

Net Animal Book

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Introduction

This book is an unofficial collection of animals for After the Bomb®. Most new animals are posted to the Palladium Books® forum (<http://forums.palladium-megaverse.com/>). Some of the animals are updated stats for animals in the older supplements. Rifter #29 has additional mutants including different rules for the octopus. Rifter #18 has rules for creating new animals and includes the penguin as an example. The content of the book is limited to present day animals and no chimeras. Unless otherwise noted the animals are presented unchanged. I have not playtested the animals and suggest getting GM approval before using any creature contained herein.

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New Vestigial Disadvantages

Poor Hearing: The character suffers from poor hearing. The character can only hear really loud noises up to 30 feet (10 m) away, and will have difficulty hearing anything nearby (conversations can be especially troublesome). The actual effects in combat will vary, but at most result in a -1 to parry or dodge, and the character never has initiative when sound is a factor.

Poor Sight: The character suffers from poor eyesight. Unlike nearsightedness the character can see far and near with color vision. Vision is dull and slightly blurred, objects lack detail and some become nothing more than shapes. The animal has been known to run into bushes, trees and walls when fleeing or running. The character suffers -1 to strike with projectile weapons and -2 parry. Also suffers -5% to skill that require detailed sight like Electrical Engineering, but not Identify Plants & Fruits which can rely on both smell and taste. Characters can also have Color Blindness, Nearsighted and/or Prey Eyes all with cumulative effect. They can not take any heightened sight powers.

Animal Description

Aardvark by Thyfur

Original Animal Characteristics

Description: Aardvark (Afrikaans for “earth pig”) also called an Antbear, is a burrowing ant-eating mammal. It is found south of the Sahara to the Cape of Good Hope. It lives in burrows and feeds primarily on ants and termites mainly at night. It has chisel-shaped claws to break open termite nests, a tapering tail, and 20 cylindrical rootless teeth.

Size Level: 9

Length: 44 inches

Weight: 132 to 176 lbs

Build: Short

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: P.S. +2, P.P. +1, and P.E. +2

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None, mule-like ears stick straight out from the head, the round snout is very long, dark fur covered legs, long slender head, thick grayish skin with sparse course hair, and a long naked tail. 5 BIO-E for Partial, ears are large and stick above the head, slender head, color is ashen or grayish, there is a noticeable snout, hair is patchy and course except on the legs, and there is still a short naked tail.

10 BIO-E for Full, ears are larger than normal and stick out, jaw and lips protrude, upturned nose, small round teeth, hairy legs, pale hairless and tailless body.

Natural Weapons:

5 BIO-E for Digging Claws on forefeet only that does 1D6 damage, -10% to prowl if None or Partial Biped.

Mutant Animal Powers:

5 BIO-E for Digging

10 BIO-E for Tunneling

5 BIO-E for Brute Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Advanced Hearing

Vestigial Disadvantages:

-5 for Diet Insectivore

-5 BIO-E for Nocturnal

-10 BIO-E for Poor Sight

-5 BIO-E for Prey Eyes

-5 BIO-E for Reptile Brain Predator

-5 BIO-E for Vestigial Tail

Ape: Baboon by Thyfur

Original Animal Characteristics

Description: There are five species or subspecies of Baboon. All of the different Baboons are very similar differing only in size and minor color variations. They have long dog-like muzzles, close-set eyes and powerful jaws. Thick fur covers their bodies except on their muzzles. They all have short tails and rough bottoms for sitting comfortably. While they are omnivorous, they prefer a vegetarian diet.

Hamadryas males are often twice as large as females with a silver-white fur and large white mane. Females are brown and maneless. Both have red faces. They prefer semi-desert areas, savannahs and rocky area of northeast Africa and southwest Arabia. They are also called Sacred Baboons.

Guinea Baboons range over Guinea, Senegal, Gambia, Mauritania and Mali. They are reddish brown with a dark-violet or black face surrounded by a small mane.

Olive Baboon also called the Anubis Baboon range from Mali to Ethiopia down to Tanzania. Some isolated troops can be found in mountainous regions of the Sahara. It prefers savannahs, steppes and forest. Their skin is olive-green with a black face. Males have a mane and larger canines.

Yellow Baboon is slim body with yellowish-brown fur. Their hairless face is black with white sideburns. They have a long tail almost the length of their body. They are found from Kenya to Tanzania to Zimbabwe and Botswana.

Chacma Baboon is dark brown or grey, maneless and the largest of the Baboons.

Size Level: Hamadryas males 5, females 4. Guinea and Yellow males 7. Olive and Chacma males 6. All other females 5.

Length: Hamadryas 24-30in. Guinea 27in. Olive 30in males, 24in females. Yellow 33in males, 24in females. Chacma 59in males, 43in females.

Weight: Hamadryas 40lbs males, 20lbs females. Guinea 50-90lbs males, 28-50lbs females. Olive 55lbs males, 31lbs females. Yellow 59-97lbs males, 31-37lbs females. Chacma 73lbs males, 33lbs females.

Build: Short

Mutant Changes & Costs

Total BIO-E: Hamadryas, Olive and Chacma 40. Guinea and Yellow 35.

Attribute Bonuses: I.Q. +1D4, M.E. +1, P.E. +4, Spd. +2

Human Features

Hands: Automatic Partial or 5 BIO-E for Full

Biped: Automatic Partial or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None, Long dog-like muzzle, fur covered body with hairless palms and muzzle, long slender arms and lengthy tail, brown or black eyes.

5 BIO-E for Partial, Long muzzle, hairy body with thick head fur, slender arms and shorter tail (about quarter of body length), brown eyes.

10 BIO-E for Full, Large nose and prominent chin, thick head hair and sideburns, narrow hips and broad shoulders, have a human looking dog face.

Natural Weapons:

5 BIO-E for 1D6 Bite.

10 BIO-E for 2D6 Bite.

5 BIO-E for 1D4 Razor Fingernails

Mutant Animal Powers:

10 BIO-E for Advanced Vision

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extraordinary Speed

5 BIO-E for Advanced Touch

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-5 BIO-E for Vestigial Tail

Ape: Mandrill and Drill by Thyfur

Original Animal Characteristics

Description: Mandrill and Drill are closely related to baboons and share some similarities. Mandrills have a olive colored fur with yellow beards. Male have a colorful face and rump of red and blue. Often heavier males with have a mane or cape at the shoulders. Mandrill are found in tropical rainforests of west Africa (Nigeria, Cameroon, Gabon and Congo). They are omnivores eating various plants, insects and small animals. Drills are found in lowland, coastal and riverine forests of west Africa. They are look very much like a Mandrill but instead of the colorful face theirs is jet black except for their bright red lower lip. Their rumps are a bright red.

Size Level: 6

Length: 24-30 inches (61-76cm)

Weight: 55 lbs. (25kg) males, 25 lbs. (11.5kg) females.

Build: Short

Mutant Changes & Costs

Total BIO-E: 40

Attribute Bonuses: I.Q. +2, M.E. +1, P.S. +1, and P.E. +4

Human Features

Hands: Automatic Partial or 5 BIO-E for Full

Biped: Automatic Partial or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None, Long dog-like (colorful for Mandrills or black for Drills) muzzle, fur covered

body with hairless palms and muzzle, large colorful rump, long slender arms and stubby tail, brown eyes.

5 BIO-E for Partial, Long (colorful for Mandrills or black for Drills) muzzle, hairy body with thick head fur, slender arms, smaller colorful rump, brown eyes.

10 BIO-E for Full, Large nose and narrow chin, thick head hair and sideburns, narrow hips and broad shoulders, skin tends to have a blue or a red tint.

Natural Weapons:

5 BIO-E for 1D4 Bite.

10 BIO-E for 2D4 Bite.

Mutant Animal Powers:

10 BIO-E for Advanced Vision

10 BIO-E for Advanced Smell

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Advanced Touch

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-5 BIO-E for Musk Glands

Ape: Orangutan by Thyfur

Original Animal Characteristics

Description: Orangutans are the only great ape that lives in Asian, specifically Borneo and Sumatra. The two populations are separate species. They live in tropical forests and many adults will never touch the ground being so well adapted and finding water in tree holes. They are omnivorous with their favorite food being fruit, by about age 10 most will have learned to identify over 200 different food plants. Orangs prefer to spend their time alone coming together only to mate. Males are very territorial. They have a thin shaggy coat of reddish brown, sloping forehead and a bulging snout. Their arms are much longer (up to eight feet for some males) than their short weak legs. Adult males sport large cheek pads that continue to growing for much of their life. Their feet are often used as hands

Size Level: 9 males, 8 females

Length: 5 feet (1.5m)

Weight: 110-198 lbs (50-90kg) males, 66-110 lbs (30-50) females

Build: Medium

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: I.Q. +1d6, M.E. +2, Brute Strength, and P.S. +4

Human Features

Hands: Automatically Full

Biped: Automatically Partial or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None, High sloping forehead with bulging nose, dark eyes, shaggy brown or orange fur with hairless palms. Shoulders seem to slope and arms hang or reach the ground. Legs are short and weak. Males have a large round face with cheek pads.

5 BIO-E for Partial. Flat features with large forehead, wide nose and dark eyes. Shaggy but thin body hair of orange or brown color. Shoulders are sloped and broad with very long arms that hang past the knees. Short weak legs with a slight swing to walk. Males tend to be balding with a full beard and have a very round and chubby face.

10 BIO-E for Full. Facial features are slightly flat with a with nose and dark eyes. Body hair is thin and most are bald with sideburns. Males have chubby cheeks and often a full beard. Arms are slightly long often to the knees. Legs are short compared to the rest of the body.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E Prehensile Feet

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Beastly Strength

10 BIO-E for Crushing Strength

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Advanced Touch

Vestigial Disadvantages:

-5 BIO-E for Diet: Herbivore

-10 BIO-E for Nearsightedness

Aye-Aye by Kuseru Satsujin

Original Animal Characteristics

Description: The Aye-Aye is an arboreal, nocturnal primate native to eastern Madagascar. It is the largest nocturnal primate noted for its rodent-like teeth and long, thin middle finger. The teeth are

used to chew holes in wood then the middle finger is inserted into the whole to pull grubs out, though Aye-Ayes are omnivorous. Aye-Ayes have dark brown or black fur with white 'guard hairs' at the neck as well as a bushy, squirrel-like tail. The face bears a resemblance to a rodent or racoon, with beady, bright, luminous eyes.

Size Level: 2

Length: 11.8-14.6 inches (30-37 cm) with a 17.3-20.9 inch (44-53 cm) long tail.

Weight: 4-6 lbs (2.2 to 2.7 kg).

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +3 to I.Q., +2 to M.E., and +3 to P.P.

Human Features

Hands: Automatically partial or 5 BIO-E for full.

Biped: Automatically partial or 5 BIO-E for full.

Speech: 5 BIO-E for partial; 10 BIO-E for full.

Looks: None. Looks like the basic animal, although probably considerably larger.

5 BIO-E for partial. Humanoid with somewhat more human face with a slight muzzle, pointed nose, widely spaced bright eyes, small pointed ears on top of head, short thick neck, thick body with short arms and legs. May have a long, prominent fluffy tail.

10 BIO-E for full. Human shape, pointed nose, sharp facial features, slightly pointed ears, powerful build and thick crop of bushy hair on head (dark brown or black with white tips).

Natural Weapons:

5 BIO-E for biting Teeth that do 1D6 damage.

5 BIO-E for 1D6 damage Climbing Claws.

10 BIO-E for Rodent Gnawing Teeth (as per Rodent, ATB2, page 130) that do 2D4 damage.

10 BIO-E for 1D6 damage Razor-Sharp Nails.

Mutant Animal Powers:

5 BIO-E for Nightvision.

5 BIO-E for Prehensile Feet; use as partial hands.

5 BIO-E for Advanced Touch.

5 BIO-E for Leaping: Rodent.

10 BIO-E for Advanced Vision.

10 BIO-E for Leaping: Feline.

15 BIO-E for Righting Reflex.

15 BIO-E for Extra Limb: Fluffy Tail; (as per Squirrel, ATB2, page 135).

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail.

-10 BIO-E for Nocturnal.

-10 BIO-E for taking Diet: Carnivore.

Bandicoot by Mephisto

Original Animal Characteristics

Description: The Rabbit-Eared Bandicoot, sometimes called a “bilby,” looks like a cross between a rabbit and a rat. They are actually possum-like creatures that live on insects and small animals, as well as vegetables. They come in long and short nosed varieties, with a total of at least 17 different species. They burrow like rabbits.

Size Level: 2

Length: to 22 inches

Weight: to 5 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: None

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: Partial Automatic or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Long head, tapering down to a long nose at the end the snout. Huge rabbit ears. Long, silky hair and a bristly tail.

5 BIO-E for Partial. Narrow snout with a long nose. Large ears at top of the head. Fur covered body with thin arms and legs.

10 BIO-E for Full. A long, pointy nose and large pointy ears. Body will be well-muscled, with a slim upper body and somewhat larger hips.

Natural Weapons:

5 BIO-E for 1D6 Claws: Standard

Mutant Animal Powers:

10 BIO-E for Digging

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Prehensile Tail (as Partial Hand)

Vestigial Disadvantages:

- 10 BIO-E for Nocturnal Metabolism
- 10 BIO-E for Diet Restriction: Insectivore
- 10 BIO-E for Vestigial Tail
- 5 BIO-E for Vestigial Ears.

Bat: Disk-Winged Bat by Mephisto

Original Animal Characteristics

Description: Like other bats, the disk-winged bat is a flying mammal. They are unique in that they possess special suction cups, little, flexible sucker disks at the bases of their thumbs and ankles. These allow them to climb smooth surfaces with ease. Unlike other bats, who perch upside-down, hanging from their feet, the Disk-Winged Bat sleeps in an upright position, using its suction cups to cling to “bed.” Bed is usually the inside of a curled-up banana leaf that hasn't opened yet. Unlike other bats, baby disk-winged bats are carried everywhere by their mothers until they've reached half their adult weight.

Size Level: 1

Length: body to 2 inches, tail to 1.25 inches, wingspan to 9.75 inches.

Weight: under 1 pound

Build: Medium

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +1 I.Q., +1 M.A., +1 P.P., and +1 Spd.

Human Features

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)

10 BIO-E for full, at the end of the wings (applicable even with arms and hands)

20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Body is a bushy ball of brown fur, with a white belly. Squashed-in face, like a miniature pug dog, with large, leaf shaped, pointed ears. Uprturned nose and snout. Arms and legs are long and skinny.

5 BIO-E for Partial. Big ears on top of a small, snouted head. Pig-like nose and mouth, with widely spaced eyes. Arms and long and skinny, ending in gaunt, thin hands. Legs are skinny and bowed. Thick fur on head, face, and body.

10 BIO-E for Full. Pug-nosed, with small bright eyes, a wide mouth, and oversized, slightly pointed ears. Bristly brown hair on head. Body is rounded and short, with long arms and legs.

Natural Weapons:

5 BIO-E for 1D6 Teeth.

10 BIO-E for Razor Fingernails that do 1D6 damage.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Glide

10 BIO-E for Basic Flight

20 BIO-E for Acrobatic Flight

20 BIO-E for Silent Flight

5 BIO-E for Advanced Smell

5 BIO-E for Hibernation

10 BIO-E for Large Suction Cups. These are located on the wrists and ankles and allows the character to stick to virtually any surface, to walk across walls, and to even stick to the ceiling. Of course, they can also be used for sticking onto other things, or for grabbing. Attaching and releasing can done automatically. Occasionally, if the surface is too dry, the character will have to wet the suction cups in order to get a good grip, usually by licking the palms, and then touching hands to feet. The suction cups are nearly the full width of the palm, and are difficult to conceal. Each suction cup can handle a load roughly equivalent to the character's P.S. Lifting ability.

15 BIO-E for Small Suction Cups. These are located on the fingers and toes, and are similar to the larger version. These suction cups are easier to conceal, mostly because of their size, just the size of a fingerprint or toeprint. Each cup can handle a load equal to about a quarter of the character's P.S. Lifting ability.

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Insectivore

-5 BIO-E for Color Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Vestigial Wings; wings that do not work.

Bat: False Vampire Bat (Linneaus' False Vampire) by Mephisto

Original Animal Characteristics

Description: The largest of American bats, the false vampire is not a blood sucker, but is a hunting carnivore. Their major prey is small animals like mice, birds, and other bats. Instead of

attacking from the air, the false vampire lands before striking. Using its nimble legs and folded arms, it scurries quickly, but stealthily, towards its intended target. Then the killing stroke is always a leaping pounce, delivering enough force to cause a fatal blow to the head or neck.

Size Level: 2

Length: body to 5.25 inches, wingspan to 42 inches.

Weight: to two pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +1 I.Q., +1 M.A., +1 P.S., and +1 P.P.

Human Features

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)
10 BIO-E for full, at the end of the wings (applicable even with arms and hands)
20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Very long, snouted head, similar to a horse head. Huge, rounded ears, and up-turned, leaf of flesh that sticks up on top of the nose. Thick fur on the back of the skull and on the body. Long arms, twice the length of the legs. Arms and legs are thin but muscular. Hands and feet are lean and bony.

