confusion, Engulf, Fear, Guard, Materialization, Movement, Search



NIMUE'S SALAMANDER

Mainly a land dweller, this small, tailed amphibian measures 15 centimeters, plus a 10-centimeter tail, and weighs .15 kilograms. It is black with an irregular yellow patch between its eyes, a yellow streak on its underbelly, and wide orange stripes running along its side and the dorsal surface of its tail. Nimue's salamander is in increasing use as a guard animal.

B	Q	S	C	I	W	E	R
1	3×2	0	—	$1/2$	2	6Z	2

INIT: 2 + 1D6

Attacks: 1L, -2 Reach

Powers: Magic Sense

Weaknesses: Vulnerability (Poisons)

Notes: Nimue's salamander also uses a special Magical Drain power: if a magician casts a spell within Essence x 2 meters of the salamander, the creature makes an Opposed Test pitting its Essence against the spellcaster's Magic Rating. If the salamander wins, reduce the spell's Force Rating by the number of net successes (the casting magician suffers Drain at the spell's full Force Rating). The salamander may then use the energy it absorbed from the spell to increase any of the following powers for 1D6 hours: Enhanced Physical Attributes (any), Magical Guard (Self Only), or Movement (Self Only). If the salamander increases all these powers, it can still drain spells, but additional drain does not provide additional increases.

NOMAD

A mental parasite, the nomad is an astral being that "possesses" victims, forcing them into a homicidal rage. Once the victim kills, the nomad feeds off the dying creature's Essence. It appears on the physical plane only when attacking, materializing as an amorphous patch of darkness about half a meter across. When assensed on the astral plane, the nomad appears as an amoeboid creature of impenetrable blackness, roughly 1.5 meters across.

B **Q** **S** **C** **I** **W** **E** **R**
F-3 (F-6) x 3 — F-3 F-3 F-3 (7 + 2D6)A F-4

INIT: F + 6 + 1D6

Attacks: Special

Powers: Compulsion (Special: Homicidal Mania), Essence Drain (Modified), Immunity (Normal Weapons), Materialization, Possession

Notes: To attempt possession, the nomad must be at melee range. Make an Opposed Test using the nomad's Essence and the victim's Willpower Rating. For each net success that the nomad achieves, apply 1 point of damage to the victim's Mental Condition Monitor. When all spaces have been filled in, the character does not fall unconscious; instead, he or she is possessed by the nomad.

Every 2D6 hours, the nomad makes an Opposed Test as above. If the nomad wins, the host flies into a homicidal rage, attacking the nearest creature(s) in the most effective manner. As the nomad's host kills other creatures, the nomad absorbs their Essence in a manner similar to the Essence Drain power. When the nomad reaches a total Essence Rating of 18, it splits into two nomads, each with an Essence Rating of 9.

If a nomad host is prevented from killing while in a homicidal rage, the rage continues for 2D6 minutes, after which the host returns (apparently) to normal. Nomad hosts can cast spells while affected by homicidal mania, but add +1 to all target numbers to reflect the distracting effects of the rage. Force = Essence, Minimum Essence is 9, there is no Maximum. Gamemaster may roll any number of dice for Essence, recommended is 2D6. Astral Initiative is F + 20 + 1D6.

NOSFERATU

Nosferatu are humans infected with the Bruckner-Langer strain of HMHV. Like vampires, they consume blood to live but need significantly less. They share vampires' allergy to sunlight and are almost exclusively nocturnal. They also share the ability to create minions, though few of them bother to do so. Highly intelligent and more rational than the average vampire, nosferatu are frequently able to outthink their enemies.

B **Q** **S** **C** **I** **W** **E** **R**
4 3 x 5 4 5 5 5 (5 + 2D6)Z 4

INIT: 4 + 1D6

Attacks: Humanoid

Powers: Compulsion, Enhanced Physical Attributes (Body and Strength, twice per day each, for [Essence]D6 turns), Enhanced Senses (Improved Hearing, Low-Light Vision, Thermographic Vision), Essence Drain (Permanent and Temporary), Fear, Immunity (Age, Pathogens, Poisons), Infection, Influence, Magical Skills, Regeneration

Weaknesses: Allergy (Sunlight, Severe), Essence Loss (1 point per 1D6 + 1 months)

Notes: Nosferatu begin as characters, so they retain most of the characters' Attributes. The Attributes listed are the minimum Attributes a nosferatu can have (with the exception of Essence, which has a minimum of 7).

NOVA SCORPION

Approximately 1 meter long, the nova scorpion has a gold-colored body and large pincers. Its tail ends in a large stinger. Several species of scorpions inhabit the same area as the nova scorpion, but they are all much smaller and paler with smaller stingers.

B **Q** **S** **C** **I** **W** **E** **R**
5 4 x 4 3 — 3/5 5 6 4

INIT: 4 + 1D6

Attacks: 5M

Powers: Concealment (Self Only), Venom

Notes: The venom's Damage Code is (Essence)D Physical, with an onset time of 1 hour. An antitoxin is available for 150¥ per dose.

NUTRIA

A possum-sized rodent with sharp orange teeth and a vicious disposition, nutria can be found throughout New Orleans and the surrounding area—as common as rats are elsewhere. They usually attack in packs of up to thirty, preying on other animals and even small or helpless humans and metahumans.

B **Q** **S** **C** **I** **W** **E** **R**
1 3 x 3 1 — 1/3 1 6 4

INIT: 4 + 1D6

Attacks: 5L

Powers: Concealment (Self Only), Immunity (Pathogens, Poisons)

Notes: There is a 1 in 6 chance that a nutria has the Pestilence power (VITAS-3).

ORACLE OWL

The oracle owl stands 90 centimeters tall and weighs 6.5 kilograms. Its plumage is mostly light brown, with a patch of white on its chest. The delicate feathers on the edges of its wings make it virtually silent in flight. Its powerful talons and large, hooked beak are perfectly suited for dispatching its prey with a single strike. They defend their territory aggressively, using their powers of influence and animal control to compel other birds of prey in the area to fend off invaders.

