

Armadillo					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
6	2	4	d4-2		d8
d6		(1)	Str		
Skills: Tracking d8, Swimming d4 Abilities: Armour +1 (Overlapping scales), Claws (Str), Scent, Burrow (4"), Size -2 (Small)					

Badger					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
6	4	5	d4		d6
d6			+d4		LLV
Skills: Tracking d6 Edges: Berserk Abilities: Bite (Str+d4), Claws (Str+d4), Low Light Vision, Scent, Burrow (4"), Soak +2, Size -1					

Dire badger					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d10	
					
6	5	8	d6		d10
d6		(1)	+d6		LLV
Skills: Tracking d10 Edges: Berserk, Level Headed Abilities: Armour +1 (Shaggy fur), Bite (Str+d6), Claws (Str+d6), Low Light Vision, Scent, Burrow (4")					

Bat					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	1	d4-2		d12
2			Str		LLV
Hindrances: Small (M) Abilities: Walk (1"), Bite (Str), Low Light Vision, Blindsense, Flight (7"), Size -2 (Small)					

Dire bat					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d10	d6	
					
7	5	8	d6		d12
1		(1)	+d6		BS
Skills: Stealth d6 Edges: Alertness Abilities: Walk (5"), Armour +1 (Dark fur), Bite (Str+d6), Blindsense, Flight (7"), Size +2					

Cloud of bats					
Ag	Sm	Sp	St	Vi	
d8	d4	d12	d8	d8	
					
7	4	6	-		d12
1			2d4		LLV
Edges: Level Headed Abilities: Walk (1"), Low Light Vision, Blindsense, Swarm, Split, Flight (7")					

Black bear					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d10	d8	
					
7	5	7	d6		d6
d8		(1)	+d6		LLV
Skills: Survival d6, Tracking d6, Swimming d10 Edges: Frenzy Abilities: Armour +1 (Black fur), Claws (Str+d6; Grab), Bite (Str+d6), Low Light Vision, Scent, Fast Runner					

Dire bear					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d12+1	
					
7	6	14	d8		d10
d8		(2)	+d8		LLV
Skills: Tracking d10, Swimming d12+1 Edges: Frenzy, Level Headed, Strong Willed Abilities: Armour +2 (Matted fur), Claws (Str+d8; Grab), Bite (Str+d8), Low Light Vision, Scent, Fast Runner, Size +4 (Large)					

Grizzly bear					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+1	d12	
					
7	5	12	d6		d6
d8		(2)	+d6		LLV
Skills: Survival d6, Tracking d6, Swimming d12 Edges: Frenzy Abilities: Armour +2 (Brown fur), Claws (Str+d6; Grab), Bite (Str+d6), Low Light Vision, Scent, Fast Runner, Size +2					

Panda					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d10	d8	
					
6	5	7	d6		d8
d6		(1)	+d6		LLV
Skills: Climbing d10, Survival d4 Abilities: Armour +1 (Thick fur), Bite (Str+d6), Claws (Str+d6), Low Light Vision					

Polar bear					
Ag	Sm	Sp	St	Vi	
d10	d6	d10	d12+3	d12+2	
					
7	5	15	d6		d8
d8		(2)	+d8		LLV
Skills: Survival d8, Tracking d8, Swimming d12 Edges: Frenzy Abilities: Armour +2 (White fur), Claws (Str+d8; Grab), Bite (Str+d8), Low Light Vision, Scent, Fast Runner, Size +4 (Large)					

Archaeopteryx					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
7	2	3	d4-2		d4
Gld			Str		LLV
Skills: Climbing d10 Abilities: Walk (7"), Bite (Str), Low Light Vision, Flight (7"), Wall Walker (4"), Size -2 (Small)					

Chicken					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
4	2	3	d4-2		d6
Ltd			Str		LLV
Abilities: Walk (5"), Bite (Str), Low Light Vision, Flight (4"), Size -2 (Small)					

Crow					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	1	d4-2		d6
0			Str		LLV
Hindrances: Small (M) Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Size -2 (Small)					

Murder of crows					
Ag	Sm	Sp	St	Vi	
d8	d4	d12	d8	d8	
					
7	4	6	-		d10
0			2d6		LLV
Skills: Tracking d10 Edges: Improved Level Headed Abilities: Walk (1"), Low Light Vision, Scent, Swarm, Split, Flight (7")					

Diatryma					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d6	d6	
					
8	5	5	d6		d6
d8			+d6		LLV
Abilities: Bite (Str+d6), Low Light Vision, Fast Runner					

Dodo

Ag	Sm	Sp	St	Vi
d6	d6	d6	d4	d8

					
5	4	5	d4		d4
d6			+d4		LLV

Abilities: Bite (Str+d4), Low Light Vision, Size -1

Duck

Ag	Sm	Sp	St	Vi
d8	d6	d6	d4	d4

					
7	2	2	d4-2		d4
0			Str		LLV

Skills: Swimming d6

Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Natural Swimmer (5"), Size -2 (Small)

Eagle

Ag	Sm	Sp	St	Vi
d8	d6	d8	d6	d6

					
11	5	4	d6		d10
0			+d4		LLV

Edges: Frenzy

Abilities: Walk (4"), Talons (Str+d4), Bite (Str+d4), Low Light Vision, Flight (11"), Size -1

Emu

Ag	Sm	Sp	St	Vi
d10	d6	d6	d6	d6

					
7	4	5	d4		d8
d8			Str		LLV

Edges: Frenzy

Abilities: Kicks (Str), Low Light Vision, Fast Runner, Docile

Battle emu

Ag	Sm	Sp	St	Vi
d12+1	d6	d8	d8	d8

					
7	5	7	d6		d10
d8		(1)	+d4		LLV

Edges: Frenzy

Abilities: Armour +1 (Feathers), Kicks (Str+d4), Low Light Vision, Fast Runner

Giant falcon

Ag	Sm	Sp	St	Vi
d10	d6	d6	d10	d6

					
11	5	8	d6		d10
0		(1)	+d6		LLV

Skills: Tracking d10

Edges: Frenzy

Abilities: Walk (4"), Armour +1 (Feathers), Talons (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Flight (11"), Size +2

Goose

Ag	Sm	Sp	St	Vi
d8	d6	d6	d4	d6

					
9	2	3	d4-2		d8
0			Str		LLV

Skills: Swimming d6

Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (9"), Natural Swimmer (5"), Size -2 (Small)

Hawk

Ag	Sm	Sp	St	Vi
d10	d6	d8	d4	d6

					
9	2	3	d4-2		d12
0			Str		LLV

Abilities: Walk (4"), Talons (Str), Low Light Vision, Flight (9"), Size -2 (Small)

Ostrich

Ag	Sm	Sp	St	Vi	
d10	d6	d6	d8	d6	
					
8	4	7	d4		d8
d6			Str		LLV

Skills: Stealth d8

Edges: Frenzy

Abilities: Kicks (Str), Low Light Vision, Docile, Size +2

Battle-trained ostrich

Ag	Sm	Sp	St	Vi	
d12+1	d6	d10	d12	d10	
					
8	5	10	d6		d10
d6		(1)	+d4		LLV

Skills: Stealth d8

Gear: Peck (Str+d8)

Edges: Frenzy

Abilities: Armour +1 (Feathers), Kicks (Str+d4), Low Light Vision, Size +2

Owl

Ag	Sm	Sp	St	Vi	
d10	d6	d8	d4	d6	
					
9	2	3	d4-2		d10
0			Str		LLV

Skills: Stealth d12

Abilities: Walk (4"), Talons (Str), Low Light Vision, Flight (9"), Size -2 (Small)

Great horned owl

Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d6	
					
9	4	5	d4		d10
0		(1)	+d4		LLV

Skills: Stealth d10

Edges: Frenzy

Abilities: Walk (4"), Armour +1 (Feathers), Talons (Str+d4), Low Light Vision, Flight (9"), Size -1

Parrot

Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	1	d4-2		d6
0			Str		LLV

Hindrances: Small (M)

Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Size -2 (Small)

Emperor penguin

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d8	
					
1	4	7	d4		d6
d6		(1)	+d6		LLV

Skills: Swimming d10

Abilities: Armour +1 (Feathers), Bite (Str+d6), Low Light Vision, Natural Swimmer (7"), Hold Breath

Rockhopper penguin

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
1	2	3	d4-2		d6
d6			Str		LLV

Skills: Swimming d10

Abilities: Bite (Str), Low Light Vision, Natural Swimmer (7"), Hold Breath, Size -2 (Small)

Pigeon

Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	1	d4-2		d6
0			Str		LLV

Hindrances: Small (M)

Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Size -2 (Small)

Puffin					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	1	d4-2		d6
0			Str		LLV
Skills: Swimming d8 Hindrances: Small (M) Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Natural Swimmer (6"), Size -2 (Small)					

Raven					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	2	d4-2		d6
0			Str		LLV
Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Size -2 (Small)					

Unkindness of ravens					
Ag	Sm	Sp	St	Vi	
d8	d4	d12	d8	d6	
					
7	4	5	-		d10
0			2d4		LLV
Skills: Tracking d10 Abilities: Walk (4"), Low Light Vision, Scent, Swarm, Split, Flight (7")					

Roc					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d10	
					
11	7	20	d10		d12
0		(3)	+d8		LLV
Edges: Frenzy, Improved Level Headed, Strong Willed, Weapon Focus (talons) Abilities: Walk (5"), Armour +3 (Feathers), Talons (Str+d8; Grab), Bite (Str+d8), Low Light Vision, Flight (11"), Size +10 (Huge)					

Snail kite					
Ag	Sm	Sp	St	Vi	
d10	d6	d8	d4	d6	
					
9	2	3	d4-2		d12
0			Str		LLV
Abilities: Walk (4"), Talons (Str), Low Light Vision, Flight (9"), Size -2 (Small)					

Swan					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d6	
					
13	4	4	d4		d8
0			+d4		LLV
Skills: Swimming d6 Abilities: Walk (4"), Bite (Str+d4), Wings (Str+d4), Low Light Vision, Flight (13"), Natural Swimmer (5"), Size -1					

Terror bird					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d12	d10	
					
8	5	10	d6		d10
d8		(1)	+d6		LLV
Abilities: Armour +1 (Feathers), Bite (Str+d6), Talons (Str+d6), Low Light Vision, Fast Runner, Size +2					

Thrush					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	1	d4-2		d6
0			Str		LLV
Hindrances: Small (M) Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Size -2 (Small)					

Toucan					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d4	d4	
					
7	2	2	d4-2		d6
0			Str		LLV
Abilities: Walk (4"), Bite (Str), Low Light Vision, Flight (7"), Size -2 (Small)					

Vulture					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
8	4	5	d4		d8
0			+d4		LLV
Skills: Tracking d8 Abilities: Walk (4"), Bite (Str+d4), Low Light Vision, Scent, Flight (8"), Hardy, Size -1					

Geier					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+1	d12+1	
					
7	5	11	d6		d8
0		(1)	+d6		LLV
Skills: Tracking d8 Edges: Alertness Abilities: Walk (4"), Armour +1 (Feathers), Bite (Str+d6), Low Light Vision, Scent, Flight (7"), Size +2					

Giant vulture					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d12+2	d12	
					
8	6	13	d8		d10
0		(2)	+d6		LLV
Skills: Tracking d10 Edges: Weapon Focus (bite) Abilities: Walk (4"), Armour +2 (Feathers), Bite (Str+d6; Disease), Low Light Vision, Scent, Flight (8"), Hardy, Soak +2, Size +3					

Cat					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d4	
6	2	2	d4-2		d6
d6			Str		LLV
Skills: Climbing d6, Stealth d12, Tracking d6 **Abilities:** Claws (Str), Bite (Str), Low Light Vision, Scent, Size -2 (Small)					

Cheetah					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d10	d8	
					
8	6	6	d8		d6
d12			+d6		LLV
Skills: Stealth d8, Tracking d6 Edges: Level Headed Abilities: Bite (Str+d6; Go for the Throat), Claws (Str+d6), Low Light Vision, Scent, Sprint, Go for the Throat					

Jaguar					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d12	d8	
					
7	6	7	d8		d8
d6		(1)	+d8		LLV
Skills: Climbing d12, Stealth d10, Tracking d8, Swimming d12 Edges: Frenzy, Weapon Focus (bite) Abilities: Armour +1 (Thick fur), Claw (Str+d8), Bite (Str+d8; Grab), Low Light Vision, Scent, Pounce, Wall Walker (5"), Natural Swimmer (6")					

Leopard					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d10	d8	
					
7	6	6	d8		d6
d6			+d6		LLV
Skills: Climbing d10, Stealth d10, Tracking d6 Abilities: Bite (Str+d6; Grab), Claws (Str+d6), Low Light Vision, Scent, Pounce, Wall Walker (5")					

Clouded leopard					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d8	d8	
					
7	6	5	d8		d6
d6			+d4		LLV
Skills: Climbing d12, Stealth d10, Tracking d6 Abilities: Bite (Str+d4; Grab), Claws (Str+d4), Low Light Vision, Scent, Pounce, Wall Walker (6"), Size -1					

Snow leopard					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d8	d8	
					
7	6	6	d8		d10
d6			+d6		LLV
Skills: Climbing d10, Stealth d10, Tracking d10 Edges: Frenzy Abilities: Claw (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Pounce, Wall Walker (5"), Soak +2					

