

Bear, Black

Alignment: Neutral

Nature: How am I supposed to know were the Food ends and the Hand begins?

Type: Real World Animal.

The black bear is similar in size to the smaller of the Brown bears. For the purposes of Legend Weaver, the Making of Heroes, it is the next step up and is a bit tougher than the Brown Bears. Like the brown bear, the Black Bear's primary food source includes tubers, berries, fish and carrion (when they can find it).

In order of size and threat, you go from Brown Bear to Black Bear to Grizzly to Kodiak to Polar and finally to Cave Bear.

Encountering the Black Bear

If it is in the spring or early summer there is a 15% chance that the bear will have cubs. If this is the case, you have to add +10 to the Bush Craft dice roll if the group wants to avoid the encounter. If a bear with cubs attacks the group, it will frenzy on the characters. This means that you roll the bears to hit and to-damage dice rolls twice and apply the results that are most favorable to the bear.

Bear, Black		<table border="1"> <tr> <td>Skill</td> <td>Claw (*2)</td> <td>Total</td> <td>Bite</td> <td>Total</td> </tr> <tr> <td>Defense Adj.</td> <td>12 + 0</td> <td></td> <td>14 + 0</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Damage</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td></td> <td>1d6</td> <td>1d6+1d8</td> <td>1d8</td> <td>2d8</td> </tr> </table>								Skill	Claw (*2)	Total	Bite	Total	Defense Adj.	12 + 0		14 + 0		Attack Rank	n/a		n/a		Damage	24 / 2d12		24/2d12			1d6	1d6+1d8	1d8	2d8	Armor: None																																																																																																																							
Skill	Claw (*2)	Total	Bite	Total																																																																																																																																																						
Defense Adj.	12 + 0		14 + 0																																																																																																																																																							
Attack Rank	n/a		n/a																																																																																																																																																							
Damage	24 / 2d12		24/2d12																																																																																																																																																							
	1d6	1d6+1d8	1d8	2d8																																																																																																																																																						
Threat:	1									APV: 0																																																																																																																																																
WR:	1d4									WR: 1d4																																																																																																																																																
TKA:	1d8									TPV: 1d4																																																																																																																																																
Wounds:	20+2d4																																																																																																																																																									
Soul Points:	0																																																																																																																																																									
Power:	25+1d4																																																																																																																																																									
React:	10																																																																																																																																																									
Resolve:	12	(Black Bear) No Image Currently Available																																																																																																																																																								
Luck:	0																																																																																																																																																									
Spell Resis:	4																																																																																																																																																									
Relative Size:	3																																																																																																																																																									
Walking:	3																																																																																																																																																									
Charging:	9																																																																																																																																																									
Running:	15																																																																																																																																																									
Broad Jump:	-																																																																																																																																																									
Flying:	-																																																																																																																																																									
Free Weight:	-																																																																																																																																																									
		<table border="1"> <thead> <tr> <th colspan="9">Pre - Rolled Attack Rank</th> <th colspan="9">Pre - Rolled Wounds</th> </tr> <tr> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>12</td> <td>8</td> <td>13</td> <td>16</td> <td>18</td> <td>14</td> <td>12</td> <td>12</td> <td>1</td> <td>24</td> <td>24</td> <td>23</td> <td>22</td> <td>25</td> <td>25</td> <td>22</td> <td>25</td> </tr> <tr> <td>2</td> <td>4</td> <td>15</td> <td>15</td> <td>12</td> <td>15</td> <td>4</td> <td>5</td> <td>17</td> <td>2</td> <td>26</td> <td>24</td> <td>25</td> <td>24</td> <td>23</td> <td>23</td> <td>24</td> <td>24</td> </tr> <tr> <td>3</td> <td>15</td> <td>19</td> <td>10</td> <td>13</td> <td>14</td> <td>7</td> <td>19</td> <td>14</td> <td>3</td> <td>23</td> <td>27</td> <td>28</td> <td>24</td> <td>28</td> <td>24</td> <td>27</td> <td>27</td> </tr> <tr> <td>4</td> <td>11</td> <td>16</td> <td>5</td> <td>9</td> <td>9</td> <td>13</td> <td>8</td> <td>11</td> <td>4</td> <td>25</td> <td>23</td> <td>28</td> <td>25</td> <td>27</td> <td>26</td> <td>25</td> <td>26</td> </tr> <tr> <td>5</td> <td>13</td> <td>13</td> <td>17</td> <td>20</td> <td>13</td> <td>17</td> <td>13</td> <td>11</td> <td>5</td> <td>27</td> <td>28</td> <td>25</td> <td>24</td> <td>26</td> <td>22</td> <td>22</td> <td>23</td> </tr> <tr> <td>6</td> <td>13</td> <td>5</td> <td>20</td> <td>9</td> <td>3</td> <td>12</td> <td>13</td> <td>11</td> <td>6</td> <td>26</td> <td>26</td> <td>27</td> <td>25</td> <td>25</td> <td>23</td> <td>25</td> <td>27</td> </tr> </tbody> </table>								Pre - Rolled Attack Rank									Pre - Rolled Wounds										1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8	1	12	8	13	16	18	14	12	12	1	24	24	23	22	25	25	22	25	2	4	15	15	12	15	4	5	17	2	26	24	25	24	23	23	24	24	3	15	19	10	13	14	7	19	14	3	23	27	28	24	28	24	27	27	4	11	16	5	9	9	13	8	11	4	25	23	28	25	27	26	25	26	5	13	13	17	20	13	17	13	11	5	27	28	25	24	26	22	22	23	6	13	5	20	9	3	12	13	11	6	26	26	27	25	25	23	25	27	
Pre - Rolled Attack Rank									Pre - Rolled Wounds																																																																																																																																																	
	1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8																																																																																																																																									
1	12	8	13	16	18	14	12	12	1	24	24	23	22	25	25	22	25																																																																																																																																									
2	4	15	15	12	15	4	5	17	2	26	24	25	24	23	23	24	24																																																																																																																																									
3	15	19	10	13	14	7	19	14	3	23	27	28	24	28	24	27	27																																																																																																																																									
4	11	16	5	9	9	13	8	11	4	25	23	28	25	27	26	25	26																																																																																																																																									
5	13	13	17	20	13	17	13	11	5	27	28	25	24	26	22	22	23																																																																																																																																									
6	13	5	20	9	3	12	13	11	6	26	26	27	25	25	23	25	27																																																																																																																																									

Avoiding a Black Bear

A character can avoid an encounter with a brown bear if they can make a Bush Craft skill check. Characters that cannot avoid the encounter have startled the bear and it will attack. See the back of this stat sheet for more information on encountering the bear.

Special Attack Characteristics

The Black Bear attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the bear's Bite attack automatically hits (do not roll make a to-hit roll).

If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).

Bear, Brown

Alignment: Neutral

Nature: If you scare me, I may just have to hurt you.

Type: Real World Animal.

The brown bear has a head and body length of 6 and a half to 10 feet and weighs in between 240 and 990 pounds. Their primary food source includes tubers, berries, fish and carrion. Most bears are very opportunistic in nature and seldom feed on large prey. They are primarily herbivores or insectivores, although they are very opportunistic in that they will feed on carrion if they should find it. The brown bear does actually include the Grizzly, Kodiak and Kamchatkan bears (larger sized animals that fall under the Brown Bear heading). For the purposes of this stat sheet, I give a more general rating that would apply to smaller types of Brown bear.

Encountering the Brown Bear

If it is in the spring or early summer there is a 15% chance that the bear will have cubs. If this is the case, you have to add +10 to the Bush Craft dice roll if the group wants to avoid the encounter. If a bear with cubs attacks the group, it will frenzy on the characters. This means that you roll the bears to hit and to-damage dice rolls twice and apply the results that are most favorable to the bear.

Bear, Brown		<table border="1"> <tr> <td>Skill</td> <td>Claw (*2)</td> <td>Total</td> <td>Bite</td> <td>Total</td> </tr> <tr> <td>Defense Adj.</td> <td>10 + 0</td> <td></td> <td>12 + 0</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Damage</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td></td> <td>1d4</td> <td>1d4+1d6</td> <td>1d6</td> <td>2d6</td> </tr> </table>					Skill	Claw (*2)	Total	Bite	Total	Defense Adj.	10 + 0		12 + 0		Attack Rank	n/a		n/a		Damage	24 / 2d12		24/2d12			1d4	1d4+1d6	1d6	2d6	Armor: None	
Skill	Claw (*2)	Total	Bite	Total																													
Defense Adj.	10 + 0		12 + 0																														
Attack Rank	n/a		n/a																														
Damage	24 / 2d12		24/2d12																														
	1d4	1d4+1d6	1d6	2d6																													
Threat:	0						APV:	0																									
WR:	1d3						WR:	1d3																									
TKA:	1d6						TPV:	1d3																									
Wounds:	20+2d6						Avoiding a Brown Bear																										
Soul Points:	0						A character can avoid an encounter with a brown bear if they can make a Bush Craft skill check. Characters that cannot avoid the encounter have startled the bear and it will attack. See the back of this stat sheet for more information on encountering the bear.																										
Power:	20+1d4						Special Attack Characteristics																										
React:	8						The Brown Bear attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the bear's Bite attack automatically hits (do not roll make a to-hit roll).																										
Resolve:	14	(Brown Bear)					If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).																										
Luck:	0	No Image Currently Available																															
Spell Resis:	3																																
Relative Size:	2.5																																
Walking:	3																																
Charging:	9																																
Running:	15																																
Broad Jump:	-																																
Flying:	-																																
Free Weight:	-																																
		Pre - Rolled Attack Rank																															
			1	2	3	4	5	6	7	8																							
		1	22	10	18	14	13	15	9	16	1	31	30	30	28	27	25	29	25														
		2	6	10	13	13	18	5	14	11	2	26	27	30	25	27	27	23	26														
		3	13	8	14	21	14	9	16	14	3	27	23	24	27	29	31	29	28														
		4	13	9	11	17	11	17	20	3	4	30	26	28	29	26	30	26	24														
		5	18	12	13	17	17	7	18	11	5	28	25	26	23	29	24	27	29														
		6	4	5	13	15	9	5	17	7	6	26	27	31	25	27	30	28	28														

Bear, Cave

Alignment: Neutral

Nature: I love it when food comes to me!