5 BIO-E for Partial. Horse-shaped appearance, with flap of loose skin at the tip of the nose. Thick neck and body, with overlong arms and relatively short legs. Bristly fur on top and back of head and covering the torso.

10 BIO-E for Full. Long face, with high forehead and widely spaced eyes. Slight bulbous knob at the end of the nose. Oversized ears and mouth. Body is lean and muscular. Arms are very long and lean. Bristly reddish hair.

Natural Weapons:

5 BIO-E for 1D6 Teeth.

5 BIO-E for Razor Fingernails that do 1D6 damage.

10 BIO-E for Razor Fingernails that do 2D6 damage.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

10 BIO-E for Glide

20 BIO-E for Basic Flight
5 BIO-E for Advanced Smell
5 BIO-E for Hibernation
5 BIO-E for Predatory Burst
5 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Carnivore
-5 BIO-E for Color Blindness
-5 BIO-E for Nearsightedness
-10 BIO-E for Nocturnal Metabolism
-10 BIO-E for Vestigial Wings; wings that do not work.

Bat: Fisherman Bat by Mephisto

Original Animal Characteristics

Description: A bat, one of the family of flying mammals, but adapted specifically for locating and catching fish. Their sonar sense is even more developed than other bats, allowing them to detect fish in the water. Their other major adaptation is their long, clawed toes, which they use for scooping their prey out of the water.

Size Level: 1

Length: body to 3.25 inches, tail to 2.5 inches, wingspan to 12.5 inches.

Weight: up to 1 pound

Build: Medium

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +1 I.Q., +1 M.A., and +2 P.P.

Human Features

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)

10 BIO-E for full, at the end of the wings (applicable even with arms and hands)

20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Relatively small head, but with enormous pointed ears on top, a huge upturned nose, wide mouth, and round, bright, forward-pointing eyes. Body tapers from wide shoulders to slender hips. Arms and legs are long, and very skinny. Hands and feet are long and bony. Soft, thick fur, red on top of head, golden on the rest of the torso, with none on arms and legs.

5 BIO-E for Partial. Ears dominate a snouted head, with a big fleshy nose and large features. Body is muscular, but with noticeably large rib cage and bones. Arms and legs are very long and thin. Fuzzy red hair on head, thick blond hair on the chest, shoulders, and back.

10 BIO-E for Full. Big ears, with points, and a long, pointed nose. Body builder shoulders and upper arms, but slim hips and undersized lower arms and legs. Red hair on top of head, but blond hair on body.

Natural Weapons:

5 BIO-E for 1D6 Teeth.

10 BIO-E for 2D6 Foot Claws.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Glide

20 BIO-E for Basic Flight

5 BIO-E for Hibernation

20 BIO-E for Advanced Sonar. Means that character has very large, flexible ears, at least as large as a hand. Beyond the abilities of regular sonar, it also allows the character to actually get a sense of what lies beyond certain surfaces. With water, that means detecting the motions of objects several feet beneath the surface without entering or touching the water. How deep the advanced sonar will detect something depends on the relative sizes and movements of underwater objects, as well as how calm the water is. Generally, in still water, moving objects of size level 10 or less can be spotted up to 25 feet (7.6 m) down. Larger moving objects, like whales or submarines, are noticeable up to 150 feet (46 m) down. Wind-blown water cuts the range by 75%, and in rain or stormy weather, only objects just below the surface, about one yard/meter, will be sensed.

This ability also works for detecting motion and figures behind thin, or very rigid surfaces, such as glass, metal or plywood, so long as there is noise or vibration on the other side. For example, if the bat character wanted to find out the contents of a car with mirrored windows, and if there was some noise coming from inside, such as the engine running or the radio playing, then it would be possible to detect the exact number, position and shape of all the objects inside the car, just by sensing the vibrations on the window glass. The same trick works to detect movement and objects through single layers of most substances that vibrate easily. Does not work through plaster, wood, brick, cinder block, or stone.

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Prey

-15 BIO-E for Diet: Carnivore (Fish Only)

- 10 BIO-E for Nearsightedness
- 5 BIO-E for Color Blindness
- 5 BIO-E for Nearsightedness
- 10 BIO-E for Nocturnal Metabolism
- 10 BIO-E for Vestigial Wings; wings that do not work.

Bat: Vampire Bat by Mephisto

Original Animal Characteristics

Description: Vampire bats are the only mammals classified as parasites. That's because they are completely dependent on other creatures for their only food, blood. They approach their prey first by flying overhead. Then, when they've sniffed out a likely target, they land nearby. At that point they use their agile legs and folded-up wings to run and leap up to their target, usually a large mammal like a cow. Making a tiny incision in the skin with their four razor-sharp canine teeth, they proceed to suck the blood out of the victim, rolling up their tongue to use as a straw. Although the actual blood loss is too small to do much damage, the danger is from contracting rabies, a disease that vampire bats transmit all too easily.

Note on Blood Loss (expansion by me, not in the book): the blood loss is small in the natural size of the vampire bat, but upon gaining any amount of size levels, vampire bats can be deadly. The damage from blood loss is determined by the size level. The damage is the characters size level per melee round. So a size level 7 vampire bat does 7 damage direct to Hit Points from blood loss, per melee round. Depending on how hungry the bat is, the blood loss could continue for 1D6 melee rounds.

Size Level: 1

Length: body to 3.5 inches, wingspan to 7 inches.

Weight: to 3 ounces

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 M.E., +1 P.P., and +1 Spd.

Human Features

Wings: Unless the character buys Extra Limbs to get a pair of human arms and legs (full), the bat can only get hands on its leathery wings.

Hands: 5 BIO-E for partial, at the end of the wings (applicable even with arms and hands)

10 BIO-E for full, at the end of the wings (applicable even with arms and hands)

20 BIO-E for Extra Limbs, a set of fully developed arms and hands.

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Head like a bulldog, with large, leaf-shaped, pointed ears, and round, bright eyes. The snouts upper part is a fleshy, large nose with the tip upturned all the way above the eyes, and the

lower lip is also fleshy, but split in two and hanging down below the chin. Body is rounded, with a hunchback appearance. Arms are very long, capable of touching the ground while upright, and both arms and legs are long and skinny. Entire body, except for the arms, legs, and the nose and lips, is covered with thick black fur, splotched with white on the underbelly.

5 BIO-E for Partial. Prominent pointed ears on top of the head. Big, upturned nose, and big, downturned lower lip. Muscular, barrel-like body, with very long arms, and thin arms and legs. Thick black hair, with white highlights, on head, chest, shoulders and back.

10 BIO-E for Full. Pug-nosed, with bright eyes, a wide mouth with thick lips, and oversized, pointed, ears. Bristly black hair with streaks of gray. Body is muscular and broad shouldered, with long arms and legs.

Natural Weapons:

5 BIO-E for 1D8 Teeth.

10 BIO-E for Razor Fingernails that do 1D6 damage.

Mutant Animal Powers:

5 BIO-E for Sonar

10 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Endurance

5 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Glide

20 BIO-E for Basic Flight

5 BIO-E for Advanced Smell

5 BIO-E for Hibernation

5 BIO-E for Predator Burst

5 BIO-E for Leaping: Rodent

15 BIO-E for Thermo-Imaging Vision. A unique, short range sense that enables the natural bat to actually see the warmth of the blood coursing through the largest veins and those closest to the surface of his victim's skin. In game context, the mutant can see heat emanations from nearby individuals and objects, such as a warm car engine or somebody hiding a few feet away behind a bush. Range is limited to about five feet (1.5 m).

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-20 BIO-E for Diet: Carnivore (Blood Only)

-5 BIO-E for Color Blindness

-5 BIO-E for Nearsightedness

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Vestigial Wings; wings that do not work.

Bird of Prey: Buzzard by Mephisto

Original Animal Characteristics

Description: There's a common misconception (the result of a certain Hollywood cartoon character) that Buzzard's are similar to vultures. Wrong! Buzzards are actually predatory birds (vultures are scavengers) who look pretty much like hawks.

Size Level: 3

Length: 18 to 22 inches

Weight: to 18 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 P.S., +3 P.P., and +2 Spd.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. sharp, hooked beak; eyes on the side of the head, feathers, talons on feet.

5 BIO-E for Partial. Face with with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full. Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect. Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect "looks."

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 2D6 Talons on hands.

15 BIO-E for 3D6 Talons on hands.

5 BIO-E for 2D6 Talons on feet only.

10 BIO-E for 3D6 Talons on feet only.

5 BIO-E for 3D4 damage Beak

10 BIO-E for 3D6 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance
10 BIO-E for Brute Strength
10 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Beauty
5 BIO-E for Glide
10 BIO-E for Basic Flight
15 BIO-E for Soaring Flight
20 BIO-E for Raptor Flight
20 BIO-E for Silent Flight
5 BIO-E for Advanced Vision
5 BIO-E for Night Vision
10 BIO-E for Advanced Hearing
10 BIO-E for Advanced Smell
10 BIO-E for Internal Compass

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Carnivore
-10 BIO-E for Nearsightedness
-10 BIO-E for Vestigial Wings; wings that do not work.
-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept.

Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Cassowary by Mephisto

Original Animal Characteristics

Description: Impressive bird with long, hairlike quills that protect it from underbrush. Three-toed, sharp-clawed feet. Bright blue neck, bright red wattles, and a horny casque (works like a protective horn on the top of the head). Large beak and ear holes.

Size Level: 8

Length: to 5 feet tall.

Weight: to 120 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: +2 P.S. and +4 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Note: Unlike other birds, the Cassowary can not gain the power to fly! Thus the Vestigial Wings that are natural to the Cassowary are used to form the hands for the Cassowary.

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. An outlandish head, with bright red wattles (those are the things that hang down from a rooster's or turkey's neck), a bright blue neck and a horn-like cap on top. Other head features include a large, dark beak pierced by two large nose holes, large eyes and ear holes. The body is thick and hunchbacked. Legs are long and muscular, ending in three-toed, sharp-clawed feet.

5 BIO-E for Partial. Bright red face and blue neck, with a brown-black, bony beak. Body is thick and hunchbacked, with long, muscular legs and large feet.

10 BIO-E for Full. Character's face is always flushed/bright red, with the rest of the body being covered in a blue skin. Large featured, thick muscular body, and oversized feet.

Natural Weapons:

5 BIO-E for 1D8 Talons on feet only.

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Cassowary to run up to 30 mph for extended periods, and in bursts of speed up to 45 mph (can maintain maximum speed for up to six minutes). +3 to Strike while running, +3 to Dodge while running, +2 to Damage per 20 mph of running speed.

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Internal Compass

5 BIO-E for Leaping: Standard

10 BIO-E for Leaping: Rodent

5 BIO-E for Light Armor: A.R.: 10, S.D.C.: +20. Regardless of Looks, the character will be covered with dense black feathers.

5 BIO-E for Horn Casque that does 1D6 damage in "head butting" attacks. Also acts as a natural helmet that protects the head, with A.R.: 14 and S.D.C.: +15 (for attacks that target the head only).

Vestigial Disadvantages:

Automatically gets Vestigial Wings (can not fly)

-15 BIO-E for Diet: Herbivore (Fruit)

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Reptile Brain: Predator

Bird: Condor by Mephisto

Original Animal Characteristics

Description: The largest flying animal in the Americas is a carrion eater like its vulture relatives. The huge Condor never attacks a living creature. Thick feathers, especially in the ruff around the neck, to protect it from the cold of its high altitude homeland.

Size Level: 5

Length: to 50 inches

Weight: to 30 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +4 P.S. and +1 P.E.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. large body with large wings, scaly head with hooked beak and eyes on the side of the head, long crooked neck, talons on feet.

5 BIO-E for Partial. Prominent hunchback, face with beak, crooked neck, feathers, bird-like legs and feet.

10 BIO-E for Full. Head with sharp features and no hair, long neck, slight hump in back, and huge shoulders; short, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full "looks."

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 1D6 Talons on hands.

15 BIO-E for 2D6 Talons on hands.

5 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 2D6 Talons on feet only.

5 BIO-E for 2D4 damage Beak

10 BIO-E for 2D6 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance
5 BIO-E for Brute Strength
10 BIO-E for Beastly Strength
10 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Physical Prowess
5 BIO-E for Glide
10 BIO-E for Basic Flight
15 BIO-E for Soaring Flight
20 BIO-E for Raptor Flight
5 BIO-E for Advanced Vision
5 BIO-E for Night Vision
10 BIO-E for Advanced Hearing
10 BIO-E for Advanced Smell
10 BIO-E for Internal Compass
5 BIO-E for "Terrain Awareness" is a hard power to describe. Condors commonly fly in rough mountain terrain in the middle of dense fog without running into anything. There are numerous reports of hikers hearing the rattling of the Condor's wings (they are very noisy fliers) as they pass overhead by less than three feet. Thus, this power is a sort of psionic, intuitive sense of jutting objects while flying and the ability to avoid bumping into that object even when visually impaired. Adds +2 to dodge while in flight.

Vestigial Disadvantages:

-10 BIO-E for Diet: Carnivore
-10 BIO-E for Nearsightedness
-10 BIO-E for Vestigial Wings; wings that do not work.
-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept.
Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Emu (Galaya) by Mephisto

Original Animal Characteristics

Description: The world's second largest bird after the ostrich. Flightless, they live in small groups, constantly migrating across Australia. Their double feathers are more like hairs than real feathers.

Size Level: 8

Length: to 6 feet tall.

Weight: to 120 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 55

Attribute Bonuses: +2 P.E. and +4 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Note: Unlike other birds, the Emu can not gain the power to fly! Thus the Vestigial Wings that are natural to the Emu are used to form the hands for the Emu.

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Orange eyes on side of head, beak with large nostril holes. Body is round, with long legs ending in taloned feet.

5 BIO-E for Partial. Bony face with widely-spaced orange eyes. Thick body, covered with long hair-like feathers. Long legs and large feet.

10 BIO-E for Full. Large orange eyes, long pointed nose, and long, stringy hair. Long legs with large feet.

Natural Weapons:

5 BIO-E for 1D8 Talons on feet only.

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

25 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Cassowary to run up to 30 mph for extended periods, and in bursts of speed up to 45 mph (can maintain maximum speed for up to six minutes). +3 to Strike while running, +3 to Dodge while running, +2 to Damage per 20 mph of running speed.

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Internal Compass

10 BIO-E for Leaping: Standard

Vestigial Disadvantages:

Automatically gets Vestigial Wings (can not fly)

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Prey Eyes

Bird: Flamingo by Mephisto

Original Animal Characteristics

Description: Gangly in appearance, with outrageously long legs and neck, the flamingo is a specialist in extracting small shrimp and other aquatic life directly from the water. They do this by filling their large beaks with water, then after straining out the water through thousands of tiny teeth, swallowing the creatures that are stuck inside. Their pink coloring comes from the color of their prey, so the more shrimp they eat the darker red they become. If shrimp are scarce, the flamingo will fade to a lighter pink, and eventually turn completely white.

Size Level: 3

Length: to 4 feet tall (1.2 m), wingspan to 6 feet (1.8 m)

Weight: to 10 pounds (4.5 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: None

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81. Note: Flamingos cannot hold things in their wings and fly at the same time!

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Small, round head, with downturned beak longer than the head itself. The neck is longer than the legs, thick and flexible. Rounded, humped, back. Legs are ridiculously long and skinny, ending in wide, knobby feet. Covered in plumage that varies from white to pink to bright red, depending on how much seafood the character has been eating.

5 BIO-E for Partial. Rounded head with prominent beak and tiny, rounded eyes. Ears and nose are just holes. Neck is thick and twice the length of the head. Thick, rounded body, with long, thin, knobby legs. Downy feathers on top of head, back of neck, and covering the torso.

10 BIO-E for Full. A dark, oversized beak of a nose, with little eyes and tiny ears. The head is relatively small, and the neck is just as long as the head. Body is squat and wide, with overlong legs. In place of hair there is a covering of downy feathers ranging from white to red, depending on diet.

Natural Weapons:

None

Mutant Animal Powers:

10 BIO-E for Glide

20 BIO-E for Flight: Basic

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed.

Vestigial Disadvantages:

-20 BIO-E for Vestigial Wings

-15 BIO-E for Diet: Carnivore (Seafood Only)

-10 BIO-E for Nearsightedness

Bird: Hummingbird by Mephisto

Original Animal Characteristics

Description: These tiny birds feed mainly on flower nectar and pollen. Their incredible flying speed makes them invulnerable to most predators. Their feathers are multicolored and seem to change constantly in the light. Black-Chinned and Calliope Hummingbirds are common the west coast. (Note: I really amped up the flying ability of the Hummingbird because I felt that the current power was not enough, especially since the Hummingbird is supposed to be invulnerable to most predators, and Raptor Flight was clearly superior to the original Advanced Flight. I also lowered the BIO-E cost of flight powers because of the nature of the animal. Note that I am going to make some stuff up, since <http://www.hummingbirds.net/rubythroated.html> states that the Ruby-Throated Hummingbird flies up to 50 mph for escape, and that is nowhere close to the Raptor Flight power of 180 mph, even taking into account the hummingbird's maneuverability.)

Size Level: 1

Length: to four inches without tail

Weight: ranging to less than one ounce.

