

# BESTIARY UPDATE

## FOR GURPS 4<sup>TH</sup> EDITION



Based on the [Natural Encyclopedia](#) and [Bestiary](#) by  
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# INTRODUCTION

The majority of the creatures in this *Bestiary Update* have been adapted from the *GURPS Bestiary*, *Fantasy Bestiary* and *Space Bestiary* for Third Edition, as well as other *GURPS* sourcebooks. Each such entry contains source information, so that readers may backtrack to the original.

Although it has been attempted to keep a fairly consistent process of conversion, there are many cases in which a by-the-book conversion would produce undesirable results.

For those creatures from third edition that have been officially updated to fourth edition the new stats have been taken, instead of converting the old ones.

Also included are entries from a number of authors from the Steve Jackson Forums which are mentioned by their screen names. Additional Entries by:

Atreyu Hibiki, Bruno, Cernig, Collective Restraint, D-Flash, DieMunchkin, Doktor Teufel, Flyndaran, Gold & Appel Inc, Highland Piper, Hyrneson, Icelander, Jerander, Jürgen Hubert, Knight Marshal, Lonewolf23k, Lonewolf, Lurker, LWCamp, Max Schrek, MLangsdorf, Nerdvana, Nyu2, The Paranoid Android, Rasputin, Rogue, Rupert, Sandy Mac, sjmdw45, Son of Dave, Stripe, Tbrock1031, Vinny

## DISCLAIMERS

The material presented here is my compilation, intended for use with the *GURPS* © system from **Steve Jackson Games**. This material is not official and is not endorsed by Steve Jackson Games.

### *Internet Sources:*

Steve Jackson Games:  
<http://www.sjgames.com/gurps/>  
Natural Encyclopedia:  
<http://www.tesarta.com/HFP/HFP/Welcome.html>  
Bestiary:  
[www.tesarta.com/HFP/HFP/bestiary.pdf](http://www.tesarta.com/HFP/HFP/bestiary.pdf)

## REQUIRED READING

The majority of the entries in the *Bestiary Update* only require the two books of the Basic Set. Some, however, rely on elements from *GURPS Fantasy*, *GURPS Magic* or *GURPS Powers*.

## CREATURE STATS

Creatures aren't built with character points, they only need a view stats to represent their abilities:

### *Name*

### **Class**

**ST:**            **HP:**            **Speed:**  
**DX:**            **Will:**           **Move:**  
**IQ:**            **Per:**            **Weight:**  
**HT:**           **FP:**            **SM:**  
**Dodge:**       **Parry:**       **DR:**

**Attack (Skill or Resistance):** For instance, "Bite (14): 1d+2 cutting" or "Death Gaze (15 vs. HT): Heart Attack (p. B429)." See "Damage for Animals", B460.

**Traits:** Advantages and disadvantages, most of them important to encounters and combat (like resistances, invulnerabilities, weaknesses and vulnerabilities).

**Skills:** Relevant skills, also important in encounters.

**Class:** Usually appears above statistics. Every creature belongs to a specific class which defines its abilities and how some game-mechanics work on them. Sometimes the class is also a Meta-Trait Template. See Creating Creatures chapter.

**Notes:** Any description that's specifically relevant to the stats rather than to the creature's origins, habitat, or whatever.

**Author:** The Author of the specific beast if source was internet.

**Source:** This is the book where the Creature comes from.

**Origin:** This entry is for all creatures that are either from Prehistory, Ice Age, Mythic Lore (ML) or plain Fantasy.

**Climate:** This is the creatures preferred climate. See Creature Ecology chapter.

**Habitat:** This is where the creature usually is found. see Creature Ecology chapter.

## Abbreviations

A = Air Move  
DX = Dexterity Attribute  
FP = Fatigue Points Secondary Attribute  
G = Ground Move  
HP = Hit Points  
HT = Health Attribute  
IQ = Intelligence Attribute  
ML = Mythic Lore  
Per = Perception Secondary Attribute  
SM = Size Modifier  
ST = Strength Attribute  
TS = Tough Skin (In DR entrance).  
W = Water Move  
Will = Will Secondary Attribute

## Move Information

Move information is usually simple to indicate, but in some cases an entry will have multiple movement types. In such cases, a letter will appear in front of each number to simplify the reference.

G = Ground Move

A = Air Move

W = Water Move

Enhanced Move variants will appear in parentheses. So, for example, a creature with Ground Move 6, Enhanced Ground Move 12 and Air Move 12 would be represented as: G6(12)-A12

Entries that have only a Ground Move will not have a letter, and most aquatic entries will not have W before the Move number if that is the only movement type available to it. Entries with Enhanced Moves will generally not have this trait indicated under Traits.

## Reach and Parry

The size of a creature can affect its Reach, but not all of its innate weapons will benefit from this. Bite attacks, for example, regularly do not have extended Reach based on the creature's size, since the creature's head usually cannot be extended.

Frequently, an entry's parry score will be listed with two numbers, one of them in parentheses. The first number refers to an unarmed parry against an unarmed opponent. The second number refers to an unarmed parry against an armed opponent. Bite attacks do not parry.

## Meta-Trait Templates

Meta-Trait Templates are an assortment of traits that represent a specific type of creature. See Template chapter.

# ANIMALS

## Alligator

Alligators are large reptiles native to the south-eastern U.S. and to the Yangtze River basin of China. They average 12-14 feet (4 - 4.5m) in length, sometimes reaching as long as 18 feet (6m), and are quite sluggish, spending most of their time basking on river banks. Unlike crocodiles, alligators are shy of humans - they will flee on sight. If cornered, though, they are vicious fighters. Adults feed mainly on fish, but also catch small animals that come down to the water to drink. Large alligators may sometimes pull deer or cows into the water.

The alligator attacks by grabbing and holding with its teeth. It then attempts to drown its victim by pulling it under the water.

To pry an alligator's jaws open, the victim must win a regular Contest of ST. To hold its mouth closed, a contest of ST versus only one-fourth the alligator's ST - the muscles that open the jaws are much weaker than the ones that close them!

If forced to fight on land, alligators attack by biting and by whipping with their tails. They can use both attacks each turn. The tail-whip has reach 1, for 1d damage; otherwise, it is identical to that of the brontosaurus (see p. 41). It is specifically intended to knock opponents to the ground, where the jaws can more easily reach them.

On land, the alligator normally has Move 2, but can sprint short distances at Move 4. In the water, its Move is 7. It has DR 4 everywhere except its stomach, which has DR 2.

### Animal (Reptile)

**ST:** 21\*      **HP:** 21      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** G4-W7  
**IQ:** 3      **Per:** 10      **Weight:** 1,200 lbs  
**HT:** 12      **FP:** 12      **SM:** +2 (3 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 4 (Flexible)

**Bite (14):** 2d+1 cutting. Reach C, 1.

**Tail (14):** 2d+2 crushing. Reach C, 1; Cannot Parry;

Limited Arc, rear only.