B	Q	S	C	I	W	E	R
2	5 x 2	1	4	3/6	3	6Z	5

INIT: 5 + 3D6

Attacks: 5L

Powers: Animal Control (Avians), Empathy, Enhanced Senses (Improved Hearing and Smell, Low-Light Vision, Tactile Sense, Thermographic Vision), Innate Spell (Special), Magic Sense, Magical Guard (Self Only), Search, Silence (Self)

Weaknesses: Vulnerability (Poisons)

Notes: The oracle owl can use any detection spells (gamemaster's discretion) with its Innate Spell power. Quickness multiplier for flying is 6.

PEGASUS

This winged horse stands just under 2 meters at the shoulder and has an average wingspan of 7.5 meters. Most are white or roan-colored; a few are black. Primarily a land creature, the pegasus flies for short bursts of 10 to 20 minutes, generally to escape threats or bypass obstacles. Despite the difficulties of capturing these creatures, there is a sizable illicit market for young pegasi. They cannot interbreed with common horses.

B	Q	S	C	I	W	E	R
9	4 x 6	7	—	2/5	3	6	5

INIT: 5 + 1D6

Attacks: 6S, +1 Reach

Powers: Enhanced Reactions (three times per day for [Essence]D6 turns)

Weaknesses: Dietary Requirement (Citric acid)

Notes: Quickness multiplier for flying is 8.

PERYTON

The peryton is a winged deer, just over a 1.5 meters tall at the shoulder, with an average wingspan of 5.5 meters. Both males and females sport antlers, though the male's set is larger. Unusual for a deer, the peryton has large incisor teeth. Omnivorous, it has been known to hunt down small or injured humans and metahumans. Perytons attack by swooping down on their prey and knocking it over with their antlers. The beast then tears at its victim with its heavy claws and sharp teeth.

B	Q	S	C	I	W	E	R
8	4 x 5	7	—	2/4	3	6	5

INIT: 5 + 2D6

Attacks: 7S, +1 Reach

Powers: Accident, Enhanced Senses (Depth Perception), Silence

Notes: Listed Damage Code refers to antler strike. For stomping or biting attacks, use Damage Code 4S. Quickness multiplier for flying is 7.

PHOENIX

This large bird has a 4-meter wingspan and a 2-meter-long tail, usually a glittering array of azure shades. Its crested head sports gold plumage, and its body feathers are iridescent red and purple. Phoenix feathers are prized in many parts of the world, leading to a growing industry in poaching.

B	Q	S	C	I	W	E	R
3	5 x 4	4	—	2/4	2	6Z	3

INIT: 3 + 1D6

Attacks: 4M

Powers: Flame Aura

PIASMA

This non-territorial carnivore descended from the black bear can reach a height of 1.5 meters at the shoulder, a length of 3 meters, and a weight of more than 600 kilograms. The plasma prefers its prey alive, but it often survives by scavenging the garbage metahumans leave behind.

B	Q	S	C	I	W	E	R
11/2	4 x 5	13	—	2/4	4	6	4

INIT: 4 + 2D6

Attacks: 9D, +1 Reach

Powers: Enhanced Physical Attributes (Strength or Quickness, once per day each, for [Essence x 2D6 turns], Enhanced Reaction, Enhanced Senses (Thermographic Vision, Wide-Band Hearing)

Weaknesses: Allergy (Sunlight, Nuisance)

PROTEAN

In its amorphous form, the protean is a mass of cells (resembling dysentery bacteria) weighing as little as half a kilo and as much as 125 kilograms. It hunts by concealing or disguising itself, luring its prey into range, and then engulfing it and destroying it with corrosive secretions. Proteans can assume the outward form of any creature they have engulfed and absorbed.

B	Q	S	C	I	W	E	R
Sp	3 x 2	Sp	—	0/2	2	4	2

INIT: 2 + 1D6

Attacks: Special

Powers: Adaptive Coloration, Corrosive Secretions, Engulf

Weaknesses: Vulnerability (Alkaline chemical weapons, EM weapons, Hydrophobics, Fire)

Notes: Attributes noted as Sp are determined using the following special rules. Proteans that weigh less than 10 kilos have a Body Rating of 0, 1 for proteans between 10 and 40

kilos, and 2 for proteans massing more than 40 kilos. Proteans massing less than 40 kilos have Strength 0; proteans that weigh more have Strength 1. Engulfed individuals suffer damage as for Water engulf, plus the effects of corrosive secretions. Impact and projectile weapons do not affect the protean. At the gamemaster's discretion, massive and sustained automatic weapon attacks may blast the protean into numerous smaller pieces, which will attempt to reassemble. Use the protean's Quickness Rating to determine how quickly it can accomplish this.

The protean can mimic the form of any creature it has engulfed within a number of minutes equal to 60 divided by the protean's current Essence Rating. The protean adds half the mass of an engulfed creature to its own mass. If this added mass increases the protean's bulk beyond 125 kilograms, it splits into two equal-sized proteans.

QUICKSILVER MONGOOSE

The solitary quicksilver mongoose, a small subtropical relative of European weasels and martens, measures 1.05 meters and weighs 3.5 kilograms. Covered with gray-brown fur, this primarily nocturnal hunter relies on speed, agility and its hypnotic dancing ability to capture its prey.

B	Q	S	C	I	W	E	R
1	7 x 4	1	—	2/5	3	6	5

INIT: 5 + 3D6

Attacks: 3L, -1 Reach

Powers: Accident, Confusion, Desire Reflection, Hypnotic Dance (treat as the Hypnotic Song power except for LOS range), Immunity (Poisons, wholly immune to snake venom; see below), Movement (Self Only)

Weaknesses: Dietary Requirement (Snake Venom and Hepatic Enzymes)

Notes: Increase the Damage Code for the attack to 5D if the target is a snake that the mongoose has successfully hypnotized using its Hypnotic Dance power. Increase the Damage Code to 6S against any other hypnotized target.

ROCKWORM

The rockworm is a pallid, fleshy-looking worm that can reach 2 meters in length, with a mouth full of grinding teeth and

horny plates that vaguely resemble a bit for drilling oil. It burrows into and digests stone, grinding the rock to dust and mixing it with corrosive saliva. If attacked, a rockworm can inflict serious injury with its mouth plates and acidic secretions.

B	Q	S	C	I	W	E	R
2/1	4	2	—	1/2	3	3	2

INIT: 2 + 1D6

Attacks: 2M

Powers: Corrosive Saliva, Immunity (Pathogens, Poisons), Regeneration

Notes: Burrowing multiplier is .25 for soft rock, .125 for hard rock.