Build: Short

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: + 3 P.P. and +20 Spd. for flight

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81. Note: Hummingbirds cannot hold things in their wings and fly at the same time!

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. long, pointy beak; eyes on the side of the head; thick, brightly feathered body, talons on feet.

5 BIO-E for Partial. Face with with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full. Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect. Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect “looks.”

10 BIO-E for 1D6 Talons on hands.

10 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 1D4 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

10 BIO-E for Winter Torpor

5 BIO-E for Basic Flight

10 BIO-E for Soaring Flight

15 BIO-E for Acrobatics Flight

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Internal Compass

20 BIO-E for Advanced Flight: Hummingbird's fly like nothing else. They can hover in mid-air, fly backwards or upside down, and stop or turn instantly. Most birds have long, rigid wings that can also be used for gliding. Hummingbirds cannot glide because they have short, stubby wings that can rotate or flex completely around. Hummingbirds are NOT quiet in flight, with wing flaps of 50 to 75 beats per second; at Size Level one they put off a steady hum. This noise doubles with each increase in size, at Size Level ten they're as loud as airplane engines (in other words, forget about Prowling in Flight). Maximum flying speed is 160 mph. Bonuses in Flight: +3 to Strike, +1 Attack per melee round, +4 to Automatic Dodge at all times, with an additional +1 to Automatic Dodge per 40 mph of speed. Regular dodge bonuses do not apply to this Automatic Dodge, only P.P. bonuses apply. No bonus to parry or damage in flight. Note: Like

the Weasel's Increased Metabolic Rate, a Hummingbird with Advanced Flight is also hyperactive. They eat constantly, sleep in short naps and are easily bored.

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Nectar and Pollen.

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept.

Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Kiwi by The Boglin

Original Animal Characteristics

Description: All kiwi are pear-shaped, flightless, mostly nocturnal birds, related to the same family as the ostrich & other flightless birds. They possess one of the most bizarre, un-birdlike adaptations: an extremely acute sense of smell. Unlike most birds, Kiwi nostrils are located on the tip of their long beaks, making it easy for them to sniff out food along the ground. They are completely tailless, with tiny stubs of vestigial wings hidden beneath their spiky, fur-like plumage. After the Crash, mutant kiwi began to take control over their homeland of New Zealand & reclaimed dominance over it after kicking out all non-native creatures. After several hundred years, the kiwi were finally back in charge of things, which suits them fine so long as they stay out of each other's territory.

Size Level: 3 (4 if Female)

Length: to 3 feet

Weight: to 9 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 70 (65 if Female)

Attribute Bonuses: Spd.: +5

Human Features

Hands: None. Only small stumpy arms with a single small claw on the tip.

5 BIO-E for Partial. Stumpy arms become a bit larger/longer & single-clawed tip grows a semi-opposable thumb.

10 BIO-E for Full. Arms remain shorter than most arms, but fully functional 3-digit hands are now on the ends of them.

Biped: Full automatic

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Fat, round, pear-shaped body covered with spiky, fur-like feathers, no tail, thin, slightly fuzzy arms, scaly legs make up one-third of body-weight, three large toes and fingers, long

neck, small head, tiny eyes, long, flexible bill with nostrils on tip as well as stiff whiskers.

5 BIO-E for Partial. Round body with short, muscular legs, body covered with scales, three toes and fingers, long neck, small head with thick, hair-like feathers, tiny eyes, narrow mouth that extends forward, no ears.

10 BIO-E for Full. Chubby, round body, short, muscular legs, neck is longer and thinner than average, very pointy nose with large "whiskers", thick, pointed hair-like feathers, small eyes, narrow mouth.

Natural Weapons:

5 BIO-E for 1D4 Talons (on hands if partial or full hands are taken)

5 BIO-E for 1D6 Talons (on feet)

10 BIO-E for 2D4 Talons (on feet)

10 BIO-E for Spring Muscles (Special). The legs possess elastic ligaments that can snap back like a rubber band when stretched, it allows the character to do 1D8 damage kick, but when combined with foot talons, does 3D6 damage, also adds 10 mph to cruising and sprinting speeds if combined with heightened speed.

Mutant Animal Powers:

Automatically gets Advanced Smell.

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Physical Endurance

5 BIO-E for Digging

10 BIO-E for Tunneling

10 BIO-E for Extraordinary Speed (Spd.)

5 BIO-E for Sensor Whiskers (Special). Can detect vibration/movement in the ground & air; equal to Advanced Touch. Penalties for blindness are half (-5).

Vestigial Disadvantages:

Automatically gets Vestigial Wings (arms are in no way ever capable of flight)

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Insectivore

-10 BIO-E for Diet: Herbivore

-10 BIO-E for taking Nocturnal Metabolism

-5 BIO-E for Nearsightedness.

-10 BIO-E for Territorial (Special). Kiwis are extremely territorial & will attack anyone who trespasses in their territory, especially other kiwi. Character must make a Roll vs. Panic (just like with the Reptile Brain checks) to resist the urge to attack anyone who is considered "trespassing". -2 to the roll if the trespasser is another mutant Kiwi.

Note: Author suggested automatic Vestigial Tail but said it is not visible unless x-rayed which to me means they don't really have the disadvantage.

Bird: Kookaburra by Mephisto

Original Animal Characteristics

Description: The kookaburra is a member of the kingfisher family, although they'll eat almost anything. When excited, they send out a noisy, laugh-like call.

Size Level: 1

Length: to 18 inches

Weight: under one pound

Build: Short

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +1 M.A., +3 P.P., and +1 Spd.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. it has a stocky body, a large head and a short neck. Large beak, as long as the rest of the head, tilted slightly upward. Mostly white with blue-gray wings and brown-gray markings.

5 BIO-E for Partial. Large rounded head with a long beak. Thick covering of feathers in bright white and blue. Round body with short, skinny legs.

10 BIO-E for Full. Sharp nosed, with round eyes, a rounded head and body. A thick matting of fine feathers (in place of hair) covers the head and body; mostly white, but with bluish growth on the arms and/or wings. Can not take Beak weapon. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect. Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Beak weapon. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beak is NOT available to characters with full or perfect "looks."

5 BIO-E for 1D6 damage Beak

10 BIO-E for 1D10 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Beauty
10 BIO-E for Extra Speed
10 BIO-E for Glide
20 BIO-E for Basic Flight
25 BIO-E for Soaring Flight
25 BIO-E for Raptor Flight
25 BIO-E for Silent Flight
5 BIO-E for Advanced Vision
5 BIO-E for Night Vision
10 BIO-E for Advanced Hearing
10 BIO-E for Internal Compass

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Carnivore
-10 BIO-E for Nearsightedness
-10 BIO-E for Vestigial Wings; wings that do not work.
-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept.
Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Peacock by Quinn Mieron

Original Animal Characteristics

Description: Peacocks are large, stunningly attractive birds with long necks, small crests of feathers on their heads and a fan-like tail display with an eye-like pattern on it. They are related to pheasants. Both sexes of mutant peacocks have the characteristic blue-green plumage and fan-like tail although the female's feathers are a little more subdued.

Size Level: 4

Length: To 36 inches, not including tail-feathers.

Weight: To 20 pounds.

Build: Medium.

Mutant Costs & Changes

Total BIO-E: 60

Attribute Bonuses: +3 M.A. and +4 P.B.

Human Features

Hands: 5 BIO-E for Partial (on the wings)

10 BIO-E for Full (on the wings)

20 BIO-E for separate Full hands and arms

Biped: Full automatic

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Bird-like head with short beak and small crest of feathers; long neck and large body covered with small green-blue feathering, prominent and long fan tail-feathers with characteristic "eye" patterning, long scaly legs with bird-like feet.

5 BIO-E for Partial. Large mouth, beady eyes, long neck, powerful body, long legs and large feet.

Bright feathers cover skin except on face and hands. Tail-feathers.

10 BIO-E for Full. Simply stunningly attractive. Dark eyes with long eye lashes, blue-green feathers in place of hair and extending down long, elegant neck, long powerful legs. Also an air of insufferable arrogance.

Natural Weapons:

None

Mutant Animal Powers:

10 BIO-E for Night Vision

10 BIO-E for Glide

20 BIO-E for Basic Flight

10 BIO-E for Extra Speed (runner)

5 BIO-E for Advanced Vision

Vestigial Disadvantages:

-10 BIO-E for or taking Prey Eyes

-10 BIO-E for taking Reptile Brain: Prey

-5 BIO-E for Vestigial Tail

-10 BIO-E for taking Vestigial Wings that do not work

-15 BIO-E for NO bird wings and tail at all - or - -20% BIO-E points if no wings but a Vestigial Tail is kept. Characters with none or partial looks will still have feathers, a beak and such, but no wings (or tail).

Bird: Road Runner by Mephisto

Original Animal Characteristics

Description: As the name and cartoon character suggests, these birds are great runners. They eat mostly insects and fruit, but will also attack fairly large reptiles.

Size Level: 2

Length: to 18 inches without tail.

Weight: to 5 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +2 P.P. and +4 Spd.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. sharp beak; eyes on the side of the head, feathers, talons on feet.

5 BIO-E for Partial. Face with beak and large eyes, feathered body, bird-like legs and feet.

10 BIO-E for Full. Sharp features, hair that is actually very thin feathers, powerful upper body, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

25 BIO-E for Perfect. Body and facial features look completely human (+2 to P.B.), except for the wings (which may work or not). Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect “looks.”

10 BIO-E for Razor Fingernails that do 2D4 damage.

10 BIO-E for 1D6 Talons on hands.

15 BIO-E for 2D6 Talons on hands.

5 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 2D6 Talons on feet only.

5 BIO-E for 2D4 damage Beak

10 BIO-E for 2D6 damage Beak

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Road Runner to run up to 45 mph for extended periods, and in bursts of speed up to 60 mph (can maintain maximum speed for up to six minutes). +3 to Strike while running, +3 to Dodge while running, +2 to Damage per 20 mph of running speed.

10 BIO-E for Glide

20 BIO-E for Basic Flight. Note: Road Runners are lousy fliers, maximum flying speed is only 40 mph. Maximum +2 to dodge while flying. No bonus to damage.

5 BIO-E for Advanced Vision
5 BIO-E for Night Vision
10 BIO-E for Advanced Hearing
10 BIO-E for Advanced Smell
10 BIO-E for Internal Compass

Vestigial Disadvantages:

-10 BIO-E for Diet: Insectivore
-10 BIO-E for Nearsightedness
-10 BIO-E for Vestigial Wings; wings that do not work.
-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept.

Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Toucan by Mephisto

Original Animal Characteristics

Description: Why do toucans have such huge beaks? No one knows! Their brightly colored beaks account for about half their body weight, even with an efficient honeycomb of bone, but seem to have no useful function. Of course, they use their beaks for eating, for defense and for display, but plenty of other birds manage the same functions without investing in such huge beaks. In spite of that, there are almost forty species of toucan through Central and South America.

Size Level: 2

Length: to two feet tall (0.6 m)

Weight: to 5 pounds (2.25 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +1 I.Q., +1 M.E., +1 M.A., and +1 P.P.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Huge beak with narrow head that seems almost like a handle for the beak. The body is short and squat, with the chest sticking out as if the creature were constantly over-inflated. Short, knobby knees. If there are wings, they'll be rounded and fairly short. Covered in either black, or brightly colored feathers with dramatic markings under the chin, at the tail, along the sides of the face, and along the beak.

5 BIO-E for Partial: Short, thick body, with caved-in back, and puffed-out chest. Legs are short and thin. The head is squat, atop a thick neck, and the beak is as long as the head. Brightly colored feathers, especially at the top of the head, on the chest and the upper arms (or wings).

10 BIO-E for Full: Protruding chest bone on a thick, short body. Narrow hips, long, skinny legs. Enormous nose, with large, round eyes, small mouth and ears. Features will tend to be strongly colored, with very red lips, find black feathers in place of hair, white skin in some places, dark yellow or gray in others.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

10 BIO-E for 1D8 Beak.

Mutant Animal Powers:

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Glide

20 BIO-E for Basic Flight

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Taste

10 BIO-E for Internal Compass

Vestigial Disadvantages:

-5 BIO-E for Prey Eyes

-5 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Herbivore.

-10 BIO-E for Vestigial Wings; wings that do not work.

-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept.

Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Bird: Vulture by Mephisto

Original Animal Characteristics

Description: Carrion eaters who feed exclusively on dead bodies and the remains left by other predators. Both Turkey Vultures and King Vultures are found in the western U.S. They will fly in

circles over a dying creature while waiting for their next meal.

Size Level: 4

Length: to 50 inches

Weight: to 20 pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 65

Attribute Bonuses: +2 M.E. and +3 P.E.

Human Features

Wings: Remember, the mutant bird automatically has wings, but they do NOT function (can NOT glide or fly) unless the character has the power of Glide or Flight. Hands grow on the wings, unless Extra Limbs (arms and hands) are purchased. See the note about wings at the beginning of the Bird Section in ATB2, Page 81.

Hands: 15 BIO-E for Extra Limbs: Pair of Human Arms and Hands (full; may still have Talons)

5 BIO-E for partial, on the wings (not available if Extra Limbs is taken)

10 BIO-E for full, on the wings (not available if Extra Limbs is taken)

Biped: Automatic Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. large body with large wings; leathery, red head with beak and eyes on the side of the head, long crooked neck, talons on feet.

5 BIO-E for Partial. Prominent hunchback face with beak, crooked neck, feathers, bird-like legs and feet.

10 BIO-E for Full. Head with sharp features and no hair; flushed, red skin, long neck, slight hump in back and huge shoulders; short, skinny legs. Can not take Talon or Beak weapons. See Vestigial Disadvantages for NO wings at all.

Natural Weapons: Beaks and Talons are NOT available to characters with full or perfect “looks.”

5 BIO-E for 1D6 Talons on hands.

10 BIO-E for 2D6 Talons on hands.

5 BIO-E for 1D6 Talons on feet only.

10 BIO-E for 2D6 Talons on feet only.

5 BIO-E for 1D4 damage Beak

10 BIO-E for 2D4 damage beak.

Mutant Animal Powers:

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Glide

20 BIO-E for Basic Flight

25 BIO-E for Soaring Flight
25 BIO-E for Silent Flight
30 BIO-E for Acrobatics Flight
5 BIO-E for Advanced Vision
10 BIO-E for Advanced Hearing
10 BIO-E for Advanced Smell
10 BIO-E for Internal Compass

Vestigial Disadvantages:

-5 BIO-E for Prey Eyes
-5 BIO-E for Reptile Brain: Prey
-10 BIO-E for Diet: Carnivore.
-10 BIO-E for Nearsightedness
-10 BIO-E for Vestigial Wings; wings that do not work.
-20 BIO-E for NO bird tail and wings at all -or- -25 BIO-E if no wings but a Vestigial Tail is kept.

Characters with none or partial looks will still have feathers, a beak and such but with no wings (or tail).

Canine: Dingo by Mephisto

Original Animal Characteristics

Description: Native dog that hunts in packs. Aboriginal lore has it that dingoes are capable of detecting evil spirits or strangers with evil intentions. In modern times, many attempts have been made to exterminate the dingo (hunting and poisoning), none with any real success. Dingo puppies are easily domesticated.

Size Level: 6

Length: to 6 feet (with tail)

Weight: to 65 pounds

Build: Medium

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +2 I.Q., +3 M.E., +3 M.A., +1 P.S., +2 P.P., and +1 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. point ears on top of head, clawed hands and feet, and long tail. Dingoes are uniformly colored, with either yellow, cream, or white fur.

5 BIO-E for Partial. Prominent snout, pointed ears, fur, and powerful, muscular build.

10 BIO-E for Full. Slightly pointed ears, large features, thick blond hair and beard, and powerful build.

Natural Weapons:

10 BIO-E for 1D6 Bite.

5 BIO-E for 1D4 Claws: Standard

10 BIO-E for 1D6 Claws: Standard

Mutant Animal Powers:

Automatically gets Advanced Vision (can trade it away for Color Blindness)

5 BIO-E for Advanced Smell

10 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

30 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent

10 BIO-E for Predator Burst

Vestigial Disadvantages:

-5 BIO-E for Color Blindness

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Diet Restriction: Carnivore

-10 BIO-E for Reptile Brain: Predator

-5 BIO-E for Nearsightedness

-5 BIO-E for Vestigial Tail

Coati by Mephisto

Original Animal Characteristics

Description: If anything looks like a cross between a raccoon and an opossum its the Coati. Their furry tails are as long as the rest of their bodies and are always kept fully upright, as if they were carrying flagpoles around.

Size Level: 5

Length: to 21 inches of actual body (42 inches from nose to tail tip).

Weight: to 25 pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +2 I.Q., +1 M.E., and +3 M.A.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None; pointed, triangular head with upturned nose. Lean bodied with long tail.

5 BIO-E for Partial. Short tail, brown fur, and pointed features.

10 BIO-E for Full. Very sharp features, brown hair with white highlights, lean body.

Natural Weapons:

None

Mutant Animal Powers:

10 BIO-E for Advanced Taste

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

10 BIO-E for Prehensile Tail. Use as Partial Hand.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Prey Eyes.

-10 BIO-E for Diet: Insectivore.