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical

**Habitat:** Freshwater, Swamp

**Source:** GURPS Bestiary 3e

\*ST range 18-23 depending on weight

## Alligator, American

### Animal (Reptile)

**ST:** 16      **HP:** 16      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** G4-W7  
**IQ:** 3      **Per:** 10      **Weight:** 200 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0

**Dodge:** 9+1      **Parry:** —      **DR:** 2/5 (Top, not limbs)

**Bite (14):** 2d+2 crushing. Reach C.

**Tail (14):** 1d+1 crushing. Reach 1.

**Traits:** Amphibious; Bad Sight 5\*; Breath Holding 4; Cold-Blooded (65°); Combat Reflexes; Discriminatory Smell; Hard of Hearing\*; Hard to Kill 2; Hard to Subdue 2; Night Vision 5; Peripheral Vision; Reduced Consumption 2 (Cast-Iron Stomach); Reptile; Restricted Diet (Carnivore); Short Lifespan 2; Striker (Tail; Cannot Parry; Extra Weak; Long, +2 SM); Striking ST (Jaw) +8; Wild Animal

**Mental Traits:** Gluttony (12); Low Empathy

**Features:** Heavy scales; Paddle tailed; Prehistoric appearance; Loud hiss

**Skills:** Intimidation-10; Stealth-14; Survival-12; Tracking-15

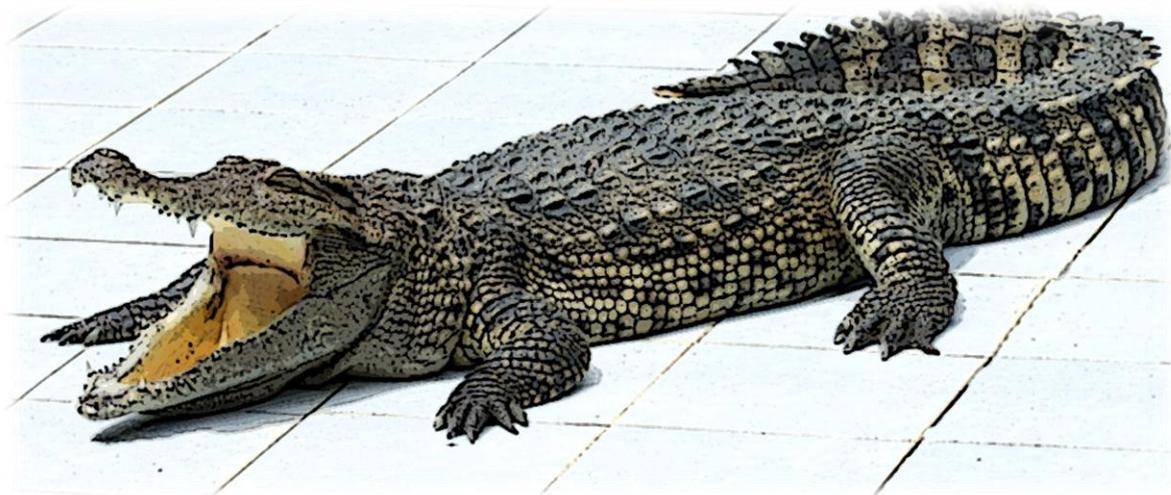
**Talents:** Stealth +3 (only underwater, to those not underwater)

**Climate:** Subtropical

**Habitat:** Freshwater, Swamp

**Author:** LWCamp

\*Author adds Motion Sensitive, a house rule; Author has Non-Discriminatory Hearing, a house rule.



## Alligator, Collective Restraint's

The alligator is a reptile that lives in many swamps throughout the land. They are found in great quantities in the Bog of Desolation where they run rampant. They have been known to attack humans when extremely hungry, but they will usually stick to their main food consisting of small mammals and fish. Alligators are cold blooded so they must remain in warm climates in order to maintain a healthy metabolism. If you should ever come across one, be sure to keep your distance, Alligators are not especially fast runners but they can make a fast sprint for short distances. Alligators are the smaller cousin of a much larger reptile, the dragon, however they cannot breath fire or wield magic.

### Animal (Reptile)

**ST:** 19      **HP:** 19      **Speed:** 6  
**DX:** 11      **Will:** 10      **Move:** 5(12)  
**IQ:** 2      **Per:** 10      **Weight:** 800 lbs.  
**HT:** 13      **FP:** 13      **SM:** +2 (3 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 4 (Scales)

**Bite (13):** 2d cutting. Reach C, 1.

**Tail (13):** 2d+3 crushing. Reach C, 1.

**Traits:** Amphibious; Crushing Striker (Tail; Cannot Parry; Clumsy -1; Limited Arc, straight behind); Enhanced Move 1.5 (Ground; Costs 5FP per second); Reptile; Wild Animal

**Skills:** Camouflage-14; Swimming-15

**Climate:** Subtropical

**Habitat:** Freshwater, Swamp

**Author:** Collective Restraint

## Antelope

Close to a hundred species of antelope exist. The statistics given here are an amalgamation of the most common species; the smallest antelope weigh just over three pounds, while the largest weigh more than a ton.



Both males and females of many antelope species have horns, although those of the males are generally larger. Some species do not have horns at all, and in

any case they are not used for defense against predators. For protection antelope rely on their speed (against lions, for example), endurance (as against cheetahs) and maneuverability. When fleeing danger an antelope will always run at its full Enhanced Move, but the point at which it breaks into a run varies by what is hunting it. Antelope have been known to run from cheetahs spotted up to half a mile away.

Included among the various types of antelope are the eland (two species), gazelle (over a dozen species), impala, oryx (four species), springbok and wildebeest (two species).

Antelope gather in massive herds, which greatly increases each individual's chances of survival. Springbok antelope herds may grow to over ten million individuals covering an area of 1,500 square miles.

### Animal (Mammal)

**ST:** 13      **HP:** 13      **Speed:** 6.25  
**DX:** 14      **Will:** 10      **Move:** 7(21)  
**IQ:** 3      **Per:** 12      **Weight:** 300 lbs.  
**HT:** 11      **FP:** 15      **SM:** 0

**Dodge:** 9      **Parry:** 9      **DR:** 0

**Horns (13):** 1d+1 impaling. Reach 1.

**Trample (13):** 1d+1 crushing.

**Traits:** Enhanced Move (Ground 21; Handling Bonus +2); Quadruped; Wild Animal

**Skills:** Jumping-14; Running-14

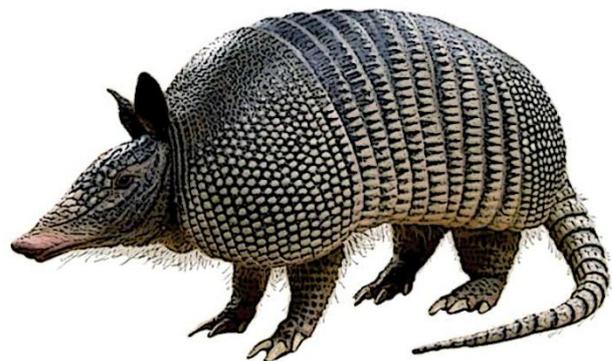
**Climate:** Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** Internet

## Armadillo

Armadillo is a Spanish word meaning "little armored one" and refers to the bony plates that cover the back, head, legs, and tail of most of these odd looking creatures. Armadillos are the only living mammals that wear such shells.



Closely related to anteaters and sloths, armadillos generally have a pointy or shovel-shaped snout and small eyes. They vary widely in size and color, from the 6-inch-long, salmon-colored pink fairy armadillo to the 5-foot-long, dark-brown giant armadillo. Others have black, red, gray, or yellowish coloring.

Contrary to popular belief, not all armadillos are able to encase themselves in their shells. In fact, only the three-banded armadillo can, curling its head and back feet and contorting its shell into a hard ball that confounds would-be predators.

Armadillos live in temperate and warm habitats, including rain forests, grasslands, and semi-deserts. Because of their low metabolic rate and lack of fat stores, cold is their enemy, and spates of intemperate weather can wipe out whole populations.

Most species dig burrows and sleep prolifically, up to 16 hours per day, foraging in the early morning and evening for beetles, ants, termites, and other insects. They have very poor eyesight, and utilize their keen sense of smell to hunt. Strong legs and huge front claws are used for digging, and long, sticky tongues for extracting ants and termites from their tunnels. In addition to bugs, armadillos eat small vertebrates, plants, and some fruit, as well as the occasional carrion meal.

### Animal (Mammal)

**ST:** 5      **HP:** 5      **Speed:** 5.75  
**DX:** 9      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 13 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2  
**Dodge:** 8      **Parry:** —      **DR:** 2

**Bite (9):** 1d-5 crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest, Plains, Swamp

**Source:** Internet

### Baboon

Baboons are the largest and smartest of the monkeys, though neither as smart nor as large as apes. They are diurnal and range throughout Africa. On all fours, they measure about a yard long; standing, they can reach 4 feet (1.2m) in height.

Baboons have a well-organized social structure; they live in troops of 20 to 50 members. Each troop has a definite territory over which it ranges. Its members never wander far from the rest of the troop. When traveling, the females and young stay in the center of the troop, where they are protected from all sides. When at rest, the troop will post sentries to warn of approaching danger. If threatened, the troop will flee, with the males hanging back to protect the females and young from any pursuers.