Lion					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d12+1	d8	
					
7	5	9	d6		d8
d8		(1)	+d6		LLV
Skills: Stealth d8, Tracking d8 Edges: Level Headed Abilities: Armour +1 (Skin), Bite (Str+d6; Grab), Claws (Str+d6), Low Light Vision, Scent, Fast Runner, Pounce, Size +2					

Cave lion					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d12+3	d10	
					
7	6	13	d8		d10
d6		(2)	+d8		LLV
Skills: Stealth d8, Tracking d10 Edges: Frenzy, Weapon Focus (claw) Abilities: Armour +2 (Thick fur), Claws (Str+d8), Bite (Str+d8; Grab), Low Light Vision, Scent, Pounce, Size +4 (Large)					

Dire lion					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d10	
7	6	12	d8		d10
d8		(1)	+d8		LLV
Skills: Stealth d8, Tracking d10 **Edges:** Level Headed, Weapon Focus (claw) **Abilities:** Armour +1 (Thick fur), Bite (Str+d8; Grab), Claws (Str+d8), Low Light Vision, Scent, Fast Runner, Pounce, Size +4 (Large)					

Lynx					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d8	
					
7	5	5	d6		d8
d6			+d4		LLV
Skills: Climbing d10, Stealth d10, Tracking d8 Edges: Frenzy Abilities: Claw (Str+d4; Grab), Bite (Str+d4), Low Light Vision, Scent, Pounce, Wall Walker (5"), Size -1					

Margay					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d6	d8	
					
7	6	5	d8		d10
d6			+d4		LLV
Skills: Climbing d12, Stealth d10, Tracking d10 Abilities: Bite (Str+d4; Grab), Claws (Str+d4), Low Light Vision, Scent, Pounce, Wall Walker (6"), Size -1					

Panther					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d10	d8	
					
8	6	7	d8		d10
d6		(1)	+d6		LLV
Skills: Climbing d8, Stealth d8, Tracking d10 Abilities: Armour +1 (Rusty brown fur), Bite (Str+d6; Grab), Claws (Str+d6; Grab), Low Light Vision, Scent, Pounce					

Tiger					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+2	d10	
					
7	6	11	d8		d8
d6		(1)	+d6		LLV
Skills: Stealth d8, Tracking d8, Swimming d10 Edges: Frenzy, Level Headed, Weapon Focus (claw) Abilities: Armour +1 (Reddish-orange fur), Claws (Str+d6; Grab), Bite (Str+d6; Grab), Low Light Vision, Scent, Pounce, Size +3					

Dire tiger					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d10	
					
7	7	13	d10		d10
d8		(2)	+d8		LLV
Skills: Stealth d12, Tracking d10, Swimming d10 Edges: Frenzy, Level Headed Abilities: Armour +2 (Thick fur), Claws (Str+d8; Grab), Bite (Str+d8; Grab), Low Light Vision, Scent, Fast Runner, Pounce, Size +4 (Large)					

Saber-toothed tiger					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d12	
					
7	6	13	d8		d8
d8		(1)	+d8		LLV
Skills: Stealth d10, Swimming d10 Abilities: Armour +1 (Thick fur), Bite (Str+d8; Grab; Bleed), Claws (Str+d8; Grab), Low Light Vision, Fast Runner, Pounce, Size +4 (Large)					

Dire saber-toothed tiger					
Ag	Sm	Sp	St	Vi	
d10	d6	d10	d12+4	d12+3	
					
8	6	15	d8		d10
d8		(2)	+d8		LLV
Skills: Stealth d10, Swimming d12 Abilities: Armour +2 (Thick fur), Bite (Str+d8; Grab; Bleed), Claws (Str+d8; Grab), Low Light Vision, Fast Runner, Pounce, Size +4 (Large)					

Alligator					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12	d10	
					
5	5	8	d6		d8
d8		(1)	+d6		LLV
Skills: Stealth d8, Swimming d6 Abilities: Armour +1 (Thick hide), Bite (Str+d6; Grab), Tail slap (Str+d6), Low Light Vision, Sprint, Rollover, Natural Swimmer (6"), Hold Breath					

Dwarf caiman					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
4	4	6	d4		d4
d6		(1)	+d4		LLV
Skills: Stealth d10, Swimming d8 Abilities: Armour +1 (Thick hide), Bite (Str+d4), Low Light Vision, Natural Swimmer (6"), Size -1					

Crocodile					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12	d10	
					
5	5	10	d6		d8
d8		(1)	+d6		LLV
Skills: Stealth d6, Swimming d10 Abilities: Armour +1 (Thick hide), Bite (Str+d6; Grab), Tail slap (Str+d6), Low Light Vision, Sprint, Rollover, Natural Swimmer (6"), Hold Breath, Size +2					

Dire crocodile					
Ag	Sm	Sp	St	Vi	
d6	d4	d8	d12+6	d12+3	
					
5	6	23	d8		d12
d8		(4)	+d8		LLV
Skills: Swimming d12+2 Edges: Level Headed, Strong Willed Abilities: Armour +4 (Thick hide), Bite (Str+d8; Grab), Tail slap (Str+d8), Low Light Vision, Swallow, Sprint, Rollover, Natural Swimmer (7"), Hold Breath, Size +10 (Huge)					

Marine crocodile

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+1	d10	
					
4	5	10	d6		d10
d6		(1)	+d6		LLV

Skills: Swimming d10

Edges: Level Headed

Abilities: Armour +1 (Thick hide), Bite (Str+d6; Grab), Low Light Vision, Natural Swimmer (8"), Hold Breath, Size +2

Saltwater crocodile

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+2	d12+1	
					
5	5	17	d6		d8
d6		(3)	+d8		LLV

Skills: Stealth d4, Swimming d12

Edges: Level Headed

Abilities: Armour +3 (Thick hide), Bite (Str+d8; Grab), Tail slap (Str+d8), Low Light Vision, Rollover, Natural Swimmer (6"), Hold Breath, Size +6 (Large)

Deinosuchus

Ag	Sm	Sp	St	Vi	
d6	d4	d8	d12+5	d12+1	
					
6	6	21	d8		d12
d6		(3)	+d8		LLV

Skills: Swimming d12+2

Edges: Improved Level Headed, Strong Willed, Weapon Focus (bite)

Abilities: Armour +3 (Thick hide), Bite (Str+d8; Constrict), Tail slap (Str+d8), Constrict, Low Light Vision, Natural Swimmer (7"), Hold Breath, Size +10 (Huge)

Allosaurus

Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+3	d12	
					
8	6	18	d8		d12
d8		(3)	+d8		LLV

Skills: Tracking d12+4

Edges: Alertness, Level Headed, Strong Willed

Abilities: Armour +3 (Thick hide), Bite (Str+d8; Grab), Claws (Str+d8), Low Light Vision, Scent, Fast Runner, Pounce, Size +7 (Large)

Ankylosaurus

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d10	
					
6	6	17	d8		d12
d6		(3)	+d8		LLV

Skills: Tracking d12

Edges: Weapon Focus (tail)

Abilities: Armour +3 (Thick hide), Tail (Str+d8; Knockback), Low Light Vision, Scent, Knockback, Hardy, Size +7 (Large)

Brachiosaurus

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+6	d12+1	
					
6	7	21	d10		d12
d6		(3)	+d8		LLV

Skills: Tracking d12+4

Edges: Sweep, Improved Sweep, Strong Willed, Weapon Focus (tail)

Abilities: Armour +3 (Thick hide), Tail (Str+d8), Low Light Vision, Scent, Hardy, Size +10 (Huge)

Brontosaurus

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+5	d12+3	
					
5	8	22	d12+1		d12
d6		(3)	+d8		LLV

Edges: Level Headed, Weapon Focus (stomp)

Abilities: Armour +3 (Thick hide), Stomp (Str+d8), Tail (Str+d8), Low Light Vision, Hardy, Soak +2, Size +10 (Huge)

Compsognathus

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d8	
					
7	2	4	d4- 2		d6
d6			Str		LLV

Skills: Tracking d6, Swimming d10

Edges: Level Headed

Abilities: Bite (Str; Poison), Low Light Vision, Scent, Natural Swimmer (5"), Size -2 (Small)

Deinonychus					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d12	
					
9	5	9	d6		d12
d8		(1)	+d6		LLV
Skills: Stealth d12, Tracking d12 Edges: Frenzy, Level Headed Abilities: Armour +1 (Thick hide), Talons (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Fast Runner, Pounce					

Dimetrodon				
Ag	Sm	Sp	St	Vi
d8	d4	d6	d12+1	d12
				
6	6	11	d8	d6
d6		(1)	+d6	LLV
Skills: Stealth d4, Tracking d6 Edges: Level Headed, Weapon Focus (bite) Abilities: Armour +1 (Thick hide), Bite (Str+d6), Low Light Vision, Scent, Size +2				

Elasmosarus				
Ag	Sm	Sp	St	Vi
d8	d6	d6	d12+3	d12+1
				
5	6	17	d8	d12
d6		(2)	+d8	LLV
Skills: Tracking d12, Swimming d12 Edges: Dodge, Improved Dodge, Strong Willed, Mobility Abilities: Armour +2 (Thick hide), Bite (Str+d8), Low Light Vision, Scent, Natural Swimmer (8"), Hardy, Soak +2, Size +7 (Large)				

Iguanodon				
Ag	Sm	Sp	St	Vi
d8	d6	d6	d12+3	d12
				
6	6	17	d8	d10
d8		(2)	+d8	LLV
Skills: Stealth d6, Tracking d10 Edges: Frenzy, Weapon Focus (claw) Abilities: Armour +2 (Thick hide), Claws (Str+d8), Low Light Vision, Scent, Fast Runner, Size +7 (Large)				

| | Kronosaurus | | | | | |---|---|---|---|---| | Ag | Sm | Sp | St | Vi | | d6 | d6 | d6 | d12+5 | d12+2 | |  |  |  |  |  | | 9 | 6 | 23 | d8 | d12 | | d6 | | (4) | +d8 | LLV | | Skills: Tracking d12+1, Swimming d12+3
Edges: Strong Willed, Weapon Focus (bite)
Abilities: Armour +4 (Thick hide), Bite (Str+d8; Grab), Low Light Vision, Scent, Swallow, Natural Swimmer (9"), Size +10 (Huge) | | | | | | | Megaraptor | | | | | |--|---|---|---|--| | Ag | Sm | Sp | St | Vi | | d10 | d6 | d10 | d12+2 | d12+3 | |  |  |  |  |  | | 9 | 5 | 14 | d6 | d12 | | d8 | | (2) | +d6 | LLV | | Skills: Stealth d12, Tracking d12
Edges: Frenzy, Level Headed
Abilities: Charisma +4, Armour +2 (Thick hide), Talons (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Fast Runner, Pounce, Size +3 | | | | | | | Nothosaur | | | | | |---|---|---|---|---| | Ag | Sm | Sp | St | Vi | | d6 | d6 | d8 | d12+2 | d12 | |  |  |  |  |  | | 5 | 5 | 13 | d6 | d10 | | d6 | | (2) | +d6 | LLV | | Skills: Swimming d12
Edges: Ambidextrous, Weapon Focus (bite)
Abilities: Armour +2 (Thick hide), Bite (Str+d6), Tail slap (Str+d6), Low Light Vision, Natural Swimmer (7"), Soak +2, Size +3 | | | | | | | Pachycephalosaurus | | | | | |--|---|---|---|---| | Ag | Sm | Sp | St | Vi | | d8 | d6 | d6 | d12+2 | d10 | |  |  |  |  |  | | 7 | 6 | 12 | d8 | d8 | | d8 | | (2) | +d6 | LLV | | Skills: Stealth d4, Tracking d8
Abilities: Armour +2 (Thick hide), Slam (Str+d6), Low Light Vision, Scent, Fast Runner, Size +3 | | | | | |

Parasaurolophus

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+2	d10	
					
6	6	15	d8		d10
d6		(2)	+d8		LLV

Skills: Tracking d10

Abilities: Armour +2 (Thick hide), Tail (Str+d8), Low Light Vision, Scent, Size +6 (Large)

Spinosaurus

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+5	d12	
					
7	8	22	d12		d12
d8		(4)	+d8		LLV

Skills: Tracking d12+3, Swimming d12+4

Edges: Hard to Kill, Improved Level Headed, Strong Willed

Abilities: Armour +4 (Thick hide), Bite (Str+d8; Grab), Claws (Str+d8), Low Light Vision, Scent, Swallow, Fast Runner, Pounce, Natural Swimmer (8"), Hold Breath, Size +10 (Huge)

Stegosaurus

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d10	
					
6	6	17	d8		d12
d6		(3)	+d8		LLV

Skills: Tracking d12

Edges: Level Headed, Sweep, Weapon Focus (tail)

Abilities: Armour +3 (Thick hide), Tail (Str+d8; Knockback), Low Light Vision, Scent, Knockback, Hardy, Size +7 (Large)

Triceratops

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d12	
					
6	7	18	d10		d12
d8		(3)	+d8		LLV

Skills: Tracking d12+3

Edges: Weapon Focus (gore)

Abilities: Armour +3 (Thick hide), Horns (Str+d8), Low Light Vision, Scent, Fast Runner, Gore, Hardy, Size +7 (Large)