Cuscus by Mephisto

Original Animal Characteristics

Description: The Cuscus is the closest thing to a monkey among the marsupial animals. Lives in trees and eats leaves, fruit and any small animals or insects that happen by.

Size Level: 4

Length: body to 24 inches, tail to 20 inches

Weight: to 16 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 60

Attribute Bonuses: +3 P.P. and +4 P.E.

Human features

Hands: Partial Automatic or 5 BIO-E for Full

Biped: Partial Automatic or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Fur in colors from pure white to cream, to tan, to red-brown. Females have no markings, but males always come with red or brown splotches. Long, naked tail that easily coils up like a spring. The face is dominated by large round eyes (with cat-like vertical slits) and a wrinkled, fleshy nose. No visible ears. Body is sleek and smooth.

5 BIO-E for Partial. Round head with protruding nose and large, luminous eyes. Long, muscular body with short arms and legs. Short, naked tail.

10 BIO-E for Full. Large round eyes, and a face with a strangled wrinkled nose. Males with have heavy freckles all over. Short thick, hair. Powerful build.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Night Vision

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

5 BIO-E for Prehensile Tail (as Partial Hand)

10 BIO-E for Prehensile Feet (As Partial Hand)

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Vestigial Tail

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Poor Hearing

Donkey by Mephisto

Original Animal Characteristics

Description: Also called an “Ass” or “Burro”, they are distant relatives of horses. Although horses and donkeys can interbreed the result is a sterile Mule.

Size Level: 12

Length: to 54 inches at the shoulder

Weight: 200 to 400 pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 25

Attribute Bonuses: +2 M.E. and +5 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None; large, long head with large, tubular ears on top; short hair, large rounded body; tail with tuft on end; short, bristly mane; long, thin legs.

5 BIO-E for Partial. Large, muzzled face, large ears on top of head, mohawk-style hair going all the way down the back, short tail, thin arms and legs.

10 BIO-E for Full. Short, bristly mohawk-style hair; large, pointed ears; stocky, powerful build.

Natural Weapons:

5 BIO-E for Hoofed Hands, punches do 2D4+2 damage.

5 BIO-E for Hoofed Feet, kick does 2D6 damage.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard.

20 BIO-E for Leaping: Rodent.

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

Vestigial Disadvantages:

-10 BIO-E for Domestication.

-5 BIO-E for Vestigial Hooves

-5 BIO-E for Vestigial Tail

-10 BIO-e For Prey Eyes

-10 BIO-E for Diet: Herbivore.

Feline (wild): Cheetah by Kinthalis Silverbow

Original Animal Characteristics

Description: A large, spotted feline that looks somewhat doglike. Cheetahs are the fastest land mammals in the world and use their speed for hunting.

Size Level: 8

Length: 48-56 inches

Weight: 80-140 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: + 4 P.P., and +10 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Small round face with white muzzle, thick fur, long legs, and a long striped tail. 5 BIO-E for Partial. Broad nose, large yellow eyes, round ears on the side, roundish head, long body, spotted fur and a short tail.

10 BIO-E for Full. large prominent freckles, yellowish eyes, yellow hair, long lean body.

Natural Weapons:

5 BIO-E for 1D6 damage Running Claws

5 BIO-E for 1D6 damage Teeth

Mutant Animal Powers:

Automatically gets Advanced Vision and Righting Reflex

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed

5 BIO-E for Leaping: Rodent

10 BIO-E for Leaping: Feline

10 BIO-E for Predator Burst

20 BIO-E for Heightened Speed (Special). This is an advanced form of Predator Burst (in other words, you can't take both). It bestows the following benefits: +4 to Initiative on the first round of combat and +2 on the second round. +2 attacks for the first melee round of combat and +1 attack on the second melee round of an attack. All that follow are normal, even if a different opponent is engaged. Double normal speed for a maximum of four rounds. *See Predator Burst for limitations.

Vestigial Disadvantages:

-5 BIO-E for taking Color Blindness

- 5 BIO-E for taking Vestigial Tail
- 10 BIO-E for taking Diet: Carnivore
- 10 BIO-E for taking Reptile Brain: Predator

Feline: Jaguarondi by Mephisto

Original Animal Characteristics

Description: Although a member of the feline family, the jaguarondi looks more like a weasel than a cat. This is due to its shape, having a long, thin body, and much shorter legs than other cats. Coat is thin and smooth, with hairs being light at the base and darker at the ends. While most jaguarondi are a solid dark grey-brown, almost black, about 25%, sometimes even in the same litter, are a bright red color. They prefer hunting and living on the ground, usually sleeping under a nest of grass.

Size Level: 5

Length: to 52 inches long (1.3 m)

Weight: to 32 pounds. (14.5 kg)

Build: Long

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +1 P.S., +2 P.P., and +4 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Cat-like head, but with wider forehead and broader, more compact nose. Eyes have round pupils, not the slitted type common in most cats. Covered in short fur, with no markings other than some light patches on the face. Long, lean body with short, stubby legs. Broad hands and feet. Long tail, about half the body's length.

5 BIO-E for Partial. Rounded head, with ears sticking out on top, and with a broad forehead. Eyes and nose are large and rounded. Body is long and muscular, covered in light fur. A short, stubby tail, and short arms and legs.

10 BIO-E for Full. Face is dominated by a prominent forehead and large eyes. Short, thinning hair, either of gray or red. Ears stick out somewhat and are a bit oversized. Body is long and lean, contrasting with shorter than average arms and legs.

Natural Weapons:

10 BIO-E for 1D8 Claws: Retractable

5 BIO-E for 1D8 Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

10 BIO-E for Brute Strength
15 BIO-E for Beastly Strength
10 BIO-E for Extra Physical Prowess
10 BIO-E for Extra Speed
10 BIO-E for Predator Burst
10 BIO-E for Righting Reflex

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail
-10 BIO-E for Nocturnal Metabolism
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Carnivore

Feline: Margay by Mephisto

Original Animal Characteristics

Description: Although it looks a lot like other cats, especially the Ocelot, the Margay is unique in that it is the only arboreal feline. Living exclusively in trees, it is a superb acrobat, able to run on branches, or even walk under them, holding on to the upside-down portions with its strong claws. Nocturnal, the Margay hunts squirrels, monkeys, birds, and other tree dwellers. Margays are also the best-looking of all cats, matching the best domestic cats in markings, fine features, large eyes, and shapely bodies.

Size Level: 3

Length: to 40 inches long (1 m), including a 22 inch body and an 18 inch tail, to 12 inches (0.3 m) tall at the shoulder

Weight: to 9 pounds (4 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +1 I.Q., +2 P.S., and +3 P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Rounded triangle of a head, with snout at the bottom, and rounded ears at the upper corners. Graceful, muscular, lean body. Powerful arms and legs, with padded hands and feet. Eyes are large and forward facing. Covered with luxurious fur patterned with black spots and stripes on a creamy gold background. Tail nearly as long as the body.

5 BIO-E for Partial. Take an additional +1 to P.B. Large ears and eyes on a slightly snouted head.

Lean, well muscled body, ending in short tail. Thick hair, with leopard pattern.

10 BIO-E for Full. Take an additional +3 to P.B. Eyes are large and luminous. Somewhat flattened nose, but with nicely shaped ears and mouth. Lean, smoothly muscled body, with perfectly proportional arms and legs. Hair is a golden blond, with streaks of black at the temples and over the years.

Natural Weapons:

10 BIO-E for 1D8 Claws (Climbing, Retractable)

15 BIO-E for 2D6 Claws (Climbing, Retractable)

5 BIO-E for 1D8 Teeth

10 BIO-E for 2D6 Teeth

Mutant Animal Powers:

Automatically gets Advanced Vision and Leaping: Rodent

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

5 BIO-E for Night Vision

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extra Speed.

10 BIO-E for Righting Reflex

10 BIO-E for Predator Burst

5 BIO-E for Leaping: Feline

10 BIO-E for Natural Acrobatics. 70% base ability to perform jumps, leaps, back flips, perform feats of balance and movement in trees, walk on branches and similar arboreal skills. No bonuses from this ability.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nocturnal

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore

Feline (wild): Tiger by Kinthalis Silverbow

Original Animal Characteristics

Description:

Size Level: 15

Length: 6-9.5ft

Weight: up to 500 pounds.

Build: Medium.

Mutant Changes & Costs

Total BIO-E: 15

Attribute Bonuses: +2 I.Q., Brute Strength, +10 to P.S.,+2 to P.P.,+4 to Spd.

Human Features

Hands: 5 BIO-E for partial or 10 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. A large, wide head, massive jaws, broad nose,wide set eyes and ears on top.

Thick fur with black and orange stripes. The body is long and lean, with a powerful build, and a long tail.

5 BIO-E for partial. Humanoid with a cat's head or strong feline features: muzzled face, whiskers, striped fur, long, flexible body, tail, powerful arms and legs.

10 BIO-E for full. Human shape with a lean, muscular build, large hands and feet, with dark stripes all over bronze skin. The face has sharp features, strong jaw and cheek bones, wide flat nose, almond shaped eyes, small slightly pointed ears,and short thick hair on head: light hair on the body, mainly the arms, legs and chest.

Natural Weapons:

5 BIO-E for 2D6 damage Retractable Climbing Claws.

10 BIO-E for 3D6 damage Retractable Climbing Claws.

5 BIO-E for 2D6 damage teeth.

10 BIO-E for 3D6 damage teeth.

Mutant Animal Powers:

Automatically gets Righting Reflex and Advanced Vision.

5 BIO-E for Extra Intelligence Quotient.

10 BIO-E for Beastly Strength.

15 BIO-E for Crushing Strength.

5 BIO-E for Extra Physical Endurance.

5 BIO-E for Extra Physical Prowess.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Leaping: Feline.

10 BIO-E for Predatory Burst.

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

5 BIO-E for Night vision.

5 BIO-E for Swimming +15%(must still take the skill)

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail.

- 5 BIO-E for Musk Glands
- 10 BIO-E for Reptile Brain: Predator.
- 10 BIO-E for taking Diet: Carnivore.

Giant Anteater by Mephisto

Original Animal Characteristics

Description: Large, toothless, ground-dwelling creatures that live exclusively on the insects they scoop up with their long, sticky tongues (up to 3 feet long). The giant anteater walks on the knuckles of its front feet, keeping the razor-sharp, six-inch-long claws tucked safely in and upward. Using the claws to break into hard-packed dirt or nests, the anteater feeds exclusively on hive insects like ants and termites.

Size Level: 6

Length: to 4 feet long (1.2 m), tail to 22 inches

Weight: to 130 pounds (59 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 45

Attribute Bonuses: +4 P.S. and +3 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Snouted head, with small mouth, widely spaced eyes and small, donkey-like ears. Thick, humped back covered with scaly bumps. Short, but massively muscled arms and legs. Oversized hands and feet, bigger than the head. Thick tail, nearly as long as the body.

5 BIO-E for Partial. Long nose, small mouth, and weak chin. The back of the head merges with the back. Thick, muscular body, arms and legs. Hunched-over look, with thick, stubby tail. Bumpy skin with a hard, rigid appearance.

10 BIO-E for Full. With the appearance of a professional football linebacker, complete with small head with no neck, broad shoulders, massive build and huge hands and feet. Only a light touch of wispy hairs on the head. Thick, fleshy bumps under the years and on the backs of the hands.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 1D10 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Digging

10 BIO-E for Tunneling

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance
5 BIO-E for Brute Strength
10 BIO-E for Beastly Strength
15 BIO-E for Crushing Strength
5 BIO-E for Extra Physical Endurance

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail
-5 BIO-E for Nearsightedness
-5 BIO-E for Color Blindness
-10 BIO-E for Poor Hearing
-10 BIO-E for Diet Restriction: Insectivore
-10 BIO-E for Nocturnal Metabolism

Giant Armadillo by Mephisto

Original Animal Characteristics

Description: In spite of its size and natural armament, the Giant Armadillo specializes in eating insects, mostly underground ants, termites, and worms. Using its huge claws, measuring up to eight inches long, the creature burrows after food and digs long tunnels for shelter. It can also stand on its rear legs while digging or fighting, and often runs in a bipedal stance.

Size Level: 8

Length: to 4 feet long (1.2 m), tail to 22 inches

Weight: to 130 pounds (59 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 45

Attribute Bonuses: +4 P.S. and +3 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Snouted head, with small mouth, widely spaced eyes and small, donkey-like ears. Thick, humped back covered with scaly bumps. Short, but massively muscled arms and legs. Oversized hands and feet, bigger than the head. Thick tail, nearly as long as the body.

5 BIO-E for Partial. Long nose, small mouth, and weak chin. The back of the head merges with the back. Thick, muscular body, arms and legs. Hunched-over look, with thick, stubby tail. Bumpy skin with a hard, rigid appearance.

10 BIO-E for Full. With the appearance of a professional football linebacker, complete with small head with no neck, broad shoulders, massive build and huge hands and feet. Only a light touch of

wispy hairs on the head. Thick, fleshy bumps under the years and on the backs of the hands.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 1D10 Claws: Digging

Mutant Animal Powers:

5 BIO-E for Digging

10 BIO-E for Tunneling

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

15 BIO-E for Crushing Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Light Natural Body Armor; A.R. 8, S.D.C.: +25

10 BIO-E for Medium Natural Body Armor: A.R. 10, S.D.C.: +50

20 BIO-E for Heavy Natural Body Armor: A.R.: 13, S.D.C.: +75

35 BIO-E for Extra Heavy Natural Body Armor: A.R. 15, S.D.C.: +100

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-5 BIO-E for Color Blindness

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Nocturnal Metabolism

Giant Panda (Bear) by Rali

Original Animal Characteristics

Description: (Note: Unlike other bears, pandas do not hibernate. There is on-going debate as to whether this creature is truly a bear or more related to the raccoon, or perhaps in a class of its own, rather than to a bear.)

Size Level: 14

Length: 4-6 feet (1.2 to 1.8 m).

Weight: 220-250 lbs (135 to 180 kg).

Build: Medium.

Mutant Changes & Cost

Total BIO-E: 10

Attribute Bonuses: +3D6 SDC, +1D6+4 to PS, Brute Strength, +3 PE, +3 PB and +4 Spd.

Human Features

Hands: Automatically partial or 5 BIO-E for full.

Biped: Automaticallt partial or 5 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None. The giant panda, a black-and-white bear, has a body typical of bears. It has black fur on ears, eye patches, muzzle, legs, and shoulders. The rest of the animal's coat is white.

5 BIO-E for partial. Has the general characteristics similar to a mutant bear (small, humanoid in appearance, difined snout and heavy fur, and massive build) but is distinguished by it's black-and-white coat.

10 BIO-E for full. Humanoid with dark circles around small beedy eyes; broad or nose; large round dark ears; a lot of thick body hair (dark on the arms, legs, and upper back); powerful build and barrel chest.

Natural Weapons:

5 BIO-E for 2D4 damage Heavy Claws.

10 BIO-E for 2D6 damage Heavy Claws.

5 BIO-E for 1D6 damage Teeth.

10 BIO-E for 2D6 damage Teeth.

Mutant Animal Powers:

Automatically gets Advanced Sight (can be traded away for color blind).

10 BIO-E for Beastly Strength.

20 BIO-E for Crushing Strength.

5 BIO-E for Extra Physical Endurance.

10 BIO-E for Extraordinary Speed.

5 BIO-E for Advanced Hearing.

5 BIO-E for Advanced Smell.

10 BIO-E for Predatory Burst.

10 BIO-E for Hold Breath.

Vestigial Disadvantages:

-5 BIO-E for Color Blindness.

-5 BIO-E for taking Nearsightedness.

-10 BIO-E for taking Vesigial "pseudo thumb" (Special). Over the centuries, Giant Pandas have evolved a "pseudo thumb" formed by an elongated and enlarged wrist bone covered with a fleshy pad of skin. Now this "thumb" gets in the way and reduces the Panda's manual dexterity (-10% on skills requiring manual dexterity).

-10 BIO-E for taking Reptile Brain: Predator.

-10 BIO-E for Musk Glands.

-10 BIO-E for Diet: Carnivore.

-10 BIO-E for Diet: Herbivore.

-15 BIO-E for Diet: Bamboo (Special). Giant pandas are biologically unique. They are closely related to bears and have the digestive system of a carnivore, but they have adapted to a vegetarian diet and depend almost exclusively on bamboo as a food source. Not designed to process plant matter, the panda's digestive system cannot easily break down the cellulose in bamboo, so

pandas must eat huge amounts - as much as 83 pounds or about 40 kg, and for up to 14 hours, each day.

Giraffe by Kinthalis Silverbow

Original Animal Characteristics

Description: Giraffes are the tallest of all land creatures. They have long legs and a long neck which enables them to reach leaves at the top of most trees. While normally passive, the horns and hooves a giraffe are capable of killing an adult lion.

Size Level: 20

Length: up to 20 feet (6 m)

Weight: Up to 2800 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +2 P.S., +4 P.E., and +10 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. A triangular head with long ears at the upper corners, large wide spaced eyes, long neck, short spotted body with long legs.