Unlike most monkeys, baboons are omnivores, and have been known to attack lone humans. Leopards and lions are their greatest enemies. The troop will seek safety from them in trees and rocks, from which they will bark their defiance. The males are quite courageous and will sometimes turn on their enemies; several are more than a match for any predator.

They attack by grappling and biting in close combat.

If raised from infancy, baboons can make excellent pets. There is a record of a baboon serving in World War I in a South African troop. As well as being the best sentry in the outfit, it once saved its master's life. It was awarded a medal, promoted to corporal, and later lost a leg to artillery fire.



### Animal (Mammal)

**ST:** 10      **HP:** 10      **Speed:** 6.75  
**DX:** 14      **Will:** 10      **Move:** 6  
**IQ:** 6      **Per:** 12      **Weight:** 70 lbs.  
**HT:** 13      **FP:** 13      **SM:** -1  
**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 1d-3 crushing. Reach C.

**Claws (14):** 1d-1 crushing. Reach C.

**Traits:** Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

### Baboon, Guinea

#### Animal (Mammal)

**ST:** 6      **HP:** 6      **Speed:** 5.25  
**DX:** 9      **Will:** 10      **Move:** 5(10)  
**IQ:** 5      **Per:** 10      **Weight:** 30 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0  
**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (10):** 1d-5 cutting.

**Traits:** Semi-Upright; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** Internet

### Baboon, Chacma

#### Animal (Mammal)

**ST:** 9      **HP:** 9      **Speed:** 5.25  
**DX:** 9      **Will:** 10      **Move:** 5(10)  
**IQ:** 5      **Per:** 10      **Weight:** 90 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0  
**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (14):** 1d-1 cutting. Reach C.

**Traits:** Semi-Upright; Wild Animal

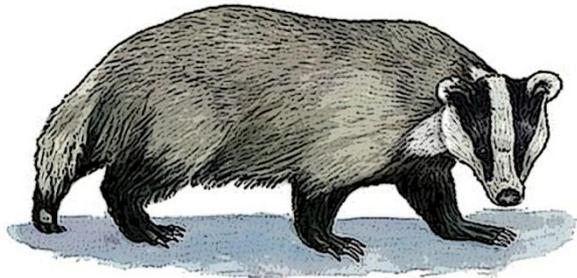
**Climate:** Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** Internet

## Badger

The badger is a large member of the weasel family, measuring 1 ½ to 2 ½ feet (0.45 - 0.75m) long. It is stocky, with a short tail and short but powerful legs. It has distinctive markings - a white head with two broad black stripes running from the tip of the muzzle across the eyes and ears to the back of the head. It also has a short temper and a nasty bite.



American badgers are solitary animals, active in the afternoon and evening. Old World badgers, on the other hand, live in large multi-generational families, and are active only at night. Badgers are omnivores, feeding on insects, mice, frogs, acorns, blackberries, etc. They prefer to avoid humans, but can fight viciously if provoked. Their strong front claws make them rapid diggers, able to tunnel out of sight in less than a minute.

As a fantasy variation, badgers can be given the ability to cast a modified Strike Blind spell (p. M24) at Skill 15. It stores up to 20 "fatigue" points of mana in its eyes; each casting uses 5 of the stored "fatigue" point, and 1 point is recovered per hour. The subject of the spell is temporarily blinded (see Blindness, p. B27). The spell lasts for 10 seconds - its sole function is to allow the badger to escape from large predators, including humans. The badger must be able to see its target and must concentrate for one second before casting the spell. Its skill roll is at-1 for each yard of distance to the target.

### Badger

#### Animal (Mammal)

ST: 7      HP: 9      Speed: 5.75  
DX: 13      Will: 10      Move: 6  
IQ: 4      Per: 10      Weight: 20-45 lbs.  
HT: 10      FP: 10      SM: -3

Dodge: 8      Parry: 10(7)      DR: 0

**Bite (15):** 1d-3 cutting. Reach C.

**Claws (15):** 1d-2 crushing. Reach C.

**Traits:** Quadruped; Wild Animal.

**Climate:** Temperate

**Habitat:** Forest

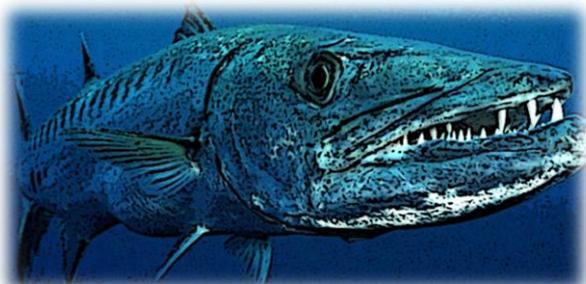
**Source:** GURPS Bestiary 3e

## Barracuda, Great

Great barracudas, among the most voracious of predatory fish, are responsible for many attacks blamed on sharks. They are 8-10 feet (2.4 - 3m) long, fast, and can attack in surprisingly shallow water-as shallow as 18 inches (45cm).

Their sharp fangs, jutting lower jaws and long torpedo-shaped bodies make them extremely evil-looking. They are solitary hunters, found in tropical and subtropical waters, and are active day and night.

The barracuda hunts by sight rather than smell. Murky water thus should be avoided, as the keen-sighted barracuda may overestimate someone's size, think him more dangerous and attack. The barracuda attacks swiftly, biting cleanly, striking once and not repeating its attack. Its bite does 1d cutting damage, and can easily cripple a limb.



### Animal (Fish)

ST: 8      HP: 9      Speed: 6  
DX: 14      Will: 9      Move: W12  
IQ: 3      Per: 9      Weight: 75-100 lbs.  
HT: 10      FP: 10      SM: +1

Dodge: 9      Parry: —      DR: 0

**Bite (16):** 1d-1 cutting. Reach C.

**Traits:** Acute Vision +2; Fish; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

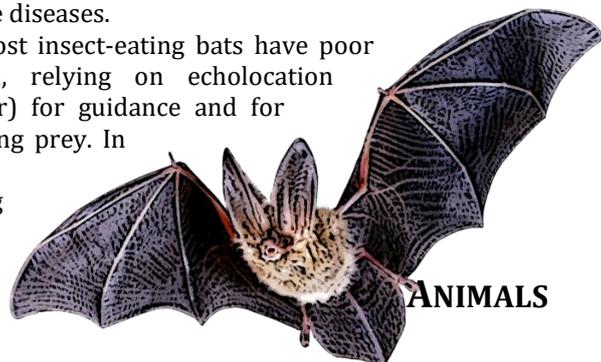
## Bat

Bats are the only true flying mammals, and are found the world over, inhabiting caves and deep woods. They are nocturnal and hunt alone, though they often live in large colonies. The body size is usually close to a mouse's, though some fruit-eating bats are the size of squirrels. The wingspan ranges from 1 to 5 feet (0.3 - 1.5m).

Most bats eat insects, some eat fruit, and one species - the vampire bat - drinks blood. This bat makes a tiny, painless cut in a sleeping mammal or bird and licks up the blood that flows out - a negligible amount for large animals. It will not attack an active animal or person.

It would take at least three vampire bats to do even 1 HT damage in a single night. There is more danger from secondary infection than from blood loss; vampire bats can be carriers of rabies, and they can transmit malaria and other diseases from an infected animal to others. Other bats can also carry rabies. In a fantasy scenario, bats might carry even worse diseases.

Most insect-eating bats have poor vision, relying on echolocation (sonar) for guidance and for locating prey. In fruit-eating and



vampire bats, the vision is better than the echolocation. The apparently stumbling flight of the bat is actually well-coordinated, and bats are no threat to humans-unless carrying rabies, or some other disease.