Tylosaurus

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+5	d12+2	
					
5	6	22	d8		d12
d6		(3)	+d8		DV

Skills: Swimming d12+1

Edges: Dodge, Improved Dodge, Sweep, Mobility

Abilities: Armour +3 (Thick hide), Bite (Str+d8; Grab), Low Light Vision, Darkvision, Swallow, Natural Swimmer (8"), Hardy, Size +10 (Huge)

Tyrannosaurus rex

Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+4	d12	
					
7	7	21	d10		d12
d8		(3)	+d8		LLV

Skills: Tracking d12+7

Edges: Hard to Kill, Level Headed, Strong Willed

Abilities: Armour +3 (Thick hide), Bite (Str+d8; Grab), Low Light Vision, Scent, Swallow, Fast Runner, Size +10 (Huge)

Velociraptor

Ag	Sm	Sp	St	Vi	
d12	d6	d6	d6	d8	
					
9	5	5	d6		d12
d8			+d4		LLV

Skills: Stealth d12+1, Tracking d12

Edges: Frenzy, Level Headed

Abilities: Talons (Str+d4), Bite (Str+d4), Low Light Vision, Scent, Fast Runner, Pounce, Size -1

Dog

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
7	4	5	d4		d8
d6			+d4		LLV

Skills: Survival d4, Tracking d8

Abilities: Bite (Str+d4), Low Light Vision, Scent, Size -1

Badgerhound					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d6	d6	
					
6	4	3	d4		d8
d6			Str		LLV
Skills: Survival d4, Tracking d8 Abilities: Bite (Str), Low Light Vision, Scent, Burrow (4"), Size -2 (Small)					

Bear dog					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d10	d10	
					
7	5	8	d6		d8
d6		(1)	+d6		LLV
Skills: Survival d4, Tracking d8 Abilities: Armour +1 (Thick fur), Bite (Str+d6), Low Light Vision, Scent					

Bulldog					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
7	4	5	d4		d8
d6			+d4		LLV
Skills: Survival d4, Tracking d8 Abilities: Bite (Str+d4; Grab), Low Light Vision, Scent, Size -1					

Goblin dog					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d8	
					
8	4	6	d4		d4
d6			+d6		LLV
Skills: Stealth d6, Tracking d4 Abilities: Bite (Str+d6; Allergic Reaction), Low Light Vision, Scent, Immunity, Soak +2					

Jackal					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d8	
					
7	4	5	d4		d6
d6			+d4		LLV
Skills: Tracking d6 Abilities: Bite (Str+d4; Go for the Throat), Low Light Vision, Scent, Go for the Throat, Soak +2, Size -1					

Mastiff					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d8	
					
7	5	6	d6		d8
d6			+d6		LLV
Skills: Survival d4, Tracking d8 Abilities: Bite (Str+d6; Go for the Throat), Low Light Vision, Scent, Go for the Throat					

Toy dog					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
6	2	2	d4-2		d8
d6			Str		LLV
Skills: Survival d4, Tracking d8 Hindrances: Small (M) Abilities: Bite (Str), Low Light Vision, Scent, Size -2 (Small)					

War dog					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d8	
					
7	5	6	d6		d8
d6			+d6		LLV
Skills: Survival d4, Tracking d8 Abilities: Bite (Str+d6; Go for the Throat), Low Light Vision, Scent, Go for the Throat					

Dogmole					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d8	d8	
					
6	5	7	d6		d4
d6		(1)	+d6		BS
Skills: Survival d4, Tracking d4, Swimming d4					
Edges: Berserk, Level Headed					
Abilities: Armour +1 (Thick fur), Bite (Str+d6), Claws (Str+d6), Blindsight, Scent, Burrow (4"), Natural Swimmer (4"), Hardy					

Dogmole juggernaut					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d12+1	
					
6	6	14	d8		d4
d6		(2)	+d8		BS
Skills: Climbing d8, Survival d6, Tracking d6, Swimming d4					
Edges: Berserk, Level Headed					
Abilities: Armour +2 (Thick fur), Bite (Str+d8), Claws (Str+d8), Blindsight, Scent, Burrow (4"), Natural Swimmer (4"), Hardy, Size +4 (Large)					

Dolphin					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d6	
					
11	6	5	d8		d8
d6			+d6		LLV
Skills: Swimming d12					
Abilities: Slam (Str+d6), Low Light Vision, Blindsight, Natural Swimmer (11"), Hold Breath					

Orca					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d12+3	d10	
					
11	6	16	d8		d12
d6		(2)	+d8		LLV
Skills: Swimming d12+4					
Edges: Level Headed, Weapon Focus (bite)					
Abilities: Armour +2 (Thick hide), Bite (Str+d8), Low Light Vision, Blindsight, Natural Swimmer (11"), Hold Breath, Size +7 (Large)					

Electric eel					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d6	d12	
					
1	5	8	d6		d6
d6		(1)	+d4		LLV
Skills: Stealth d10, Swimming d8					
Edges: Level Headed					
Abilities: Armour +1 (Tough flesh), Bite (Str+d4), Tail (Str+d4; Electricity), Low Light Vision, Natural Swimmer (6"), Resistance, Size -1					

Dire electric eel					
Ag	Sm	Sp	St	Vi	
d10	d4	d6	d8	d6	
					
8	5	8	d6		d6
d6		(1)	+d6		LLV
Skills: Swimming d8					
Edges: Level Headed					
Abilities: Armour +1 (Scales), Bite (Str+d6), Tail (Str+d6; Electricity), Low Light Vision, Blindsense, Aquatic, Immunity, Soak +2, Size +2					

Gulper eel					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d10	d8	
					
12	6	9	d8		d10
d6		(1)	+d6		LLV
Skills: Tracking d10, Swimming d12					
Edges: Weapon Focus (bite)					
Abilities: Armour +1 (Tough flesh), Bite (Str+d6; Grab), Low Light Vision, Scent, Swallow, Aquatic, Soak +2, Size +2					

Giant moray eel					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d12+2	d10	
					
12	6	12	d8		d8
d6		(2)	+d6		LLV
Skills: Stealth d8, Tracking d8, Swimming d12					
Edges: Improved Level Headed, Weapon Focus (bite)					
Abilities: Armour +2 (Tough flesh), Bite (Str+d6; Grab), Low Light Vision, Scent, Aquatic, Size +3					

Elephant

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+4	d12	
					
7	6	18	d8		d12
d6		(2)	+d8		LLV

Skills: Tracking d12+2

Edges: Strong Willed

Abilities: Armour +2 (Thick skin), Tusks (Str+d8), Slam (Str+d8), Low Light Vision, Scent, Gore, Hardy, Size +8 (Huge)

Mammoth

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+5	d12+2	
					
7	6	20	d8		d12
d6		(3)	+d8		LLV

Skills: Tracking d12+1

Edges: Ambidextrous, Strong Willed, Weapon Focus (slam)

Abilities: Armour +3 (Thick pelt), Tusks (Str+d8), Slam (Str+d8), Low Light Vision, Scent, Gore, Soak +2, Size +8 (Huge)

Mastodon

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+5	d12+1	
					
7	7	19	d10		d12
d6		(3)	+d8		LLV

Skills: Tracking d12+3

Edges: Strong Willed, Weapon Focus (gore)

Abilities: Armour +3 (Brown fur), Tusks (Str+d8), Slam (Str+d8), Low Light Vision, Scent, Gore, Size +8 (Huge)

Oliphant

Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+3	d12+1	
					
7	5	17	d6		d8
d6		(2)	+d8		LLV

Skills: Intimidation d10, Tracking d8

Gear: Stamps (Str+d8)

Edges: Hard to Kill, Strong Willed

Abilities: Armour +2 (Thick pelt), Tusks (Str+d8), Low Light Vision, Scent, Gore, Size +7 (Large)

Giant archerfish

Ag	Sm	Sp	St	Vi	
d10	d4	d6	d6	d6	
					
10	6	5	d8	d6	d6
d6			+d6	2d6	LLV

Skills: Tracking d6, Swimming d10

Abilities: Bite (Str+d6), Water spray (Shooting; range 4/8/16; 2d6), Low Light Vision, Scent, Aquatic

Dire barracuda

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+2	d10	
					
10	5	13	d6		d8
d6			+d8		LLV

Skills: Swimming d10

Edges: Dodge, Level Headed

Abilities: Bite (Str+d8; Grab), Low Light Vision, Aquatic, Size +6 (Large)

Giant barracuda

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+1	d10	
					
13	5	11	d6		d10
d6		(2)	+d6		LLV

Skills: Swimming d12+1

Edges: Weapon Focus (bite)

Abilities: Armour +2 (Tough scales), Bite (Str+d6), Low Light Vision, Aquatic, Soak +2, Size +2

Medium barracuda

Ag	Sm	Sp	St	Vi	
d8	d4	d6	d6	d6	
					
12	6	5	d8		d8
d6			+d6		LLV

Skills: Swimming d12

Abilities: Bite (Str+d6), Low Light Vision, Aquatic

Small barracuda					
Ag	Sm	Sp	St	Vi	
d10	d4	d6	d4	d6	
					
10	4	4	d4		d6
d6			+d4		LLV
Skills: Swimming d10 Abilities: Bite (Str+d4), Low Light Vision, Aquatic, Size -1					

Swamp barracuda					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d10	d6	
					
4	5	6	d6		d8
d6		(1)	+d6		LLV
Skills: Stealth d8, Tracking d8, Swimming d10 Abilities: Armour +1 (Tough scales), Bite (Str+d6), Tail slap (Str+d6), Low Light Vision, Scent, Amphibious					

Giant blowfish					
Ag	Sm	Sp	St	Vi	
d6	d4	d8	d12	d10	
					
6	5	11	d6		d6
d6		(2)	+d6		LLV
Skills: Swimming d12 Edges: Level Headed, Weapon Focus (slam) Abilities: Armour +2 (Tough scales), Slam (Str+d6; Poison), Low Light Vision, Quills, Aquatic, Hardy, Size +2					

Giant caribe					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d6	d6	
					
10	6	6	d8		d10
d6		(1)	+d6		LLV
Skills: Tracking d10, Swimming d10 Abilities: Armour +1 (Tough scales), Bite (Str+d6), Low Light Vision, Scent, Aquatic					

Giant electric catfish					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12	d10	
					
12	6	11	d8		d12
d6		(2)	+d6		LLV
Skills: Swimming d12 Edges: Strong Willed, Weapon Focus (bite) Abilities: Armour +2 (Grey skin), Bite (Str+d6; Grab), Low Light Vision, Tremorsense, Swallow, Aquatic, Size +2					

Dragonfish					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d6	
					
10	5	5	d6		d8
d6		(1)	+d4		DV
Skills: Stealth d10, Tracking d8, Swimming d10 Abilities: Armour +1 (Brown scales), Bite (Str+d4), Low Light Vision, Darkvision, Scent, Aquatic, Poison, Size -1					

Dunkleosteus					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d12+4	d10	
					
16	6	17	d8		d12
d6		(2)	+d8		LLV
Skills: Swimming d12+4 Edges: Level Headed, Weapon Focus (bite) Abilities: Armour +2 (Tough scales), Bite (Str+d8; Grab), Low Light Vision, Aquatic, Size +8 (Huge)					

Gar					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d8	d8	
					
10	5	6	d6		d6
d6			+d6		LLV
Skills: Swimming d10 Edges: Level Headed Abilities: Bite (Str+d6; Grab), Low Light Vision, Aquatic					

Giant gar

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+4	d12+2	
					
13	5	20	d6		d10
d6		(3)	+d8		LLV

Skills: Swimming d12+1

Edges: Improved Level Headed, Strong Willed

Abilities: Armour +3 (Bony scales), Bite (Str+d8; Grab), Low Light Vision, Swallow, Aquatic, Size +8 (Huge)

Slimy hagfish

Ag	Sm	Sp	St	Vi	
d8	d4	d6	d6	d12	
					
6	5	6	d6		d4
d6			Str		LLV

Skills: Swimming d12

Edges: Level Headed

Abilities: Bite (Str), Low Light Vision, Aquatic, Size -2 (Small)

Giant pike

Ag	Sm	Sp	St	Vi	
d12	d4	d6	d8	d8	
					
13	6	9	d8		d12
d6		(1)	+d6		LLV

Skills: Tracking d12, Swimming d12+1

Edges: Level Headed

Abilities: Armour +1 (Tough scales), Bite (Str+d6; Grab), Low Light Vision, Scent, Swallow, Aquatic, Size +2

Piranha

Ag	Sm	Sp	St	Vi	
d8	d4	d6	d6	d6	
					
8	5	5	d6		d8
d6		(1)	+d4		LLV

Skills: Tracking d8, Swimming d8

Edges: Alertness, Level Headed

Abilities: Armour +1 (Tough scales), Bite (Str+d4), Low Light Vision, Scent, Aquatic, Size -1

School of piranhas

Ag	Sm	Sp	St	Vi	
d10	d4	d10	d8	d6	
					
8	4	5	-		d10
d6			2d4		LLV

Skills: Tracking d10, Swimming d8

Edges: Alertness, Level Headed

Abilities: Low Light Vision, Scent, Swarm, Split, Aquatic

Quipper

Ag	Sm	Sp	St	Vi	
d8	d4	d6	d4	d6	
					
10	2	2	d4-2		d8
d6			Str		LLV

Skills: Tracking d8, Swimming d10

Hindrances: Small (M)