Type: Real World Animal, Extinct Real World Animal

The Cave Bear is among the largest bears ever to walk the earth. In order of size and threat, you go from Brown Bear to Black Bear to Grizzly to Kodiak to Polar Bear and finally to Cave Bear.

Encountering a Cave Bear

If it is in the spring or early summer there is a 15% chance that the bear will have cubs. If this is the case, you have to add +35 to your Mountain Craft dice roll if the group wants to avoid the encounter. If a bear with cubs attacks the group, it will frenzy on the characters. This means that you roll the bears to hit and to-damage dice rolls twice and apply the results that are most favorable to the bear.

Knockdown Attack

There is a 50% chance that the Bear's Claw attacks will result in knocking the character down (check on any round in which both of the bear's Claw attacks hit). If this chance is rolled, the character must make a Balance skill check (at +15 on the dice) or be knocked down. The Bear will Maul a character that has been knocked down This means the bear gets all three of its attacks and is allowed to re-roll misses. The target can defend with either his weapon or shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the bear so long as she remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if she can make both a React and a Combat Skill check. If the character fails these two rolls, she gets up at the end of the following combat round (i.e., she spends two complete combat rounds on the ground, not just one).

Copyright David Pemberton 2000

<http://legendweaver.com/>

Fold along the dotted line.

Bear, Cave		Claw (*2)					Bite		Total		Armor: None								
		Skill	18 + 4				18 + 8			APV: 0	WR: 1d12	TPV: 1d12							
Threat:	6	Defense Adj.	n/a				n/a												
WR:	1d12	Attack Rank	24 / 2d12				24/2d12												
TKA:	2d12	Damage	2d8	2d8+2d12			2d10	2d10+2d12											
Wounds:	40+2d20																		
Soul Points:	0																		
Power:	50+2d20																		
React:	16																		
Resolve:	18+6																		
Luck:	0																		
Spell Resis:	8																		
Relative Size:	12																		
Walking:	5																		
Charging:	15																		
Running:	25																		
Broad Jump:	-																		
Flying:	-																		
Free Weight:	-																		
		(Cave Bear)																	
		No Image Currently Available																	
		<p>Avoiding a Cave Bear A character can avoid an encounter with a Polar Bear if they can make a Mountain Craft skill check at +20 on the dice. Characters that cannot avoid the encounter have startled the bear and it will attack. See the back of this stat sheet for more information on encountering the bear.</p> <p>Special Attack Characteristics The Cave Bear attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the bear's Bite attack automatically hits (do not roll make a to-hit roll).</p> <p>If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).</p> <p>Knockdown Attack There is a 50% chance that the Bear's Claw attacks will result in knocking the character down (check on any round in which both of the bear's Claw attacks hit). If this chance is rolled, the character must make a Balance skill check (at +15 on the dice) or be knocked down. Refer to the back of this Stat sheet for more information if a character is knocked down.</p>																	
		Pre - Rolled Attack Rank								Pre - Rolled Wounds									
			1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8
		1	10	4	10	13	9	5	13	11	1	71	68	66	48	45	68	67	57
		2	11	17	18	22	2	11	21	14	2	57	72	70	66	56	57	55	44
		3	11	5	4	24	21	7	9	7	3	71	52	64	58	65	67	55	52
		4	9	13	9	20	11	16	16	13	4	72	57	51	66	67	59	70	67
		5	14	12	16	12	8	15	7	17	5	46	57	42	65	62	52	60	76
		6	15	8	6	9	11	18	4	12	6	60	74	59	53	54	63	67	69

Copyright David Pemberton 2000

<http://legendweaver.com/>

Bear, Grizzly

Alignment: Neutral

Nature: No, you dont give me food... I take it!

Type: Real World Animal.

The Grizzly's primary food source includes tubers, berries, fish and carrion when they can find it. Generally they have more size than the Brown or Black Bear, which makes them more of a danger in the Legend Weaver, the Making of Heroes game.

In order of size and threat, you go from Brown Bear to Black Bear to Grizzly to Kodiak to Polar Bear and finally to Cave Bear.

Encountering a Grizzly Bear

If it is in the spring or early summer there is a 15% chance that the bear will have cubs. If this is the case, you have to add +20 to the Bush Craft dice roll if the group wants to avoid the encounter. If a bear with cubs attacks the group, it will frenzy on the characters. This means that you roll the bears to hit and to-damage dice rolls twice and apply the results that are most favorable to the bear.

Knockdown Attack

There is a 20% chance that the Bear's Claw attacks will result in knocking the character down (check on any round in which both of the bear's Claw attacks hit). If this chance is rolled, the character must make a Balance skill check or be knocked down. The Bear will Maul a character that has been knocked down This means the bear gets all three of its attacks and is allowed to re-roll misses. The target can defend with either his weapon or his shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the bear so long as he remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if he can make both a React and a Combat Skill check. If the character fails these two rolls, he gets up at the end of the following combat round (i.e., he spends two complete combat rounds on the ground, not just one).

Copyright David Pemberton 2000

<http://legendweaver.com/>

Fold along the dotted line.

Bear, Grizzly		Attack					Armor: None												
		Skill	Claw (*2)	Total	Bite	Total	APV: 0	WR: 1d6											
Threat:	4	14 + 0	n/a	16 + 0	n/a	TPV: 1d6													
WR:	1d6	Defense Adj.	n/a	Attack Rank	24 / 2d12														
TKA:	1d12	Attack Rank	24 / 2d12	Damage	1d8	1d8+1d12	1d10												
Wounds:	25+2d8	Damage	1d8	Total	1d8+1d12	1d10	1d10+1d12												
Soul Points:	0	<p>(Grizzly Bear)</p> <p>No Image Currently Available</p>																	
Power:	30+2d4																		
React:	12																		
Resolve:	16																		
Luck:	0																		
Spell Resis:	5																		
Relative Size:	4																		
Walking:	4																		
Charging:	12																		
Running:	20																		
Broad Jump:	-	Pre - Rolled Attack Rank		Pre - Rolled Wounds															
Flying:	-	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
Free Weight:	-	1	19	4	10	12	9	14	19	19	1	35	34	36	33	28	37	35	34
		2	11	17	18	13	10	12	7	2	2	37	37	31	38	37	36	39	35
		3	15	8	16	13	7	19	8	7	3	31	41	34	38	35	36	37	30
		4	17	15	11	14	15	9	16	22	4	33	34	34	37	34	35	27	36
		5	15	19	14	16	17	6	19	11	5	40	32	36	33	36	33	32	30
		6	13	3	3	8	6	15	12	20	6	33	33	38	33	34	36	33	31

Copyright David Pemberton 2000

<http://legendweaver.com/>

Bear, Kodiak

Alignment: Neutral

Nature: You surprise it... you fight it... Problem is, nearly everything is a surprise to a Kodiak.

Type: Real World Animal.

The Kodiak's primary food source includes tubers, berries, fish and carrion when they can find it. Legend Weaver, the making of heroes treats Kodiaks as being on the larger end of the Brown Bear family (up to 10 feet long and weighing close to 1000 pounds). Legend also assumes they are somewhat more aggressive than they actually are.

In order of size and threat, you go from Brown Bear to Black Bear to Grizzly to Kodiak to Polar Bear and finally to Cave Bear.

Encountering a Kodiak Bear

If it is in the spring or early summer there is a 15% chance that the bear will have cubs. If this is the case, you have to add +25 to the Bush Craft dice roll if the group wants to avoid the encounter. If a bear with cubs attacks the group, it will frenzy on the characters. This means that you roll the bears to hit and to-damage dice rolls twice and apply the results that are most favorable to the bear.

Knockdown Attack

There is a 30% chance that the Bear's Claw attacks will result in knocking the character down (check on any round in which both of the bear's Claw attacks hit). If this chance is rolled, the character must make a Balance skill check (at +5 on the dice) or be knocked down. The Bear will Maul a character that has been knocked down. This means the bear gets all three of its attacks and is allowed to re-roll misses. The target can defend with either his weapon or shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the bear so long as he remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if he can make both a React and a Combat Skill check. If the character fails these two rolls, he gets up at the end of the following combat round (i.e., he spends two complete combat rounds on the ground, not just one).

Copyright David Pemberton 2000

<http://legendweaver.com/>

Fold along the dotted line.