### Bat, Fruit-Eating or Vampire

#### Animal (Mammal)

**ST:** 2      **HP:** 2      **Speed:** 5.75  
**DX:** 13      **Will:** 10      **Move:** G6-A12  
**IQ:** 4      **Per:** 10      **Weight:** < 1 lb.  
**HT:** 10      **FP:** 10      **SM:** -4\*

**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (12):** 1d-6 cutting. Reach C.

**Traits:** Flight (Air 12; Cannot Hover; Winged); Sonar; Ultrahearing; Quadruped; Wild Animal

**Mental Traits:** 3D Spatial Sense

**Climate:** Subtropical, Temperate, Tropical

**Habitat:** Forest, Swamp, Subterranean

**Source:** GURPS Bestiary 3e

\*SM range -4 to -1 (wingspan)

### Bat, Insect-Eating

#### Animal (Mammal)

**ST:** 1      **HP:** 2      **Speed:** 5.75  
**DX:** 13      **Will:** 10      **Move:** G6-A12  
**IQ:** 4      **Per:** 10      **Weight:** < 1 lb.  
**HT:** 10      **FP:** 10      **SM:** -4\*

**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (13):** 1d-6 cutting. Reach C.

**Traits:** Bad Sight (near and far); Discriminatory Hearing; Flight (Cannot Hover; Winged); No Fine Manipulators; Parabolic Hearing 1; Sonar; Ultrahearing; Quadruped; Wild Animal

**Mental Traits:** 3D Spatial Sense

**Climate:** Subtropical, Temperate, Tropical

**Habitat:** Forest, Subterranean

**Source:** GURPS Bestiary 3e

\*SM range -4 to -1 (wingspan).

## Bear

Bears are omnivores which, with the exception of the polar bear, actually eat more plants than animals. They are found the world over. Most bears will get out of the way if they hear someone coming, but if surprised can be quite dangerous. Make a reaction roll (at-3 for grizzly, Kodiak and polar bears) to determine whether the bear is hungry/aggressive or just gets out of the way. Mother bears are extremely protective of their cubs, reacting at -8.

A bear walking on all fours is a 2-hex animal (except the Kodiak bear, which is 3 hexes). When standing on its rear legs to

fight, it occupies only one hex.

Bears strike with their claws for crushing damage, or bite for the same amount of cutting damage. In addition, the grizzly, Kodiak and polar bears can "bear-hug," grappling in close combat and then biting.

When making reaction rolls for bears, remember that grizzly, polar, and cave bears are mostly carnivorous and ill-tempered. Any mother bear with cubs will be aggressive: -3 to reactions!

A bear walking or running on four legs is a two-hex creature. When it stands on its hind legs to fight, it is a one-hex creature.

### Black Bear

The black bear is found in wooded areas throughout North America. It is slightly smaller than the brown bear, measuring up to five feet in length. It is friendly, and harmless to people unless provoked, cornered or injured. It is solitary except during the mating season (June).

#### Animal (Mammal)

**ST:** 14      **HP:** 14      **Speed:** 6  
**DX:** 11      **Will:** 12      **Move:** 7  
**IQ:** 4      **Per:** 10      **Weight:** 300 lbs.  
**HT:** 13      **FP:** 13      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** 2 (TS)

**Bite (13):** 1d cutting. Reach C.

**Claws (13):** 1d+2 crushing. Reach C, 1.

**Traits:** Blunt Claws; DR 2; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.

**Skills:** Brawling-13

**Climate:** Temperate

**Habitat:** Forest, Mountains

**Source:** GURPS Bestiary 3e, B456

### Brown Bear

The brown, grizzly and Kodiak bears are related - and may represent a single species. Of the three, the brown is the smallest and the Kodiak the largest. Brown bears are found in the northwestern portion of North America and throughout Europe and Asia. The grizzly and Kodiak bears are limited to the northwestern U.S. and Canada.



## Brown Bear

### Animal (Mammal)

**ST:** 15\*      **HP:** 15      **Speed:** 6.5  
**DX:** 13      **Will:** 11      **Move:** 7  
**IQ:** 5      **Per:** 10      **Weight:** 500 lbs.  
**HT:** 13      **FP:** 13      **SM:** 0

**Dodge:** 9      **Parry:** 9(6)      **DR:** 2 (TS)

**Bite (13):** 1d cutting. Reach C.

**Claws (13):** 1d+1 crushing. Reach C, 1.

**Traits:** No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal

**Climate:** Subpolar

**Habitat:** Forest, Mountains, Swamp

**Source:** GURPS Bestiary 3e

\*ST range 12-18 depending on weight.

## Grizzly Bear

### Animal (Mammal)

**ST:** 19      **HP:** 19      **Speed:** 6  
**DX:** 11      **Will:** 11      **Move:** 8  
**IQ:** 4      **Per:** 10      **Weight:** 800 lbs.  
**HT:** 13      **FP:** 13      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** 2 (TS)

**Bite (13):** 2w-1 cutting. Reach C.

**Claws (13):** 2w+2 crushing. Reach C, 1.

**Traits:** Bad Temper (9); Blunt Claws; DR 2; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.

**Climate:** Temperate, Subpolar

**Habitat:** Forest, Mountains

**Skills:** Brawling-13

**Source:** GURPS Bestiary 3e, B456

## Kodiak Bear

### Animal (Mammal)

**ST:** 20\*      **HP:** 20      **Speed:** 6.5  
**DX:** 13      **Will:** 11      **Move:** 7  
**IQ:** 5      **Per:** 10      **Weight:** 1,200 lbs.  
**HT:** 13      **FP:** 13      **SM:** +1

**Dodge:** 9      **Parry:** 9(6)      **DR:** 2 (TS)

**Bite (13):** 2d-2 cutting. Reach C.

**Claws (13):** 2d crushing. Reach C, 1.

**Traits:** No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal.

**Climate:** Subpolar

**Habitat:** Forest, Mountains

**Source:** GURPS Bestiary 3e

\*ST range 18-23 depending on weight.

## Polar Bear

Polar bears are among the largest and most carnivorous bears. They average 7-8 feet (2.1 – 2.4m) in length, with some males reaching up to 9 feet (2.7m), and stand about 5 feet (1.5m) at the shoulder. Their coats are white with a yellowish tinge, made up of long guard hairs and a dense underfur. They are essentially nomadic, and will wander miles in search of food.

They actually stalk like cats, taking advantage of hiding places offered by the terrain, and can be difficult to spot against the ice and snow- their white fur blends in (IQ-4 to be spotted). The hairy soles of their paws make it easy for them to walkover ice, and they can run at a rapid pace.

They are excellent swimmers (Move 3), sometimes crossing hundreds of miles of water. The thick layer of fat under their skins buoys them up and protects them from the cold of the water. Polar bears often hunt by swimming close to shore and leaping out at prey near the water.



They are the only large land animals that will actually stalk humans with intent to devour. However, they won't do this as long as seals- their favorite food- are plentiful.

In addition to seals, they also kill young walrus. Against an adult walrus, though, a polar bear will usually come off secondbest. Other favorite foods include fish, sea birds - and their eggs- and carrion. A beached whale will draw polar bears from miles around.

They can also bear-hug as do grizzlies.

## Polar Bear

### Animal (Mammal)

**ST:** 20      **HP:** 20      **Speed:** 6  
**DX:** 11      **Will:** 11      **Move:** G7-W3  
**IQ:** 4      **Per:** 10      **Weight:** 1,000 lbs.  
**HT:** 13      **FP:** 13      **SM:** +1

**Dodge:** 9      **Parry:** —      **DR:** 2 (TS)

**Bite (13):** 2w-1 cutting. Reach C.

**Claws (13):** 2w+2 crushing. Reach C, 1.

**Traits:** Bad Temper (9); Blunt Claws; DR 2; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.

**Skills:** Brawling-13; Swimming-13

**Climate:** Polar

**Habitat:** Plains, Salt Water

**Source:** GURPS Bestiary 3e, B456

## Sun Bear

The sun bear is the smallest of the bears, measuring about 4 feet (1.2m) in length and standing 2 feet (0.6m) high at the shoulder. It gets its name from the distinctive yellow crescent on its chest. It is also known as the honey bear, due to its fondness for honey. It lives in the tropical and sub-tropical forests of southern Asia, spending most of its time in the trees.