Abilities: Bite (Str), Low Light Vision, Scent, Aquatic, Size -2 (Small)

Manta ray

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d10	d8	
					
12	5	9	d6		d6
d6		(1)	+d6		LLV

Skills: Swimming d12

Abilities: Armour +1 (Tough skin), Tail slap (Str+d6), Low Light Vision, Blindsense, Aquatic, Size +2

Small stingray

Ag	Sm	Sp	St	Vi	
d8	d4	d6	d6	d6	
					
10	5	4	d6		d6
d6			+d4		LLV

Skills: Tracking d6, Swimming d10

Abilities: Sting (Str+d4; Poison), Low Light Vision, Tremorsense, Scent, Aquatic, Poison, Size -1

Medium stingray					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d8	d6	
					
10	5	6	d6		d10
d6		(1)	+d6		LLV
Skills: Stealth d6, Tracking d10, Swimming d10 Abilities: Armour +1 (Tough skin), Sting (Str+d6; Poison), Low Light Vision, Tremorsense, Scent, Aquatic, Poison					

Large stingray					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+2	d10	
					
12	5	12	d6		d10
d6		(2)	+d6		LLV
Skills: Stealth d4, Tracking d10, Swimming d12 Edges: Ambidextrous Abilities: Armour +2 (Tough skin), Sting (Str+d6; Poison), Wing (Str+d6), Low Light Vision, Tremorsense, Scent, Aquatic, Poison, Soak +2, Size +3					

Giant seahorse					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12	d8	
					
10	5	9	d6		d10
d6		(1)	+d6		LLV
Skills: Stealth d8, Swimming d10 Edges: Dodge Abilities: Armour +1 (Tough flesh), Slam (Str+d6), Low Light Vision, Aquatic, Size +2					

Killer seahorse					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+3	d12+1	
					
12	5	17	d6		d10
d6		(2)	+d8		LLV
Skills: Swimming d12 Abilities: Armour +2 (Tough flesh), Bite (Str+d8; Bleed), Tail slap (Str+d8; Constrict), Constrict, Low Light Vision, Aquatic, Soak +2, Size +7 (Large)					

	Shark							--	---	---	---	---	---		Ag	Sm	Sp	St	Vi			d6	d4	d6	d10	d6										10	5	8	d6		d8		d6		(1)	+d6		BS		Skills: Tracking d8, Swimming d10 Edges: Level Headed Abilities: Armour +1 (Tough flesh), Bite (Str+d6), Blindsense, Scent, Aquatic, Hardy, Size +2											
	Angustiden shark							---	---	---	---	--	---		Ag	Sm	Sp	St	Vi			d6	d6	d6	d12+4	d12+2										13	6	21	d8		d12		d6		(2)	+d8		BS		Skills: Tracking d12+1, Swimming d12+1 Abilities: Armour +2 (Tough flesh), Bite (Str+d8; Grab), Blindsense, Scent, Aquatic, Hardy, Size +10 (Huge)											
	Bull shark							--	---	---	---	---	---		Ag	Sm	Sp	St	Vi			d8	d4	d6	d8	d6										10	5	6	d6		d6		d6		(1)	+d6		LLV		Skills: Tracking d6, Swimming d10 Edges: Level Headed Abilities: Armour +1 (Tough flesh), Bite (Str+d6), Low Light Vision, Blindsense, Scent, Aquatic											
	Dire shark							--	---	---	---	---	---		Ag	Sm	Sp	St	Vi			d8	d4	d6	d12+4	d10										13	7	21	d10		d12		d6		(4)	+d8		BS		Skills: Tracking d12+3, Swimming d12+1 Edges: Improved Level Headed, Strong Willed Abilities: Armour +4 (Tough flesh), Bite (Str+d8; Grab), Blindsense, Scent, Swallow, Aquatic, Hardy, Size +10 (Huge)											

Great white shark					
Ag	Sm	Sp	St	Vi	
d8	d4	d10	d12+3	d12+1	
					
12	5	17	d6		d10
d6		(2)	+d8		BS
Skills: Tracking d10, Swimming d12 Edges: Level Headed Abilities: Armour +2 (Tough flesh), Bite (Str+d8), Blindsense, Scent, Aquatic, Hardy, Size +7 (Large)					

Hammerhead shark					
Ag	Sm	Sp	St	Vi	
d10	d4	d10	d12+1	d10	
					
10	5	11	d6		d10
d6		(2)	+d6		BS
Skills: Tracking d10, Swimming d10 Edges: Level Headed Abilities: Armour +2 (Tough flesh), Bite (Str+d6), Blindsense, Scent, Aquatic, Hardy, Size +2					

Helicoprion shark					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d12+3	d12	
					
12	5	14	d6		d10
d6		(2)	+d8		BS
Skills: Tracking d10, Swimming d12 Edges: Improved Level Headed Abilities: Armour +2 (Tough flesh), Bite (Str+d8; Bleed), Blindsense, Scent, Aquatic, Hardy, Size +4 (Large)					

Jigsaw shark					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d8	d6	
					
10	5	6	d6		d6
d6		(1)	+d6		BS
Skills: Tracking d6, Swimming d10 Edges: Level Headed Abilities: Armour +1 (Tough flesh), Bite (Str+d6), Blindsense, Scent, Aquatic					

Tiger shark					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+1	d10	
					
13	5	14	d6		d8
d6		(2)	+d8		BS
Skills: Tracking d8, Swimming d12+1 Edges: Level Headed Abilities: Armour +2 (Tough flesh), Bite (Str+d8), Blindsense, Scent, Aquatic, Hardy, Size +5 (Large)					

Stumble fish					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d4	d4	
					
6	4	3	d4		d4
d6			+d4		LLV
Skills: Swimming d6 Abilities: Bite (Str+d4), Low Light Vision, Aquatic, Size -1					

Swordfish					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d8	d6	
					
13	6	8	d8		d10
d6		(1)	+d6		LLV
Skills: Swimming d12+1 Edges: Weapon Focus (gore) Abilities: Armour +1 (Tough flesh), Horns (Str+d6), Low Light Vision, Gore, Aquatic, Size +2					

Tiger fish					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d8	d6	
					
13	5	5	d6		d8
d6			+d6		LLV
Skills: Stealth d6, Swimming d12+1 Abilities: Bite (Str+d6), Low Light Vision, Aquatic					

Giant tiger barb					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d8	d6	
					
12	6	8	d8		d8
d6		(1)	+d6		LLV
Skills: Tracking d8, Swimming d12 Edges: Weapon Focus (bite) Abilities: Armour +1 (Striped scales), Bite (Str+d6), Low Light Vision, Scent, Aquatic, Size +2					

Fox					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d6	
					
7	4	3	d4		d8
d6			Str		LLV
Skills: Stealth d10, Survival d4, Tracking d8 Abilities: Bite (Str), Low Light Vision, Scent, Size -2 (Small)					

Arctic fox					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
7	2	4	d4-2		d10
d6		(1)	Str		LLV
Skills: Stealth d10, Survival d4, Tracking d10 Abilities: Armour +1 (Thick fur), Bite (Str), Low Light Vision, Scent, Arctic Stride, Size -2 (Small)					

Firefoot fennec					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d6	d6	
					
7	4	3	d4		d8
d6			Str		LLV
Skills: Survival d4, Tracking d8 Abilities: Bite (Str), Low Light Vision, Scent, Size -2 (Small)					

| | | | | | |

Giant frog					
Ag	Sm	Sp	St	Vi	
d6	d4	d4	d8	d10	
					
6	5	7	d6		d4
d6			+d6		LLV
Skills: Stealth d6, Tracking d4, Swimming d10 Edges: Level Headed Abilities: Bite (Str+d6; Grab), Tongue (Str; Reach 1"; Grab), Low Light Vision, Scent, Swallow, Natural Swimmer (6")					

Giant dire frog					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d12+2	d12+2	
					
7	5	14	d6		d6
d6		(2)	+d6		LLV
Skills: Stealth d4, Tracking d6, Swimming d12 Edges: Improved Level Headed Abilities: Armour +2 (Mottled skin), Bite (Str+d6; Grab), Tongue (Str; Reach 1"; Grab), Low Light Vision, Scent, Swallow, Natural Swimmer (7"), Size +3					

Killer frog					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
4	4	6	d4		d4
d6		(1)	+d6		LLV
Skills: Stealth d8, Tracking d4, Swimming d10 Edges: Frenzy Abilities: Armour +1 (Green skin), Claws (Str+d6; Grab), Bite (Str+d6), Low Light Vision, Scent, Natural Swimmer (6"), Size -1					

Poisonous frog					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d4	d6	
					
4	2	3	d4-2		d4
d6			Str		LLV
Skills: Stealth d10, Swimming d8 Abilities: Bite (Str; Poison), Low Light Vision, Natural Swimmer (5"), Size -2 (Small)					

Army of poisonous frogs					
Ag	Sm	Sp	St	Vi	
d6	d4	d10	d8	d8	
					
4	4	6	-		d8
d6			2d4		LLV
Skills: Stealth d12+2, Tracking d8 Abilities: Low Light Vision, Scent, Swarm, Split					

Toad					
Ag	Sm	Sp	St	Vi	
d6	d4	d8	d4	d4	
					
1	2	1	d4-2		d6
d6			Str		LLV
Skills: Stealth d12+2, Tracking d6, Swimming d6 Hindrances: Small (M) Abilities: Slam (Str), Low Light Vision, Scent, Amphibious, Size -2 (Small)					

Giant toad					
Ag	Sm	Sp	St	Vi	
d6	d4	d4	d12	d10	
					
6	5	10	d6		d8
d6		(1)	+d6		LLV
Skills: Stealth d6, Tracking d8, Swimming d10 Edges: Level Headed Abilities: Armour +1 (Skin), Bite (Str+d6; Grab), Low Light Vision, Scent, Swallow, Amphibious, Size +2					

Hedgehog					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d4	d4	
					
5	2	1	d4-2		d4
d6			Str		LLV
Skills: Climbing d6, Stealth d12+1, Swimming d6 Hindrances: Small (M) Abilities: Bite (Str), Low Light Vision, Size -2 (Small)					

Antelope					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d6	d8	
					
9	4	5	d4		d6
d8			+d4		LLV
Edges: Level Headed Abilities: Horns (Str+d4), Low Light Vision, Fast Runner, Gore, Size -1					

Aurochs					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+2	d10	
					
7	5	11	d6		d8
d6		(1)	+d6		LLV
Skills: Tracking d8 Abilities: Armour +1 (Shaggy hide), Horns (Str+d6), Low Light Vision, Scent, Gore, Size +3					

Mountain aurochs					
Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+4	d12+3	
					
7	5	19	d6		d10
d6		(2)	+d8		LLV
Skills: Tracking d10 Abilities: Armour +2 (Shaggy hide), Horns (Str+d8), Low Light Vision, Scent, Gore, Size +8 (Huge)					

Storval aurochs					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+4	d12+3	
					
7	5	18	d6		d8
d6		(1)	+d8		LLV
Skills: Tracking d8 Abilities: Armour +1 (Shaggy hide), Horns (Str+d8), Low Light Vision, Scent, Gore, Size +8 (Huge)					

Bison/buffalo					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d12	
					
7	5	14	d6		d8
d6		(2)	+d8		LLV
Skills: Tracking d8 Abilities: Armour +2 (Fur), Horns (Str+d8), Low Light Vision, Scent, Gore, Size +4 (Large)					

Dire bison					
Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+4	d12+2	
					
8	6	19	d8		d12
d6		(2)	+d8		LLV
Skills: Tracking d12+1 Edges: Alertness Abilities: Armour +2 (Black fur), Horns (Str+d8), Low Light Vision, Scent, Gore, Hardy, Size +8 (Huge)					

Bull					
Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+2	d12	
					
7	5	11	d6		d6
d6			+d6		LLV
Skills: Tracking d6 Abilities: Horns (Str+d6), Low Light Vision, Scent, Gore, Size +3					

Camel					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d12	d8	
					
8	5	8	d6		d6
d6			+d6		LLV
Skills: Tracking d6 Abilities: Bite (Str+d6), Low Light Vision, Scent, Size +2					

| | | | | | |

Cow				
Ag	Sm	Sp	St	Vi
d4	d4	d4	d8	d8
				
5	4	8	d4	d4-2
d6			Str	LLV
Abilities: Hooves (Str), Low Light Vision, Scent, Docile, Size +2				

Deer				
Ag	Sm	Sp	St	Vi
d8	d6	d8	d6	d6
				
7	5	5	d6	d10
d8			+d6	LLV
Skills: Stealth d10, Tracking d10, Swimming d6 Edges: Dodge, Improved Dodge, Mobility Abilities: Antlers (Str+d6), Hooves (Str+d4), Low Light Vision, Scent, Fast Runner, Gore				

Elk				
Ag	Sm	Sp	St	Vi
d10	d6	d8	d8	d10
				
8	5	7	d6	d8
d8			+d6	LLV
Edges: Level Headed Abilities: Antlers (Str+d6), Hooves (Str+d4), Low Light Vision, Fast Runner, Gore				

Giant elk				
Ag	Sm	Sp	St	Vi
d8	d4	d6	d12+3	d12+1
				
7	5	13	d6	d8
d8		(1)	+d8	LLV
Skills: Stealth d8 Edges: Alertness, Level Headed Abilities: Armour +1 (Thick pelt), Antlers (Str+d8), Low Light Vision, Fast Runner, Gore, Size +4 (Large)				