5 BIO-E for Partial. A humanoid body that has tan fur with darker spots, giraffe like head and long limbs (including the neck).

10 BIO-E for Full. A lean, muscular human with olive skin and long legs. Face is human looking with large fluid eyes, large ears, long neck, and powerful build.

Natural Weapons:

5 BIO-E for 2D6 damage Hooves

5 BIO-E for 1D6 damage Horns

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extraordinary Speed(use horse speed bonus)

10 BIO-E for Sleepless (special). With this power, the character only needs to sleep for 30 minutes a day to be completely rested.

Vestigial Disadvantages:

- 5 BIO-E for taking Vestigial Ears
- 5 BIO-E for taking Color Blindness
- 5 BIO-E for taking Vestigial Tail
- 5 BIO-E for taking Musk Glands (similar to the Elephant)
- 5 BIO-E for taking Diet: Herbivore (pick either Herbivore or Ruminant, not both).
- 10 BIO-E for taking Diet: Ruminant.
- 10 BIO-E for taking Vestigial Horns
- 10 BIO-E for taking Reptile Brain: Prey

Note: Don't forget that a Giant Animal can sell I.Q. & M.E. and/or P.P. & Speed attribute points to get BIO-E points with out sacrificing size. See Giant Animals in the creation section of the book under Growth Steps.

Gorilla by Mephisto

Original Animal Characteristics

Description: The gorilla is the classic alpha species of ape. They have fur that covers their entire body except for palms and is thickest on the upper body, are intelligent and communal and also devastating. The arms are long and powerful and much longer than the legs. (Note that because male gorilla's are much larger than female gorillas, I went with an average size.)

Size Level: 11

Length: to six feet (3 m) tall

Weight: to 260 pounds (117 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 35

Attribute Bonuses: +4 I.Q., +1 M.E., +3 P.S., +2 P.E., and +2 Spd.

Human Features

Hands: Automatic Partial or 5 BIO-E for Full

Biped: Automatic Partial or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Pointed head with large nose and large brown eyes, thick black fur on the shoulders, neck, and arms, with hairless palms. Shoulders are thick and powerful as are the arms. Legs are skinner and covered in lighter fur.

5 BIO-E for Partial. Flat features, with a round face, and dark eyes. Thick black hair covering a thick, well muscled body. Shoulders are very broad compared to the hips. Very long arms and short legs, with the arms hanging down below the knees.

10 BIO-E for Full. Facial features tend to be wide and flat, especially the nose. Body is wide at the shoulders and narrow at the hips, while the arms tend to be overlong. Lots of long, black hair.

Natural Weapons:

5 BIO-E for 1D6 Bite.

10 BIO-E for 1D10 Bite.

5 BIO-E for 1D6 Razor Fingernails

Mutant Animal Powers:

10 BIO-E for Advanced Vision

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

15 BIO-E for Crushing Strength

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Beauty.

5 BIO-E for Extra Speed.

5 BIO-E for Leaping: Rodent

Vestigial Disadvantages:

-10 BIO-E for Diet: Herbivore

-10 BIO-E for Nearsightedness

-5 BIO-E for Musk Glands

Greater Glider and Sugar-Glider by Mephisto

Original Animal Characteristics

Description: Like flying squirrels, these arboreal possums (marsupials) use furry membranes for gliding from tree branch to tree branch. They also have Prehensile Tails they can use for carrying things while in flight. The Greater, or Dusky, Glider with its huge ventral membranes fully extended, actually looks like a parachute.

Size Level: 1

Length: Body to 18 inches, Tail to 21 inches.

Weight: under 1 pound.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +1 P.P. and +1 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Short head, tapering into a small nose. Large, widely spaced, dark eyes and rounded ears. Brown or gray fur with white fur underneath. Muscular body with a band of loose skin along each side, from armpit to ankle.

5 BIO-E for Partial. Triangular head, with ears on top, and ending in a small muzzle. Body is lean and muscular, with loose skin flaps from armpit to ankle on each side.

10 BIO-E for Full. Small nose and mouth, with large round ears and big dark eyes. Lean body, but with some loose skin under the armpits and along the sides.

Natural Weapons:

5 BIO-E for 1D4 Claws: Climbing

Mutant Animal Powers:

10 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

10 BIO-E for Glide

10 BIO-E for Prehensile Tail. Use as Partial Hand.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Prey Eyes.

-10 BIO-E for Diet: Insectivore.

Hippopotamus by Kinthalis Silverbow

Original Animal Characteristics

Description: A huge, grey, bulky body with a huge head. It's facial features resemble those of a pig. Hippos spend most of their time in the water.

Size Level: 20

Length: 13'-15', 5 feet tall at shoulder

Weight: 4,000 to 8,000 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: none

Human Features

Hands: 10 BIO-E for partial or 15 BIO-E for full.

Biped: 5 BIO-E for partial or 10 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None, wide muzzle, enormous cheeks, powerful jaws, small, valved nostrils, tiny eyes and small round ears on top of head, thick, leathery loose skin, thick neck and body, short small tail, powerful arms and legs.

5 BIO-E for partial, huge head with massive jaws, small eyes and ears, leathery skin, huge neck and body, short limbs.

10 BIO-E for full, large head with large jaw, wide nose, small eyes and ears, bald, muscular neck and body

Natural Weapons:

5 BIO-E for 2D6 damage Teeth

Mutant Animal Powers:

15 BIO-E for Light Natural Body Armor; A.R. 9, S.D.C. +30

10 BIO-E for Beastly Strength

20 BIO-E for Crushing Strength

5 BIO-E for Advanced Hearing

5 BIO-E for Hold Breath

Vestigial Disadvantages:

-5 BIO-E for Diet: Herbivore (Pick either Herbivore or Ruminant, not both).

-10 BIO-E for Diet: Ruminant.

-15 BIO-E for Dehydration (Special): A hippos skin dries out quickly, therefore they need twice the water intake a someone the same size as they are. Dehydration applies any time the character is out of the water.

Note: Dehydration information can be found in PFRPG book 9: The Balgor Wastelands

Note: Don't forget that a Giant Animal can sell I.Q. & M.E. and/or P.P. & Speed attribute points to get extra BIO-E points without sacrificing size. See Giant Animals in the creation section of the book under Growth Steps.

Honey Possum by Mephisto

Original Animal Characteristics

Description: This tiny marsupial is so specialized that it feeds exclusively on the nectar from flowers. Like a miniature acrobat, the honey possum dangles upside down from its prehensile tail, gripping the flower, and extended a long tongue (a full third of the length of the body) deep into the nectar.

Size Level: 1

Length: Body to 3 inches, Tail to 4 inches.

Weight: under 1 pound.

Build: Short

Mutant Changes & Costs

Total BIO-E: 95

Attribute Bonuses: None

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Enormous eyes dominate the face of the creature. A long, narrow snout contains the long tongue. Body is round and compact, ending in a long, skinny tail.

5 BIO-E for Partial. Round head with huge eyes and rounded ears. Round, thick body, short arms and legs, and short tail.

10 BIO-E for Full. Very large, luminous eyes, and tiny features that make the character look incredibly innocent, like the big-eyed children in some paintings. Body is tubby and round, with strong arms and legs.

Natural Weapons:

5 BIO-E for 1D4 Claws: Climbing

Mutant Animal Powers:

10 BIO-E for Advanced Vision

5 BIO-E for Night Vision

10 BIO-E for Advanced Smell

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Beauty

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

10 BIO-E for Prehensile Tail. Use as Partial Hand.

10 BIO-E for Prehensile Tongue. Use as Partial Hand.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Prey Eyes.

-15 BIO-E for Diet: Herbivore (Fruit and Pollen).

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Torpid

Iguana by Mephisto

Original Animal Characteristics

Description: The largest reptiles in the Americas, up to 600 different species of Iguanas are found on offshore islands and throughout Central and South America. Most will eat just about anything, including rodents, rabbits, insects, and birds. Some of the specialists of these lizards include the Marine Iguanas, diving animals that live on seaweed, Forest Iguanas, the most arboreal, and the Chuckwalla, a desert dweller who can store water in the folds of its skin. We'll concentrate on the Common Iguana here.

Size Level: 6

Length: to 7 feet long (2.1 m)

Weight: to 70 pounds (31.7 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +1 P.S., +1 P.P., and +2 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round, tubular body, with sharp spines running along the back. Arms and legs are short, hands and feet have long, flexible fingers and toes. Large head with huge mouth and jaw. Long tail, thick at the base, but tapering to a point, nearly the length of the body. Covered with green, black, and white scales.

5 BIO-E for Partial. Round, long body, with short arms and legs. Shiny scales in place of head and body hair. Skinny tail, at least as long as an arm. Eyes are wide apart and slightly protruding, capable of swiveling up, down, back, and forward.

10 BIO-E for Full. Bald, with flat facial features, widely spaced eyes, and no ears (just ear holes). Body is long and lean, with corded muscles visible in the arms and legs. Fingers and toes are long and lean.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

5 BIO-E for 1D8 Teeth

10 BIO-E for 1D6 Whipsaw Tail. Counts as one extra attack per melee round, the top of the tail is covered with razor-sharp serrations, like the blade of a steak knife, and inflicts 1D6 damage per strike, plus P.S. Bonus.

Mutant Animal Powers:

10 BIO-E for Advanced Vision

10 BIO-E for Advanced Hearing

10 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance
10 BIO-E for Brute Strength
15 BIO-E for Beastly Strength
5 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Endurance
10 BIO-E for Extra Speed.
15 BIO-E for Light Natural Body Armor; A.R. 9, S.D.C.: +25
30 BIO-E for Medium Natural Body Armor: A.R. 12, S.D.C.: +40

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail (can not be combined with Whipsaw Tail, above)
-10 BIO-E for Diet Restriction: Carnivore
-10 BIO-E for Nocturnal Metabolism

Indri by DreamFox

Original Animal Characteristics

Description: These active, Lemur-like animals live on the coastal areas of Madagascar since their mountain homes have been destroyed through deforestation. They look similar to the sloths of South America, but with much stronger arms.

Size Level: 4

Height: to two and a half feet

Weight: to 20 lbs

Build: Medium

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: +2 IQ, +2 ME, +2 MA, +1 PP, +2 PE, and +1 Spd

Human Features

Hands: Partial Automatic or 5 BIO-E for Full

Biped: Partial Automatic or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Human-like torso, strong-looking arms and legs, long toes, smallish, round head, thick neck, round ears, yellow eyes, dog-like muzzle, short fur is white with black patches on face, back of neck, shoulders, upper back, hands, thighs, knees, and feet, 2 inch tail

5 BIO-E for Partial. Strong-looking arms and legs, round head, thick neck, round ears, pale eyes, small muzzle, thick body hair varying in color as above

10 BIO-E for Full. Strong looking individual with light eyes, white hair, round head and ears, and black facial hair (if any)

Natural Weapons:

5 BIO-E for 1D6 Claws (climbing)

Mutant Animals Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Leaping: Feline

10 BIO-E for Prehensile Feet. Use as a partial hand.

10 BIO-E for Shrieking Ability: by inflating a large air sac in his throat, an Indri can make a booming howl that can be heard from up to three miles away, any character standing within 10 ft of the Indri and is in its line of sight during the howl, will have to save (13 or higher) or be temporarily deafened for 1D4 melees (-3 to strike, parry, and dodge, -4 to initiative), howl can only be used once every two minutes

Vestigial Disadvantages:

-5 BIO-E for taking Diet: Herbivore

Note: The author did the TMNT rules for the Indri. I've updated them to AtB2.

Kinkajous by Mephisto

Original Animal Characteristics

Description: Known locally as “Nightwalkers”. Although the Kinkajou is closely related to the raccoon, it looks more like some kind of tree lemur, with luminous eyes, and solid brown fur. They are particularly active at night, and, when illuminated with a flashlight, their eyes take on a bright green shine. They stay in the trees most of their lives, eating mostly fruit.

Size Level: 3

Length: to 23 inches (0.6 m), tail to 11 inches

Weight: to 6 pounds (2.9 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +1 I.Q., +2 M.E., and +1 P.P.

Human Features

Hands: Partial Automatic or 5 BIO-E for Full

Biped: Partial Automatic or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round head tapers to a narrow, fox-like snout. Ears are round, not particularly large, but stick straight out from the sides of the head. Eyes are large and round. Body is long and lean, covered with rich, golden fur. Arms and legs are relatively short, ending in strong hands and feet. The tail is as long as a leg, and also covered in thick fur.

5 BIO-E for Partial. Rounded head with prominent round features. Body is long and flexible, and covered with brownish-gold fur. Short, stubby tail.

10 BIO-E for Full. Sharp nose and chin, with large round eyes, and protruding, undersized ears. Body

is lean and muscular, with somewhat short arms and legs. Hair is golden brown, thick and straight.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

5 BIO-E for 1D8 Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Night Vision

5 BIO-E for Advanced Smell

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Speed.

5 BIO-E for Feet as Partial Hands

5 BIO-E for Prehensile Tail

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail (can not be combined with Prehensile Tail, above)

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Nocturnal Metabolism

Lizards (Typical) by Mephisto

Original Animal Characteristics

Description: There are an enormous variety of lizard species in just about any color imaginable. They are generally insect eaters.

Size Level: 1

Length: to 12 inches

Weight: to one pound.

Build: Long

Mutant Changes & Costs

Total BIO-E: 100

Attribute Bonuses: +2 P.P. and +3 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Long, skinny body with tail of equal length; wedge-shaped head with protruding eyes, luminescent scales of bright color.

5 BIO-E for Partial. Long, thin body with skinny arms and legs; short tail, large head and eyes, bright scales.

10 BIO-E for Full. Bald, wrinkled skin that shines with highlights of lizard color, slender build, long fingers.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Physical Beauty

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Standard.

10 BIO-E for Leaping: Rodent.

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

15 BIO-E for Light Natural Body Armor; A.R. 9 and +30 to S.D.C.

30 BIO-E for Medium Natural Body Armor; A.R. 13 and +45 to S.D.C.

25 BIO-E for Accelerated Dodge, the ability to dart back and forth with blinding quickness. +4 to Automatic Dodge (only P.P. Bonuses and Automatic Dodge bonuses apply, no others), and +6 to Spd.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Insectivore.

Lizard: Chameleon by Mephisto

Original Animal Characteristics

Description: These lizards are not native to North America, but frequently have been imported as pets.

Size Level: 2

Length: to 12 inches

Weight: to two pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: None

Human Features

Hands: 5 BIO-E for Partial; an unusual hand with three fingers on one side and two thumbs on the other.

10 BIO-E for Full; three fingers and two thumbs; one thumb on each side of the palm.

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. a fat body with loose, leathery skin covered with bumps. Legs and arms are bony and covered in loose skin; long tail equal to the length of the body. Huge, straight mouth; loose skin under chin, leather bumps all over face.

5 BIO-E for Partial. Bloated body with skinny arms, legs, and tail, ugly lizard face.

10 BIO-E for Full. Large facial features, wart-like bumps covering the skin, thick body, thin arms and legs.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Leaping: Standard.

10 BIO-E for Brute Strength

5 BIO-E for Advanced Vision. Note that taking this power also means that the eyes looks like a chameleon's eye, i.e., more like a rotating camera lens than a regular eyeball.

10 BIO-E for Prehensile Tail

20 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and color of the skin to blend in with the surroundings. Character can change at will with simple color changes taking under a minute, stripes or mottled patterns requiring as much as five minutes. So long as the character remains motionless there is only a 5% chance of being detected. Although this power is no substitute for the Prowl skill, it does give the character a +20% bonus to prowl.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Insectivore.

Lizard: Frilled Lizard by Mephisto

Original Animal Characteristics

Description: When confronted by a threat, the Frilled Lizard opens its mouth wide, hisses violently, and pops up an umbrella-like frill of skin from around its neck. This gives the creature the appearance that its of a much greater size, not to mention ferocity, than it actually is.

Size Level: 3

Length: to 26 inches, with tail of to 17 inches

Weight: to 10 pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 M.A. and +2 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: Partial Automatic or 5 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Long, skinny body with tail of equal length. Wedge-shaped head with protruding eyes. Character has a “cape” of loose skin around the shoulders that can be extended, like an umbrella, into a huge rigid collar.

5 BIO-E for Partial. Loose wrinkled skin, covered with scales. Body is long and thin, with skinny arms and legs. Short tail, huge head and eyes.

10 BIO-E for Full. Bald, with loose skin hanging all over the body. Slender build, with extremely long fingers and toes.

Natural Weapons:

5 BIO-E for 1D4 Claws: Running.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

15 BIO-E for Heightened Speed. This is an increase in running speed that lets the character run at up to 30 mph for extended periods, and in bursts of speed up to 45 mph (limited by P.E.). +2 Strike, +4 Dodge.

15 BIO-E for Light Natural Body Armor; A.R.: 8 and S.D.C.: +20.

10 BIO-E for Leaping: Standard.

10 BIO-E for Brute Strength

10 BIO-E for Prehensile Tail

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail

- 10 BIO-E for Reptile Brain: Predator
- 10 BIO-E for Diet: Insectivore.
- 10 BIO-E for Nearsightedness

Lizard: Gila Monster by Mephisto

Original Animal Characteristics

Description: Gila Monsters are carnivorous desert dwellers. They are the only venomous lizards. A related species, the Mexican Beaded Lizard is similar.