SABER-TOOTH CAT

Almost 2 meters long in the body with a 1-meter tail, the saber-tooth cat sports two large, curved fangs that protrude from its upper jaw. These greatly enlarged canine teeth can grow up to 0.25 meter long. Hunting only when hungry, the saber-tooth is fast and powerful.

B	Q	S	C	I	W	E	R
5	5 x 4	5	—	2/4	2	6	4

INIT: 4 + 2D6

Attacks: 5S

Powers: Enhanced Senses (Low-Light Vision, Thermographic Vision)

SALAMANDER

A form of free-roaming fire elemental, this odd creature resembles a fist-sized, swirling ball of flame hovering in mid-air. Salamanders appear to enjoy fire and seem completely unaffected by any form of radiant energy. They dwell primarily on the astral plane and appear to be highly intelligent.

B	Q	S	C	I	W	E	R
F + 1	(F + 2) x 3	F - 2	F	F	F	F/A	F 5

INIT: F + 10 + 1D6

Attacks: (F)S

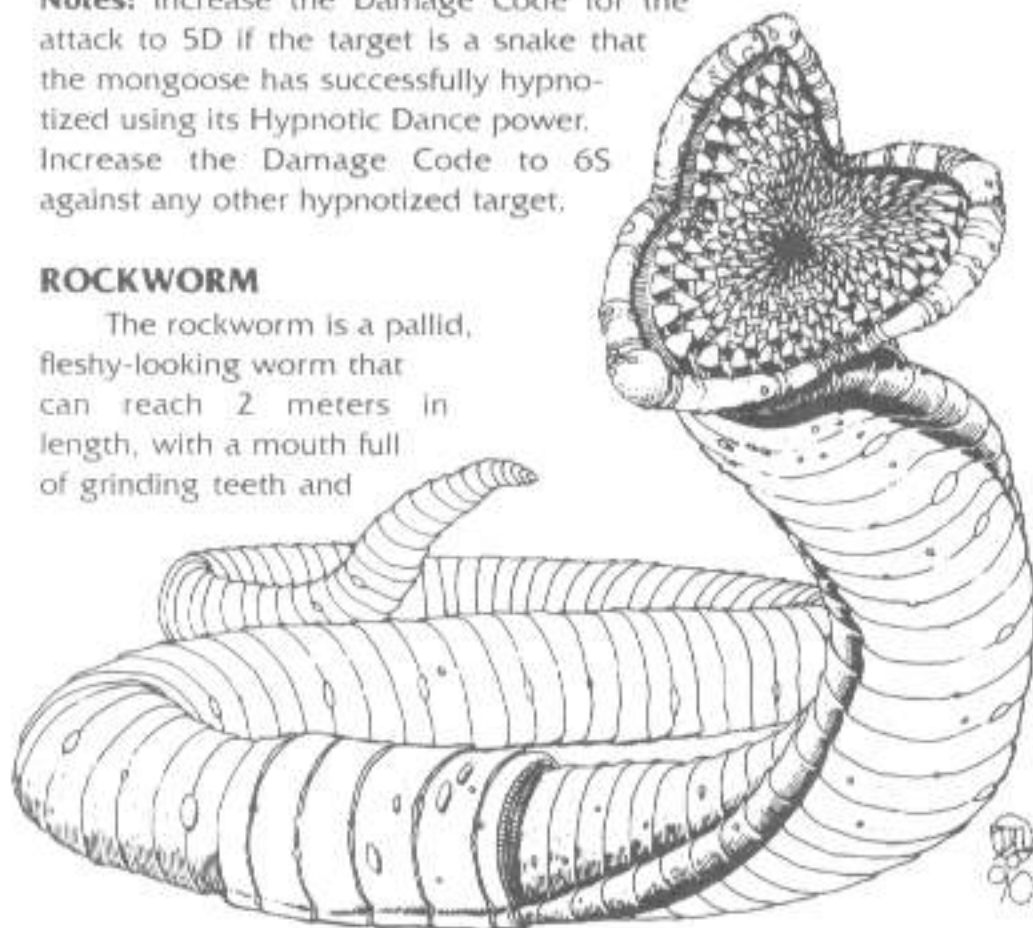
Powers: Engulf, Flame Aura, Immunity (Fire), Innate Spell (Flamethrower), Guard, Magical Guard (Self Only), Materialization, Psychokinesis

Weaknesses: Vulnerability (Water)

Notes: Roll 2D6 to determine Force. Astral Initiative is F + 20 + 1D6.

SASQUATCH

This gigantic humanoid stands almost 3 meters tall and weighs 110 kilograms. It typically has black or dark brown body hair, often silver-tipped among older sasquatches. Curious and peaceful by nature, it fights only when attacked. In 2042, the sasquatch was officially recognized as a sentient species. Sasquatches are best-known for their gift of mimicry; they can imitate a variety of sounds, including the hunting calls of other creatures.



B	Q	S	C	I	W	E	R
8	3 x 4	7	3	3	2	6Z	4

INIT: 4 + 1D6

Attacks: Humanoid, +1 Reach

Powers: Mimicry (Animal Calls). Many also have Magical Skills.

SATYR

This goatlike creature stands just over 1 meter tall and weighs up to 55 kilograms. Both genders have short tails and shaggy hair around the loins, as well as short, hollow horns just in front of their ears; males also possess a short beard and a mane of chest fur. All four of a satyr's limbs end in four-toed hooves, though its forefeet are less hardened. Expert climbers, satyrs can clamber up almost-sheer rock faces. They can also stand and walk erect for short distances.

B	Q	S	C	I	W	E	R
2	4 x 5	2	—	2/4	3	6	3

INIT: 3 + 1D6

Attacks: 5L

Powers: Accident, Concealment (Personal), Enhanced Reactions (three times per day, for [Essence]D6 turns)

Weaknesses: Vulnerability (Poisons)

Notes: Satyrs can detect even trace amounts of pollutants and possess excellent climbing skills.

SCORPYRINE

This scorpionlike arachnid has a sharp, curved stinger with two large venom glands, and its back and claws are covered by black, chitinous plates. A nocturnal carnivore, the scorpyrine usually kills its prey with its powerful claws, stinging only if its prey struggles too long or is significantly larger than the scorpyrine. If provoked to attack by humans or metahumans, the scorpyrine anchors itself to its enemy with its claws and then stings the victim. Its venom is highly acidic and may contain toxins from the scorpyrine's environment.