River elk

Ag	Sm	Sp	St	Vi	
d8	d6	d8	d10	d12	
					
8	5	11	d6		d8
d8		(1)	+d6		LLV

Skills: Swimming d10

Edges: Level Headed

Abilities: Armour +1 (Thick pelt), Antlers (Str+d6), Hooves (Str+d4), Low Light Vision, Fast Runner, Gore, Natural Swimmer (6"), Size +2

Giraffe

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+1	d10	
					
8	5	14	d6		d8
d8		(2)	+d4		LLV

Edges: Frenzy

Abilities: Armour +2 (Spotted pelt), Hooves (Str+d4), Slam (Str+d8), Low Light Vision, Fast Runner, Size +5 (Large)

Goat

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d6	
					
6	4	4	d4		d4
d6			+d4		LLV

Skills: Climbing d6

Abilities: Horns (Str+d4), Low Light Vision, Gore, Size -1

Dire goat

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12	d10	
					
8	5	9	d6		d10
d6		(2)	+d6		LLV

Skills: Tracking d10

Edges: Alertness

Abilities: Armour +2 (Whitish-brown fur), Horns (Str+d6), Low Light Vision, Scent, Gore, Hardy

Grangeri

Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12+3	d12+1	
					
7	6	17	d8		d10
d6		(2)	+d8		LLV

Skills: Stealth d10

Edges: Alertness

Abilities: Armour +2 (Thick pelt), Bite (Str+d8), Low Light Vision, Hardy, Soak +2, Size +7 (Large)

Llama

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
7	4	6	d4		d4
d6			+d6		LLV

Abilities: Bite (Str+d6), Low Light Vision

Moose

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12	d10	
					
6	5	11	d6		d10
d6		(2)	+d6		LLV

Skills: Stealth d4, Tracking d10, Swimming d8

Abilities: Armour +2 (Thick pelt), Antlers (Str+d6), Hooves (Str+d4), Low Light Vision, Scent, Gore, Size +2

Scythe horn

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+2	d10	
					
7	5	12	d6		d10
d6		(2)	+d6		LLV

Skills: Tracking d10, Swimming d10

Edges: Strong Willed, Weapon Focus (antlers)

Abilities: Armour +2 (Thick pelt), Antlers (Str+d6), Low Light Vision, Scent, Gore, Size +3

Sheep					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d6	d6	
					
6	4	6	d4		d4
d6		(1)	+d6		LLV
Abilities: Armour +1 (Thick wool), Bite (Str+d6), Low Light Vision					

Ram					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d8	d6	
					
7	5	5	d6		d6
d6			+d6		LLV
Skills: Tracking d6 Abilities: Horns (Str+d6), Low Light Vision, Scent, Gore					

Dire ram					
Ag	Sm	Sp	St	Vi	
d8	d4	d8	d12+1	d12+1	
					
8	5	12	d6		d12
d6		(2)	+d6		LLV
Edges: Level Headed Abilities: Armour +2 (Thick coat), Horns (Str+d6), Low Light Vision, Gore, Soak +2, Size +2					

Hippopotamus					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12	d10	
					
7	5	11	d6		d8
d6		(2)	+d6		LLV
Skills: Stealth d4, Tracking d8, Swimming d10 Abilities: Armour +2 (Thick skin), Bite (Str+d6), Low Light Vision, Scent, Hold Breath, Size +2					

Behemoth hippopotamus					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d12+4	d12+1	
					
8	7	20	d10		d10
d6		(4)	+d8		LLV
Skills: Stealth d4, Swimming d10 Edges: Hard to Kill, Level Headed, Strong Willed Abilities: Armour +4 (Thick skin), Bite (Str+d8; Grab), Low Light Vision, Hold Breath, Size +8 (Huge)					

Dire hippopotamus					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d12+2	
					
7	6	19	d8		d12
d6		(3)	+d8		LLV
Skills: Tracking d12+2, Swimming d12+2 Edges: Level Headed Abilities: Armour +3 (Thick skin), Bite (Str+d8), Low Light Vision, Scent, Natural Swimmer (7"), Hold Breath, Hardy, Soak +2, Size +7 (Large)					

Riding horse					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d10	d10	
					
8	4	9	d4		d6
d8			Str		LLV
Skills: Tracking d6 Edges: Frenzy Abilities: Hooves (Str), Low Light Vision, Scent, Fast Runner, Docile, Size +2					

Warhorse					
Ag	Sm	Sp	St	Vi	
d12	d6	d10	d12+1	d12+1	
					
8	5	11	d6		d8
d8			+d4		LLV
Skills: Tracking d8 Edges: Frenzy Abilities: Hooves (Str+d4), Low Light Vision, Scent, Fast Runner, Size +3					

Donkey

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d6	
					
7	4	6	d4		d4
d6			Str		LLV

Skills: Tracking d4

Abilities: Bite (Str), Low Light Vision, Scent, Docile, Size +1

Draft horse

Ag	Sm	Sp	St	Vi	
d12	d6	d10	d12+1	d12+1	
					
8	4	11	d4		d8
d8		(1)	Str		LLV

Skills: Tracking d8

Abilities: Armour +1 (Thick coat), Bite (Str), Hooves (Str), Low Light Vision, Scent, Fast Runner, Docile, Size +2

Mule

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d10	d10	
					
6	4	9	d4		d6
d6			Str		LLV

Skills: Tracking d6

Edges: Alertness

Abilities: Hooves (Str), Low Light Vision, Scent, Docile, Size +2

Pony

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d8	d8	
					
7	4	7	d4		d6
d8			Str		LLV

Skills: Tracking d6

Edges: Frenzy

Abilities: Hooves (Str), Low Light Vision, Scent, Fast Runner, Docile, Size +1

War pony

Ag	Sm	Sp	St	Vi	
d10	d6	d8	d10	d12	
					
7	5	9	d6		d8
d8			+d4		LLV

Skills: Tracking d8

Edges: Frenzy

Abilities: Hooves (Str+d4), Low Light Vision, Scent, Fast Runner, Size +1

Zebra

Ag	Sm	Sp	St	Vi	
d6	d6	d6	d8	d8	
					
7	5	7	d6		d6
d8			+d4		LLV

Skills: Tracking d6

Edges: Frenzy

Abilities: Hooves (Str+d4), Low Light Vision, Scent, Fast Runner, Size +1

Hyena

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d8	
					
8	5	7	d6		d8
d6		(1)	+d6		LLV

Skills: Stealth d6, Tracking d8

Abilities: Armour +1 (Tan-colored fur), Bite (Str+d6; Go for the Throat), Low Light Vision, Scent, Go for the Throat

Dire hyena

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12	d8	
					
8	5	9	d6		d8
d6		(1)	+d6		LLV

Skills: Stealth d8, Tracking d8

Abilities: Armour +1 (Spotted pelt), Bite (Str+d6; Go for the Throat), Low Light Vision, Scent, Go for the Throat, Size +2

Giant hyena					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d12	
					
-	6	14	d8		d10
d6		(2)	+d8		LLV
Skills: Stealth d4, Survival d6, Tracking d10 Edges: Weapon Focus (bite) Abilities: Armour +2 (Spotted pelt), Bite (Str+d8; Go for the Throat), Low Light Vision, Scent, Go for the Throat, Soak +2, Size +4 (Large)					

Kangaroo					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d6	d8	
					
8	4	7	d4		d6
d6		(1)	+d4		LLV
Skills: Tracking d6 Abilities: Armour +1 (Thick pelt), Kick (Str+d4; Knockback), Low Light Vision, Scent, Knockback					

Lizard					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d4	d4	
					
5	2	2	d4-2		d4
d6			Str		LLV
Skills: Climbing d10, Stealth d12 Abilities: Bite (Str), Low Light Vision, Wall Walker (5"), Size -2 (Small)					

Giant chameleon					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d10	d12	
					
7	5	11	d6		d6
d6		(1)	+d6		LLV
Skills: Climbing d12, Stealth d12+1 Edges: Level Headed Abilities: Armour +1 (Thick scales), Bite (Str+d6), Tongue (Str; Reach 1"; Grab), Low Light Vision, Wall Walker (7"), Size +2					

Giant frilled lizard					
Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+1	d12	
					
6	5	12	d6		d10
d6		(2)	+d6		LLV
Skills: Climbing d10, Stealth d8, Tracking d10 Edges: Improved Level Headed Abilities: Armour +2 (Thick scales), Bite (Str+d6), Tail (Str+d6), Low Light Vision, Scent, Wall Walker (6"), Hardy, Size +2					

Giant gecko					
Ag	Sm	Sp	St	Vi	
d8	d6	d8	d6	d6	
					
7	5	6	d6		d6
d6		(1)	+d6		LLV
Skills: Climbing d12+2 Edges: Level Headed Abilities: Armour +1 (Thick scales), Bite (Str+d6), Low Light Vision, Wall Walker (7")					

Blood lizard					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12	d10	
					
6	6	9	d8		d8
d6		(2)	+d6		LLV
Skills: Climbing d10, Stealth d10, Swimming d12 Edges: Weapon Focus (bite) Abilities: Armour +2 (Thick scales), Bite (Str+d6), Low Light Vision, Natural Swimmer (6")					

Hydrus					
Ag	Sm	Sp	St	Vi	
d12+1	d6	d8	d4	d6	
					
5	2	3	d4-2		d6
d6			Str		LLV
Skills: Swimming d8 Abilities: Bite (Str; Invasion), Spittle (Shooting; range 3/6/12; 2d4; Poison), Low Light Vision, Wall Walker (4"), Natural Swimmer (7"), Poison, Size -2 (Small)					

Marine iguana					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d8	
					
4	4	6	d4		d4
d6		(1)	+d4		LLV
Skills: Stealth d10, Swimming d8 Abilities: Armour +1 (Thick scales), Bite (Str+d4), Low Light Vision, Natural Swimmer (6"), Size -1					

Monitor lizard					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d10	d10	
					
6	5	8	d6		d8
d6		(1)	+d6		LLV
Skills: Climbing d8, Stealth d10, Tracking d8, Swimming d10 Abilities: Armour +1 (Thick scales), Bite (Str+d6; Grab; Poison), Low Light Vision, Scent, Natural Swimmer (6"), Hardy					

Archelon					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+2	d12	
					
4	5	17	d6		d10
d6		(3)	+d8		LLV
Skills: Tracking d10, Swimming d12+1 Edges: Level Headed, Strong Willed, Weapon Focus (bite) Abilities: Armour +3 (Thick shell), Bite (Str+d8), Low Light Vision, Scent, Natural Swimmer (8"), Hold Breath, Size +6 (Large)					

Arsinoitherium					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d12+1	
					
6	5	15	d6		d10
d6		(3)	+d8		LLV
Skills: Tracking d10 Edges: Hard to Kill Abilities: Armour +3 (Thick hide), Horns (Str+d8), Low Light Vision, Scent, Gore, Hardy, Size +4 (Large)					

Baluchitherium					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+4	d12+1	
					
7	6	19	d8		d12
d6		(3)	+d4		LLV
Skills: Tracking d12, Swimming d12 Edges: Frenzy, Strong Willed Abilities: Armour +3 (Thick hide), Hooves (Str+d4), Low Light Vision, Scent, Hardy, Size +8 (Huge)					

Basilosaurus					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+7	d12+1	
					
8	7	23	d10		d12
d6		(5)	+d8		LLV
Skills: Swimming d12+5 Edges: Hard to Kill, Level Headed, Strong Willed Abilities: Armour +5 (Thick hide), Bite (Str+d8; Grab), Tail slap (Str+d8), Low Light Vision, Blindsense, Swallow, Natural Swimmer (8"), Hold Breath, Hardy, Size +10 (Huge)					

Brontotherium					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+4	d12+1	
					
7	6	18	d8		d12
d6		(2)	+d8		LLV
Skills: Tracking d12+1, Swimming d10 Edges: Strong Willed Abilities: Armour +2 (Thick hide), Horns (Str+d8), Low Light Vision, Scent, Gore, Hardy, Soak +2, Size +8 (Huge)					

Gylptodon					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d10	
					
5	5	14	d6		d12
d6		(3)	+d8		LLV
Skills: Tracking d12 Edges: Frenzy Abilities: Armour +3 (Thick shell), Claws (Str+d8), Low Light Vision, Scent, Hardy, Size +4 (Large)					

Megalania					
Ag	Sm	Sp	St	Vi	
d6	d6	d8	d12+3	d12	
					
6	6	18	d8		d10
d6		(3)	+d8		LLV
Skills: Climbing d10, Stealth d10, Tracking d10, Swimming d12 Edges: Strong Willed, Weapon Focus (bite) Abilities: Armour +3 (Thick scales), Bite (Str+d8; Grab; Poison), Low Light Vision, Scent, Swallow, Natural Swimmer (6"), Size +7 (Large)					

Megaloceros				
Ag	Sm	Sp	St	Vi
d8	d6	d8	d12+1	d12
				
8	5	12	d6	d8
d8		(2)	+d6	LLV
Skills: Tracking d8 Edges: Level Headed Abilities: Armour +2 (Thick hide), Antlers (Str+d6), Hooves (Str+d4), Low Light Vision, Scent, Fast Runner, Gore, Size +2				