Bear, Kodiak		Claw (*2)					Bite		Armor: None	
		Skill	16 + 0	Total	18 + 0	Total	APV: 0			
Threat:	5	Defense Adj.	n/a		n/a		WR:	1d8		
WR:	1d8	Attack Rank	24 / 2d12		24/2d12		TPV:	1d8		
TKA:	2d8	Damage	1d10	2d8+1d10	1d12	2d8+1d12				
Wounds:	30+2d10									
Soul Points:	0									
Power:	35+2d6									
React:	14									
Resolve:	16									
Luck:	0									
Spell Resis:	6									
Relative Size:	6									
Walking:	4									
Charging:	12									
Running:	20									
Broad Jump:	-									
Flying:	-									
Free Weight:	-									
		(Kodiak Bear)								
		No Image Currently Available								
		<p>Avoiding a Kodiak A character can avoid an encounter with a Kodiak if they can make a Bush Craft skill check at +10 on the dice. Characters that cannot avoid the encounter have startled the bear and it will attack. See the back of this stat sheet for more information on encountering the bear.</p> <p>Special Attack Characteristics The Kodiak attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the bear's Bite attack automatically hits (do not roll make a to-hit roll).</p> <p>If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).</p> <p>Knockdown Attack There is a 30% chance that the Bear's Claw attacks will result in knocking the character down (check on any round in which both of the bear's Claw attacks hit). If this chance is rolled, the character must make a Balance skill check (at +5 on the dice) or be knocked down. Refer to the back of this Stat sheet for more information if a character is knocked down.</p>								
		Pre - Rolled Attack Rank				Pre - Rolled Wounds				
			1	2	3	4	5	6	7	8
		1	20	3	17	17	22	11	6	13
		2	15	14	20	11	17	18	22	12
		3	13	18	16	5	15	8	18	21
		4	9	12	14	22	17	11	5	10
		5	17	9	23	17	11	11	12	12
		6	10	9	19	17	13	19	4	13
		1	43	45	47	43	39	45	40	35
		2	35	47	43	40	42	48	39	42
		3	44	37	37	45	36	38	37	41
		4	47	38	42	43	43	40	38	43
		5	41	34	40	36	45	37	44	46
		6	46	45	39	40	42	44	35	48

Copyright David Pemberton 2000

<http://legendweaver.com/>

Bear, Polar

Alignment: Neutral

Nature: I'm only playful when I'm young.

Type: Real World Animal.

The Polar Bear is the largest carnivore on earth. It grows to a length of between 8 to 10 feet and weighs as much as 1750 pounds. It is the only bear that lives exclusively as a meat eater. In order of size and threat, you go from Brown Bear to Black Bear to Grizzly to Kodiak to Polar Bear and finally to Cave Bear.

Encountering a Polar Bear

If it is in the spring or early summer there is a 15% chance that the bear will have cubs. If this is the case, you have to add +30 to your Winter Craft dice roll if the group wants to avoid the encounter. If a bear with cubs attacks the group, it will frenzy on the characters. This means that you roll the bears to hit and to-damage dice rolls twice and apply the results that are most favorable to the bear.

Knockdown Attack

There is a 40% chance that the Bear's Claw attacks will result in knocking the character down (check on any round in which both of the bear's Claw attacks hit). If this chance is rolled, the character must make a Balance skill check (at +10 on the dice) or be knocked down. The Bear will Maul a character that has been knocked down This means the bear gets all three of its attacks and is allowed to re-roll misses. The target can defend with either her weapon or shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the bear so long as she remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if she can make both a React and a Combat Skill check. If the character fails these two rolls, she gets up at the end of the following combat round (i.e., she spends two complete combat rounds on the ground, not just one).

Copyright David Pemberton 2000

<http://legendweaver.com/>

Fold along the dotted line.

Bear, Polar Threat: 6 WR: 1d10 TKA: 2d10 Wounds: 35+2d12 Soul Points: 0 Power: 40+2d8 React: 15 Resolve: 18+0 Luck: 0 Spell Resis: 7 Relative Size: 8 Walking: 4 Charging: 12 Running: 20 Broad Jump: - Flying: - Free Weight: -	<table border="1"> <tr> <td></td> <td>Claw (*2)</td> <td>Total</td> <td>Bite</td> <td>Total</td> </tr> <tr> <td>Skill</td> <td>18 + 0</td> <td></td> <td>18 + 4</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d12</td> <td>2d10+1d12</td> <td>2d8</td> <td>2d8+2d10</td> </tr> </table>						Claw (*2)	Total	Bite	Total	Skill	18 + 0		18 + 4		Defense Adj.	n/a		n/a		Attack Rank	24 / 2d12		24/2d12		Damage	1d12	2d10+1d12	2d8	2d8+2d10	Armor: None APV: 0 WR: 1d10 TPV: 1d10																																																																																																																					
		Claw (*2)	Total	Bite	Total																																																																																																																																															
Skill	18 + 0		18 + 4																																																																																																																																																	
Defense Adj.	n/a		n/a																																																																																																																																																	
Attack Rank	24 / 2d12		24/2d12																																																																																																																																																	
Damage	1d12	2d10+1d12	2d8	2d8+2d10																																																																																																																																																
<p>(Polar Bear)</p> <p>No Image Currently Available</p>																																																																																																																																																				
<p>Avoiding a Polar Bear A character can avoid an encounter with a Polar Bear if they can make a Winter Craft skill check at +15 on the dice. Characters that cannot avoid the encounter have startled the bear and it will attack. See the back of this stat sheet for more information on encountering the bear.</p> <p>Special Attack Characteristics The Polar Bear attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the bear's Bite attack automatically hits (do not roll make a to-hit roll).</p> <p>If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).</p> <p>Knockdown Attack There is a 40% chance that the Bear's Claw attacks will result in knocking the character down (check on any round in which both of the bear's Claw attacks hit). If this chance is rolled, the character must make a Balance skill check (at +10 on the dice) or be knocked down. Refer to the back of this Stat sheet for more information if a character is knocked down.</p>																																																																																																																																																				
<table border="1"> <thead> <tr> <th colspan="9">Pre - Rolled Attack Rank</th> <th colspan="8">Pre - Rolled Wounds</th> </tr> <tr> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>6</td> <td>15</td> <td>14</td> <td>22</td> <td>18</td> <td>14</td> <td>11</td> <td>9</td> <td>1</td> <td>53</td> <td>47</td> <td>52</td> <td>41</td> <td>47</td> <td>49</td> <td>55</td> <td>54</td> </tr> <tr> <td>2</td> <td>16</td> <td>11</td> <td>24</td> <td>3</td> <td>12</td> <td>15</td> <td>7</td> <td>13</td> <td>2</td> <td>43</td> <td>49</td> <td>41</td> <td>48</td> <td>42</td> <td>37</td> <td>41</td> <td>51</td> </tr> <tr> <td>3</td> <td>3</td> <td>14</td> <td>20</td> <td>16</td> <td>8</td> <td>18</td> <td>10</td> <td>7</td> <td>3</td> <td>55</td> <td>44</td> <td>49</td> <td>43</td> <td>52</td> <td>48</td> <td>48</td> <td>49</td> </tr> <tr> <td>4</td> <td>17</td> <td>11</td> <td>17</td> <td>22</td> <td>15</td> <td>13</td> <td>8</td> <td>21</td> <td>4</td> <td>50</td> <td>50</td> <td>55</td> <td>45</td> <td>47</td> <td>43</td> <td>39</td> <td>53</td> </tr> <tr> <td>5</td> <td>11</td> <td>13</td> <td>7</td> <td>17</td> <td>14</td> <td>11</td> <td>14</td> <td>17</td> <td>5</td> <td>47</td> <td>51</td> <td>42</td> <td>53</td> <td>46</td> <td>44</td> <td>47</td> <td>48</td> </tr> <tr> <td>6</td> <td>20</td> <td>10</td> <td>8</td> <td>24</td> <td>4</td> <td>15</td> <td>7</td> <td>8</td> <td>6</td> <td>44</td> <td>46</td> <td>58</td> <td>47</td> <td>45</td> <td>51</td> <td>37</td> <td>54</td> </tr> </tbody> </table>						Pre - Rolled Attack Rank									Pre - Rolled Wounds									1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8	1	6	15	14	22	18	14	11	9	1	53	47	52	41	47	49	55	54	2	16	11	24	3	12	15	7	13	2	43	49	41	48	42	37	41	51	3	3	14	20	16	8	18	10	7	3	55	44	49	43	52	48	48	49	4	17	11	17	22	15	13	8	21	4	50	50	55	45	47	43	39	53	5	11	13	7	17	14	11	14	17	5	47	51	42	53	46	44	47	48	6	20	10	8	24	4	15	7	8	6	44	46	58	47	45	51	37	54
Pre - Rolled Attack Rank									Pre - Rolled Wounds																																																																																																																																											
	1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8																																																																																																																																			
1	6	15	14	22	18	14	11	9	1	53	47	52	41	47	49	55	54																																																																																																																																			
2	16	11	24	3	12	15	7	13	2	43	49	41	48	42	37	41	51																																																																																																																																			
3	3	14	20	16	8	18	10	7	3	55	44	49	43	52	48	48	49																																																																																																																																			
4	17	11	17	22	15	13	8	21	4	50	50	55	45	47	43	39	53																																																																																																																																			
5	11	13	7	17	14	11	14	17	5	47	51	42	53	46	44	47	48																																																																																																																																			
6	20	10	8	24	4	15	7	8	6	44	46	58	47	45	51	37	54																																																																																																																																			

Copyright David Pemberton 2000

<http://legendweaver.com/>

Cheetah

Alignment: Neutral

Nature: Fast, Agile and don't run from me or I *will* catch you.