B	Q	S	C	I	W	E	R
2/1	5 x 2	1	—	1/4	2	6	3

INIT: 3 + 1D6

Attacks: 4L, -1 Reach

Powers: Immunity (Fire), Venom

Notes: Damage Code listed applies to claw attack. Use Damage Code 5S or higher for attacks using the venomous stinger. The scorpyrine can make a simultaneous claw and stinger attack on a single target per Complex Action. First conduct the claw attack; if successful, the scorpyrine has grabbed hold and can make a stinger attack at -2 to the target number. A character can shake loose by making a Quickness (4) Test. If a victim fails to shake loose, the scorpyrine gets -2 to subsequent attacks and increases the Power of its attacks by 2, until the victim gets free. At the gamemaster's discretion, toxic substances can increase the lethality of its natural venom.

SEA LEECH

This huge leech reaches an average size of 10 meters long and 3 meters wide. The number of "mouths" through which it



sucks its victims' blood ranges from one large mouth to as many as ten. Each mouth is made up of strong muscles with which it drains blood and is filled with teeth sharp enough to rip the flesh off a troll with ease. Very few sea leeches resemble each other, and the scientific community has not yet been able to determine all the forms these creatures can take. Of those observed so far, some have tentacles, some have fins, and others look frighteningly like metahumans complete with arms and legs.

B	Q	S	C	I	W	E	R
5 (7)	5 (7) x 2	3 (8)	—	1 (4)	1 (4)	6	2 (8)

INIT: 2 (8) + 1D6

Attacks: 8S

Powers: Engulf (Water), Enhanced Attribute (Strength), Movement (Self)

Weaknesses: Dietary Requirement (Salt), Vulnerability (Fire)

Notes: The Attributes listed represent the minimum, with maximum in parentheses. Once a sea leech has made a successful attack, the victim takes 1 box of Stun damage per Initiative Pass from blood loss. After the leech releases the victim, heavy bleeding continues at the rate of 1 box of Stun damage per Combat Turn until the wound is healed with a successful Biotech (10) Test or a Heal or Treat spell. If a leech dies while sucking on a victim, it remains attached after death. The victim continues to take blood-loss damage as above until the leech is removed and the wound closed.

If a character attempts to pull a victim from the leech, the character must make an Opposed Strength Test against the sea leech. If the test is successful, the victim is freed but takes 2 boxes of Stun damage for blood loss and must also make a Damage Resistance Test against the leech's Strength Attribute. Armor does not apply to this test.

SEA SERPENT

This aquatic lizard has a long tail and neck; a small, crested head; and broad, paddle-shaped flippers. Normally slow-moving, it spends most of its time near the bottom of deep lakes. Though an air breather, it can remain submerged for up to three hours. If provoked, it is large enough to inflict considerable damage on its attacker.

The saltwater serpent is a larger, more streamlined version of its freshwater cousin and grows up to 25 meters long. This aggressive predator has been known to directly attack boats and ships.

Powers: Enhanced Physical Attributes (Quickness, twice per day, for [Essence]D6 turns)

SALTWATER

B	Q	S	C	I	W	E	R
10/2	4 x 4	18	—	1/4	4	6	4

INIT: 4 + 1D6
Attacks: 8S, +1 Reach

FRESHWATER

B	Q	S	C	I	W	E	R
12/1	4 x 3	7	—	1/3	3	6	3

INIT: 3 + 1D6
Attacks: 5S, +1 Reach

SHADOWHOUND

A nocturnal predator that hunts in packs, the shadowhound resembles a huge dog, 1.2 meters tall at the shoulder. Its coat is gray, marked with black patches. It can shift the patches by moving its muscles under the skin, providing it with excellent night camouflage.

B	Q	S	C	I	W	E	R
4	4 x 4	5	—	2/4	3	6	4

INIT: 4 + 3D6
Attacks: 5M

Powers: Enhanced Reactions, Enhanced Senses (Low-Light Vision), Shadow Cloak, Silence

Weaknesses: Allergy (Sunlight, Moderate)

SHAPESHIFTER

Shapeshifters appear as large, well-formed members of an animal species. They have the innate magical ability to assume a human form, which typically retains vestiges of the creature's bestial nature. Viewing a shapeshifter in astral space reveals its true nature.

Contrary to myths, shapeshifters are not influenced by the cycles of the moon, nor are they humans able to turn into animals. They do demonstrate a moderate allergic reaction to sil-



ver. Shapeshifters follow the normal habits of their animal form most of the time (which they seem to prefer over their humanoid form). They are intelligent and capable of learning human languages and customs. Many are also able to learn and use magic.

A shapeshifter lives in its animal form in the wild. In humanoid form, it can often be found as a member of a human community.

Bear: Bear shapeshifters can be found throughout the northern hemisphere. They have excessive body hair in humanoid form and rarely display any magical skills.

Eagle: Eagle shapeshifters are found throughout Europe and North America. They have dark eyes and sharp features in humanoid form and prefer to avoid enclosed spaces. Use of magical skills is common, and eagle shapeshifters are particularly skilled in dealing with sky spirits (+1 die for all tests).

Fox: Fox shapeshifters are found primarily in Japan and China. They retain their fox tails in humanoid form, often covering them with long coats or robes. Magical skills are common among fox shapeshifters, particularly illusion and manipulation spells.

Tiger: Tiger shapeshifters are found in Asia. They are fierce and powerful hunters. Catlike and/or reflective eyes are a common feature in humanoid form. Magical Skill use among them is rare.

Seal: Seal shapeshifters are found in coastal waters worldwide. They display webbed toes (and sometimes fingers) and luxuriant hair in humanoid form. Active use of magic is common for them.

Warek: The warek is a West African leopard shapeshifter, the most common type of shapeshifter found on the continent. Wareks have weaknesses of Allergy (Gold, Severe) and Vulnerability (Gold).

Wolf: Wolf shapeshifters are found throughout the northern hemisphere. In humanoid form they display hairy palms and prominent eyebrows that meet in the middle. Active use of magic is uncommon among wolf shapeshifters.