Megatherium				
Ag	Sm	Sp	St	Vi
d6	d6	d6	d12+3	d12
				
6	5	18	d6	d12
d6		(3)	+d8	LLV
Skills: Climbing d12, Tracking d12 Edges: Frenzy Abilities: Armour +3 (Thick hide), Claws (Str+d8; Knockback), Low Light Vision, Scent, Knockback, Wall Walker (4"), Size +7 (Large)				

Zeuglodon				
Ag	Sm	Sp	St	Vi
d12	d4	d6	d12+6	d12+2
				
9	7	22	d10	d12
d8		(3)	+d8	LLV
Skills: Swimming d12+4 Edges: Dodge, Level Headed, Strong Willed Abilities: Armour +3 (Thick hide), Bite (Str+d8; Grab), Low Light Vision, Fast Runner, Natural Swimmer (9"), Hold Breath, Size +10 (Huge)				

| | Mongoose | | | | | |---|---|---|---|---| | Ag | Sm | Sp | St | Vi | | d8 | d6 | d6 | d4 | d6 | |  |  |  |  |  | | 5 | 2 | 3 | d4-2 | d4 | | d6 | | | Str | LLV | | Skills: Climbing d10, Stealth d12, Tracking d4
Abilities: Bite (Str; Attach), Low Light Vision, Scent, Wall Walker (5"), Size -2 (Small) | | | | | | | | | | |
 | Octopus | | | | | |--|---|---|---|--| | Ag | Sm | Sp | St | Vi | | d10 | d6 | d6 | d6 | d8 | |  |  |  |  |  | | 5 | 6 | 5 | d8 | d4 | | d6 | | | +d4 | LLV | | Skills: Stealth d12+1, Swimming d8
Edges: Ambidextrous
Abilities: Bite (Str+d4; Poison), Tentacles (Str+d4; Reach 1"; Grab), Low Light Vision, Aquatic, Size -1 | | | | | | | | | | | | Blue-ringed octopus | | | | | |---|---|---|---|---| | Ag | Sm | Sp | St | Vi | | d12+1 | d6 | d6 | d4 | d6 | |  |  |  |  |  | | 5 | 2 | 3 | d4-2 | d4 | | d6 | | | Str | LLV | | Skills: Stealth d12+3, Swimming d10
Edges: Ambidextrous
Abilities: Bite (Str; Poison), Tentacles (Str; Reach 1"; Grab), Low Light Vision, Aquatic, Poison, Size -2 (Small) | | | | | | | | | | | | Giant octopus | | | | | |---|---|---|---|---| | Ag | Sm | Sp | St | Vi | | d8 | d6 | d6 | d12+1 | d10 | |  |  |  |  |  | | 5 | 6 | 11 | d8 | d8 | | d6 | | (2) | +d6 | LLV | | Skills: Stealth d12+1, Swimming d10
Edges: Ambidextrous, Combat Reflexes, Improved Level Headed, Strong Willed
Abilities: Armour +2 (Leathery hide), Bite (Str+d6; Poison), Tentacles (Str+d6; Reach 1"; Constrict), Constrict, Low Light Vision, Aquatic, Size +2 | | | | | | | | | | |

Giant lake octopus <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d8</td><td>d6</td><td>d6</td><td>d12+3</td><td colspan="2">d12+1</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>5</td><td>7</td><td>18</td><td>d10</td><td></td><td>d8</td></tr> <tr><td>d6</td><td></td><td>(3)</td><td>+d8</td><td></td><td>LLV</td></tr> </table> Skills: Stealth d12, Swimming d12+1 Edges: Ambidextrous, Combat Reflexes, Improved Level Headed, Strong Willed Abilities: Armour +3 (Leathery hide), Bite (Str+d8; Poison), Tentacles (Str+d8; Reach 1"; Grab), Low Light Vision, Aquatic, Size +7 (Large)						Ag	Sm	Sp	St	Vi		d8	d6	d6	d12+3	d12+1								5	7	18	d10		d8	d6		(3)	+d8		LLV
Ag	Sm	Sp	St	Vi																															
d8	d6	d6	d12+3	d12+1																															
																																			
5	7	18	d10		d8																														
d6		(3)	+d8		LLV																														
Otter <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d10</td><td>d6</td><td>d6</td><td>d4</td><td colspan="2">d6</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>5</td><td>2</td><td>3</td><td>d4-2</td><td></td><td>d4</td></tr> <tr><td>d6</td><td></td><td></td><td>Str</td><td></td><td>LLV</td></tr> </table> Skills: Swimming d10 Abilities: Bite (Str), Low Light Vision, Natural Swimmer (6"), Size -2 (Small)						Ag	Sm	Sp	St	Vi		d10	d6	d6	d4	d6								5	2	3	d4-2		d4	d6			Str		LLV
Ag	Sm	Sp	St	Vi																															
d10	d6	d6	d4	d6																															
																																			
5	2	3	d4-2		d4																														
d6			Str		LLV																														
Pig <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d6</td><td>d6</td><td>d6</td><td>d6</td><td colspan="2">d8</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>6</td><td>4</td><td>5</td><td>d4</td><td></td><td>d6</td></tr> <tr><td>d6</td><td></td><td></td><td>+d4</td><td></td><td>LLV</td></tr> </table> Skills: Tracking d6 Abilities: Bite (Str+d4), Low Light Vision, Scent, Hardy, Size -1						Ag	Sm	Sp	St	Vi		d6	d6	d6	d6	d8								6	4	5	d4		d6	d6			+d4		LLV
Ag	Sm	Sp	St	Vi																															
d6	d6	d6	d6	d8																															
																																			
6	4	5	d4		d6																														
d6			+d4		LLV																														
Wild pig <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d8</td><td>d6</td><td>d6</td><td>d6</td><td colspan="2">d6</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>7</td><td>5</td><td>5</td><td>d6</td><td></td><td>d6</td></tr> <tr><td>d6</td><td></td><td>(1)</td><td>+d4</td><td></td><td>LLV</td></tr> </table> Skills: Tracking d6 Abilities: Armour +1 (Bristly fur), Tusks (Str+d4), Low Light Vision, Scent, Gore, Soak +2, Size -1						Ag	Sm	Sp	St	Vi		d8	d6	d6	d6	d6								7	5	5	d6		d6	d6		(1)	+d4		LLV
Ag	Sm	Sp	St	Vi																															
d8	d6	d6	d6	d6																															
																																			
7	5	5	d6		d6																														
d6		(1)	+d4		LLV																														
Boar <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d6</td><td>d6</td><td>d6</td><td>d10</td><td colspan="2">d10</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>7</td><td>5</td><td>8</td><td>d6</td><td></td><td>d6</td></tr> <tr><td>d6</td><td></td><td>(1)</td><td>+d6</td><td></td><td>LLV</td></tr> </table> Skills: Tracking d6 Abilities: Armour +1 (Bristly fur), Tusks (Str+d6), Low Light Vision, Scent, Gore, Soak +2						Ag	Sm	Sp	St	Vi		d6	d6	d6	d10	d10								7	5	8	d6		d6	d6		(1)	+d6		LLV
Ag	Sm	Sp	St	Vi																															
d6	d6	d6	d10	d10																															
																																			
7	5	8	d6		d6																														
d6		(1)	+d6		LLV																														
Dire boar <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d6</td><td>d6</td><td>d6</td><td>d12+2</td><td colspan="2">d10</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>7</td><td>5</td><td>12</td><td>d6</td><td></td><td>d10</td></tr> <tr><td>d6</td><td></td><td>(2)</td><td>+d6</td><td></td><td>LLV</td></tr> </table> Skills: Tracking d10 Edges: Level Headed Abilities: Armour +2 (Bristly fur), Tusks (Str+d6), Low Light Vision, Scent, Gore, Soak +2, Size +3						Ag	Sm	Sp	St	Vi		d6	d6	d6	d12+2	d10								7	5	12	d6		d10	d6		(2)	+d6		LLV
Ag	Sm	Sp	St	Vi																															
d6	d6	d6	d12+2	d10																															
																																			
7	5	12	d6		d10																														
d6		(2)	+d6		LLV																														
Platypus <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d8</td><td>d6</td><td>d6</td><td>d4</td><td colspan="2">d4</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>4</td><td>2</td><td>2</td><td>d4-2</td><td></td><td>d4</td></tr> <tr><td>d6</td><td></td><td></td><td>Str</td><td></td><td></td></tr> </table> Skills: Swimming d12 Abilities: Spur (Str; Poison), Natural Swimmer (7"), Size -2 (Small)						Ag	Sm	Sp	St	Vi		d8	d6	d6	d4	d4								4	2	2	d4-2		d4	d6			Str		
Ag	Sm	Sp	St	Vi																															
d8	d6	d6	d4	d4																															
																																			
4	2	2	d4-2		d4																														
d6			Str																																
Baboon <table> <tr><th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr><td>d8</td><td>d6</td><td>d6</td><td>d6</td><td colspan="2">d6</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr><td>6</td><td>5</td><td>4</td><td>d6</td><td></td><td>d4</td></tr> <tr><td>d6</td><td></td><td></td><td>+d4</td><td></td><td>LLV</td></tr> </table> Skills: Climbing d6 Abilities: Bite (Str+d4), Low Light Vision, Size -1						Ag	Sm	Sp	St	Vi		d8	d6	d6	d6	d6								6	5	4	d6		d4	d6			+d4		LLV
Ag	Sm	Sp	St	Vi																															
d8	d6	d6	d6	d6																															
																																			
6	5	4	d6		d4																														
d6			+d4		LLV																														

Rock baboon

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d6	
					
7	5	5	d6		d8
d6			+d6		LLV

Skills: Climbing d8, Tracking d8

Edges: Alertness

Abilities: Bite (Str+d6), Low Light Vision, Scent, Wall Walker (6")

Chimpanzee

Ag	Sm	Sp	St	Vi	
d12	d6	d6	d6	d6	
					
6	5	5	d6		d8
d6			+d6		LLV

Skills: Climbing d10, Tracking d8

Edges: Frenzy

Abilities: Slams (Str+d6), Low Light Vision, Scent, Wall Walker (6"), Hardy

Dire ape

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+4	d10	
					
6	5	12	d6		d8
d6		(1)	+d8		LLV

Skills: Climbing d12, Stealth d4, Tracking d8

Edges: Strong Willed

Abilities: Armour +1 (Thick hide), Bite (Str+d8), Claws (Str+d8), Low Light Vision, Scent, Wall Walker (6"), Size +4 (Large)

Giant marmoset

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d6	
					
7	6	6	d8		d10
d6		(1)	+d6		LLV

Skills: Climbing d10, Stealth d6, Tracking d10

Edges: Frenzy

Abilities: Armour +1 (Gray fur), Claws (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Wall Walker (6")

Gorilla

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12+3	d8	
					
6	5	11	d6		d8
d6		(1)	+d8		LLV

Skills: Climbing d12, Tracking d8

Edges: Frenzy

Abilities: Armour +1 (Thick hide), Slams (Str+d8), Low Light Vision, Scent, Wall Walker (6"), Hardy, Size +4 (Large)

Mandrill

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d6	
					
6	5	4	d6		d6
d6			+d4		LLV

Skills: Climbing d10, Stealth d10, Tracking d6

Abilities: Bite (Str+d4), Low Light Vision, Scent, Wall Walker (6"), Size -1

Monkey

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
6	2	3	d4-2		d6
d6			Str		LLV

Skills: Climbing d10

Abilities: Bite (Str), Low Light Vision, Wall Walker (6"), Size -2 (Small)

Troop of monkeys

Ag	Sm	Sp	St	Vi	
d10	d4	d10	d8	d12	
					
6	4	8	-		d6
d6			2d4		LLV

Skills: Climbing d10

Edges: Improved Level Headed

Abilities: Low Light Vision, Swarm, Split, Wall Walker (5")

Orangutan					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d6	d6	
					
6	5	5	d6		d8
d6			+d6		LLV
Skills: Climbing d10, Tracking d8 Edges: Frenzy Abilities: Slams (Str+d6), Low Light Vision, Scent, Wall Walker (6"), Hardy					

Dimorphodon					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d8	d6	
					
6	5	5	d6		d6
0			+d6		LLV
Skills: Tracking d6 Abilities: Walk (4"), Bite (Str+d6; Poison), Low Light Vision, Scent, Flight (6")					

Pteranodon					
Ag	Sm	Sp	St	Vi	
d12	d6	d8	d10	d8	
					
8	5	9	d6		d10
-2		(1)	+d6		LLV
Skills: Tracking d10 Edges: Dodge, Level Headed Abilities: Walk (4"), Armour +1 (Thick scales), Bite (Str+d6), Low Light Vision, Scent, Flight (8"), Size +2					

Quetzalcoatlus					
Ag	Sm	Sp	St	Vi	
d10	d6	d8	d12+3	d10	
					
8	6	16	d8		d10
-2		(2)	+d8		LLV
Skills: Tracking d10 Edges: Dodge, Improved Level Headed Abilities: Walk (6"), Armour +2 (Thick scales), Bite (Str+d8), Wings (Str+d8), Low Light Vision, Scent, Flight (8"), Size +7 (Large)					

Rhamphorhynchus					
Ag	Sm	Sp	St	Vi	
d10	d6	d8	d4	d6	
					
7	2	3	d4-2		d6
2			Str		LLV
Skills: Stealth d10, Tracking d6 Edges: Dodge, Level Headed Abilities: Walk (4"), Bite (Str), Low Light Vision, Scent, Flight (7"), Size -2 (Small)					