Type: Real World Animal.

The Cheetah's weight ranges from around 75 to 145 pounds. It is considered the only true pursuit predator in the Cat family. It has been clocked doing 60 miles per hour. Unfortunately, such bursts of speed are short in duration (no more than 20 seconds) and leave the Cheetah winded. Not that this really matters. A body slam plus well placed bite / claw attacks can bring down some fairly large prey.

Burst of Speed Attack

A cheetah will not attack a character under normal conditions... unless the character is running after or away from something. If the character is running from the Cheetah, it will try to run him down. This is done by using the Cheetah's burst of speed.

When the Cheetah uses its burst of speed it travels at triple its normal running speed. It may maintain this rate for a mere 1d3+1 combat rounds. If it is able to catch up to its prey in this time, it will slam into the prey receiving a single round of attacks. Each attack will have a bonus damage equal to the Cheetah's normal running speed (yes, this makes the Cheetah very deadly if you are running away from it). The cheeta still has to hit the target, but if it does, its damage potential can be truly frightening.

Cheetah	Threat:	1	Claw (*2) Total		Bite Total	Armor: None	Awareness: 18+10												
	WR:	1d2	Skill	13 + 0	15 + 0	APV: 0	Desert Craft: 18+15												
	TKA:	1d4	Defense Adj.	n/a	n/a	WR: 1d2	Concealment: 18+15												
	Wounds:	20+2d4	Attack Rank	24 / 2d12	24/2d12	TPV: 1d2	Escapist: 18+10												
	Soul Points:	0	Damage	1d4 2d4	1d6 1d4+1d6		Move Un-noticed: 18+15												
	Power:	15+1d3					Sixth Sense: 18+10												
	React:	15					Tracking: 18+10												
	Resolve:	12	(Cheeta)			Avoiding a Cheetah													
	Luck:	0	No Image Currently Available			A Cheetah will seldom hunt a character (unless the character turns around and runs from it). If an encounter with a cheeta is indicated on a wandering monster table, it may be avoided if a group member makes a successful Desert Craft skill check at -15 on the dice roll. Failing this roll means someone turned and (at least in the eyes of the Cheetah) ran.													
	Spell Resis:	7				Burst of Speed Attack													
Relative Size:	1				The Cheetah has a Burst of Speed attack. See the back of this Stat sheet for more information on this attack.														
Walking:	5	Pre - Rolled Attack Rank																	
Charging:	15					Pre - Rolled Wounds													
Running:	25	1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
Broad Jump:	4d6	1	11	21	18	3	5	8	13	15	1	25	23	25	23	27	23	25	25
Flying:	-	2	7	19	17	15	17	11	7	6	2	26	25	28	23	25	25	22	23
Free Weight:	-	3	16	7	8	15	21	18	10	15	3	25	25	25	26	28	27	24	27
		4	7	13	11	12	17	10	12	22	4	27	27	24	23	27	24	27	26
		5	14	19	12	12	14	18	16	19	5	24	23	23	26	23	23	23	26
		6	8	19	10	19	6	17	17	8	6	23	27	24	22	25	28	25	23

Deer

Alignment: Neutral

Nature: As a general rule, a deer would rather run than fight

Type: Real World Animal

The deer consists of 39 species and grow too as large as a 1000 pounds. They are characterized as having Bone Antlers. The extinct Irish elk had antlers that had a span of up to 12 feet. Their main source of food is woody vegetation. The example given here is for an average sized deer (the smallest sized deer species grow to a shoulder height of only 14 to 15 inches, the largest to a shoulder height of 7 and a half feet).

Finding a Deer

Normally, the only reason a group is going to want to find a deer is to hunt it for food. To find a deer a character must track it. To do this, the character must make 1d2+1 Tracking skill checks. The first check picks up the animals trail, the second and third lead the character to the animal. A group will travel 1d3 miles as they follow the tracks to their source.

Killing a Deer

When the character's come upon the deer, they must make a successful Bush Craft skill check to get close enough to attack it. Failing this roll means the characters give themselves away and do not start the battle in Base-to-Base contact. Note that only character's that have the Bush Craft skill can start the battle in base contact with the Deer. All others start 2d6*10 feet from the deer. Only the character with the highest Bush Craft skill rolls to see if they can get close to the animal (one roll is used for all the group). If the roll is failed, the animal will either run away or charge the character making the roll. The chance the Deer will charge the character is 30%. Refer to the other side of this Stat sheet for more information on this.

Copyright David Pemberton 2000

<http://legendweaver.com/>

Fold along the dotted line.

Deer		Kick	Total	Charge	Total	Armor:	None			
Threat:	0	Skill 14 +0		12+0		APV:	0			
WR:	1d4	Defense Adj. n/a		n/a		WR:	1d4			
TKA:	1d6	Attack Rank 24 / 2d12		24/2d12		TPV:	1d4			
Wounds:	25+1d6	Damage 2d6	3d6	3d6	4d6					
Soul Points:	0									
Power:	25									
React:	8									
Resolve:	10									
Luck:	0									
Spell Resis:	3									
Relative Size:	3									
Walking:	5									
Charging:	15									
Running:	25									
Broad Jump:	4d6									
Flying:	-									
Free Weight:	-									
		(Deer)								
		No Image Currently Available								
		The deer does not tend to look for a fight.								
		<ul style="list-style-type: none"> A character must make a successful Bush Craft Skill check to get everyone into position to fight the deer. If a character fails his / her Bush Craft Skill check, then there is a 30% chance that the deer will charge the character (the deer's first attack is always a charge. Only the character the deer charges starts the fight toe to toe with the deer. All other characters start the fight 2d10 * 10 feet from the deer. 								
		The deer should take a Resolve Stat check each time it takes damage in a combat round. If it fails even a single check, it will run on the following round.								
		<ul style="list-style-type: none"> The deer will not attack on the round it tries to flee. If it takes even one point of damage, it will not be able to flee that round (it will continue to spin around in panic trying to see an escape route). If it escapes the group will have to track it to catch it. Make one tracking skill check per mile. The deer will get 1d3 miles before it dies, if it is under half wounds. If over half wounds, the deer will make 3d6 miles. 								
		Pre - Rolled Attack Rank				Pre - Rolled Wounds				
			1	2	3	4	5	6	7	8
	1	14	4	10	10	13	6	20	18	1
	2	6	13	7	9	12	9	14	20	2
	3	11	12	4	11	6	3	17	9	3
	4	8	10	18	18	13	5	19	11	4
	5	10	18	12	23	19	13	12	16	5
	6	17	2	17	10	2	14	7	14	6
		26	31	29	29	27	27	29	31	
		29	30	26	29	30	28	27	30	
		27	28	30	29	26	26	30	29	
		29	29	31	27	30	31	31	27	
		27	27	28	27	30	28	30	29	
		27	28	29	27	26	29	29	31	

Copyright David Pemberton 2000

<http://legendweaver.com/>

Elk

Alignment: Neutral

Nature: As a general rule, an elk would rather run than fight

Type: Real World Animal

The deer family consists of 39 species and grow too as large as a 1000 pounds. They are characterized as having bone antlers. The extinct Irish elk had antlers that had a span of up to 12 feet. Their main source of food is woody vegetation. The example given here is for an animal that is somewhat larger than the one described under the Deer Stat sheet.

Finding an Elk

Normally, the only reason a group is going to want to find an elk is to hunt it for food. To find an elk a character must track it. To do this, the character must make 1d2+1 Tracking skill checks. The first check picks up the animals trail, the second and third lead the character to the animal. A group will travel 1d3 miles as they follow the tracks to their source.

Killing an Elk

When the character's come upon an elk, they must make a successful Bush Craft skill check to get close enough to attack it. Failing this roll means the characters give themselves away and do not start the battle in Base-to-Base contact. Note that only character's that have the Bush Craft skill can start the battle in base contact with the elk. All other characters start 2d6*10 feet from the elk. Only the character with the highest Bush Craft skill rolls to see if they can get close to the animal (one roll is used for all the group). If the roll is failed, the animal will either run away or charge the character making the roll. The chance the elk will charge the character is 30%. Refer to the other side of this Stat sheet for more information on this.