Size Level: 2

Length: to 24 inches

Weight: to three pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: None

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. round, tubular body; scales with bright, mottled, yellow and brown pattern; blunt, triangular head; short, stubby arms and legs; long, fat tail.

5 BIO-E for Partial. Thick, round body; short arms and legs; bright colored scales in place of hair.

10 BIO-E for Full. Thick features, short, powerful arms and legs; bald with slightly mottled skin.

Natural Weapons:

5 BIO-E for 1D6 Claws: Digging

10 BIO-E for 2D4 Claws: Digging

5 BIO-E for 2D4 Bite (Poison Paralysis must be purchased separately)

10 BIO-E for 2D6 Bite (Poison Paralysis must be purchased separately)

Mutant Animal Powers:

5 BIO-E for Digging

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Standard.

5 BIO-E for Brute Strength

10 BIO-E for Beastly Strength

15 BIO-E for Paralytic Poison Bite. The poison comes from the poison sacks in the lower jaw, along

grooves in the teeth and into the victim. Victims must save vs. non-lethal poison to avoid being paralyzed. The poison does an additional +2 damage on top of the bite, even if the person saves against the paralysis.

Vestigial Disadvantages:

- 5 BIO-E for Vestigial Tail
- 10 BIO-E for Reptile Brain: Predator
- 10 BIO-E for Diet: Carnivore.

Lizard: Goanna by Mephisto

Original Animal Characteristics

Description: Large reptiles found all over Australia. They eat rodents, rabbits, insects and especially birds. They are well camouflaged, coming in colors and patterns that blend in well with their environment.

Size Level: 5

Length: to 6 feet.

Weight: to 50 pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 70

Attribute Bonuses: +3 P.S., +1 P.P., and +2 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round, tubular body, with sharp spines running along the back. Large head with huge mouth and jaw. Long, fat tail, covered in scales.

5 BIO-E for Partial. Round body, short arms and legs, and shiny scales in place of hair.

10 BIO-E for Full. Bald, with large features, widely spaced eyes, and no ears (just ear holes). Body is long and lean, with corded muscles visible in the arms and legs.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing.

10 BIO-E for 1D6 Teeth

10 BIO-E for 2D6 Whipping Tail. Use as an extra hand to hand attack per melee round. The top of the tail is covered with a razor-sharp serration, like the blade of a steak knife.

Mutant Animal Powers:

10 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength
20 BIO-E for Crushing Strength
5 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Speed.
5 BIO-E for Leaping: Standard.
15 BIO-E for Leaping: Rodent
10 BIO-E for Prehensile Tail
25 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and color of the skin to blend in with the surroundings. Character can change at will with simple color changes taking under a minute, stripes or mottled patterns requiring as much as five minutes. So long as the character remains motionless there is only a 5% chance of being detected. Although this power is no substitute for the Prowl skill, it does give the character a +20% bonus to prowl.

Vestigial Disadvantages:

-5 BIO-E for Vestigial Tail
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet: Insectivore.
-10 BIO-E for Nearsightedness

Manatee by Mephisto

Original Animal Characteristics

Description: Although shaped like a seal, the Manatee is purely aquatic; it is born in the water and never leaves it. It is related only to other Manatees and Dugongs, not to any other mammals. They live in tropical seas and eat all manner of aquatic vegetation.

Size Level: 19

Length: to 15 feet (4.5 m)

Weight: to 1500 pounds (680 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 5

Attribute Bonuses: None

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round, thick-skinned body. Elongated head with bulbous, wrinkled snout. Small, slitted eyes. Tiny arms and legs, flattened and thin. Rounded, flat tail.

5 BIO-E for Partial. Rounded body. Thick neck and head. Short limbs. Covered in thick, wrinkled skin.

10 BIO-E for Full. Powerful, thick body, with thick neck. Eyes have a sleepy, half open look, and the ears are just holes. Arms and legs have a flat, unfinished look to them.

Natural Weapons:

None

Mutant Animal Powers:

5 BIO-E for Advanced Touch

5 BIO-E for Advanced Smell

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Hold Breath

10 BIO-E for Thick Flesh. Add +20 to S.D.C. And A.R.: 8

10 BIO-E for Natural Swimming Ability equal to basic swim skill of 70%.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-10 BIO-E for Diet Restriction: Herbivore

-20 BIO-E for Vestigial Disadvantage: Environment: Marine (requires to be in water to survive)

Mongoose by Kinthalis Silverbow

Original Animal Characteristics

Description:

Size Level: 2

Length: 12-18 inches long plus tail (roughly the same size as the body).

Weight: 1-8 pounds

Build: Long

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +2 M.A., +5 P.P., and +5 Spd.

Human Features

Hands: Automatically partial or 5 BIO-E for full

Biped: 5 BIO-E for partial or 10 BIO-E for full

Speech: 5 BIO-E for partial or 10 BIO-E for full

Looks: None.

5 BIO-E for partial.

10 BIO-E for full.

Natural Weapons:

5 BIO-E for 1D6 damage Digging Claws
10 BIO-E for 2D6 damage Digging Claws
5 BIO-E for 1D6 damage Teeth
10 BIO-E for 2D6 damage Teeth

Mutant Animal Powers:

5 BIO-E for Advanced Smell
15 BIO-E for Advanced Touch
10 BIO-E for Extra Intelligence Quotient
10 BIO-E for Extra Mental Affinity
10 BIO-E for Extra Physical Prowess
10 BIO-E for Digging
15 BIO-E for Tunneling
5 BIO-E for Leaping: Standard
15 BIO-E for Leaping: Rodent
15 BIO-E for Righting Reflex
20 BIO-E for Advanced Toxin Resistance (Special). This power allows the character to digest any animal poison without any ill effects.

Vestigial Disadvantages:

-5 BIO-E for taking Vestigial Tail
-10 BIO-E for taking Diet: Carnivore
-5 BIO-E for taking Diet: Insectivore

Note: Only one Diet restriction can be taken.

Octopus by Mephisto

Original Animal Characteristics

Description: The eight legged octopus is possibly the most intelligent non-mammalian animal. There are many species, some much larger than described here.

Size Level: 2

Length: varies

Weight: varies

Build: Medium

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +2 I.Q. and +3 P.S.

Human Features

Hands: Partial hands are automatic, because the tentacles are the equivalent of partial hands. 5 BIO-E for Full. One pair of tentacles has three branches at the end of each that serve as two fingers and a thumb. Note: must be bought for EACH Extra Pair of Tentacles for full use.

Biped: None. Crawls along with arms.

10 BIO-E for Partial (two stubby legs and torso).

15 BIO-E for Full.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. huge head with loose, bulbous back (see picture); large eyes; gray, leathery skin.

5 BIO-E for Partial. Huge head and thick neck; long, flexible body; multiple tentacles protrude from upper torso, humanoid legs and body form; clearly not human!

Full Human Looks are NOT available.

Natural Weapons:

5 BIO-E for 1D6 Beak.

10 BIO-E for Constrictive Tentacle Muscle. All squeezing, whether from wrapping a flexible body around a victim, or from wrapping around arms or legs in a wrestling-style lock/hold, is stronger and quicker because of the special design of the character's muscles. The character can use these muscles with either a Body Hold, Arm Hold, Leg Hold, or Crush/Squeeze. The Holds and Crush/Squeeze attacks require a successful roll to Strike. If successful and not dodged (because of all the tentacles, parrying is impossible) then the attacker has grabbed into the victim. Once a Hold is applied it can be held as long as the octopus likes. The Crush/Squeeze requires that the victim make a save vs. blackout (14 or better, with either P.S. or P.E. bonuses added in). Failure means victim goes unconscious. The P.S. Bonus is used when the victim is struggling to escape, the P.E. Bonus is used when the victim is just struggling to breathe and stay awake. While the Crush/Squeeze continues, the victim is helpless, and the attacker can continue indefinitely, doing damage (1D6 for Normal Strength and Brute Strength, 2D6 for Bestly Strength, and 4D6 for Crushing Strength) per melee round attack. The victim cannot reduce the damage with a Roll with Punch/Fall/Impact.

Escape from a Constrictive Hold: Victims held by constrictive tentacle muscles can only get out with brute strength, or if released by the attacker. Several people struggling to free the victim, including the victim and any helpful friends, can try to break the hold by rolling a pure strength strike (20 sided and P.S. Bonus only). The character doing the hold then rolls to Parry (20 sided, plus P.S. Bonuses, plus bonus to Parry). Note that Brute Strength adds +5 to the attackers roll, Bestly Strength adds +10 to the roll, and Crushing Strength is so strong that it can only be beaten by another Crushing Strength involved.

Mutant Animal Powers:

5 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Brute Strength

10 BIO-E for Bestly Strength (and must be at least Size Level 4).

20 BIO-E for Crushing Strength (and must be at least Size Level 6).

5 BIO-E for Advanced Vision

10 BIO-E for Advanced Touch

5 BIO-E for Swimming 90%.

10 BIO-E for Black Ink Spray. This is an oily chemical that forms a blinding cloud in the air or water. Reduces visibility and smell to zero for up to 5 minutes for about 20 square feet. Can be used four times per day.

15 BIO-E for Multi-Limb Coordination. The ability to use more than one pair of limbs per melee. Provides one additional attack or action per melee and +1 to strike and +1 to parry. Can be bought three times (no additional attacks per melee, but provides an additional +1 to strike and parry per multi-limb coordination) to represent all eight limbs of the octopus.

5 BIO-E for Powerful Suction Cups per pair of tentacles. Enables to climb or attach to rough and smooth as glass surfaces (climb skill 60% with one pair of suction arms, add +10% for each additional pair).

20 BIO-E for Chameleon Camouflage Power. This is the power to change the pattern and color of the skin to blend in with the surroundings. Character can change at will with simple color changes taking under a minute, stripes or mottled patterns requiring as much as five minutes. So long as the character remains motionless there is only a 5% chance of being detected. Although this power is no substitute for the Prowl Skill, it does give the character a 20% bonus to Prowl.

Vestigial Disadvantages:

-5 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet: Carnivore.

Ostrich by Mephisto

Original Animal Characteristics

Description: Ostriches are large flightless birds, native to Africa. The feathers of adult males are mostly black, while the females are grayish-brown with a bit of white. The feathers are also soft and serve as insulation unlike flying birds. The eyes of ostriches and their thick black eyelashes are the biggest eyes of all living land animals.

Size Level: 10

Length: to 6 feet, six inches tall (160 cm)

Weight: to 215 pounds (97 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 35

Attribute Bonuses: +1 P.S., +1 P.P., +2 P.E., and +10 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Note: Unlike other birds, the Ostrich can not gain the power to fly! Thus the Vestigial Wings that are natural to the Ostrich are used to form the hands for the Ostrich.

Biped: Full Automatic

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round, feathered body, long neck and very little feathers on the neck and head; long, smooth legs that end in two toes; huge eyes and eyelashes; small wings.

5 BIO-E for Partial. Round body, with a noticeably long neck, smooth close feathers around neck and head, legs that are long and powerful, short arms that are covered in feathers. Face is smooth with a large nose in the center and two enormous eyes on top; no opening for ears or nose.

10 BIO-E for Full. Facial features tend to be wide and flat, especially the nose and also has noticeably big eyes. Body is round while the arms are short and the legs are long. The neck is also long and the body is covered in a long hair, while the rest of the body is smooth.

Natural Weapons:

5 BIO-E for 1D8 Beak.

5 BIO-E for 2D6 Kick.

10 BIO-E for 3D6 Kick.

15 BIO-E for 4D6 Kick.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Vision

5 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed (note: uses second bonus).

10 BIO-E for Leaping: Standard

10 BIO-E for Natural Kicking Ability. The Ostrich can perform kicks with amazing proficiency, gaining a bonus of +2 to strike with any Kick Attack. The Kick can be aimed at someone's head or stomach, and is quite powerful.

Vestigial Disadvantages:

Automatically gets Vestigial Wings. They can not be used to fly!

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Domestication

-10 BIO-E for Prey Eyes.

Pronghorn by Mephisto

Original Animal Characteristics

Description: These grazing animals of the western plains are reputed to be the fastest animals in the Americas. Not only are they fast, but agile as well; able to take corners and come to sudden stops with surprising skill.

Size Level: 8

Length: to five feet long

Weight: to 140 pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 50

Attribute Bonuses: +1 P.P., +3 P.E., and +7 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Long, snouted head with large ears at the upper corners; large, widely spaced eyes; thick neck and body with long, thin arms and legs. Straight horns that branch in two near the top. 5 BIO-E for Partial. Muzzled head, large ears, thick body with thin arms and legs. Massive eyebrow ridge.

10 BIO-E for Full. Long nose, massive eyebrow ridge, large ears, powerful build.

Natural Weapons:

5 BIO-E for 2D4 damage Hooves.

Mutant Animal Powers:

5 BIO-E for Advanced Smell

5 BIO-E for Advanced Hearing

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Extra Physical Beauty

15 BIO-E for Heightened Speed. This is an increase in running speed that allows the mutant Pronghorn to run up to 45 mph for extended periods, and in bursts of speed up to 60 mph (only a couple of minutes). While Running: +1 to Strike, +4 to Automatic Dodge (only Automatic Dodge and P.P. Bonuses apply), +2 to damage for each 20 mph of speed.

Vestigial Disadvantages:

-10 BIO-E for Seasonal Antlers; 1D6 damage

-5 BIO-E for Vestigial Ears

-5 BIO-E for Vestigial Hooves

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Diet: Herbivore.

Rhinoceros by Kinthalis Silverbow

Original Animal Characteristics

Description: Aggressive grazing animals inhabiting grasslands. They are good rummers and can get up to 35mph. They are also strong enough to overturn a truck. African Black and White Rhinos have two horns while the Asian Great Indian Rhino has just one.

Size Level: 20

Length: 5-6.5 feet tall at shoulder

Weight: 3,000 to 8,000 pounds

Build: Short

Mutant Changes & Costs

Total BIO-E: 0

Attribute Bonuses: +2 M.E., +2 M.A., Brute Strength, +12 P.S. +6 Spd.

Human Features

Hands: 10 BIO-E for partial or 15 BIO-E for full.

Biped: 10 BIO-E for partial or 15 BIO-E for full.

Speech: 5 BIO-E for partial or 10 BIO-E for full.

Looks: None, huge head with massive jaws and muzzle, tiny eyes and large ears, long, massive bodies with thick, powerful legs, three toed hands and feet.

10 BIO-E for partial, strong muzzle, tiny eyes, large ears on top of head, massive body with naked, segmented skin, thick arms and legs.

15 BIO-E for full, very large jaw, nose, ears and head; small eyes, bald, powerfully built body with thick arms and legs.

Natural Weapons:

10 BIO-E for 1D10 damage Horn.

20 BIO-E for 2D8 damage Horns.

Mutant Animal Powers:

15 BIO-E for Light Natural Body Armor; A.R. 9, S.D.C. +30

30 BIO-E for Medium Natural Body Armor; A.R. 11, S.D.C. +60

45 BIO-E for Heavy Natural Body Armor; A.R. 14, S.D.C. +90

60 BIO-E for Extra-Heavy Natural Body Armor; A.R. 16, S.D.C. +120

10 BIO-E for Bestly Strength

20 BIO-E for Crushing Strength

10 BIO-E for Extra Speed

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness.

-5 BIO-E for Color Blindness.

-5 BIO-E for Vestigial Tail.

-5 BIO-E for Musk Glands.

-5 BIO-E for Diet: Herbivore(Pick either Herbivore or Ruminant, not both).

-10 BIO-E for Diet: Ruminant.

-10 BIO-E for Vestigial Horns.

-15 BIO-E for Reptile Brain: Charge (Special). When a Rhino fails to save vs insanity it will immediately charge whatever is in front of it, gaining a +2 to initiative and +2 to strike, but is unable to perform any defensive moves at all. The Rhino will continue making charge attacks until it makes a saving throw vs insanity or every thing is dead.

Note: Don't forget that a Giant Animal can sell I.Q. & M.E. and/or P.P. & Speed attribute points to get BIO-E points with out sacrificing size. See Giant Animals in the creation section of the book under Growth Steps.

Ringtail by Mephisto

Original Animal Characteristics

Description: Related to raccoons and has the characteristic ring-striped, bushy tail. They are nocturnal predators who live on mice, insects and berries. Other names include “cacomistle,” “ring-tailed cat” or “civet cat.”

Size Level: 2

Length: to 16 inches without tail.

Weight: to three pounds.

Build: Long

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +1 I.Q., +1 M.E., +1 M.A., and +2 P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Lean, cat-like body; elongated cat face with oversized ears and long nose. Furry, ringed, floor-length tail. Black and white facial markings.

5 BIO-E for Partial. Long nosed with large ears on top of the head, stubby tail, distinct black and white markings.

10 BIO-E for Full. Long nose and features, lean build, distinct white streaks in head hair and beard.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

10 BIO-E for 2D4 Claws: Climbing

Mutant Animal Powers:

10 BIO-E for Advanced Hearing
10 BIO-E for Extra Intelligence Quotient
10 BIO-E for Extra Mental Affinity
10 BIO-E for Extra Mental Endurance
10 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Speed
5 BIO-E for Leaping: Rodent.
10 BIO-E for Righting Reflex.
10 BIO-E for Brute Strength

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail
-10 BIO-E for Nocturnal
-10 BIO-E for Vestigial Ears
-10 BIO-E for Diet: Insectivore.