### Animal (Mammal)

**ST:** 11      **HP:** 11      **Speed:** 6.75  
**DX:** 13      **Will:** 11      **Move:** 7  
**IQ:** 5      **Per:** 10      **Weight:** 180 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0

**Dodge:** 9      **Parry:** 9(6)      **DR:** 2 (TS)

**Bite (13):** 1d-2 cutting. Reach C.

**Claws (13):** 1d-1 crushing. Reach C.

**Traits:** No Fine Manipulators; Semi-Upright; Temperature Tolerance 2; Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e

## Beaver

Beavers are large, gregarious rodents, living in small streams. To make the water sufficiently deep to prevent its freezing, they construct dams of mud, stones and tree trunks. These dams are quite complex and frequently of surprising strength. In pools made by the dams, beavers build air-filled lodges that open under the water. The lodges are covered with mud so that when winter comes, the mud freezes, becoming hard as stone and serving as an ample deterrent to wolves and other predators. Both the dam and the lodges are built in the early autumn. Beavers eat roots, berries and bark. When the ice breaks in the spring, they leave their dams and roam about the woods near their streams. If attacked, beavers will flee, hiding in a nearby stream, but if they are cornered, they can bite.



### Animal (Mammal)

**ST:** 5      **HP:** 5      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 6  
**IQ:** 4      **Per:** 10      **Weight:** 15-20 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (14):** 1d-4 cutting. Reach C.

**Traits:** Quadruped; Wild Animal

**Skills:** Swimming-15

**Climate:** Temperate

**Habitat:** Forest, Fresh Water

**Source:** GURPS Bestiary 3e

## Bison

Bison, also known as buffalo, are large ox-like relatives of cattle, standing five to six feet at the shoulder and weighing up to 3,000 pounds (1,500kg). Their shaggy fur, short horns and hunched back give them a distinctive appearance.

Bison live in herds, ranging in size from a single family to thousands of individuals, and are most active in the morning and evening. Herbivores, they feed mainly on grass and migrating over thousands of miles each season.

They are easily spooked - any sudden noise may cause the herd to stampede, sometimes running for miles before slowing down. If angered, a bison will charge, trampling for or (bulls only) goring with the



horns.

Bison once covered the plains of North America, and played a major role in the lives of many Indian tribes. The tribes depended on them for food, clothing, bedding, tents, weapons and tools. They were also important figures in Indian religion - white bison were thought to be sacred to the sun god. With the coming of the Europeans, bison were slaughtered

nearly to extinction. With them died many Indian tribes.

### Bison

#### Animal (Mammal)

**ST:** 25\*      **HP:** 25      **Speed:** 5.5  
**DX:** 10      **Will:** 10      **Move:** 13  
**IQ:** 4      **Per:** 10      **Weight:** 0.5-1.5 tons  
**HT:** 12      **FP:** 12      **SM:** +3

**Dodge:** 8      **Parry:** 7(4)      **DR:** 2 (TS)

**Horns (9):** 2d+2 impaling. Reach C; Limited Arc, forward only.

**Trample (9):** 2d+4 crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Temperate

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

\*ST range 20-29 depending on weight.

### Boar

Large, short-tempered pigs, wild boars are among the most dangerous game animals. They have long sharp tusks, whose razor edges are honed by the action of the opposing teeth. Wild boars live in groups of 6 to 50 animals, with the boars protecting the sows and young. They are active from late afternoon to early morning.



They are famous for bursting suddenly from the underbrush, and are capable of breaking a horse's leg and disemboweling the rider before he hits the ground. They are cagey beasts (Craftiness 10 or more), known to hunt their hunters, and more than one dog will usually be lost in any boar hunt.

They try to knock a man down with a slam and gore him while he's down. Sows are less aggressive and smaller (give them lower ST and weight).

### Large Boar

#### Animal (Mammal)

**ST:** 15      **HP:** 15      **Speed:** 6  
**DX:** 12      **Will:** 12      **Move:** 8  
**IQ:** 5      **Per:** 12      **Weight:** 400 lbs.  
**HT:** 14      **FP:** 14      **SM:** +1

**Dodge:** 10      **Parry:** —      **DR:** 2 (TS)

**Slam (12):** (HP x Move)/100 crushing. See B371: If damage is equal or more than foes, he must

make a DX roll or fall down. Boar then attacks with its tusks.

**Tusks (12):** 1d+2 cutting. Reach C.

**Traits:** Bad Temper (9); Combat Reflexes; Cutting Striker (Tusks); DR 2; Quadruped; Wild Animal.

**Climate:** Temperate, Subtropical

**Habitat:** Forest

**Source:** B458

### Small Boar

A javelina or peccary.

#### Animal (Mammal)

**ST:** 8      **HP:** 8      **Speed:** 6  
**DX:** 12      **Will:** 12      **Move:** 7  
**IQ:** 5      **Per:** 12      **Weight:** 45 lbs.  
**HT:** 12      **FP:** 14      **SM:** -1

**Dodge:** 10      **Parry:** —      **DR:** 1 (TS)

**Slam (12):** (HP x Move)/100 crushing. See B371: If damage is equal or more than foes, he must make a DX roll or fall down. Boar then attacks with its tusks.

**Tusks (12):** 1d-2 cutting. Reach C.

**Traits:** Bad Temper (9); Combat Reflexes; Cutting Striker (Tusks); DR 1; Quadruped; Wild Animal.

**Climate:** Temperate, Subtropical

**Habitat:** Forest

**Source:** B458

### Buffalo, Water or Cape

The water buffalo is a familiar animal in Asia. It is a placid, patient beast that allows little children to herd it with a switch - yet it can turn on a stranger and trample and gore him in a few seconds. It does trampling damage, or gores with its horns.

Treat water buffaloes as cattle with temperaments somewhere between those of cows and bulls. Water buffalo are patient with their masters, wary with anyone else. A person gets a -4 to Animal Handling when dealing with a water buffalo if he is not familiar with this particular animal; -3 after a day, -2 after a week, -1 after a month, and no penalty after 2 months.

The stats can also be used for the wild Cape buffalo, one of the most dangerous game animals alive. Treat the Cape buffalo as a large, savage water buffalo, inhabiting wet plains hunters), often doubling



back upon its pursuer. Many a hunter has been surprised from behind by the charge of a Cape buffalo.

### Buffalo

#### Animal (Mammal)

**ST:** 24\*      **HP:** 24      **Speed:** 5.25  
**DX:** 9      **Will:** 10      **Move:** 7  
**IQ:** 4      **Per:** 10      **Weight:** 1,800 lbs  
**HT:** 12      **FP:** 12      **SM:** +2 (3 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 1 (TS)

**Trample (9):** 2d+1 crushing.

**Horns (9):** 2d+3 imp; Cannot Parry; Limited Arc, fwd

**Traits:** Quadruped; Domestic Animal *or* Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Plains, Domestic

**Source:** GURPS Bestiary 3e

\*ST range 23-25 depending on weight.

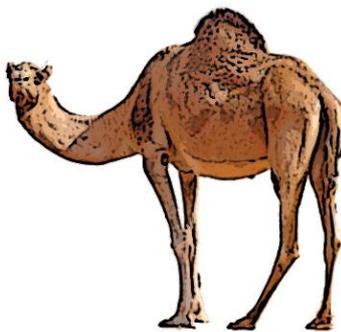
### Camel

Camels are large herbivores used in desert areas as mounts and beasts of burden. They stand 6-7 feet (1.8 - 2.1m) at the shoulder. The Arabian camel has one hump, while the Bactrian or Asian camel has two. The Arabian is unknown in the wild, but the Bactrian is still found wild in the Gobi Desert.

Camels are well-adapted to their desert lives, with long lashes to protect their eyes from windblown sand, and nostrils that can be readily closed to keep out sand. Camels store fat in their humps, to serve as an energy reserve when food is scarce. They are also able to store water in their tissues.