Elk	Kick	Total	Charge	Total	Armor:	None												
	Skill	14 +0		12+0	APV:	0												
	Defense Adj.	n/a		n/a	WR:	1d6												
	Attack Rank	24 / 2d12		24/2d12	TPV:	1d6												
	Damage	2d6	4d6	4d6	The Elk does not tend to look for a fight.													
Threat:	0				<ul style="list-style-type: none"> A character must make a successful Bush Craft Skill check to get everyone into position to fight the elk. If a character fails his / her Bush Craft Skill check, then there is a 30% chance that the elk will charge the character (the elk's first attack is always a charge. Only the character the elk charges starts the fight toe to toe with the elk. All other characters start the fight 2d10 * 10 feet from the elk. 													
WR:	1d6				The elk should take a Resolve Stat check each time it takes damage in a combat round. If it fails even a single check, it will run on the following round.													
TKA:	2d6				<ul style="list-style-type: none"> The elk will not attack on the round it tries to flee. If it takes even one point of damage, it will not be able to flee that round (it will continue to spin around in panic trying to see an escape route). If it escapes the group will have to track it to catch it. Make one tracking skill check per mile. The elk will get 1d3 miles before it dies, if it is under half wounds. If over half wounds, the Elk will make 3d6 miles. 													
Wounds:	30+2d6																	
Soul Points:	0																	
Power:	30																	
React:	10																	
Resolve:	12																	
Luck:	0																	
Spell Resis:	4																	
Relative Size:	3.5																	
Walking:	5																	
Charging:	15																	
Running:	25																	
Broad Jump:	4d6+3																	
Flying:	-																	
Free Weight:	-																	
		(Elk)																
		No Image Currently Available																
		Pre - Rolled Attack Rank								Pre - Rolled Wounds								
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8	
	1	17	13	2	4	20	10	7	9	1	32	36	38	39	39	34	36	36
	2	3	17	17	15	16	13	5	14	2	34	39	36	37	34	36	40	39
	3	9	12	11	15	4	9	14	13	3	35	34	33	35	40	42	36	38
	4	15	9	16	10	15	21	13	20	4	36	35	40	37	41	36	37	42
	5	17	19	19	19	23	14	7	10	5	40	36	33	36	39	37	32	38
	6	5	13	8	6	15	15	6	13	6	41	41	33	40	34	32	37	32

Horse

Alignment: Neutral
 Nature: Strong, powerful and loyal
 Type: Real World Animal

The horse depicted here can carry a character (or combination of characters) that have a total RS rating of 2.4 or less.

Attack

The horse may do one of the following in a given combat round.

- 1 Rear up and attack a target to the front using its front hoofs.
- 2 Bite a target to the front
- 3 Kick a target to the rear

If the horse is being ridden, the rider may make the horse attack while the rider also attacks. To do this, the character must make a roll against his Riding Craft skill and his Balance skill (the character must make both rolls). These rolls are made at a penalty to the riding skill check only and depend on which attack the rider wants the horse to make.

Penalty	Attack
+15	Rear up and attack a target to the front using its front hoofs.
+10	Bite a target to the front
+25	Kick a target to the rear

Horse	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">Skill</td> <td style="width: 10%;">Hoof</td> <td style="width: 10%;">Total</td> <td style="width: 10%;">Bite</td> <td style="width: 10%;">Total</td> <td style="width: 10%;">Kick</td> <td style="width: 10%;">Total</td> </tr> <tr> <td></td> <td>14</td> <td></td> <td>18 + 5</td> <td></td> <td>8</td> <td></td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> <td>n/a</td> <td></td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> <td></td> <td>24/2d12</td> <td></td> </tr> <tr> <td>Damage</td> <td>1d2</td> <td>1d2+1d8</td> <td>1d4</td> <td>1d4+1d8</td> <td>2d8</td> <td>3d8</td> </tr> </table>	Skill	Hoof	Total	Bite	Total	Kick	Total		14		18 + 5		8		Defense Adj.	n/a		n/a		n/a		Attack Rank	24 / 2d12		24/2d12		24/2d12		Damage	1d2	1d2+1d8	1d4	1d4+1d8	2d8	3d8	Armor: None APV: 0 WR: 1d6 TPV: 1d6																																																		
Skill	Hoof	Total	Bite	Total	Kick	Total																																																																																	
	14		18 + 5		8																																																																																		
Defense Adj.	n/a		n/a		n/a																																																																																		
Attack Rank	24 / 2d12		24/2d12		24/2d12																																																																																		
Damage	1d2	1d2+1d8	1d4	1d4+1d8	2d8	3d8																																																																																	
Threat:	1	Attack																																																																																					
WR:	1d6	The horse may do one of the following in a given combat round.																																																																																					
TKA:	1d8	<ol style="list-style-type: none"> 1 Rear up and attack a target to the front using its front hoofs. 2 Bite a target to the front 3 Kick a target to the rear 																																																																																					
Wounds:	25+2d12	If the horse is being ridden, the rider may make a horse attack while the rider also attacks. See the back of this stat sheet for more information on this.																																																																																					
Soul Points:	0	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="10" style="text-align: center;">(Horse)</td> </tr> <tr> <td colspan="10" style="text-align: center;">No Image Currently Available</td> </tr> </table>					(Horse)										No Image Currently Available																																																																						
(Horse)																																																																																							
No Image Currently Available																																																																																							
Power:	40	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="10" style="text-align: center;">Pre - Rolled Attack Rank</td> </tr> <tr> <td></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td></td> </tr> <tr> <td>1</td> <td>6</td> <td>7</td> <td>8</td> <td>9</td> <td>7</td> <td>20</td> <td>8</td> <td>13</td> <td>1</td> </tr> <tr> <td>2</td> <td>15</td> <td>12</td> <td>13</td> <td>15</td> <td>8</td> <td>22</td> <td>14</td> <td>12</td> <td>2</td> </tr> <tr> <td>3</td> <td>22</td> <td>14</td> <td>18</td> <td>19</td> <td>4</td> <td>12</td> <td>13</td> <td>15</td> <td>3</td> </tr> <tr> <td>4</td> <td>8</td> <td>13</td> <td>8</td> <td>21</td> <td>9</td> <td>14</td> <td>15</td> <td>13</td> <td>4</td> </tr> <tr> <td>5</td> <td>3</td> <td>17</td> <td>17</td> <td>14</td> <td>10</td> <td>7</td> <td>7</td> <td>20</td> <td>5</td> </tr> <tr> <td>6</td> <td>3</td> <td>8</td> <td>9</td> <td>16</td> <td>14</td> <td>18</td> <td>2</td> <td>13</td> <td>6</td> </tr> </table>					Pre - Rolled Attack Rank											1	2	3	4	5	6	7	8		1	6	7	8	9	7	20	8	13	1	2	15	12	13	15	8	22	14	12	2	3	22	14	18	19	4	12	13	15	3	4	8	13	8	21	9	14	15	13	4	5	3	17	17	14	10	7	7	20	5	6	3	8	9	16	14	18	2	13	6	
Pre - Rolled Attack Rank																																																																																							
	1	2	3	4	5	6	7	8																																																																															
1	6	7	8	9	7	20	8	13	1																																																																														
2	15	12	13	15	8	22	14	12	2																																																																														
3	22	14	18	19	4	12	13	15	3																																																																														
4	8	13	8	21	9	14	15	13	4																																																																														
5	3	17	17	14	10	7	7	20	5																																																																														
6	3	8	9	16	14	18	2	13	6																																																																														
React:	8	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td colspan="10" style="text-align: center;">Pre - Rolled Wounds</td> </tr> <tr> <td></td> <td>1</td> <td>2</td> <td>3</td> <td>4</td> <td>5</td> <td>6</td> <td>7</td> <td>8</td> <td></td> </tr> <tr> <td>1</td> <td>45</td> <td>31</td> <td>33</td> <td>34</td> <td>38</td> <td>40</td> <td>46</td> <td>30</td> <td>1</td> </tr> <tr> <td>2</td> <td>41</td> <td>34</td> <td>42</td> <td>39</td> <td>32</td> <td>33</td> <td>38</td> <td>36</td> <td>2</td> </tr> <tr> <td>3</td> <td>36</td> <td>38</td> <td>27</td> <td>35</td> <td>30</td> <td>38</td> <td>40</td> <td>29</td> <td>3</td> </tr> <tr> <td>4</td> <td>45</td> <td>38</td> <td>31</td> <td>33</td> <td>36</td> <td>39</td> <td>42</td> <td>42</td> <td>4</td> </tr> <tr> <td>5</td> <td>31</td> <td>39</td> <td>36</td> <td>42</td> <td>39</td> <td>36</td> <td>32</td> <td>35</td> <td>5</td> </tr> <tr> <td>6</td> <td>34</td> <td>40</td> <td>34</td> <td>36</td> <td>32</td> <td>33</td> <td>36</td> <td>29</td> <td>6</td> </tr> </table>					Pre - Rolled Wounds											1	2	3	4	5	6	7	8		1	45	31	33	34	38	40	46	30	1	2	41	34	42	39	32	33	38	36	2	3	36	38	27	35	30	38	40	29	3	4	45	38	31	33	36	39	42	42	4	5	31	39	36	42	39	36	32	35	5	6	34	40	34	36	32	33	36	29	6	
Pre - Rolled Wounds																																																																																							
	1	2	3	4	5	6	7	8																																																																															
1	45	31	33	34	38	40	46	30	1																																																																														
2	41	34	42	39	32	33	38	36	2																																																																														
3	36	38	27	35	30	38	40	29	3																																																																														
4	45	38	31	33	36	39	42	42	4																																																																														
5	31	39	36	42	39	36	32	35	5																																																																														
6	34	40	34	36	32	33	36	29	6																																																																														
Resolve:	5																																																																																						
Luck:	0																																																																																						
Spell Resis:	4																																																																																						
Relative Size:	12																																																																																						
Walking:	5																																																																																						
Charging:	15																																																																																						
Running:	25																																																																																						
Broad Jump:	-																																																																																						
Flying:	-																																																																																						
Free Weight:	2.4*																																																																																						
* This is the RS rating of the creature the Horse is able to carry.																																																																																							

Lion, Female

Alignment: Neutral

Nature: The most social of the Cat Family capable of cooperative hunting.