Human Form

B	Q	S	C	I	W	E	R
5	4 x 5	5	5	3	3	8Z	4

INIT: 4 + 1D6

Attacks: Humanoid

Animal Form

B	Q	S	C	I	W	E	R
A + 2	(A + 1) x (A + 1)	A + 2	5	3	3	8Z	A

INIT: A + 2D6

Attacks: (A + 1)(A)

Powers: Enhanced Physical Attributes (in animal form), Regeneration. Some display Magical Skills

Weaknesses: Allergy (Silver, Moderate), Vulnerability (Silver)

Notes: When a shapeshifter is in animal form, use the normal animal attributes (see p. 19) designated A, and add the modifiers. The only animal shapeshifter types known are those listed above. Some may have individual special abilities.

SHASTA DEER

Shasta deer greatly resemble ordinary mule deer. Adults are about 2 meters long; their color varies from reddish-brown in the summer to bluish-gray in the winter, with a white rump patch and a black-tipped tail. Males have branched antlers, rather than tines extending from a single antler. Fawns are spotted. According to rumor, they have a clear but undefined link with nature spirits; they also appear highly intelligent and seem to remember those who treat them or their fellow wild creatures well. The deer also seems to know if those approaching it are friend or foe.

B	Q	S	C	I	W	E	R
6	8 x 3	6	—	5/8	4	6Z	7

INIT: 7 + 2D6

Attacks: 5M, +1 Reach

Powers: Any given Shasta deer has up to three of the following: Concealment, Empathy, Enhanced Reaction, Fading, Magical Guard, Magical Sense, Magical Skills, Masking, Movement (Self, Running only), and Silence.

Notes: The Shasta deer are mysterious critters. They may even

be spirits of the forest, free spirits, or shapechangers, if the gamemaster desires.

SIBERIAN BEE

Bee-keeping was historically practiced by several Siberian ethnic groups, but the practice had nearly died out when the Awakening mutated a new, larger bee with a preference for electromagnetic fields. These large bees tend to build their hives near transformers, generators and other sources of power. They are able to perform a sort of group-based electrical attack.

B	Q	S	C	I	W	E	R
2	5 x 3	1	—	1/3	2	6	5

INIT: 5 + 2D6

Attacks: 4M

Powers: Enhanced Senses (Electromagnetic), Immunity (Pathogens, Poisons), Innate Spell (Lightning Bolt, see below), Venom

Notes: Quickness multiplier for flying is 5. Ten or more bees may take a Complex Action to launch a single Lightning Bolt innate spell. These bees may not cast again for D6 turns.

SIBERIAN FIREBIRD

A larger, more potent cousin of the North American firebird, the Siberian version has golden feathers that are greatly valued as tesma material. The Siberian variety grows to a larger size (2.5-meter wingspan, 2-meter length), is carnivorous, and displays more Awakened powers. Firebirds have been known to use their Accident and Desire Reflection powers on those who seek to collect their feathers, giving firebird feathers a reputation as cursed in some circles.

B	Q	S	C	I	W	E	R
4	6 x 3	4	—	3/4	3	6Z	6

INIT: 6 + 2D6

Attacks: 8M

Powers: Accident, Desire Reflection, Flame Aura, Immunity (Fire), Movement, Search

SIREN

A ferocious predator that feeds on terrestrial mammals, the siren resembles a small pterodactyl, with a 2.5-meter wingspan. Hunting in flocks, sirens prefer to lair in caves in desolate mountainsides; a single lair will contain one or more small family groups. The siren can emit a high-pitched song to which some have attributed a hypnotic effect that makes the listener draw near.

B	Q	S	C	I	W	E	R
3	8 x 2	4	—	3/5	5	5Z	5

INIT: 5 + 1D6

Attacks: 4M

Powers: Enhanced Senses (Low-Light Vision), Hypnotic Song, Immunity (Pathogens, Poisons)

SPECTER

A specter is a hostile ghost able to affect the physical world to some degree. Specters can manifest like elementals and nature spirits, and they have various paranormal powers at their command. Many specters have some task they wish to see completed, after which they vanish forever. Other specters are driven by an apparent hatred for living things.

B	Q	S	C	I	W	E	R
F + 1	(F + 2) x 3	F - 2	F	F	F	(F)A	F + 1

INIT: F + 11 + 1D6

Attacks: Special

Powers: Immunity (Normal Weapons), Materialization. Other powers vary but may include: Accident, Compulsion, Confusion, Fear, Magical Skills, Noxious Breath, Paralyzing Touch (or Howl) and Psychokinesis.

Weaknesses: Some specters exhibit an allergy to certain things significant to their living selves.

Notes: The statistics above apply to the specter in manifest form. In astral form, use Force for all tests. As long as the person or object anchoring a specter to the physical world exists, the specter is immune to banishing and can only be disrupted in astral combat, returning in a number of days equal to 28 minus the specter's Force.

Specters with domain-based powers can only use them in the particular place the specter haunts: a graveyard, old manor house, abandoned alley and so on. The minimum Force is 6; there is no maximum. Astral Initiative is F + 20 + 1D6.

SPIDER-BEAST

These unusual beasts, native to Amazonia, incubate inside the Brazilian kiwi fruit. They grow extremely rapidly, to an average adult length of half a meter. Their mottled brown bodies are covered with sharp spines, and each of their eight legs ends in a long, curved claw. A double set of mandibles delivers a powerful hallucinogen to anyone unlucky enough to be bitten.

B	Q	S	C	I	W	E	R
3/1	4 x 3	2	—	1/3	3	6	3

INIT: 3 + 1D6

Attacks: 4L

Powers: Venom (roll Body dice to resist 6M Stun Damage; each box of damage is not marked off the Condition Monitor, but instead results in a +1 modifier to all target numbers due to hallucinations)

SPITTING PIKE

This large, freshwater fish has a powerfully muscled body and several large, sharp teeth. Complex eyes allow it to accurately estimate distances and spit its acidic saliva. A voracious carnivore, the spitting pike greedily attacks and kills more prey than it can eat and appears to enjoy tearing its victims even when sated. The pike is active mostly at night but will hunt whenever it is hungry. It has been known to attack humans and metahumans, blinding them with its spitting attack and then delivering a vicious bite to a vital spot when the victim stumbles into the water.