Camels possess a strong odor that, to the uninitiated, is quite unpleasant. They also have the unfortunate habit of spitting at bothersome people. They are known for their stubbornness and short tempers - all Animal Handling skill rolls are at -4.

In the wild, camels are gregarious diurnal animals, found in groups of up to 15, though 4 to 6 is more common. Wild camels will usually flee humans. Camels can trample with their hooves for 1d+1 crushing damage, or bite for 1d damage.



#### Animal (Mammal)

**ST:** 22      **HP:** 22      **Speed:** 5.25  
**DX:** 9      **Will:** 11      **Move:** 7  
**IQ:** 3      **Per:** 12      **Weight:** 1,400 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1

**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (9):** 1d-2 crushing. Reach C.

**Trample (9):** 1d+1 crushing.

**Traits:** Bad Temper (12); Domestic Animal; Enhanced Move 1 (Ground Speed 14); Hooves; Pe-

ripheral Vision; Quadruped; Reduced Consumption 3 (Water Only); Stubbornness; Weak Bite.

**Skills:** Survival (Desert)-12

**Climate:** Subtropical

**Habitat:** Desert, Domestic

**Source:** B459

### Cape Hunting Dog

Cape hunting dogs are ferocious carnivores only distantly related to domestic dogs. They range from the Sahara to South Africa. They are quite gregarious, traveling and hunting in nomadic packs of 4-60. They are strictly diurnal. While no attacks on humans have been recorded, Cape hunting dogs are quite fearless, and most hunters give them a wide berth.

These animals work systematically in a pack. They are not exceptionally fast, but have great endurance, running down their prey over long distances. They can catch gazelles, even after a half-mile head start. They take turns harrying their prey, keeping it constantly on the run. They further weaken it by biting its flanks, until it finally drops from exhaustion and loss of blood. They will immediately begin consuming the prey, eating it alive, and devouring it within ten minutes of dropping it.

#### Animal (Mammal)



**ST:** 8      **HP:** 8      **Speed:** 6.25  
**DX:** 15      **Will:** 10      **Move:** 10(20)  
**IQ:** 4      **Per:** 12      **Weight:** 35-80 lbs.  
**HT:** 11      **FP:** 11      **SM:** -2

**Dodge:** 9      **Parry:** 11(8)      **DR:** 0

**Bite (16):** 1d-3 cutting. Reach C.

**Claws (16):** 1d-2 crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Mountains, Plains

**Source:** GURPS Bestiary 3e

### Caracal (Desert Lynx)

A smaller cat, the caracal - the name means "black ear" in Turkish - is often called the desert lynx, among other names. And it is the Middle Eastern variety of lynx.

An agile creature up to 3.5 feet (1m) long, its jumping ability is impressive: 20 feet (6m) up, stories say, and 40 feet (12m) horizontally. With excellent vision, it can spot a hare from 1,000 feet (300m) away. It prefers small game (rabbit-sized - sheep at

most); it will mostly avoid humans, and attacks are unknown. However, caracals can be caught and trained for hunting. It is handled much like the cheetah (including the use of the hood). It is a solitary, mostly nocturnal hunter. It was much respected for its fighting tricks - wild stories told of caracals killing lions.



**Caracal (Desert Lynx)**  
**Animal (Mammal)**

**ST:** 5      **HP:** 5      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 4      **Per:** 10  
**HT:** 12      **FP:** 12      **SM:** -1  
**Dodge:** 9      **Parry:** 11(8)      **DR:** 0

**Bite (16):** 1d-3 cutting. Reach C.

**Claws (16):** 1d-4 cutting. Reach C.

**Traits:** Acute Vision +2; Super Jump 2 (high: 15'; broad: 40'); Quadruped; Wild Animal

**Skills:** Stealth-18.

**Climate:** Subtropical

**Habitat:** Desert

**Source:** GURPS Arabian Nights

**Caribou**

Caribou and reindeer belong to the same species. However, reindeer are easier to tame - perhaps because they have been around people longer. Caribou are found in North America and Siberia, while reindeer are found in Scandinavia and Greenland. Other than these differences, treat the two as being identical.

Caribou are the only members of the deer family in which both sexes have antlers. The largest caribou are about 8 feet (2.4m) long, standing 5 feet (1.5m) at the shoulder. They live in large migratory herds of up to 3,000, and are active during the daylight hours, though they can be active at night during the long Arctic winters. They are shy of humans, but are quite inquisitive. They can be dangerous during the mating season (fall), when the males will attempt to drive off any intruders.

**Animal (Mammal)**

**ST:** 17\*      **HP:** 17      **Speed:** 6.25  
**DX:** 14      **Will:** 10      **Move:** 6(12)  
**IQ:** 4      **Per:** 10      **Weight:** 600 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1  
**Dodge:** 9      **Parry:** 10(7)      **DR:** 0



**Antlers (14):** 1d+3 impaling; Limited Arc, forward; Long, max reach only.

**Traits:** Quadruped; Wild Animal

**Notes:** Both sexes have antlers.

**Climate:** Subpolar, Polar

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

\*ST range 16-18 depending on weight.

**Cat, House**

A domestic feline, kept as a pet, familiar, or mouser.



**Animal (Mammal)**

**ST:** 4      **HP:** 4      **Speed:** 6  
**DX:** 14      **Will:** 11      **Move:** 10  
**IQ:** 4      **Per:** 12      **Weight:** 10 lbs.  
**HT:** 10      **FP:** 10      **SM:** -3  
**Dodge:** 8      **Parry:** —      **DR:** -

**Bite (16):** 1d-5 cutting. Reach C.

**Claw (16):** 1d-4 cutting. Reach C.

**Traits:** Catfall; Combat Reflexes; Domestic Animal; Night Vision 5; Sharp Claws; Sharp Teeth; Quadruped; Domestic Animal

**Skills:** Brawling-16; Jumping-14; Stealth-14

**Habitat:** Domestic

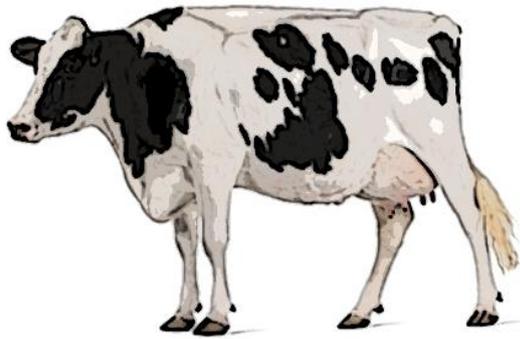
**Source:** B456

**Cattle**

Cattle - cows and bulls - are found throughout the world and have been domesticated for centuries; some species could not survive in the wild anymore. Cows are gentle patient animals, but bulls are famous for their short tempers. In 19th century America, bulls were responsible for more human injuries than any other animal. Most male cattle are castrated as calves, and are called steers, bullocks or oxen.

Oxen are used as draft animals. Cattle are kept for a multitude of purposes: meat, dairy products, leather, glue, soap, fat, medicines, etc., and in the past were a common medium of exchange. A fine horse, for example, was said to be worth so many cattle, and

cattle were given as a dowry or paid as a bride-price. Threatening to kill a freeman's cattle was often more effective than threatening to kill his family.



Bulls attack with a charge - a slam and a trample. The slam is treated like a *head butt*. After knocking its foe down, the bull tramples with its hooves. It will then turn around and gore the prone victim, this time doing only half *head butt* damage because the speed of the charge is missing. If there is anything left, the bull will toss the remains: treat this as falling damage from 5 yards.

*Bullfighting* is a Physical/Average skill defaulting to DX-5. A successful skill roll allows the matador to guide the bull's charge harmlessly past himself; failure means being gored and possibly trampled. The matador may attempt to stab the bull as it runs by: Bullfighting skill -4 to hit, since the main action is to avoid impalement.

Cretan entertainers learned a similar Physical/Hard skill, *Bulldancing*; they toyed with the animal, even vaulting over its horns, but did not kill it. A separate roll is required for each trick performed. Failure indicates a fall, possibly resulting in being gored or trampled. Bulldancing defaults to Acrobatics-5.