Type: Real World Animal.

Lions range in weight from 260 to 520 pounds. They hunt cooperatively and regularly kill prey above 550 pounds. The normal social unit for a lion is the Pride. A Pride consists of 5 to 15 adult Females and 1 to 6 Adult Males. The normal hunting strategy relies on the females since the large mane and size of the males it harder for the males to stalk prey. The normal method of attack is for the females in a Pride to fan out and surround a target, slowly closing in on an intended victim. The kill is the final action in a short burst of speed from ambush.

Stalking a Group

Lions do not normally stalk people. In Legend Weaver, the Making the Heroes, they are a bit more aggressive than in the real world (what can I say, Panjere is a tough place to live). In Panjere, a pride of lions will stalk a group of character and will wait until night to attack (in mass) one of the sentries. If they kill the sentry before help arrives, they will drag the body off (after which, the group will have to fight the entire pride for the body). This means that a sentry attacked by a Pride of lions, will have to survive the combined attacks by 1d4 lions each round until the group is roused and able to give aid (normally 1d2+1 combat rounds).

If the Sentry survives until help arrives, the lions can be driven off once they have sustained 50% casualties.

If the group must fight the entire pride for the body, the males will fight along side the females. In this case, the Pride must sustain 75% casualties before being driven off.

Copyright David Pemberton 2000

<http://legendweaver.com/>

Fold along the dotted line.

Lion, Female	Threat: 1 WR: 1d3 TKA: 1d6 Wounds: 20+2d6 Soul Points: 0 Power: 25+1d4 React: 14 Resolve: 16 Luck: 0 Spell Resis: 6 Relative Size: 2.5 Walking: 4 Charging: 12 Running: 20 Broad Jump: - Flying: - Free Weight: -	Claw (*2) Total Bite Total Skill 14 + 0 16 + 0 Defense Adj. n/a n/a Attack Rank 24 / 2d12 24/2d12 Damage 1d6 2d6 1d10 1d6+1d10	Armor: None APV: 0 WR: 1d3 TPV: 1d3	Awareness: 18+10 Balance: 18+5 Concealment: 18+0 Desert Craft: 18+15 Escapist: 18+10 Move Un-noticed: 18+5 Sixth Sense: 18+0 Tracking: 18+15																																																																																																																																												
		<p style="text-align: center;">(Lion, Female) No Image Currently Available</p>	Avoiding a Pride of Lions The character must make a Desert Craft skill check adding +10 to the dice roll in order to realize that a Pride of Lions has picked up her trail. A second Desert Craftskill check at +10 on the dice is required to avoid the attacks that normally come by being stalked by a Pride of Lions.	Special Attack Characteristics A lion attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the lion's Bite attack automatically hits (do not roll make a to-hit roll). If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).																																																																																																																																												
	<table border="1"> <thead> <tr> <th rowspan="2"></th> <th colspan="8">Pre - Rolled Attack Rank</th> </tr> <tr> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>14</td> <td>20</td> <td>3</td> <td>13</td> <td>8</td> <td>16</td> <td>19</td> <td>20</td> </tr> <tr> <td>2</td> <td>10</td> <td>15</td> <td>11</td> <td>7</td> <td>14</td> <td>14</td> <td>16</td> <td>19</td> </tr> <tr> <td>3</td> <td>16</td> <td>16</td> <td>17</td> <td>3</td> <td>7</td> <td>9</td> <td>9</td> <td>11</td> </tr> <tr> <td>4</td> <td>22</td> <td>7</td> <td>15</td> <td>3</td> <td>5</td> <td>5</td> <td>12</td> <td>15</td> </tr> <tr> <td>5</td> <td>12</td> <td>14</td> <td>16</td> <td>10</td> <td>17</td> <td>9</td> <td>11</td> <td>7</td> </tr> <tr> <td>6</td> <td>15</td> <td>7</td> <td>14</td> <td>11</td> <td>13</td> <td>7</td> <td>21</td> <td>21</td> </tr> </tbody> </table>		Pre - Rolled Attack Rank								1	2	3	4	5	6	7	8	1	14	20	3	13	8	16	19	20	2	10	15	11	7	14	14	16	19	3	16	16	17	3	7	9	9	11	4	22	7	15	3	5	5	12	15	5	12	14	16	10	17	9	11	7	6	15	7	14	11	13	7	21	21	<table border="1"> <thead> <tr> <th rowspan="2"></th> <th colspan="8">Pre - Rolled Wounds</th> </tr> <tr> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> </tr> </thead> <tbody> <tr> <td>1</td> <td>27</td> <td>26</td> <td>28</td> <td>28</td> <td>28</td> <td>26</td> <td>29</td> <td>27</td> </tr> <tr> <td>2</td> <td>26</td> <td>29</td> <td>23</td> <td>25</td> <td>24</td> <td>28</td> <td>28</td> <td>31</td> </tr> <tr> <td>3</td> <td>25</td> <td>31</td> <td>26</td> <td>27</td> <td>28</td> <td>25</td> <td>29</td> <td>27</td> </tr> <tr> <td>4</td> <td>22</td> <td>26</td> <td>24</td> <td>22</td> <td>27</td> <td>26</td> <td>23</td> <td>26</td> </tr> <tr> <td>5</td> <td>31</td> <td>25</td> <td>25</td> <td>26</td> <td>27</td> <td>28</td> <td>27</td> <td>25</td> </tr> <tr> <td>6</td> <td>29</td> <td>23</td> <td>31</td> <td>26</td> <td>27</td> <td>25</td> <td>24</td> <td>31</td> </tr> </tbody> </table>		Pre - Rolled Wounds								1	2	3	4	5	6	7	8	1	27	26	28	28	28	26	29	27	2	26	29	23	25	24	28	28	31	3	25	31	26	27	28	25	29	27	4	22	26	24	22	27	26	23	26	5	31	25	25	26	27	28	27	25	6	29	23	31	26	27	25	24	31
	Pre - Rolled Attack Rank																																																																																																																																															
	1	2	3	4	5	6	7	8																																																																																																																																								
1	14	20	3	13	8	16	19	20																																																																																																																																								
2	10	15	11	7	14	14	16	19																																																																																																																																								
3	16	16	17	3	7	9	9	11																																																																																																																																								
4	22	7	15	3	5	5	12	15																																																																																																																																								
5	12	14	16	10	17	9	11	7																																																																																																																																								
6	15	7	14	11	13	7	21	21																																																																																																																																								
	Pre - Rolled Wounds																																																																																																																																															
	1	2	3	4	5	6	7	8																																																																																																																																								
1	27	26	28	28	28	26	29	27																																																																																																																																								
2	26	29	23	25	24	28	28	31																																																																																																																																								
3	25	31	26	27	28	25	29	27																																																																																																																																								
4	22	26	24	22	27	26	23	26																																																																																																																																								
5	31	25	25	26	27	28	27	25																																																																																																																																								
6	29	23	31	26	27	25	24	31																																																																																																																																								

Copyright David Pemberton 2000

<http://legendweaver.com/>

Lion, Male

Alignment: Neutral

Nature: The most social of the Cat Family capable of cooperative hunting.

Type: Real World Animal.

Lions range in weight from 260 to 520 pounds. They hunt cooperatively and regularly kill prey above 550 pounds. The normal social unit for a lion is the Pride. A Pride consists of 5 to 15 adult Females and 1 to 6 Adult Males. The normal hunting strategy relies on the females since the large mane and size of the males it harder for the males to stalk prey. The normal method of attack is for the females in a Pride to fan out and surround a target, slowly closing in on an intended victim. The kill is the final action in a short burst of speed from ambush.

Stalking a Group

Lions do not normally stalk people. In Legend Weaver, the Making the Heroes, they are a bit more aggressive than in the real world (what can I say, Panjere is a tough place to live). In Panjere, a pride of lions will stalk a group of character and will wait until night to attack (in mass) one of the sentries. If they kill the sentry before help arrives, they will drag the body off (after which, the group will have to fight the entire pride for the body). This means that a sentry attacked by a Pride of lions, will have to survive the combined attacks by 1d4 lions each round until the group is roused and able to give aid (normally 1d2+1 combat rounds).

If the Sentry survives until help arrives, the lions can be driven off once they have sustained 50% casualties.

If the group must fight the entire pride for the body, the males will fight along side the females. In this case, the Pride must sustain 75% casualties before being driven off.

Copyright David Pemberton 2000

<http://legendweaver.com/>

Fold along the dotted line.