B	Q	S	C	I	W	E	R
Sp	5 x 4	Sp	—	1/4	5	6	4

INIT: 4 + 2D6

Attacks: 4M-8M

Powers: Corrosive Saliva, Engulf (Special), Enhanced Physical Attributes (Strength, once per day, for [Essence]D6 turns), Enhanced Senses (Depth Perception)

Notes: Body and Strength (noted as Sp) are determined by the pike's length, as is the Damage Code for its bite attack. A pike up to a meter long has Body and Strength 1; between 1 and 2 meters, Body and Strength 2; between 2 and 3 meters, Body 4 and Strength 3; and for every half-meter over 3 meters, add +1 Body (to a maximum of 7) and +1 Strength (to a maximum of 6). A pike up to 2 meters long does 4M damage; between 2 and 3 meters long, 5M damage; between 3 and 4 meters, 6M damage; and more than 4 meters long, 8M damage.

The pike can spit corrosive saliva up to a range of (Essence) x 2 meters. To evade the spittle, the victim makes an Opposed Quickness Test using the pike's Essence as the target number (Essence + 1 if the range to the target is less than the pike's Essence in meters). The pike can only use its Engulf power against victims already affected by its corrosive saliva.

SPRITE

These small humanoids fly on iridescent wings and appear to use primitive tools. They greatly resemble the fairies, pixies, and sprites of European mythology.

B	Q	S	C	I	W	E	R
2	10 x 1	1	3	4/4	4	6	7

INIT: 7 + 2D6

Attacks: 1M

Powers: Concealment (Personal). Many also have Magical Skills.

Notes: Quickness multiplier for flying is 5.

STONEBINDER

This Awakened bat is dull gray in color, with a long, barbed tail and a wingspan just under 1 meter. Its tail is poisonous, and its saliva contains an enzyme that calcifies any living tissue it touches. The stonebinder can spit accurately to a range of more than a meter, and its saliva will penetrate almost all types of clothing.

B	Q	S	C	I	W	E	R
2	4 x 4	1	—	1/4	2	6Z	4

INIT: 4 + 1D6

Attacks: 3L

Powers: Enhanced Senses (Sonar), Immunity (Poisons), Petrifying Spit (Special), Venom

Weaknesses: Allergy (Sunlight, Moderate)

Notes: The stonebinder spits by making a Ranged Combat test. If the attack is not completely dodged, the victim is affected by the saliva, which affects the target in a manner similar to the Petrifying Gaze power, except that it is limited to one extremity or body area. The gamemaster determines the area hit, taking into account tactical considerations, angle of attack, and so

on. Normal armor does not protect against stonebinder saliva, though a full chemsuit does. A head hit is immediately fatal.

If not removed, the calcification spreads every six hours to the next adjacent body area, unless the victim makes a successful Willpower or Body (8) Test. Cyberlimbs and prosthetics are not affected and can stop calcification from spreading to other areas.

STORM DOLPHIN

This Awakened common dolphin averages almost 3 meters in length and weighs 60 kilograms. Hostile toward humans and metahumans, these creatures use their powers to attack small vessels, shipwreck survivors and victims of air crashes. They also use their weather-affecting powers to reduce their targets' visibility and their electrical and biomagnetic manipulation abilities to affect navigational instruments.

B	Q	S	C	I	W	E	R
4	6 x 5	3	4	3/6	4	7Z	5

INIT: 5 + 1D6

Attacks: 6L

Powers: Empathy, Engulf, Enhanced Physical Attributes (Body, once per day, for [Essence x 2D6] turns), Enhanced Senses (Sonar), Innate Spell (Lightning Bolt), Magical Guard (Self Only), Magic Sense, Movement, Weather Control

Notes: Storm dolphins communicate by sonar. Significant man-made sonar activity within a quarter-kilometer range disrupts these communications. Increase the target numbers for storm dolphin Perception Tests by +2 if sonar equipment is operating within that range. Likewise, storm dolphins can distort sonar signals within a range of (Essence) x 20 meters using a special form of sonic projection. Increase the target number for any Success Tests characters make for sonar detection. Quickness multiplier shown is for swimming.

STORMCROW

The omnivorous stormcrow is a large raven with a 1.5-meter wingspan. Its plumage is glossy black, its beak sharp and powerful, and its talons long and curved. The stormcrow generally congregates in huge flocks of more than 100 individuals, though it is not uncommon to see them hunting or scavenging alone.

B	Q	S	C	I	W	E	R
2	6 x 2	1	—	3/4	3	6 (6Z)	4

INIT: 4 + 2D6

Attacks: 3L

Powers: Enhanced Senses (Improved Hearing), Weather Control (Flock Only)

Notes: When in a flock of six or more stormcrows, the stormcrows become dual beings.

STYMPHALIAN

This creature resembles a large heron, standing just under 3 meters tall. Its four-toed feet have retractable claws, and it also has a long, serrated beak. Among its gray wing feathers are red "arrow feathers," which it fires at prey from the air. The

stymphalian uses the feathers to track its prey, which it knocks unconscious with its toxic breath.

B	Q	S	C	I	W	E	R
3	4 x 3	2	—	2/4	4	6	3

INIT: 3 + 1D6

Attacks: 5L

Powers: Enhanced Senses (Improved Hearing), Noxious Breath

Weaknesses: Vulnerability to Sonic Attacks (Special)

Notes: Quickness multiplier for flying is 7. Damage Code for melee attack (beak or claws) is 5L. Damage Code for ranged attack (arrow feathers) is 4L. Short range is 0 to the creature's Essence, medium range goes up to twice its Essence, long range to four times its Essence, and extreme range to six times its Essence.

Loud noise is painful to stymphalians and may even cause 3L damage as well as force them to flee (if the stymphalian fails a Willpower (4) Test).

TALIS CAT

The talis cat is a rare Awakened animal that seems to shift between two forms at will: a small house cat and a fast, powerful, big cat similar to the cheetah. In reality, the cheetah form is a powerful mask spell, although the cat does gain in physical prowess when the spell is active. Preferring urban environments, the talis cat spends daylight hours in tabby form but typically switches to its larger form at night.

Powers: Desire Reflection (Self, Cheetah Only), Enhanced Physical Attributes (Quickness, Body, and Strength; Only in cheetah "form"), Enhanced Reaction (Only in cheetah "form"), Enhanced Senses (Low-Light Vision), Innate Spell (Mask), Movement (Self Only)

Notes: Treat Innate Spell (Mask) as a Force 12 spell. Once the power is activated, the talis cat can use the cheetah statistics.