### Cattle

#### Animal (Mammal)

ST: 23\*      HP: 32      Speed: 4.75  
 DX: 8      Will: 8      Move: 8  
 IQ: 4      Per: 9      Weight: 1,500 lbs.  
 HT: 11      FP: 11      SM: +1  
 Dodge: 7      Parry: —      DR: 1 (TS)

**Trample (9):** 2d+3 crushing.

**Horns\* (9):** 2d+1 imp (Reach C; Cannot Parry; Clumsy; Limited Arc, forward; Weak)

**Traits:** Quadruped; Domestic Animal or Wild Animal

**Habitat:** Domestic

**Source:** GURPS Bestiary 3<sup>e</sup>

\*Wild Animal for adult males (bulls); ST range 20-25 depending on weight; only males have horns

### Cheetah

Cheetahs are the fastest land animals; they average speeds of 50-60 miles per hour, but have been clocked at speeds up to an incredible 75 mph. For all

practical purposes, they can accelerate instantly from a dead stop to full speed.

They are diurnal cats, native to Africa. They have many dog-like features: long legs made for running, not springing; claws that do not fully retract; trainability; a lack of stalking ability. They hunt by out-running their prey, knocking it down with a forepaw, then strangling it with their bite.

Their claws are blunt by cat standards; treat their swipe as a slam attack doing no damage. They bite in close combat for 1d cutting damage.

Cheetahs are the most easily trained cats-unlike most animals, they are more easily trained when captured as adults. They were in vogue in certain medieval and Renaissance courts and, in the Middle East, have been trained for over 3,000 years.

They do not breed well in captivity, however - the first recorded birth in captivity was in 1960! It is not a good idea to train them to kill humans, as they cannot distinguish friend from foe.



#### Animal (Mammal)

ST: 11      HP: 11      Speed: 6.25  
 DX: 14      Will: 11      Move: 8(32)  
 IQ: 4      Per: 12      Weight: 70-140 lbs.  
 HT: 11      FP: 11      SM: -1

Dodge: 10      Parry: 11(8)      DR: 0

**Bite (16):** 1d-1 cutting. Reach C.

**Claws (16):** 1d-1 cutting. Reach C.

**Grapple (14):** with bite; then attempt to choke

**Traits:** Acute Vision +1; Combat Reflexes; Enhanced Move (Ground 32; Costs 6 FP; Handling Bonus +2); Quadruped; Wild Animal

**Skills:** Running-16; Stealth-14, Wrestling-14

**Techniques:** Sweeping Kick-14

**Climate:** Subtropical, Tropical

**Habitat:** Plains (Savannah, Semi-Arid).

**Source:** Internet.

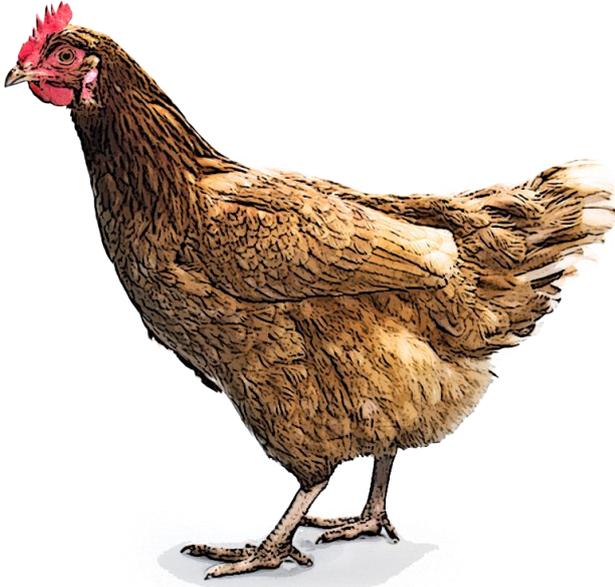
### Chicken

Chickens are the most common barnyard animals. They are capable of limited flight- they can certainly fly into a person's face and try to peck out his eyes. Roosters are aggressive; cockfights have provided entertainment throughout the ages. Chickens can actually make quite affectionate pets. Move given is on the ground; most chickens cannot fly any great distance.

## Chicken

### Animal (Bird)

ST: 2            HP: 2            Speed: 6  
DX: 13          Will: 10          Move: 6  
IQ: 3            Per: 10          Weight: 8 lbs.



HT: 11            FP: 11            SM: -2  
Dodge: 9          Parry: —          DR: —

**Beak (12):** 1d-7 cutting.

**Traits:** Bird; Domestic Animal

**Habitat:** Domestic

**Source:** Bestiary 3e

## Chimpanzee

Chimpanzees are our closest living relatives, inhabiting the tropical rain forests of central Africa. They stand between 3 and 6 feet (0.9 - 1.8m) in height. They are carious and intelligent, and often use simple tools - sticks, stones and leaves.



Chimpanzees are diurnal animals, found in troops of up to 20 members, though they usually travel in groups of three to six. They can be trained, and appear to enjoy such tricks as bicycle riding and dressing up in clothing. They are more arboreal than gorillas, but less so than monkeys.

They are shy of humans, and peaceful unless angered or brought to bay - in which cases, they can be quite dangerous. They attack in close combat, grappling and then biting.

## Animal (Mammal)

ST: 11            HP: 11            Speed: 6  
DX: 12            Will: 10          Move: 7  
IQ: 6             Per: 10          Weight: 140 lbs.  
HT: 12            FP: 12            SM: 0  
Dodge: 9          Parry: —          DR: 1

**Bite (12):** 1d-2 cutting. Reach C.

**Brawl (12):** thrust 1d-1; swing 1d+1

**Traits:** Arm ST +3; Bad Grip 2; Brachiator; DR 1; Sharp Teeth; Wild Animal

**Skills:** Climbing-14.

**Climate:** Subtropical, Tropical

**Habitat:** Forest

**Source:** B456

## Coyote

The coyote is a canine, smaller and slightly more intelligent than the average wolf. Its fur is tawny, ranging from light yellow to yellow-gray in color. It has a bushy tail, tipped with black.

It is more solitary than its wolf cousins, as its habitats are usually less plentiful in game; it hunts either singly or in pairs. Coyotes are nocturnal, but not above making raids in the daytime.

Fanners hate them and exterminate them mercilessly, fearing them as a threat to livestock. This reputation is probably exaggerated; while sheep, goats and deer are occasionally killed, the coyote generally prefers smaller game, such as rabbits or rodents.

Coyotes are known for their wariness, and many legends have sprung up about their cunning - give them a "Craftiness" level of at least 12. It is difficult to trap a coyote, unless some sort of ruse is used.



Coyotes are extremely adaptable creatures - despite persecution, they have actually expanded their range within the last century, until now they are found throughout North America.

## Coyote

### Animal (Mammal)

ST: 7            HP: 7            Speed: 6  
DX: 14            Will: 10          Move: 9  
IQ: 5             Per: 11          Weight: 25-45 lbs.  
HT: 10            FP: 10            SM: -1  
Dodge: 9          Parry: —          DR: 0

**Bite (16):** 1d-3 cutting. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Subpolar, Temperate, Subtropical  
**Habitat:** Desert, Forest, Mountains, Plains  
**Source:** GURPS Bestiary 3e



## Crocodile

Crocodiles average 13-16 feet (4 – 5m) long and can grow to 20 feet (6m), though in the past they were larger - see the entry on the extinct giant crocodile below. Natives of Africa, Asia and Australia, they are related to and resemble alligators, with longer and narrower snouts.

Larger and more aggressive than alligators, though, they show caution but no fear of humans, to fact, some African crocodiles become man-eaters. Crocodiles will ambush from a river as do alligators, and can tail-whip for the same effect.

The crocodile's underbelly has DR2. Its Move is 2 (up to 4 for short distances) on land, 8 in the water.