Lion, Male	Threat:	2	<table border="1"> <tr> <td></td> <td>Claw (*2)</td> <td>Total</td> <td>Bite</td> <td>Total</td> </tr> <tr> <td>Skill</td> <td>16 + 0</td> <td></td> <td>18 + 0</td> </tr> <tr> <td>Defense Adj.</td> <td>n/a</td> <td></td> <td>n/a</td> </tr> <tr> <td>Attack Rank</td> <td>24 / 2d12</td> <td></td> <td>24/2d12</td> </tr> <tr> <td>Damage</td> <td>1d8</td> <td>2d8</td> <td>1d12</td> <td>1d8+1d12</td> </tr> </table>		Claw (*2)	Total	Bite	Total	Skill	16 + 0		18 + 0	Defense Adj.	n/a		n/a	Attack Rank	24 / 2d12		24/2d12	Damage	1d8	2d8	1d12	1d8+1d12	Armor:	None	Awareness:	18+10																																																																																																																												
		Claw (*2)		Total	Bite	Total																																																																																																																																																			
	Skill	16 + 0			18 + 0																																																																																																																																																				
	Defense Adj.	n/a			n/a																																																																																																																																																				
	Attack Rank	24 / 2d12			24/2d12																																																																																																																																																				
	Damage	1d8	2d8	1d12	1d8+1d12																																																																																																																																																				
	WR:	1d4	APV:	0	Balance:	18+5																																																																																																																																																			
	TKA:	1d8	WR:	1d4	Concealment:	18+0																																																																																																																																																			
	Wounds:	25+2d8	TPV:	1d4	Desert Craft:	18+15																																																																																																																																																			
	Soul Points:	0			Escapist:	18+10																																																																																																																																																			
Power:	30+1d4			Move Un-noticed:	18+5																																																																																																																																																				
React:	12			Sixth Sense:	18+0																																																																																																																																																				
Resolve:	14			Tracking:	18+15																																																																																																																																																				
Luck:	0	(Lion, Male)		Avoiding a Pride of Lions																																																																																																																																																					
Spell Resis:	6	No Image Currently Available		The character must make a Desert Craft skill check adding +10 to the dice roll in order to realize that a Pride of Lions has picked up her trail. A second Desert Craft skill check at +10 on the dice is required to avoid the attacks that normally come by being stalked by a Pride of Lions.																																																																																																																																																					
Relative Size:	3.5			Special Attack Characteristics																																																																																																																																																					
Walking:	4			A lion attacks twice with its claws and once with its bite. If the two claw attacks hit in the same combat round, then the lion's Bite attack automatically hits (do not roll make a to-hit roll).																																																																																																																																																					
Charging:	12			If both claw attacks land on the same combat instant, then total the damage together as if it had come from a single blow (in this case, the bite attack is still an auto hit).																																																																																																																																																					
Running:	20																																																																																																																																																								
Broad Jump:	-																																																																																																																																																								
Flying:	-																																																																																																																																																								
Free Weight:	-																																																																																																																																																								
		<table border="1"> <tr> <th colspan="9">Pre - Rolled Attack Rank</th> <th colspan="9">Pre - Rolled Wounds</th> </tr> <tr> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> <th></th> <th>1</th> <th>2</th> <th>3</th> <th>4</th> <th>5</th> <th>6</th> <th>7</th> <th>8</th> </tr> <tr> <td>1</td> <td>12</td> <td>22</td> <td>11</td> <td>14</td> <td>13</td> <td>16</td> <td>10</td> <td>14</td> <td>1</td> <td>34</td> <td>29</td> <td>32</td> <td>31</td> <td>35</td> <td>34</td> <td>35</td> <td>35</td> </tr> <tr> <td>2</td> <td>9</td> <td>11</td> <td>19</td> <td>10</td> <td>17</td> <td>11</td> <td>17</td> <td>22</td> <td>2</td> <td>32</td> <td>30</td> <td>36</td> <td>38</td> <td>32</td> <td>36</td> <td>34</td> <td>38</td> </tr> <tr> <td>3</td> <td>6</td> <td>13</td> <td>9</td> <td>9</td> <td>9</td> <td>12</td> <td>4</td> <td>7</td> <td>3</td> <td>29</td> <td>38</td> <td>31</td> <td>35</td> <td>31</td> <td>34</td> <td>30</td> <td>29</td> </tr> <tr> <td>4</td> <td>17</td> <td>16</td> <td>8</td> <td>18</td> <td>19</td> <td>12</td> <td>14</td> <td>16</td> <td>4</td> <td>38</td> <td>34</td> <td>32</td> <td>31</td> <td>37</td> <td>32</td> <td>36</td> <td>33</td> </tr> <tr> <td>5</td> <td>18</td> <td>18</td> <td>12</td> <td>13</td> <td>18</td> <td>20</td> <td>16</td> <td>19</td> <td>5</td> <td>36</td> <td>35</td> <td>36</td> <td>28</td> <td>31</td> <td>32</td> <td>32</td> <td>34</td> </tr> <tr> <td>6</td> <td>3</td> <td>17</td> <td>11</td> <td>11</td> <td>9</td> <td>14</td> <td>21</td> <td>9</td> <td>6</td> <td>40</td> <td>37</td> <td>37</td> <td>29</td> <td>38</td> <td>31</td> <td>30</td> <td>38</td> </tr> </table>								Pre - Rolled Attack Rank									Pre - Rolled Wounds										1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8	1	12	22	11	14	13	16	10	14	1	34	29	32	31	35	34	35	35	2	9	11	19	10	17	11	17	22	2	32	30	36	38	32	36	34	38	3	6	13	9	9	9	12	4	7	3	29	38	31	35	31	34	30	29	4	17	16	8	18	19	12	14	16	4	38	34	32	31	37	32	36	33	5	18	18	12	13	18	20	16	19	5	36	35	36	28	31	32	32	34	6	3	17	11	11	9	14	21	9	6	40	37	37	29	38	31	30	38
Pre - Rolled Attack Rank									Pre - Rolled Wounds																																																																																																																																																
	1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8																																																																																																																																								
1	12	22	11	14	13	16	10	14	1	34	29	32	31	35	34	35	35																																																																																																																																								
2	9	11	19	10	17	11	17	22	2	32	30	36	38	32	36	34	38																																																																																																																																								
3	6	13	9	9	9	12	4	7	3	29	38	31	35	31	34	30	29																																																																																																																																								
4	17	16	8	18	19	12	14	16	4	38	34	32	31	37	32	36	33																																																																																																																																								
5	18	18	12	13	18	20	16	19	5	36	35	36	28	31	32	32	34																																																																																																																																								
6	3	17	11	11	9	14	21	9	6	40	37	37	29	38	31	30	38																																																																																																																																								

Copyright David Pemberton 2000

<http://legendweaver.com/>

Tiger

Alignment: Neutral

Nature: The only animal in the world that will hunt a human.

Type: Real World Animal.

The tiger is the largest feline of the Cat Family. It weighs in between 280 to 660 pounds. It is the only Carnivore known to supplement its diet by occasionally hunting and eating humans. It hunts alone, waiting in ambush to strike its prey. Its prey will range in weight from 110 to 440 pounds. The information given on this stat sheet is for an average sized animal.

Knock Down Attack

The Tiger's first attack will be a Knock Down Attack. To do a knock down attack you roll your to hits and damage as normal. However, the target does not actually take damage. Rather, the target will be knocked down unless it can make a Balance Skill check adding in the damage that would have been done by the attack (this penalty is negated by a high synergy bonus in the balance skill).

When attacking a character that has been knocked down the Tiger gets all three of its attacks and is allowed to re-roll misses.

The target can defend with either her weapon or shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the Tiger so long as she remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if she can make both a React and a Combat Skill check. If the character fails these two rolls, she gets up at the end of the following combat round (i.e., she spends two complete combat rounds on the ground, not just one).

Rend Attack (not available on the Tiger described in this Stat sheet)

If the target has been knocked down (and has not gotten back up yet) then there is a 35% chance that the Tiger will use its Rend attacks in addition to its normal claw attacks. To do a rend attack, the Tiger must hit with one or both of its Claw attacks. When it does this, the Legend Weaver can roll any dice between a d4 and a d20. Roll the dice twice. The lower of the two rolls equals the cost in Claw Skill synergy bonus to do a Rend Attack. The higher of the two rolls is the damage bonus that is added to the claw attack if both claws hit. If only one claw hit then the damage done by the Rend attack is half the rolled figure. Please note, that on this sized Tiger, there is no Claw Synergy Bonus unless you increase the skill level in the creatures Claw and Bite Attack. To make use of this attack form, refer to the stat sheet on Jungle Tiger.

Tiger	Threat: 1 WR: 1d4 TKA: 1d8 Wounds: 20+2d4 Soul Points: 0 Power: 25+1d4 React: 14 Resolve: 16 Luck: 0 Spell Resis: 5 Relative Size: 3 Walking: 4 Charging: 12 Running: 20 Broad Jump: 4d4 Flying: - Free Weight: -	Claw (*2) 14 + 0 Defense Adj. n/a Attack Rank 24 / 2d12 Damage 1d8	Total 2d8	Bite n/a 24/2d12 1d10	Total 1d8+1d10	Armor: None APV: 0 WR: 1d4 TPV: 1d4	Awareness: 18+10 Bush Craft: 18+15 Concealment: 18+10 Escapist: 18+0 Move Un-noticed: 18+20 Sixth Sense: 18+0 Tracking: 18+15												
		(Tiger) No Image Currently Available		Avoiding a The Tiger If you roll a tiger encounter on the area's wandering monster encounter tables, then it will stalk the group. If a character makes a Bush Craft skill check at +20 on the dice she will realize that she is being stalked. A second Check at +20 means she can avoid the evening encounter with the Tiger. A Tiger will stalk the group for up to a day. The tiger will stalk the group until it is able to attack a lone character on guard duty. If the group does not know the Tiger is there, then a character on guard duty will be surprised by the animal unless she can make an Sixth Sense skill check.		Special Attack Characteristics The Tiger has two special attacks, The Knockdown Attack and the Rend Attack . Both are described on the back of this stat sheet.													
		Pre - Rolled Attack Rank				Pre - Rolled Wounds													
			1	2	3	4	5	6	7	8		1	2	3	4	5	6	7	8
		1	10	7	15	17	15	15	7	10	1	25	24	26	24	27	28	26	24
		2	3	13	10	14	19	14	16	12	2	27	27	25	25	26	26	23	23
		3	10	6	13	15	16	12	12	21	3	27	25	25	25	24	25	26	25
		4	10	12	8	11	8	16	16	2	4	28	23	23	27	25	24	23	23
		5	12	14	7	11	17	7	8	13	5	23	22	25	22	22	25	26	22
		6	8	11	23	12	8	12	18	14	6	28	24	27	28	24	28	27	24

Tiger, Jungle

Alignment: Neutral
 Nature: Very aggressive
 Type: Real World Animal.