As House Cat

B	Q	S	C	I	W	E	R
1	4 x 4	1	—	2/4	4	6Z	5

INIT: 5 + 2D6

Attacks: 2L, -1 Reach

As Cheetah

B	Q	S	C	I	W	E	R
7	9 x 4	7	—	2/4	4	6Z	5

INIT: 5 + 3D6

Attacks: 8L

THUNDERBIRD

This large, eagle-like bird has a 10-meter wingspan and weighs 100 kilograms. White feathers cover its head, neck, and tail, while the rest of its plumage ranges from gold to dark brown. Hunters and scavengers, thunderbirds are usually active during the day but occasionally also hunt at night.

B	Q	S	C	I	W	E	R
4	7 x 2	8	—	2/4	3	6Z	5

INIT: 5 + 1D6

Attacks: 6M

Powers: Innate Spell (Ball Lightning)

Notes: Movement multiplier for flying is 5.

TROGLODYTE

Troglodytes are slender, omnivorous bipeds that rarely exceed a height of 1.6 meters. They have large heads and eyes and no hair. They live in loosely knit bands of up to 50 individuals and normally feed off subterranean creatures. The troglodyte's intelligence is unknown but is at least equal to that of primates.

B	Q	S	C	I	W	E	R
3	3 x 4	2	2	3/4	3	6	3

INIT: 3 + 1D6

Attacks: Humanoid

Powers: Concealment, Enhanced Senses (Thermographic Vision)

Weaknesses: Allergy (Sunlight, Mild)

TUNGAK

Known by many different names to different ethnic groups, the tungak is commonly regarded by Siberians as a sickness spirit responsible for causing all colds, diseases, and infections.

B	Q	S	C	I	W	E	R
F-4	F x 3	F-4	F-4	F	F	F/A	F

INIT: F + 10 + 1D6

Attacks: (F)S, +1 Reach

Powers: Blindness, Immunity (Cold, Normal Weapons, Pathogens, Poisons), Noxious Breath, Pestilence (see below), Shadow Cloak

Notes: The tungak's Pestilence power may be used to infect the target with any disease the gamemaster desires, including VITAS-3. Some tungak may have one or more of these additional powers: Confusion, Essence Drain, Venom. F = Force, roll 2D6 to determine Force. Astral Initiative is F + 20 + 1D6.

UNICORN

A unicorn resembles a horse with a single, spiral horn in the middle of its forehead and a flowing mane and tail. It stands 1.5 meters tall at the shoulder and weighs 370 kilograms. Unicorn horns are prized in many parts of the world for medicinal and magical purposes.

B	Q	S	C	I	W	E	R
8	5 x 6	8	—	3/4	4	9Z	5

INIT: 5 + 1D6

Attacks: 8M, +1 Reach

Powers: Immunity (Pathogens, Poisons), Magical Guard

Weaknesses: Allergy (Pollutants, Moderate)

VAMPIRE

Vampires are humans and metahumans infected with HMHV. They prey on sentient beings, absorbing the life essence of their victims along with the victim's blood. Some

vampires refuse to drain Essence from an unwilling subject; others revel in their role as hunters and killers. Vampires will become sick to their stomachs within an hour of consuming anything but blood and have particularly bad reactions to alcohol.

Many vampires display magical ability, and the transformation into a vampire sometimes unlocks a hidden magical potential. Such vampires are capable of learning and using magical skills just like a human. Vampire sorcerers are most likely the source of legends about some vampiric powers, such as turning into animals or hypnotizing victims. Some vampires have displayed magical abilities other than those possessed by standard vampires. For example, some vampires in Asia possess the power of Noxious Breath.

Although many of the legendary weaknesses of vampires are myths, they do have certain limitations. Vampires have less buoyancy than normal humans (+3 to all target numbers involving swimming). This is presumably the basis for legends of vampires being unable to cross running water. A vampire who is cut off from oxygen becomes dormant until exposed to air again.

A character who becomes infected with HMHV and turns into a vampire uses their normal Attributes.

B	Q	S	C	I	W	E	R
3	5 x 5	3	5	4	4	2D6	4

INIT: 4 + 2D6

Attacks: Humanoid

Powers: Enhanced Physical Attributes, Enhanced Senses (Hearing, Smell, Thermographic Vision), Essence Drain, Immunity (Age, Pathogens, Poisons), Infection, Mist Form, Regeneration. Many also have Magical Skills.

Weaknesses: Allergy (Sunlight, Moderate), Induced Dormancy (Lack of Air), Essence Loss, Vulnerability (Wood)

Notes: Variant vampires exist around the world. The Caribbean sukuyan exhibits Dietary Requirement (Salt) and in some cases a psychologically based Allergy (Holy Objects, Moderate). The Filipino abat exhibits a Vulnerability (Salt) and prefers to eat internal organs.

VAMPIRIC PAWN

Most vampiric pawns are human and are almost indistinguishable from normal human beings. They depend on the blood enzymes of a vampire or a nosferatu to live. If they fail to receive a regular dose, they become lethargic, fall comatose and ultimately die. Vampires and nosferatu use pawns to perform actions they cannot, such as moving around during daylight, moving items to which the vampire is allergic, and so on.

B	Q	S	C	I	W	E	R
3	3	4	3	3	5	1D6	3

INIT: 3 + 1D6

Attacks: Humanoid

Powers: Immunity (Age, Normal Weapons)

Weaknesses: Essence Loss (Special)

Notes: The Attributes above are for an average pawn. Because vampiric pawns were once characters, they retain those char-

acters' Attributes, with a minimum Strength 4, Willpower 5, and Essence 2.

VOLLEYING PORCUPINE

Nocturnal and solitary, the volleying porcupine is a large rodent with a body length of 1.1 meters and a 25-centimeter tail. It weighs approximately 14 kilograms and is covered with long, slender white quills and shorter, thicker, black-and-white banded quills. Though not normally aggressive, when threatened it can spray a noxious musk as well as fire its quills short distances in an effort to drive away enemies.