Rabbit					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
6	2	3	d4-2		d4
d8			Str		LLV
Skills: Stealth d12 Abilities: Bite (Str), Low Light Vision, Fast Runner, Size -2 (Small)					

Hare					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d4	d6	
					
7	2	3	d4-2		d4
d8			Str		LLV
Skills: Stealth d12 Abilities: Bite (Str), Low Light Vision, Fast Runner, Size -2 (Small)					

Raccoon					
Ag	Sm	Sp	St	Vi	
d8	d6	d10	d4	d6	
					
5	2	3	d4-2		d4
d6			Str		LLV
Skills: Climbing d8, Tracking d4 Abilities: Bite (Str), Low Light Vision, Scent, Wall Walker (5"), Size -2 (Small)					

Dire racoon					
Ag	Sm	Sp	St	Vi	
d10	d6	d10	d6	d12	
					
6	6	9	d8		d10
d6		(2)	+d4		LLV
Skills: Climbing d8, Stealth d10, Swimming d6 Abilities: Armour +2 (Brownish-grey fur), Bite (Str+d4; Disease), Low Light Vision, Wall Walker (6"), Size -1					

Rhinoceros					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+2	d12	
					
7	5	13	d6		d10
d6		(2)	+d6		
Skills: Tracking d10 Abilities: Armour +2 (Thick hide), Horns (Str+d6), Scent, Gore, Hardy, Size +3					

Woolly rhinoceros					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+3	d12+1	
					
6	5	15	d6		d12
d6		(3)	+d8		
Skills: Tracking d12 Edges: Hard to Kill Abilities: Armour +3 (Brown fur), Horn (Str+d8), Scent, Gore, Hardy, Size +4 (Large)					

Giant woolly rhinoceros					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+4	d12+2	
					
6	7	16	d10		d12
d6		(3)	+d8		LLV
Skills: Tracking d12+3 Edges: Weapon Focus (gore) Abilities: Armour +3 (Brown fur), Horn (Str+d8), Low Light Vision, Scent, Gore, Hardy, Soak +2, Size +4 (Large)					

Giant hamster					
Ag	Sm	Sp	St	Vi	
d6	d4	d6	d12	d10	
					
5	5	11	d6		d8
d6		(2)	+d6		LLV
Skills: Climbing d8 Abilities: Armour +2 (Tan fur), Bite (Str+d6; Grab), Low Light Vision, Burrow (4"), Immunity, Size +2					

Mouse					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
4	2	2	d4-2		d4
d6			Str		LLV
Skills: Climbing d10, Stealth d12+1, Tracking d4, Swimming d10 Hindrances: Small (M) Abilities: Bite (Str), Low Light Vision, Scent, Wall Walker (4"), Natural Swimmer (5"), Size -2 (Small)					

Porcupine					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d6	
					
6	4	3	d4		d4-2
d6			Str		LLV
Skills: Climbing d6, Stealth d8 Edges: Level Headed Abilities: Tail slap (Str), Low Light Vision, Quills, Size -2 (Small)					

Dire porcupine					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d8	d8	
					
6	5	7	d6		d6
d6		(2)	+d4		LLV
Skills: Stealth d8, Tracking d6 Edges: Level Headed Abilities: Armour +2 (Thick hide), Tail slap (Str+d4), Low Light Vision, Scent, Quills, Size -1					

Giant porcupine					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d10	d10	
					
7	5	8	d6		d6
d6		(1)	+d6		LLV
Skills: Climbing d8 Edges: Level Headed Abilities: Armour +1 (Thick hide), Tail slap (Str+d6), Low Light Vision, Quills					

Rat					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
4	2	3	d4-2		d4
d6			Str		LLV
Skills: Climbing d10, Stealth d12+1, Tracking d4, Swimming d10 Abilities: Bite (Str), Low Light Vision, Scent, Wall Walker (4"), Natural Swimmer (5"), Size -2 (Small)					

Dire rat					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d6	d6	
					
7	4	4	d4		d6
d6			+d4		LLV
Skills: Climbing d10, Stealth d10, Tracking d6, Swimming d10 Abilities: Bite (Str+d4; Disease), Low Light Vision, Scent, Wall Walker (5"), Natural Swimmer (5"), Size -1					

Swarm of rats					
Ag	Sm	Sp	St	Vi	
d8	d4	d10	d8	d8	
					
4	4	6	-		d8
d6			2d4		LLV
Skills: Climbing d10, Stealth d12, Tracking d8, Swimming d10 Edges: Level Headed Abilities: Low Light Vision, Scent, Swarm, Split, Wall Walker (4"), Natural Swimmer (5")					

Squirrel					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d4	d6	
					
6	2	2	d4-2		d4
d6			Str		LLV
Skills: Climbing d12 Hindrances: Small (M) Abilities: Bite (Str), Low Light Vision, Wall Walker (6"), Size -2 (Small)					

Dire squirrel					
Ag	Sm	Sp	St	Vi	
d12+1	d6	d6	d10	d10	
					
7	6	7	d8		d6
d6			+d6		LLV
Skills: Climbing d12 Abilities: Bite (Str+d6), Low Light Vision, Wall Walker (6")					

Flying squirrel					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d4	d4	
					
7	2	2	d4-2		d4
Gld			Str		LLV
Skills: Climbing d10 Abilities: Walk (6"), Bite (Str), Low Light Vision, Flight (7"), Size -2 (Small)					

Seal					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d6	d6	
					
4	4	4	d4		d6
d6			+d4		LLV
Skills: Swimming d10 Abilities: Bite (Str+d4), Low Light Vision, Natural Swimmer (9"), Hold Breath, Size -1					

Elephant seal					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+2	d10	
					
5	5	12	d6		d8
d6		(2)	+d6		LLV
Skills: Tracking d8, Swimming d8 Abilities: Armour +2 (Tough flesh), Bite (Str+d6), Low Light Vision, Scent, Natural Swimmer (7"), Size +3					

Sea lion				
Ag	Sm	Sp	St	Vi
d8	d6	d6	d8	d8
				
5	5	7	d6	d8
d6		(1)	+d6	LLV
Skills: Tracking d8, Swimming d8 Abilities: Armour +1 (Tough flesh), Bite (Str+d6; Go for the Throat), Low Light Vision, Scent, Go for the Throat, Natural Swimmer (8"), Hold Breath				

Walrus				
Ag	Sm	Sp	St	Vi
d6	d6	d6	d12+1	d10
				
4	5	11	d6	d8
d6		(2)	+d6	LLV
Skills: Swimming d12+1 Edges: Weapon Focus (bite) Abilities: Armour +2 (Thick hide), Bite (Str+d6), Low Light Vision, Natural Swimmer (7"), Hold Breath, Size +2				

Emperor walrus				
Ag	Sm	Sp	St	Vi
d6	d6	d8	d12+4	d12+2
				
5	6	23	d8	d12
d6		(4)	+d8	LLV
Skills: Swimming d12+2 Edges: Hard to Kill, Strong Willed, Weapon Focus (bite) Abilities: Armour +4 (Skin), Bite (Str+d8), Slam (Str+d8; Knockback), Low Light Vision, Knockback, Natural Swimmer (9"), Hold Breath, Size +10 (Huge)				

Skunk					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
6	2	3	d4-2	d6	
d6			Str	LLV	
Skills: Tracking d6 **Abilities:** Bite (Str), Claws (Str), Spray (Shooting; range 4/8/16; 2d6; Musk), Low Light Vision, Scent, Size -2 (Small)					

Giant skunk				
Ag	Sm	Sp	St	Vi
d10	d6	d6	d10	d6
				
6	6	8	d8	d8
d6		(1)	+d6	2d6
Skills: Climbing d8, Survival d4, Tracking d8 Abilities: Armour +1 (Thick pelt), Bite (Str+d6), Claws (Str+d6), Spray (Shooting; range 4/8/16; 2d6; Musk), Low Light Vision, Scent, Size +2				

Sloth				
Ag	Sm	Sp	St	Vi
d4	d6	d6	d4	d6
				
1	2	3	d4-2	d4
d6			Str	LLV
Skills: Climbing d10, Stealth d12+1, Tracking d4, Swimming d4 Abilities: Claws (Str), Low Light Vision, Scent, Wall Walker (1"), Size -2 (Small)				

Dire sloth				
Ag	Sm	Sp	St	Vi
d6	d6	d6	d12	d8
				
4	5	8	d6	d4
d6		(2)	+d6	LLV
Skills: Climbing d10, Stealth d8, Tracking d4, Swimming d10 Edges: Frenzy Abilities: Armour +2 (Fur), Claws (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Wall Walker (6"), Hardy				

Anaconda					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d12+3	d10	
					
5	5	12	d6		d10
d6		(1)	+d10		LLV
Skills: Climbing d12, Stealth d8, Swimming d12 Abilities: Armour +1 (Tough scales), Bite (Str+d10; Constrict), Constrict, Low Light Vision, Wall Walker (5"), Natural Swimmer (6"), Hardy, Soak +2, Size +4 (Large)					

Giant anaconda					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d12+5	d12+2	
					
5	6	23	d8		d12
d6		(4)	+d8		LLV
Skills: Climbing d12+2, Tracking d12+2, Swimming d12+2 Edges: Dodge, Level Headed, Weapon Focus (bite) Abilities: Armour +4 (Scales), Bite (Str+d8; Constrict), Constrict, Low Light Vision, Scent, Wall Walker (5"), Natural Swimmer (7"), Size +10 (Huge)					

Asp					
Ag	Sm	Sp	St	Vi	
d8	d4	d8	d6	d8	
					
5	6	7	d8		d10
d6		(1)	+d6		LLV
Skills: Climbing d10, Stealth d12, Tracking d10, Swimming d10 Edges: Level Headed Abilities: Armour +1 (Tough scales), Bite (Str+d6; Poison), Low Light Vision, Scent, Wall Walker (5"), Natural Swimmer (5"), Poison					

Emperor cobra					
Ag	Sm	Sp	St	Vi	
d8	d4	d10	d12+2	d12	
					
6	6	13	d8		d10
d6		(2)	+d6		LLV
Skills: Climbing d12, Stealth d10, Tracking d10, Swimming d12 Edges: Level Headed, Weapon Focus (bite) Abilities: Armour +2 (Tough scales), Bite (Str+d6; Poison), Low Light Vision, Scent, Wall Walker (6"), Natural Swimmer (6"), Size +3					

King cobra					
Ag	Sm	Sp	St	Vi	
d8	d4	d10	d12+1	d12+2	
					
5	5	13	d6		d10
d6		(2)	+d6		LLV
Skills: Climbing d10, Stealth d6, Tracking d10, Swimming d10 Edges: Level Headed Abilities: Armour +2 (Tough scales), Bite (Str+d6; Poison), Low Light Vision, Scent, Wall Walker (5"), Natural Swimmer (5"), Size +2					

Spitting cobra					
Ag	Sm	Sp	St	Vi	
d10	d6	d6	d4	d6	
					
5	2	3	d4-2		d6
d6			Str		LLV
Skills: Climbing d4, Stealth d10, Tracking d6, Swimming d4 Abilities: Bite (Str; Poison), Low Light Vision, Scent, Size -2 (Small)					

Constrictor snake					
Ag	Sm	Sp	St	Vi	
d10	d4	d6	d10	d6	
					
5	5	6	d6		d10
d6		(1)	+d6		
Skills: Climbing d10, Stealth d10, Tracking d10, Swimming d10 Abilities: Armour +1 (Green scales), Bite (Str+d6; Constrict), Constrict, Scent, Wall Walker (5"), Natural Swimmer (5"), Soak +2					

Sea snake					
Ag	Sm	Sp	St	Vi	
d8	d4	d6	d4	d6	
					
5	5	4	d6		d8
d6			+d4		LLV
Skills: Climbing d8, Stealth d12, Swimming d8 Abilities: Bite (Str+d4; Poison), Low Light Vision, Wall Walker (5"), Natural Swimmer (7"), Hold Breath, Size -1					

Giant sea snake <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d8</td><td>d4</td><td>d8</td><td>d12+4</td><td colspan="2">d12+1</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>6</td><td>6</td><td>19</td><td>d8</td><td></td><td>d10</td></tr> <tr> <td>d6</td><td></td><td>(3)</td><td>+d8</td><td></td><td>LLV</td></tr> </table> Skills: Climbing d12+1, Stealth d8, Swimming d12+1 Edges: Improved Level Headed, Weapon Focus (bite) Abilities: Armour +3 (Tough scales), Bite (Str+d8; Poison), Low Light Vision, Wall Walker (5"), Natural Swimmer (7"), Hold Breath, Poison, Size +8 (Huge)						Ag	Sm	Sp	St	Vi		d8	d4	d8	d12+4	d12+1								6	6	19	d8		d10	d6		(3)	+d8		LLV
Ag	Sm	Sp	St	Vi																															
d8	d4	d8	d12+4	d12+1																															
																																			