The tiger is the largest feline of the Cat Family. It weighs in between 280 to 660 pounds. It is the only Carnivore known to supplement its diet by occasionally hunting and eating humans. It hunts alone, waiting in ambush to strike its prey. Its prey will range in weight from 110 to 440 pounds. The information given on this stat sheet is for the largest and potentially deadliest Tiger.

Knock Down Attack

The Tiger's first attack will be a Knock Down Attack. To do a knock down attack you roll your to hits and damage as normal. However, the target does not actually take damage. Rather, the target will be knocked down unless it can make a Balance Skill check adding in the damage that would have been done by the attack (this penalty is negated by a high synergy bonus in the balance skill).

When attacking a character that has been knocked down the Tiger gets all three of its attacks and is allowed to re-roll misses.

The target can defend with either her weapon or shield while knocked down, but not both. A character that has been knocked down does not get any attacks against the Tiger so long as she remains on the ground. The character will get up at the end of the following combat round (in combat instant 25) if she can make both a React and a Combat Skill check. If the character fails these two rolls, she gets up at the end of the following combat round (i.e., she spends two complete combat rounds on the ground, not just one).

Rend Attack

If the target has been knocked down (and has not gotten back up yet) then there is a 35% chance that the Tiger will use its Rend attacks in addition to its normal claw attacks. To do a rend attack, the Tiger must hit with one or both of its Claw attacks. When it does this, the Legend Weaver can roll any dice between a d4 and a d20. Roll the dice twice. The lower of the two rolls equals the cost in Claw Skill synergy bonus to do a Rend Attack. The higher of the two rolls is the damage bonus that is added to the claw attack if both claws hit. If only one claw hit then the damage done by the Rend attack is half the rolled figure.

Tiger, Jungle	Threat: 3 WR: 1d6 TKA: 1d12 Wounds: 30+2d6 Soul Points: 0 Power: 30+2d6 React: 16 Resolve: 18+0 Luck: 0 Spell Resis: 6 Relative Size: 4.5 Walking: 4 Charging: 12 Running: 20 Broad Jump: 4d4 Flying: - Free Weight: -	Claw (*2) Total Skill 18 + 20 Defense Adj. n/a Attack Rank 24 / 2d12 Damage 1d10 1d10+1d2	Bite Total 18 + 30 n/a 24/2d12 1d12 2d12	Armor: None APV: 0 WR: 1d4 TPV: 1d4	Awareness: 18+30 Bush Craft: 18+25 Concealment: 18+20 Escapist: 18+10 Move Un-noticed: 18+30 Sixth Sense: 18+10 Tracking: 18+25														
		(Jungle Tiger) No Image Currently Available		Avoiding a The Tiger If you roll a tiger encounter on the area's wandering monster encounter tables, then it will stalk the group. If a character makes a Bush Craft skill check at +20 on the dice she will realize that she is being stalked. A second Check at +20 means the group can avoid the evening encounter with the Tiger. A Tiger will stalk the group for up to a day. The tiger will stalk the group until it is able to attack a lone character on guard duty. If the group does not know the Tiger is there, then a character on guard duty will be surprised by the animal unless she can make an Sixth Sense skill check.	Special Attack Characteristics The Tiger has two special attacks, The Knockdown Attack and the Rend Attack . Both are described on the back of this stat sheet.														
		Pre - Rolled Attack Rank		Pre - Rolled Wounds															
		1	2	3	4	5	6	7	8	1	2	3	4	5	6	7	8		
		1	9	18	15	17	11	9	8	7	1	36	36	35	34	40	41	35	38
		2	15	12	10	12	4	11	8	9	2	38	32	41	34	33	33	38	35
		3	13	9	11	21	17	16	14	14	3	37	33	41	37	36	35	32	37
		4	17	21	18	14	13	8	16	14	4	34	41	40	39	37	35	40	35
		5	17	16	16	5	8	19	10	17	5	35	36	40	40	36	37	37	39
		6	9	9	20	11	21	17	20	14	6	36	36	34	39	35	39	42	34

Wolf

Alignment: Neutral

Nature: Not so bad when you find one alone... the problem is finding one alone.

Type: Real World Animal

Wolves like to pick out lone animals and those that the pack perceives as weak. These wolves will hunt aggressively in a pack, tending to gang up on characters that are off alone. The most dangerous times will be during the day and early evening.

The wolves of Panjere are much more aggressive than normal wolves. This tends to go part of the challenge of living in Panjere.

Wolf

Threat: 0
 WR: 1d2
 TKA: 1d4
 Wounds: 10+1d4

Soul Points: 0
 Power: 15
 React: 12
 Resolve: 6

Luck: 0
 Spell Resis: 3
 Relative Size: 0.75

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 3d6+3
 Flying: -
 Free Weight: -

	Bite	Total
Skill	12 + 0	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d6	1d6+1d4

Armor: None
APV: 0
WR: 1d2
TPV: 1d2
Awareness: 18+15
Concealment: 18+10
Move Un-noticed: 18+15
Tracking: 18+25

Pack size will depend on the area but as a rule of thumb use the following.

Small Pack: 2d4 animals
 Normal Pack: 3d8 animals
 Large Pack: 4d12 animals

The animals will tend to concentrate their efforts on lone targets.

Make a Resolve Stat check after half the pack has died and every time an animal dies thereafter. When the wolves fail the check, the run away on the following combat round.

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	11	15	23	17	7	13	21	11
2	19	3	14	6	16	6	22	17
3	14	13	5	9	19	13	12	7
4	16	12	11	16	15	14	9	6
5	5	19	10	19	5	7	3	18
6	12	12	12	15	4	16	17	8

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	12	13	12	14	13	14	11	12
2	13	11	11	13	11	12	11	11
3	13	12	14	11	13	14	14	13
4	12	13	13	14	14	12	14	13
5	14	14	11	14	11	14	13	13
6	12	13	14	13	13	14	12	13

Wolf, Forest

Alignment: Neutral

Nature: Safety in numbers

Type: Enhanced Real World Animal

This rather large species of wolf grows to between 200 and 250 pounds. They will also reach a shoulder height of up to two and a half feet. These wolves are fairly aggressive in nature and will only tend to break off an attack after half or more of the pack has been killed (90% chance that they will break off the attack). If the pack does not break off its attack then the animals have become frenzied; if frenzied, they will fight to the last animal. Re-roll all missed attack rolls and roll damage twice (applying the results of the greater of the two rolls).

Forest wolves tend to hunt in packs ranging from three or four animals up to a couple dozen. As a general rule, the better the food supply in the area, the larger the pack will be.

The pack will tend to concentrate its efforts on single targets. This means that there is a 70% chance that a lone character will draw the attacks of the entire pack (not good to be sitting off by yourself casting spells or shooting a bow).

Wolf, Forest

Threat: 1
 WR: 1d3
 TKA: 1d6
 Wounds: 12+2d6
 Soul Points: 0
 Power: 18
 React: 10
 Resolve: 12
 Luck: 0
 Spell Resis: 4
 Relative Size: 1

	Bite	Total
Skill	16 + 0	
Defense Adj.	n/a	
Attack Rank	24 / 2d12	
Damage	1d6	2d6

Armor: None
APV: 0
WR: 1d3
TPV: 1d3

Awareness: 18+25
Concealment: 18+25
Move Un-noticed: 18+5
Tracking: 18+25

Pack size will depend on the area but as a general rule of thumb use the following.

Small Pack: 2d4 animals
 Normal Pack: 2d4+8 animals
 Large Pack: 2d4+16 animals

50% chance that a lone character will draw the attention of the entire pack. Check each 1d4 combat rounds.

Make a Resolve Stat check when half the pack has died, and every time a wolf dies thereafter. When the wolves fail a check, they will run away on the following round.

Walking: 4
 Charging: 12
 Running: 20
 Broad Jump: 2d6+10
 Flying: -
 Free Weight: -

Pre - Rolled Attack Rank

	1	2	3	4	5	6	7	8
1	9	20	9	3	12	8	9	20
2	18	24	17	11	13	18	3	12
3	21	17	5	12	9	11	14	16
4	8	12	18	20	19	16	13	8
5	12	10	17	6	9	24	9	22
6	24	14	16	13	6	6	8	20

Pre - Rolled Wounds

	1	2	3	4	5	6	7	8
1	19	17	17	18	18	18	22	22
2	20	21	20	20	17	24	21	21
3	22	15	18	16	21	20	20	19
4	19	18	18	18	18	17	21	20
5	18	20	17	16	17	16	15	14
6	16	21	21	14	19	20	19	19