B	Q	S	C	I	W	E	R
1	4 x 2	1	—	1/3	4	6	3

INIT: 3 + 1D6

Attacks: 3L

Powers: Enhanced Senses (Low-Light Vision), Spraying (1/4 normal range)

Weaknesses: Dietary Requirement (Salt)

Notes: The Damage Code shown applies to melee attacks (claw, bite). In melee combat, an attacker must make a Quickness Test using the creature's Essence as the target number to avoid getting stuck with quills. If the character rolls no successes, the quills do 6L damage. The victim resists this damage normally. Modify the target number for the Quickness Test by -1 for each point of Reach above 1 provided by the character's melee weapons.

The porcupine can also make ranged attacks using its quills. It fires a volley of quills for each Simple Action, using taser ranges. It may also spread this volley as if it were a shotgun blast (SR3, p. 117). Make a Ranged Combat Test using the critter's Reaction; attempts to dodge the quill volley should suffer target modifiers for the spread. Quills do 6L damage out to Medium Range and 5L beyond that. Treat the quills as flechette ammunition.

WENDIGO

A wendigo is an ork infected with the Human-Metahuman Vampiric Virus. It is a white-furred humanoid standing 2.5 meters tall. The nails of its hands are hardened into clawlike weapons, and the canine teeth are pronounced. They are found in forests and urban areas worldwide.

Wendigos feed on the flesh of humans and metahumans and derive psychic sustenance from their victims as well. They typically induce others to partake of a cannibalistic feast. This seems to create a psychological dependence on such food in the victim, who then aids the wendigo in spreading its habits, creating a secret society of cannibals. The members of such a group are unaware that they will ultimately become meals for the wendigo, which seems to prefer the Essence of such corrupted spirits.

Wendigos are all shamanic magicians following predatory totems such as Wolf or Shark. They use their magical skills to enhance their hunting, and some wendigos use illusion magic to disguise themselves and walk unseen among their prey.

A character who becomes infected with HMHV and turns into a wendigo uses their normal Attributes.



B **Q** **S** **C** **I** **W** **E** **R**
6 2 x 5 5 4 3 3 2D6 4

INIT: 4 + 2D6

Attacks: Humanoid

Powers: Enhanced Senses (Low-Light Vision, Visual Acuity, Hearing, Smell), Essence Drain, Fear, Immunity (Age, Pathogens, Poison), Infection, Influence, Magical Skills, Regeneration

Weaknesses: Allergy (Sunlight, Moderate), Essence Loss, Vulnerability (Ferrous Metal)

WILD MINOTAUR

This carnivorous, nocturnal hunter appears to be a hybrid between a large ox and a similarly sized primate. It measures approximately 3.6 meters from snout to the base of its tail and weighs 850 kilos. Its dark brown fur grows shaggy around its neck and shoulders, tapering into a mane over its sternum. The minotaur dwells underground, favoring caves and abandoned excavations such as bunkers.

B **Q** **S** **C** **I** **W** **E** **R**
12/4 3 x 5 11 — 1/6 6 4 2

INIT: 2 + 1D6

Attacks: 7D, +1 Reach

Powers: Confusion, Enhanced Physical Attributes (Strength, three times per day for [Essence]D6 turns), Enhanced Senses (Low-Light Vision, Thermographic Vision)

Notes: Illusion spells do not affect minotaurs.

WODEWOSE

This arboreal carnivore uses its clawed hands and feet to feed on smaller animals. It stands roughly a meter tall, weighs up to 50 kilograms and is covered with short black fur. Living in tightly knit bands reminiscent of baboon tribes, the wode-rose is ferocious if threatened but not actively territorial. Wode-roses often carry of a virus similar to VITAS-3, though they show no symptoms of that disease.

B **Q** **S** **C** **I** **W** **E** **R**
2 4 x 4 6 — 2/4 3 6 4

INIT: 4 + 1D6

Attacks: 3M, +1 Reach

Powers: Enhanced Senses (Smell), Immunity (Age, Pathogens, Poisons), Pestilence

WOOLLY MAMMOTH

A creature long thought extinct, reports of live woolly mammoths began emerging from Siberia around 2015. Some Siberian tribesmen are reported to have trained the animals for riding, and they were allegedly used in the Russian-Siberian War.

B **Q** **S** **C** **I** **W** **E** **R**
12/4 5 x 5 12 — 1/4 4 6 4

INIT: 4 + 1D6

Attacks: 7D, +1 Reach

Powers: Adaptive Coloration, Enhanced Senses (Low-Light Vision), Immunity (Cold), Movement (Self Only), Regeneration

Notes: Woolly mammoths are not affected by illusion spells.

WYRD MANTIS

The wyrd mantis averages just under 2 meters in length and weighs 10 kilograms. Usually green or greenish-brown with a yellow underbelly, it can change its coloration enough to blend with forest and woodland terrain, though the change occurs slowly. Its favorite hunting technique is to camouflage itself, then leap on passing prey, grabbing the victim in its powerful, spiny forelimbs and delivering a venomous bite. The female mantis is larger and stronger than the male; as with the mundane mantis, the female devours the male during or soon after mating.

Male

B **Q** **S** **C** **I** **W** **E** **R**
4/4 4 x 4 3 — 2/4 3 6 4

INIT: 4 + 2D6

Attacks: 5L

Female

B **Q** **S** **C** **I** **W** **E** **R**
5/6 5 x 4 4 — 3/5 3 6 5

INIT: 5 + 2D6

Attacks: 6M

Powers: Adaptive Coloration, Enhanced Physical Attributes (Quickness, three times per day, for [Essence]D6 turns), Enhanced Senses (Low-Light Vision), Immunity (Poisons), Influence (Females Only), Venom

Notes: Quickness multiplier for flying is 4 (short duration only; once per hour for [Essence]D6 turns).

WYVERN

A carnivorous scavenger, the North American wyvern resembles a small feathered serpent with dark brown skin. It grows up to 11 meters long, with a wingspan of 20 meters. A solitary animal, the wyvern inhabits desolate places, preferably far from metahuman habitation.

B **Q** **S** **C** **I** **W** **E** **R**
9 3 x 2 8 — 2/4 4 6Z 4

INIT: 4 + 2D6

Attacks: 9S, +1 Reach

Powers: Enhanced Senses (Low-Light Vision), Fear, Immunity (Poisons), Venom

Notes: Movement multiplier for flying is 6.