Rodent: Kangaroo Rat/Jumping Mouse by Mephisto

Original Animal Characteristics

Description: These small rodents are like kangaroos in appearance, with oversized back legs, and designed for hopping rather than running. Although the Kangaroo Rat (to 4 ounces) is much larger than the Jumping Mouse (less than 1 ounce) they are identical for the purposes of the game.

Size Level: 1

Length: to 2 inches

Weight: to 4 ounces.

Build: Short

Mutant Changes & Costs

Total BIO-E: 90

Attribute Bonuses: +5 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Oversized, muzzled head with thick neck, small arms, huge legs and feet, brown and white fur; and long, skinny tail that's longer than the rest of the body.

5 BIO-E for Partial. Large, muzzled head; thick body, huge legs and feet, tail.

10 BIO-E for Full. Thick neck, large thighs, legs, and feet.

Natural Weapons:

10 BIO-E for 1D6 Razor Sharp Nails

Mutant Animal Powers:

10 BIO-E for Digging
15 BIO-E for Tunneling
5 BIO-E for Advanced Vision
5 BIO-E for Advanced Hearing
10 BIO-E for Extra Physical Prowess
5 BIO-E for Extra Speed
5 BIO-E for Leaping: Rodent.
10 BIO-E for Leaping: Feline
5 BIO-E for Righting Reflex.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail
-5 BIO-E for Nearsightedness
-10 BIO-E for Reptile Brain: Prey
-5 BIO-E for Vestigial Musk Glands.

Rodent: Paca and Agoutis by Mephisto

Original Animal Characteristics

Description: Two of the dozen or so species distributed throughout Central and South America. Mainly running, ground-dwelling rodents. Pacas are nocturnal and solitary, while Agoutis are daytime animals who prefer to live in packs. They live on roots, fruit, and other vegetation, storing excess supplies in underground lairs.

Size Level: 3

Length: to 2 feet long (0.6 m); body to 24 inches (0.6 m), tail to 1.25 inches

Weight: Paca to 10 pounds (4.5 kg); Agouti to 9 pounds (4 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +2 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Oversized head with huge snout, thick bristles on a chunky, bulbous nose, large round eyes on the sides of the head, and largish ears with curly ends. Short, skinny legs and a thick body, humped toward the rear. Thick fur, with dotted stripes running from front to back on the Paca, solid reddish-brown fur on the Agoutis. Tiny, naked tail.

5 BIO-E for Partial. Thick body, and bottom heavy. Arms and legs are excessively short and skinny.

Head is hippo-like, with a fat nose bristling with whiskers. Ears and eyes are oversized and

rounded. Light fur covers the body.

10 BIO-E for Full. Large hips, thick, almost fat body, with arms and legs that are disproportionately stubby. Large, wide chin, big, bulbous nose, wide, round eyes, and oddly shaped ears. Heavy whiskers on upper lip.

Natural Weapons:

10 BIO-E for 1D6 Bite.

Mutant Animal Powers:

10 BIO-E for Digging

20 BIO-E for Tunneling

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent

10 BIO-E for Natural Swimming Ability equal to basic swim skill of 60%.

Vestigial Disadvantages:

-10 BIO-E for Nocturnal Metabolism

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Nearsightedness

Rodent: Pack Rat by Mephisto

Original Animal Characteristics

Description: Known as the White-Throated Wood Rat, this creature is a natural thief. It will often sneak into populated areas to steal any bright shiny object that catches its fancy. They are also natural builders and will construct fortresses up to five feet tall to keep out predators.

Size Level: 1

Length: to 12 inches without tail.

Weight: to 8 ounces.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +1 I.Q., +2 M.E., and +4 P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Muzzled head with pointed nose, widely spaced eyes, round ears on top of head, thick fur; long, furry tail; thick body with short arms and legs.

5 BIO-E for Partial. Slightly muzzled head, ears on top of head, thick neck and body, short tail.

10 BIO-E for Full. Sharp nose and protruding ears, thick hair, rounded body.

Natural Weapons:

10 BIO-E for 1D6 Claws: Climbing

15 BIO-E for 2D4 Claws: Climbing

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Intelligence Quotient

10 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

5 BIO-E for Leaping: Rodent.

5 BIO-E for Righting Reflex.

10 BIO-E for Natural Thieving Ability. If the character does not possess the following skills they gain them at the base level of proficiency. If already a known skill they get the following bonuses:

+25% to Prowl

+30% to Pick Pockets

+10% to Pick Locks

+20% to Palming

+20% to Card Sharp.

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Musk Glands.

Rodent: Prairie Dog by Mephisto

Original Animal Characteristics

Description: Prairie Dogs are communal animals, building underground cities with up to 1000 inhabitants. They communicate using a complex code of shattering, barking, signs, and odors. White-tailed Prairie Dogs are identical except that they live at higher altitudes.

Size Level: 2

Length: to 15 inches

Weight: to 3 pounds.

Build: Short

Mutant Changes & Costs

Total BIO-E: 75

Attribute Bonuses: +2 I.Q., +6 M.E., and +4 M.A.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. rounded, furry body with squirrel-like head; small ears; short tail.

5 BIO-E for Partial. Rounded snout, light brown fur, rather stout body.

10 BIO-E for Full. Very small ears, thick hair, round body.

Natural Weapons:

10 BIO-E for 1D6 Razor Sharp Nails

Mutant Animal Powers:

10 BIO-E for Digging

15 BIO-E for Tunneling

25 BIO-E for Excavation

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed.

10 BIO-E for Righting Reflex

Vestigial Disadvantages:

-10 BIO-E for Vestigial Tail

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Vestigial Musk Glands.

Sea Lion Family by Mephisto

Original Animal Characteristics

Description: This family of aquatic mammals includes Sea Lions and several Fur Seals. They are distinguished from other seals in that their hind flippers can be used as legs on land, and in the water they use their front flippers for propulsion. There is a huge difference between male and female sizes; the data below represents a rough average.

Size Level: 13

Length: to 7 feet

Weight: to 350 pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 30

Attribute Bonuses: +1 M.E., +3 M.A., and +1 P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round, furry body; long, thick neck with small, dog-like head; tiny ears, large eyes; long thin arms and legs; no tail.

5 BIO-E for Partial. Rounded body, thick neck, snouted head with whiskers, small ears.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs, large eyes.

Natural Weapons:

5 BIO for 1D6 Damage Bite

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Touch

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Brute Strength

5 BIO-E for Hold Breath

5 BIO-E for Swimming 86%

5 BIO-E for Thick Blubber. Protection against cold (½ damage) and +20 S.D.C.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet Restriction: Carnivore

Sloth by Mephisto

Original Animal Characteristics

Description: There are two varieties: Three-Toed and Two-Toed, each named, rather obviously, for the number of claws on their front paws (both have three claws on each rear foot). Sloths

are unique in that they spend their entire lives upside-down, hanging from underneath branches of trees. The hairs of the sloth have slight grooves, just enough for tiny algae to grow in them, and therefore, giving them a greenish tinge that makes them hard to see among the other greenery. They move slowly, and feed exclusively on the leaves and buds of the trees they live in.

Size Level: 3

Length: to 2 feet (0.6 m) long

Weight: to 10 pounds (4.5 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +2 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None; Rounded head with flat, barely noticeable facial features, so the head seems to be just a round ball at the end of the body. Body is rounded, and covered in thick silver-gray hair. Arms are longer than the legs, longer than the body itself, but both arms and legs are well muscled.

5 BIO-E for Partial. Flat features, with a round face, and dark eyes. Thick gray hair covering a thick, well muscled body. Very long arms and legs, with the arms hanging down below the knees.

10 BIO-E for Full. Facial features tend to be wide and flat, especially the nose. Body is short, while the arms tend to be overlong. Silver-gray hair.

Natural Weapons:

5 BIO-E for 1D8 Claws.

Mutant Animal Powers:

5 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength

5 BIO-E for Extra Physical Endurance

10 BIO-E for Natural Camouflage. Equal to a Camouflage skill of 60%. Does not increase.

Vestigial Disadvantages:

-15 BIO-E for Slow Movement. The characters P.P. is reduced by half and Spd. is reduced to 1D6+2.

Attacks per melee are reduced by two and all combat abilities are -2.

-10 BIO-E for Chronic Sleeper. The character must sleep at least 10+1D4 hours a day otherwise his or her movement will be impaired. -1 Attack per melee, -1 on all combat bonuses and skill performance is reduced 15% unless the character gets enough sleep; sleep deprivation and fatigue affect this character 25% quicker than a normal character. If the character does not get enough sleep, then it will take 1D4 extra hours to catch up, cumulative per day.

-10 BIO-E for Diet Restriction: Herbivore

Snake: Boa Constrictor and Emerald Tree Boa by Mephisto

Original Animal Characteristics

Description: Boas are snakes without poison, killing machines that use their hook-like teeth and the strength of their massively muscled bodies to squeeze their prey into submission. Among the largest snakes in the world (second only to the anaconda), Boa Constrictors live in swampy rain forests and jungles, ranging from the ground to the trees. Whereas the Emerald Tree Boa lives exclusively up in the trees. Boa Constrictors are somewhat larger and colored in a camouflage pattern of mottled brown, tan, and white. Emerald Tree Boas are a bit smaller, colored with a green upper body, a yellowish underbelly, and a “vein” of irregular white scales along the top of the spine, a perfect color match for the leaves of their jungle habitat.

Size Level: Boa Constrictor: 11. Emerald Tree Boa: 6.

Length: Boa Constrictor: to 20 feet long (6 m). Emerald Tree Boa: to 10 feet long (3 m).

Weight: Boa Constrictor: to 250 pounds (113 kg). Emerald Tree Boa: to 75 pounds (34 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: Boa Constrictor: 35. Emerald Tree Boa: 60.

Attribute Bonuses: +4 P.S.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail. 5 BIO-E for Partial. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full. Gives the mutant snake a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's maximum Spd. attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section. Climbing, provided that the character has the skill, can also be as quick as half the character's maximum Spd. (10 times Spd. equals yard/meters per minute). Full Human Looks is impossible to combine with Biped – None.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None. Long, flexible body with the length at least 20 times the width, entirely covered with brightly colored, smooth scales. Head is wide and triangular, with a double-hinged jaw, and eyes are on the sides and sunk under bony ridges. Tongue is long and forked.

10 BIO-E for Partial. Body is long and sleek, at least 10 times longer than it is wide. Head is smooth, with a lumpy skull and forehead, wide mouth and jaw, and covered with tiny scales in place of

hair. Nose and ears are flat with small holes.

15 BIO-E for Full. Entirely bald, with shiny smooth skin. Body is long and lean, with smooth muscles that clearly ripple just below the skin. Wide face, with broad, flat nose, and wide brow ridge above the eyes.

Natural Weapons:

5 BIO-E for 1D8 Fangs

10 BIO-E for 2D6 Fangs

10 BIO-E for Constrictive Body Muscle. All squeezing, whether from wrapping a flexible body around a victim, or from wrapping around arms or legs in a wrestling-style lock/hold, is stronger and quicker because of the special design of the character's muscles. The character can use these muscles with either a Body Hold, Arm Hold, Leg Hold, or Crush/Squeeze. The Holds and Crush/Squeeze attacks require a successful roll to Strike. If successful and not parried or dodged then the attacker has grabbed into the victim. Once a Hold is applied it can be held as long as the snake likes. The Crush/Squeeze requires that the victim make a save vs. blackout (14 or better, with either P.S. or P.E. bonuses added in). Failure means victim goes unconscious. The P.S. Bonus is used when the victim is struggling to escape, the P.E. Bonus is used when the victim is just struggling to breathe and stay awake. While the Crush/Squeeze continues, the victim is helpless, and the attacker can continue indefinitely, doing damage (1D6 for Normal Strength and Brute Strength, 2D6 for Bestly Strength, and 4D6 for Crushing Strength) per melee round attack. The victim cannot reduce the damage with a Roll with Punch/Fall/Impact.

Escape from a Constrictive Hold: Victims held by constrictive body muscles can only get out with brute strength, or if released by the attacker. Several people struggling to free the victim, including the victim and any helpful friends, can try to break the hold by rolling a pure strength strike (20 sided and P.S. Bonus only). The character doing the hold then rolls to Parry (20 sided, plus P.S. Bonuses, plus bonus to Parry). Note that Brute Strength adds +5 to the attackers roll, Bestly Strength adds +10 to the roll, and Crushing Strength is so strong that it can only be beaten by another Crushing Strength involved.

Mutant Animal Powers:

Automatically gains Brute Strength

5 BIO-E for Prehensile Tail (as Partial Hand). Boa Constrictor only! Not available for Emerald Tree Boa.

15 BIO-E for Light Natural Body Armor; A.R.: 8 and S.D.C.: +20.

25 BIO-E for Medium Natural Body Armor; A.R.: 11 and S.D.C.: +30.

10 BIO-E for Advanced Tongue Touch, this ability requires the character to touch things with the tongue. Also includes Advanced Smell (again, with the tongue).

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

5 BIO-E for Bestly Strength

15 BIO-E for Crushing Strength

10 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Prehensile Tongue (As Partial Hand)

10 BIO-E for Predator Burst

10 BIO-E for Camouflage Scale Pattern. For Boa Constrictors this will be a mottled brown, black, and white, useful for blending in against dark objects, especially tree trunks, dark bushes, dark rocks and bare earth. Emerald Tree Boas will have a green, yellow, and white pattern that allows them to blend in with any green forest, grass, jungle or swamp environment. In the right environment, or in near darkness (only starlight, or dim torch light), as long as the character remains completely motionless, there is only a 10% chance of being detected. This power is no substitute for the Prowl skill, but it gives the character a +20% bonus to prowl in the right environment.

15 BIO-E for Death-Like Stance. Allows the snake to become absolutely motionless, to slow breathing and other body functions. In this state the character can go up to two weeks without food or water. Also, if the character is trapped in a sealed environment with limited air, the Death-Like Stance will reduce the character's oxygen consumption to only a tenth of normal (the air would last ten times as long).

While in the Death-Like Stance, a hidden characters chances of being detected are only 15%. And if combined with either artificial camouflage (clothing and appropriate make-up on exposed body parts), or if the character has the right kind of Camouflage Scale Pattern (above), then the chances of being detected while in a Death-Like Stance are reduced to 4%.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Carnivore

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Nocturnal

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Tail

Snake: Rattlesnake, Fer-De-Lance, and Bushmaster by Mephisto

Original Animal Characteristics

Description: Pit Vipers are the foremost venomous snakes of North and South America. They are usually camouflaged with scales of brown, black, and gold. A sheath of fleshy membranes covers the fangs, and the poison venom of a pit viper causes rapid and severe internal bleeding. Pit vipers are given the name “pit” not because of pits in the ground, but because of the pits in their faces; actually heat sensors that allow them to track their warm-blooded prey.

The Bushmaster and the Fer-De-Lance, both tropical snakes, are among the most feared snakes in the world, not because of the strength of their poison, but because they are so big that they just have

a lot more poison, and inject larger “doses” of poison, than other snakes. Although the most common rattlesnake in Central America is the Cascabel, there are many species of rattlesnake, including the Massasauga (up to 8 rattles), Sidewinder (the classic desert rattlesnake), and Diamondback (the largest of the rattlers).

Size Level: Bushmaster: 6. Fer-De-Lance: 5. Rattlesnake: 4.

Length: Bushmaster: to 12 feet long (3.6 m). Fer-De-Lance: to 8 feet long (2.8 m).
Rattlesnake: to 5 feet long (1.5 m).

Weight: Bushmaster: to 50 pounds (22.6 kg). Fer-De-Lance: to 30 pounds (13.6 kg).
Rattlesnake: to 15 pounds (6.8 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: Bushmaster: 70. Fer-De-Lance: 75. Rattlesnake: 80.

Attribute Bonuses: +4 P.P.

Human Features

Hands: None. In this case, the character has no arms or hands whatsoever. Any objects will have to be manipulated by mouth (treat as Partial Hand), or, if available, by Prehensile Tail.
5 BIO-E for Partial. The snake develops a pair of stubby (Partial) hands and short arms along the upper part of the body.

10 BIO-E for Full. Gives the mutant snake a full pair of hands, arms, and narrow shoulders.

Biped: None. Character has no legs, and moves along the ground by slithering. This is not necessarily slow; indeed, the character can maintain a rapid pace, equal to half the character's maximum Spd. attribute. The character can rear up the upper part of the body while continuing to slither (or climb) with the lower section. Climbing, provided that the character has the skill, can also be as quick as half the character's maximum Spd. (10 times Spd. equals yard/meters per minute). Full Human Looks is impossible to combine with Biped – None.

20 BIO-E for Full. Character has mutated a full set of legs and feet.

Speech: 5 BIO-E for Partial or 10 BIO-E for Full.