6	6	19	d8		d10																														
d6		(3)	+d8		LLV																														
Sea krait <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d10</td><td>d4</td><td>d6</td><td>d4</td><td colspan="2">d4</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>5</td><td>2</td><td>2</td><td>d4-2</td><td></td><td>d8</td></tr> <tr> <td>d6</td><td></td><td></td><td>Str</td><td></td><td>LLV</td></tr> </table> Skills: Climbing d10, Stealth d12, Tracking d8, Swimming d10 Abilities: Bite (Str; Poison), Low Light Vision, Scent, Wall Walker (5"), Natural Swimmer (5"), Size -2 (Small)						Ag	Sm	Sp	St	Vi		d10	d4	d6	d4	d4								5	2	2	d4-2		d8	d6			Str		LLV
Ag	Sm	Sp	St	Vi																															
d10	d4	d6	d4	d4																															
																																			
5	2	2	d4-2		d8																														
d6			Str		LLV																														
Snake swarm <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d8</td><td>d4</td><td>d10</td><td>d10</td><td colspan="2">d8</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>5</td><td>4</td><td>6</td><td>-</td><td></td><td>d8</td></tr> <tr> <td>d6</td><td></td><td></td><td>2d4</td><td></td><td>LLV</td></tr> </table> Skills: Climbing d12, Stealth d12+1, Tracking d8, Swimming d8 Edges: Improved Level Headed Abilities: Low Light Vision, Scent, Swarm, Split, Wall Walker (5"), Natural Swimmer (5")						Ag	Sm	Sp	St	Vi		d8	d4	d10	d10	d8								5	4	6	-		d8	d6			2d4		LLV
Ag	Sm	Sp	St	Vi																															
d8	d4	d10	d10	d8																															
																																			
5	4	6	-		d8																														
d6			2d4		LLV																														
Venomous snake swarm <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d10</td><td>d4</td><td>d10</td><td>d10</td><td colspan="2">d12</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>5</td><td>4</td><td>9</td><td>-</td><td></td><td>d10</td></tr> <tr> <td>d6</td><td></td><td>(1)</td><td>2d4</td><td></td><td>LLV</td></tr> </table> Skills: Climbing d12, Stealth d12+1, Tracking d10, Swimming d10 Edges: Improved Level Headed Abilities: Armour +1 (Tough scales), Low Light Vision, Scent, Swarm, Split, Wall Walker (5"), Natural Swimmer (5")						Ag	Sm	Sp	St	Vi		d10	d4	d10	d10	d12								5	4	9	-		d10	d6		(1)	2d4		LLV
Ag	Sm	Sp	St	Vi																															
d10	d4	d10	d10	d12																															
																																			
5	4	9	-		d10																														
d6		(1)	2d4		LLV																														
Venomous snake <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d6</td><td>d4</td><td>d6</td><td>d4</td><td colspan="2">d8</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>5</td><td>5</td><td>7</td><td>d6</td><td></td><td>d8</td></tr> <tr> <td>d6</td><td></td><td>(1)</td><td>+d6</td><td></td><td>LLV</td></tr> </table> Skills: Climbing d8, Stealth d8, Tracking d8, Swimming d8 Edges: Level Headed Abilities: Armour +1 (Tough scales), Bite (Str+d6; Poison), Low Light Vision, Scent, Wall Walker (5"), Natural Swimmer (5")						Ag	Sm	Sp	St	Vi		d6	d4	d6	d4	d8								5	5	7	d6		d8	d6		(1)	+d6		LLV
Ag	Sm	Sp	St	Vi																															
d6	d4	d6	d4	d8																															
																																			
5	5	7	d6		d8																														
d6		(1)	+d6		LLV																														
Viper <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d10</td><td>d4</td><td>d6</td><td>d4</td><td colspan="2">d4</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>5</td><td>2</td><td>2</td><td>d4-2</td><td></td><td>d8</td></tr> <tr> <td>d6</td><td></td><td></td><td>Str</td><td></td><td>LLV</td></tr> </table> Skills: Climbing d10, Stealth d12, Tracking d8, Swimming d10 Abilities: Bite (Str; Poison), Low Light Vision, Scent, Wall Walker (5"), Natural Swimmer (5"), Size -2 (Small)						Ag	Sm	Sp	St	Vi		d10	d4	d6	d4	d4								5	2	2	d4-2		d8	d6			Str		LLV
Ag	Sm	Sp	St	Vi																															
d10	d4	d6	d4	d4																															
																																			
5	2	2	d4-2		d8																														
d6			Str		LLV																														
Squid <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d8</td><td>d6</td><td>d6</td><td>d8</td><td colspan="2">d6</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>10</td><td>5</td><td>5</td><td>d6</td><td></td><td>d8</td></tr> <tr> <td>d6</td><td></td><td></td><td>+d6</td><td></td><td>LLV</td></tr> </table> Skills: Swimming d10 Edges: Ambidextrous, Improved Level Headed Abilities: Bite (Str+d6), Tentacles (Str+d6; Reach 1"; Grab), Low Light Vision, Aquatic						Ag	Sm	Sp	St	Vi		d8	d6	d6	d8	d6								10	5	5	d6		d8	d6			+d6		LLV
Ag	Sm	Sp	St	Vi																															
d8	d6	d6	d8	d6																															
																																			
10	5	5	d6		d8																														
d6			+d6		LLV																														
Giant squid <table> <tr> <th>Ag</th><th>Sm</th><th>Sp</th><th>St</th><th colspan="2">Vi</th></tr> <tr> <td>d10</td><td>d6</td><td>d6</td><td>d12+3</td><td colspan="2">d12</td></tr> <tr> <td></td><td></td><td></td><td></td><td></td><td></td></tr> <tr> <td>12</td><td>6</td><td>17</td><td>d8</td><td></td><td>d12</td></tr> <tr> <td>d6</td><td></td><td>(2)</td><td>+d8</td><td></td><td>LLV</td></tr> </table> Skills: Swimming d12 Gear: Arms (Str+d8) Edges: Ambidextrous, Combat Reflexes, Improved Level Headed Abilities: Armour +2 (Tough flesh), Bite (Str+d8), Constrict, Low Light Vision, Aquatic, Hardy, Size +7 (Large)						Ag	Sm	Sp	St	Vi		d10	d6	d6	d12+3	d12								12	6	17	d8		d12	d6		(2)	+d8		LLV
Ag	Sm	Sp	St	Vi																															
d10	d6	d6	d12+3	d12																															
																																			
12	6	17	d8		d12																														
d6		(2)	+d8		LLV																														

Thylacine					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d10	
					
6	4	6	d4		d8
d6			+d4		LLV
Abilities: Bite (Str+d4), Low Light Vision, Size -1					

Brush thylacine					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d10	d12	
					
6	5	9	d6		d8
d6		(1)	+d6		LLV
Skills: Stealth d6 Abilities: Armour +1 (Striped fur), Bite (Str+d6), Low Light Vision					

Giant tortoise					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d8	d10	
					
4	5	9	d6		d8
d6		(2)	+d6		LLV
Abilities: Armour +2 (Leathery skin), Bite (Str+d6), Low Light Vision, Hardy					

Immense tortoise					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d12+6	d12+2	
					
5	6	31	d8		d12
d6		(6)	+d8		LLV
Abilities: Armour +6 (Thick shell), Bite (Str+d8), Low Light Vision, Hardy, Size +16 (Gargantuan)					

Giant tuatara					
Ag	Sm	Sp	St	Vi	
d6	d6	d6	d12+1	d12	
					
6	5	12	d6		d8
d6		(2)	+d6		LLV
Skills: Climbing d8, Stealth d4, Tracking d8, Swimming d8 Edges: Level Headed Abilities: Armour +2 (Hard scales), Bite (Str+d6), Low Light Vision, Scent, Burrow (4"), Hardy, Size +2					

Turtle					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d4	d4	
					
1	2	4	d4-2		d6
d6		(2)	Str		LLV
Skills: Swimming d10 Abilities: Armour +2 (Thick shell), Bite (Str), Low Light Vision, Natural Swimmer (5"), Size -2 (Small)					

Snapping turtle					
Ag	Sm	Sp	St	Vi	
d4	d4	d6	d4	d6	
					
4	2	3	d4-2		d6
d6			Str		LLV
Skills: Tracking d6, Swimming d6 Abilities: Bite (Str), Low Light Vision, Scent, Natural Swimmer (5"), Hold Breath, Size -2 (Small)					

Giant snapping turtle					
Ag	Sm	Sp	St	Vi	
d4	d4	d6	d12+4	d12+1	
					
5	6	22	d8		d12
d6		(4)	+d8		LLV
Skills: Tracking d12+2, Swimming d12+1 Edges: Level Headed, Strong Willed, Weapon Focus (bite) Abilities: Armour +4 (Thick shell), Bite (Str+d8; Grab), Low Light Vision, Scent, Swallow, Natural Swimmer (6"), Hold Breath, Soak +2, Size +10 (Huge)					

Weasel					
Ag	Sm	Sp	St	Vi	
d8	d6	d6	d4	d6	
					
5	2	3	d4-2		d4
d6			Str		LLV
Skills: Climbing d10, Stealth d12, Tracking d4 Abilities: Bite (Str; Attach), Low Light Vision, Scent, Wall Walker (5"), Size -2 (Small)					

Dire weasel					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d8	d6	
					
7	6	6	d8		d6
d6		(1)	+d6		LLV
Skills: Climbing d6, Stealth d10, Tracking d6 Abilities: Armour +1 (Thick pelt), Bite (Str+d6), Low Light Vision, Scent					

Giant weasel					
Ag	Sm	Sp	St	Vi	
d12	d6	d6	d8	d6	
					
7	6	5	d8		d8
d6			+d6		LLV
Skills: Climbing d6, Stealth d10, Tracking d8, Swimming d8 Abilities: Bite (Str+d6; Grab), Low Light Vision, Scent					

Whale					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d12+6	d12+2	
					
8	7	23	d10		d12
d6		(4)	+d8		LLV
Skills: Swimming d12+4 Edges: Hard to Kill, Level Headed, Strong Willed Abilities: Armour +4 (Thick flesh), Tail slap (Str+d8), Bite (Str+d8), Low Light Vision, Blindsight, Natural Swimmer (8"), Hold Breath, Hardy, Size +10 (Huge)					

Blue whale					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d12+7	d12+3	
					
9	7	32	d10		d12
d6		(6)	+d8		LLV
Skills: Swimming d12+6 Edges: Hard to Kill, Strong Willed, Weapon Focus (tail slap) Abilities: Armour +6 (Thick flesh), Tail slap (Str+d8; Knockback), Low Light Vision, Swallow, Knockback, Natural Swimmer (9"), Hold Breath, Size +17 (Gargantuan)					

Crimson whale					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d12+5	d12+1	
					
8	6	22	d8		d12
d6		(4)	+d8		LLV
Skills: Swimming d12+4 Edges: Level Headed, Strong Willed, Weapon Focus (bite) Abilities: Armour +4 (Blood-red skin), Bite (Str+d8; Grab), Low Light Vision, Blindsense, Swallow, Natural Swimmer (8"), Hold Breath, Soak +2, Size +10 (Huge)					

Great white whale					
Ag	Sm	Sp	St	Vi	
d4	d6	d6	d12+9	d12+3	
					
9	7	34	d10		d10
d6		(6)	+d8		LLV
Skills: Swimming d12+7 Edges: Hard to Kill, Strong Willed Abilities: Armour +6 (Thick flesh), Bite (Str+d8), Tail slap (Str+d8), Low Light Vision, Blindsight, Natural Swimmer (9"), Hold Breath, Hardy, Size +19 (Gargantuan)					

Narwhal					
Ag	Sm	Sp	St	Vi	
d10	d6	d8	d12+1	d8	
					
11	5	9	d6		d10
d6		(1)	+d6		LLV
Skills: Swimming d12+1 Abilities: Armour +1 (Thick flesh), Bite (Str+d6), Low Light Vision, Blindsight, Natural Swimmer (11"), Hold Breath, Soak +2, Size +2					

Wolf

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d6	d8	
					
8	5	7	d6		d8
d8		(1)	+d6		LLV

Skills: Stealth d6, Survival d4, Tracking d8

Abilities: Armour +1 (Thick pelt), Bite (Str+d6; Go for the Throat), Low Light Vision, Scent, Fast Runner, Go for the Throat

Dire wolf

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d12	d10	
					
8	6	10	d8		d10
d8		(1)	+d6		LLV

Skills: Stealth d4, Survival d4, Tracking d10

Edges: Weapon Focus (bite)

Abilities: Armour +1 (Thick pelt), Bite (Str+d6; Go for the Throat), Low Light Vision, Scent, Fast Runner, Go for the Throat, Size +2

Wolverine

Ag	Sm	Sp	St	Vi	
d8	d6	d6	d8	d8	
					
6	5	7	d6		d10
d6		(1)	+d6		LLV

Skills: Climbing d10, Tracking d10

Edges: Berserk, Frenzy

Abilities: Armour +1 (Thick pelt), Claws (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Burrow (4"), Wall Walker (4"), Soak +2

Dire wolverine

Ag	Sm	Sp	St	Vi	
d10	d6	d6	d12	d10	
					
6	5	10	d6		d10
d6		(1)	+d6		LLV

Skills: Climbing d10, Tracking d10

Edges: Berserk, Frenzy, Level Headed

Abilities: Armour +1 (Thick pelt), Claws (Str+d6), Bite (Str+d6), Low Light Vision, Scent, Wall Walker (4"), Soak +2, Size +2

The graphical icons are licenced under the Creative Commons 3.0 BY license. They are available from <http://game-icons.net>.