Looks: None. Long body, at least ten times as long as it is wide, entirely covered with dark scales. Head is long and narrow, tapering only slightly to the back of the neck, and with a blunt snout. The jaw is double-hinged, and the eyes are sunk under bony ridges. Tongue is long and forked. Long tail, and in the case of rattlesnakes, 1D6+3 rattles at the end of the tail that the character can use as a noisemaker.

10 BIO-E for Partial. Body is long and sleek. Head is smooth, covered with tiny scales in place of hair.

Rattlesnakes will have a small tail with 1D4 rattles that can be used to make noise.

15 BIO-E for Full. Entirely bald, with shiny smooth skin. Body is long and lean, with smooth muscles that clearly ripple just below the skin.

Natural Weapons:

5 BIO-E for 1D6 Fangs (bite only, no poison)

20 BIO-E for Paralytic Poison Venom (must also get fangs). A hollow track in the two front fangs can

inject a special poison into an opponent. This poison causes damage and possible paralysis. Victims must make a save vs. non-lethal poison to avoid being paralyzed for 3D6 melee rounds. Any successful attack where the poison is injected also does 1D6 damage directly to the victim's hit points with no saving throw. Injecting the poison requires a successful bite attack. The damage from the poison venom is in addition to the damage inflicted by the bite. Note: Injecting an opponent more than once increases the length of the paralysis by another 1D6 melee rounds, and does another 1D4 damage direct to hit points.

35 BIO-E for Deadly Poison Venom (must also get fangs). This poison causes damage and possibly a fatal coma. Victims must save vs. lethal poison to avoid falling into a coma. The roll to save must be made every melee round, until the wound is cleaned and flushed, anti-venom administered or until ten full minutes have elapsed. A failed roll, at any point means the victim has fallen into a coma. After falling into a coma, the character must then make a save vs. lethal point every fifteen minutes to avoid fatal convulsions from this poison. Victims in a coma will be in danger of dying for six hours, or until an anti-venom solution is administered. Injecting the poison requires a successful bite attack. The damage from the bit is in addition to the poison damage. Note: Injecting an opponent more than once in a single combat does an additional 1D6 damage direct to hit points plus the damage from the bite itself, but does not increase the risk from coma or death.

Mutant Animal Powers:

15 BIO-E for Light Natural Body Armor; A.R.: 8 and S.D.C.: +15.

30 BIO-E for Medium Natural Body Armor; A.R.: 11 and S.D.C.: +30.

10 BIO-E for Advanced Tongue Touch, this ability requires the character to touch things with the tongue. Also includes Advanced Taste and Advanced Smell (again, with the tongue).

5 BIO-E for Advanced Taste

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Prehensile Tongue (As Partial Hand)

10 BIO-E for Predator Burst

10 BIO-E for Heat Location Pit Organs. These hollow "pits" in the face allow the character to "sense" the location, size, and temperature of warm objects and creatures, just by heat. Works in any amount of light, or in total darkness, with a 50 foot (15 m) range. These heat sense organs are located just above and behind the cheekbones, spaced wide apart. Adds a bonus of +2 strike with a bite attack only.

20 BIO-E for Accelerated Strike. The ability to dash forward with blinding quickness. +1 Strike, +8 to burst of Spd.

10 BIO-E for Camouflage Scale Pattern. Mottled or striped brown, black, gray, orange and white, useful for blending in with the ground, tree trunks, roots and other dark or shadowy areas. In

the right environment, or in near darkness (only starlight, or dim torch light), as long as the character remains completely motionless, there is only a 15% chance of being detected. This power is no substitute for the Prowl skill, but it gives the character a +10% bonus to prowl in the right environment.

Tapir by Mephisto

Original Animal Characteristics

Description: Tapirs are solitary creatures that cover huge territories, wandering through the jungle from one water hole or mud wallow to the next. They've been described as a strange cross between a pig, a horse, and an elephant. They can extend or retract their short trunk, and use it for plucking fruit and rooting up aquatic plants.

Size Level: 16

Length: to 6.5 feet (2 m) long, tail to six inches

Weight: to 600 pounds (270 kg).

Build: Short

Mutant Changes & Costs

Total BIO-E: 20

Attribute Bonuses: +1 P.S., +2 P.E., and +1 Spd.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Rounded body, with thick neck and head that narrows down to a tubular, flexible nose. Rounded ears on top of head, and small eyes on the sides of the head. Short tail. Arms and legs are relatively lean, knobby, and muscular. Hands and feet have three toes, each tipped with huge, white nails. Thick, bristly, but very short-cropped dark hair.

5 BIO-E for Partial. Lumpy body, with lean arms and legs. Thick, long head, with nose hanging over the mouth. Eyes and ears rounded and set far apart. Large jowls under the chin, overhanging belly.

10 BIO-E for Full. Long, high forehead with broad, very long, very thick nose, small eyes, round ears.

Thick body and hips, with undersized arms and legs. Bristly hair, forming crest at the top of the skull and extending back to the neck. Thick hands, with broad, thick fingernails.

Natural Weapons:

5 BIO-E for 1D6 Bite.

10 BIO-E for 1D10 Bite.

Mutant Animal Powers:

5 BIO-E for Extra Mental Endurance

5 BIO-E for Brute Strength

15 BIO-E for Beastly Strength
5 BIO-E for Extra Physical Endurance
5 BIO-E for Extra Speed.
10 BIO-E for Prehensile Trunk in place of nose (Partial Hand)
5 BIO-E for Advanced Hearing
5 BIO-E for Advanced Smell
5 BIO-E for Hold Breath

Vestigial Disadvantages:

-10 BIO-E for Prey Eyes
-10 BIO-E for Reptile Brain: Prey
-10 BIO-E for Diet Restriction: Herbivore
-10 BIO-E for Nearsightedness

Tree Climbing Anteaters by Mephisto

Original Animal Characteristics

Description: Toothless and tree-dwelling, both the Tamandua and two-toed tree-climbing anteaters live exclusively on the insects they scoop up with their long, sticky tongues. Both prey on hives of ants and termites that make nests in trees. The major difference between the Tamandua and the Two-Toed Anteater is in size. However, there are four minor differences. First, the Tamandua's tail is naked on the underside, allowing for a better gripping surface. Second, where the Two-Toed Anteater is covered in uniform light brown fur, the Tamandua has varied markings, with a dark area on the body as if the creature were wearing a vest, and with mottled patches of dark and light fur on the tail. Third, the Tamandua has three claws on its forelegs, where the Two-Toed Anteater, obviously, has but two. Finally, the Tamandua has a tiny mouth at the end of its snout, like the Giant Anteater, but unlike the Two-Toed Anteater which has a mouth with jaws that partially split the snout..

Size Level: Tamandua: 3. Two-Toed Anteater: 1.

Length: Tamandua: body to 24 inches (0.6 m), tail to 22 inches. Two-Toed Anteater: body to 7 inches (0.2 m), tail to 8 inches.

Weight: Tamandua: to 10 pounds (4.5 kg). Two-Toed Anteater: to 1 pound (0.45 kg).

Build: Long

Mutant Changes & Costs

Total BIO-E: Tamandua: 85. Two-Toed Anteater: 95.

Attribute Bonuses: +2 P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Covered in a thick fur with a long body; long face with a long snout; short arms

and a long tail; long tongue that is sticky, eyes are small and dark.

5 BIO-E for Partial. Thick fur with a long, slender body; face is long and horse-like with a long nose and mouth, eyes are small and dark, arms and legs are relatively short, tongue is exceptionally long dexterous.

10 BIO-E for Full. Facial features are really long, especially mouth and nose, thick hair all over the body, body is very thin and lanky, arms and legs are short but well defined, eyes are dark and small, tongue is long.

Natural Weapons:

5 BIO-E for 1D8 Claws: Climbing.

Mutant Animal Powers:

10 BIO-E for Digging

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Rodent

5 BIO-E for Prehensile Tongue (As Partial Hand)

5 BIO-E for Prehensile Tail

5 BIO-E for Righting Reflex

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Insectivore

-10 BIO-E for Nocturnal

-10 BIO-E for Nearsightedness

-10 BIO-E for Vestigial Tail

Tree Porcupine by Mephisto

Original Animal Characteristics

Description: Totally adapted to living in trees, with long, curved claws for climbing, able to swing from its prehensile tail, and it is covered in a thick set of quills. The Tree Porcupine eats mostly leaves and tree buds.

Size Level: 3

Length: to 2 feet long (0.6 m), tail to 18 inches long

Weight: to 10 pounds (4.5 kg).

Build: Medium

Mutant Changes & Costs

Total BIO-E: 85

Attribute Bonuses: +1 P.P.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Covered in thick fur (or quills, if Quill Defense is selected) that covers most of the head and body. Sticking out, and of darker color are the end of the snout, the hands and feet, and the end of the tail. Its the eyes that are really strange; since they are surrounded by more normal-looking skin, it makes the whole creature is inside a porcupine costume. Thick tail, almost as long as the rest of the body.

5 BIO-E for Partial. Blunt head, with broad nose and mouth, wide, round eyes, and small, round ears.

Body is somewhat humpbacked, with wide shoulders and hips. Short tail, long fingers and toes.

Very thick hair everywhere except on the hands, feet, tail tip, and face.

10 BIO-E for Full. Thick body, large head and neck. Round eyes with a perpetual “surprised” look.

Thick, bristly hair. Long, strong hands and fingers.

Natural Weapons:

5 BIO-E for 1D6 Claws: Climbing

5 BIO-E for 1D6 Teeth.

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Smell

10 BIO-E for Extra Mental Endurance

10 BIO-E for Brute Strength

10 BIO-E for Extra Physical Endurance

5 BIO-E for Extra Physical Prowess

10 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

10 BIO-E for Prehensile Tail. Use as Partial Hand.

15 BIO-E for Quill Defense. This is a kind of Natural Body Armor; A.R. 12 and S.D.C.: +30. A physical attack directed against the Tree Porcupine that rolls 12 or less will result in contact with the quills, and they in turn do 2D6 damage (2 points per quill) damage to the attacker. The Tree Porcupine can also use the quills to attack, either (1) a Body Block that will inflict 3D6 damage, (2) a Backhand Strike that does 2D6 damage or (3) a Tail Strike that does 2D6 damage. Another possibility is for the Tree Porcupine to use the quills as daggers, pulling them out and throwing them at opponents for 1D4 damage each.

Vestigial Disadvantages:

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Prey Eyes.

-10 BIO-E for Reptile Brain: Prey

-5 BIO-E for Nearsightedness

-5 BIO-E for Vestigial Tail

- 10 BIO-E for Musk Glands
- 10 BIO-E for Nocturnal

True Seals by Mephisto

Original Animal Characteristics

Description: True seals have no external ears and cannot use their rear flippers on land. In the water they use the back flippers and pull themselves on land with the front flippers.

Size Level: 11

Length: to 6 feet

Weight: to 250 pounds.

Build: Medium

Mutant Changes & Costs

Total BIO-E: 40

Attribute Bonuses: +2 M.E. and +3 M.A.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round, furry body; long, thick neck with small, dog-like head; large eyes; stubby, narrow arms and legs, no tail.

5 BIO-E for Partial. Rounded body, thick neck, smallish head, short legs, large eyes.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs, large eyes.

Natural Weapons:

5 BIO for 1D6 Damage Bite

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Advanced Touch

5 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

5 BIO-E for Hold Breath

5 BIO-E for Swimming 86%

5 BIO-E for Thick Blubber. Protection against col (½ damage) and +20 S.D.C.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness

-10 BIO-E for Reptile Brain: Predator

-10 BIO-E for Diet Restriction: Carnivore

Turtle: Sea Turtle by Mephisto

Original Animal Characteristics

Description: The two main varieties are the Leatherback and the Green Turtle. Both are deep water animals that range all over the world. Their armor is more leather, and thicker than a land turtles.

Size Level: 17

Length: to 5 feet

Weight: to 800 pounds.

Build: Short

Mutant Changes & Costs

Total BIO-E: 5

Attribute Bonuses: +4 P.E.

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Small head on a round body; large, flat arms and legs; mottled, green, brown and white pattern on leathery skin.

5 BIO-E for Partial. Bald head with large nose, leathery neck, round body and soft shell.

10 BIO-E for Full. Thick, leathery skin, green eyes, bald, and powerful build.

Natural Weapons:

5 BIO for 1D6 Damage Bite

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Hearing

5 BIO-E for Extra Mental Affinity

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Speed.

10 BIO-E for Brute Strength

5 BIO-E for Hold Breath

5 BIO-E for Swimming 86%

10 BIO-E for Light Natural Body Armor; A.R. 9, +30 S.D.C.

20 BIO-E for Medium Natural Body Armor; A.R. 11, +50 S.D.C.

30 BIO-E for Heavy Natural Body Armor; A.R. 13, +75 S.D.C.

40 BIO-E for Extra Heavy Natural Body Armor; A.R. 15, +100 S.D.C.

Note that Heavy and Extra Heavy Natural Body Armor must have a Size Level at least 10 and Looks: Partial maximum.

Vestigial Disadvantages:

- 5 BIO-E for Nearsightedness
- 10 BIO-E for Reptile Brain: Predator
- 20 BIO-E Vestigial Disadvantage: Environment: Marine (requires to be in water to survive)

Walrus by Mephisto

Original Animal Characteristics

Description: Like Sea Lions, Walruses can use their back flippers for walking on dry land, and like True Seals, have no exterior ears. Their heavy whiskers are used to feel for food in the dark. Tusks are used both for fighting and for dredging the bottom of the ocean for food.

Size Level: 18

Length: to 10 feet

Weight: to 1200 pounds.

Build: Short

Mutant Changes & Costs

Total BIO-E: 5

Attribute Bonuses: None

Human Features

Hands: 5 BIO-E for Partial or 10 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Round, wrinkled body; thick neck with small, dog-like head; and huge, whiskered upper lip.

5 BIO-E for Partial. Rounded body, thick neck, snouted head with whiskers; thick, wrinkled skin.

10 BIO-E for Full. Powerful chest and neck, smallish head, short legs; heavy, handlebar mustache.

Natural Weapons:

5 BIO for 1D6 Tusks

10 BIO-E for 2D6 Tusks

15 BIO-E for 3D6 Tusks

Mutant Animal Powers:

5 BIO-E for Advanced Vision

5 BIO-E for Advanced Touch

10 BIO-E for Extra Intelligence Quotient

5 BIO-E for Extra Mental Affinity

5 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Endurance
5 BIO-E for Brute Strength
10 BIO-E for Beastly Strength
20 BIO-E for Crushing Strength
5 BIO-E for Hold Breath
5 BIO-E for Swimming 86%
5 BIO-E for Thick Blubber. Protection against cold (½ damage) and +30 S.D.C.

Vestigial Disadvantages:

-5 BIO-E for Nearsightedness
-10 BIO-E for Reptile Brain: Predator
-10 BIO-E for Diet Restriction: Carnivore

Water Opossum by Mephisto

Original Animal Characteristics

Description: Also known as Yapok, it is the only known aquatic marsupial, ranging from Mexico, south to Argentina. Uses its super-long tail and broad-webbed hind feet for swimming. Has a muscle lining its pouch that keeps the young completely water-tight. Looks like a long-legged rat, with lots of spindly whiskers.

Size Level: 3

Length: body is to 13 inches (0.3 m), tail is to 16 inches

Weight: to 8 pounds (3.6 kg)

Build: Long

Mutant Changes & Costs

Total BIO-E: 80

Attribute Bonuses: +3 P.E. and +2 Spd.

Human Features

Hands: Partial Automatic or 5 BIO-E for Full

Biped: 5 BIO-E for Partial or 10 BIO-E for Full

Speech: 5 BIO-E for Partial or 10 BIO-E for Full

Looks: None. Built like a very long-legged rat, with a long, slightly upturned snout, and a lean body. Very long, leathery tail, only furry about a quarter of the way down. Dark fur on back and head, light gray on belly and chin. Protruding pink ears and nose. Webbed rear feet.

5 BIO-E for Partial. Long, sinewy body, with long arms and legs. Prominent tail, little round ears, long, narrow face.

10 BIO-E for Full. Long legs and arms with a smooth long body. Large feet and large nails on both fingers and toes. Narrow, sharp-featured face.

Natural Weapons:

5 BIO-E for 1D6 Claws: Standard

Mutant Animal Powers:

5 BIO-E for Advanced Hearing

10 BIO-E for Extra Mental Endurance

5 BIO-E for Extra Physical Endurance

10 BIO-E for Extra Physical Prowess

5 BIO-E for Extra Speed

10 BIO-E for Leaping: Standard

5 BIO-E for Hold Breath

5 BIO-E for Whiskers. These whiskers can detect vibrations in the darkness and underwater, so the character suffers half penalties in total darkness.

5 BIO-E for Swimming at 65%. Does not increase.

5 BIO-E for Prehensile Tail (as Partial Hand)

Vestigial Disadvantages:

-10 BIO-E for Nearsightedness

-10 BIO-E for Diet Restriction: Herbivore

-10 BIO-E for Prey Eyes.

-10 BIO-E for Reptile Brain: Prey

-10 BIO-E for Vestigial Tail

-5 BIO-E for Webbed Hands and Feet