### Animal (Reptile)

**ST:** 22\*      **HP:** 22      **Speed:** 6.75  
**DX:** 14      **Will:** 10      **Move:** G2-W4(8)  
**IQ:** 3      **Per:** 10      **Weight:** 1,500 lbs.  
**HT:** 13      **FP:** 13      **SM:** +2\* (5 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 4 (Flexible)

**Bite (16):** 2d+2 cutting. Reach C.

**Tail (16):** 2d+4 crushing. Reach C; Cannot Parry.

**Traits:** Quadruped; Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Fresh Water, Swamp

**Source:** GURPS Bestiary 3e

\*ST range 19-25; SM range +1 to +3.

## Crocodile, Nile

The Nile crocodile is one of the largest freshwater crocodilians. Mature males can grow up to 20 feet (6m) in length but 12-16 feet (4 – 5m) is more typical. Weight can vary between 500 to over 1,600 lbs (250 – 800kg). Females of a similar age are typically around 20% smaller. They vary from other crocodiles in that both the mother and father ferociously protect their nest (both eggs and hatchlings), while most other crocodilians lay their eggs and move on.

A crocodile's ability to lie concealed with most of its body underwater, combined with explosive bursts of speed over short distances, makes it a superb ambusher. Crocodiles can work together to catch prey, sometimes herding fish toward a river bank or teaming up to take down prey as large as a rhinoceros. They can eat up to half their body weight in a single feeding. Once a crocodile grabs its prey, it will drag the meal-to-be into deeper water and hold it under until it drowns. They won't eat rotting meat but will scavenge fresh kills. While severe injury is a death sentence to most predators, crocodiles can survive to old age even with a missing leg or a portion of the jaw.

Statistics are for a mature male about 15 feet in length and weighing around 1,000 lbs. Pizard's *Animalia* website can help create crocodiles of different sizes (see link below).

### Animal

**ST:** 27      **HP:** 26      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 4 (Ground)/7 (Water)  
**IQ:** 3      **Per:** 12      **Weight:** 1,000 lbs.  
**HT:** 12      **FP:** 13      **SM:** +2

**Dodge:** 10 Parry: N/A DR: 3 (2 underbelly)

**Bite (14):** 4d crushing. Reach C, 1.

**Tail (14):** 3d+2 crushing. Reach C-3.

**Traits:** Amphibious; Born Biter 1\*; Breath-Holding 4; Cold-Blooded (65° F); Combat Reflexes; Discriminatory Smell; Gluttony (12); Hard to Kill 2; Hard to Subdue 2; Incompetence (Climbing); Low Empathy; Night Vision 5; No Fine Manipulators; Peripheral Vision; Quadruped; Reduced Consumption 2 (Cast-Iron Stomach); Restricted Diet (Carnivore); Scales; Striker (Tail; Crushing; Long +2; Cannot Parry; Weak); Striking ST +6 (Bite only); Wild Animal.

**Skills:** Brawling-14; Intimidation-10; Running (Sprinting)-14†; Stealth-14; Survival ((River/Stream))-12; Swimming-14; Tracking-15.

**Notes:** \* *GURPS Martial Arts*, p. 115; † *Optional* specialty (p. B169) that does not apply to paced running.

**Source:** Pyramid 3/11, p. 25.

## Deer

There are many types of deer, including the mule, musk, red and white-tailed deer. In most species, the males bear antlers (shed yearly) which are used to fight other males. The deer's primary defense, though, is flight.

Deer will occasionally fight by kicking or trampling, or by butting with the antlers. Attack is most likely during the mating season, or if the deer is brought to bay. Deer are found the world over, and their meat is highly prized.

### Animal (Mammal)

**ST:** 12      **HP:** 12      **Speed:** 6.25  
**DX:** 13      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 10      **Weight:** 200 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1  
**Dodge:** 9      **Parry:** —      **DR:** —

**Antlers (13):** 1d impaling. Reach C, 1.

**Bite (13):** 1d-4 crushing. Reach C.

**Traits:** Hooves; Impaling Striker (Antlers); Weak Bite; Quadruped; Wild Animal

**Skills:** Running-13

**Climate:** Temperate, Subpolar, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** B457



### Dingo

Dingos are feral dogs, about the size of collies. They have short fur, varying in color from yellow to light red to brown, and live alone or in small family groups.



Like the dhole, the dingo cannot bark, but instead howls or whines. It was probably brought to Australia by the Aborigines as a domesticated dog, and later became wild. Treat dingoes as wolves as far as their behavior is concerned.

### Animal (Mammal)

**ST:** 7\*      **HP:** 7      **Speed:** 6  
**DX:** 13      **Will:** 10      **Move:** 6(12)  
**IQ:** 5      **Per:** 11      **Weight:** 20-55 lbs.  
**HT:** 11      **FP:** 11      **SM:** -1  
**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (15):** 1d-3 cutting. Reach C.

**Traits:** Discriminatory Smell; Quadruped; Wild Animal

**Skills:** Tracking-15

**Climate:** Subtropical, Tropical

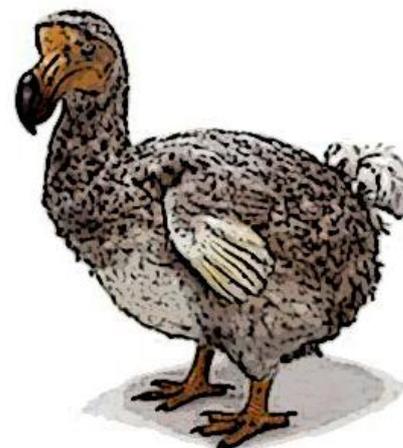
**Habitat:** Plains

**Source:** GURPS Bestiary 3<sup>e</sup>

\*ST range 5-8 depending on weight

### Dodo

The dodo is actually an extinct species, which died out in the 17<sup>th</sup> century. It could only be found on Mauritius in the Indian Ocean.



### Animal (Bird)

**ST:** 6      **HP:** 6      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 6  
**IQ:** 5      **Per:** 10      **Weight:** 50 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2  
**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (12):** 1d-4 cutting. Reach C.

**Traits:** Bird; Wild Animal

**Climate:** Subtropical

**Habitat:** Plains

**Source:** GURPS Bestiary 3<sup>e</sup>

### Dog, Guard (Large)

A domestic animal, used for hunting or as a pet. Large dogs can be used as draft animals. Most dogs' coats are not thick enough to serve as armor, though a thick-coated dog will have PD 1, DR 1. Some breeds (bloodhounds, for instance) have very keen noses, and a Smell roll of 18.

Some dogs are feral - treat them as wolves, coyotes, dholes, dingoes or jackals - whichever seems most appropriate. Dogs bite in close combat, doing cutting damage for their ST. Some breeds will bite repeatedly; others (e.g., bulldogs) will bite and not let go.

Domesticated dogs are used for hunting or as pets (or, if large enough, as draft animals). There are many breeds; statistics can vary greatly. Cost ranges from negligible to \$10,000+. A healthy, *trained* dog - even a mongrel - is always worth at least \$200.

### Guard Dog, Large

#### Animal (Mammal)

**ST:** 9      **HP:** 9      **Speed:** 5.75  
**DX:** 11      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 12      **Weight:** 90 lbs.  
**HT:** 12      **FP:** 12      **SM:** -1  
**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (13):** 1d-3 cutting. Reach C.

**Traits:** Chummy, Discriminatory Smell, Sharp Teeth; Quadruped; Domestic Animal.

**Skills:** Brawling-13; Tracking-13 (Bloodhounds have Tracking-15)

**Habitat:** Domestic

Source: B457

### Guard Dog, Monstrous

Bad guys with Animal Handling (Dogs) can set the hounds on heroes. These stats describe a monstrous guard dog. Dogs sometimes improve effective NPC skill, too; see *Surveillance and Patrols* (Action 2, p. 18).

#### Animal (Mammal)

ST: 9	HP: 9	Speed: 6.00
DX: 12	Will: 10	Move: 10
IQ: 4	Per: 12	Weight: 90 lbs.
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: N/A	DR: 0

**Bite (14):** 1d-2 cutting.

**Traits:** Chummy; Discriminatory Smell; Domestic Animal; Quadruped; Sharp Teeth.

**Skills:** Brawling-14; Tracking-13.

**Notes:** Tracking dogs have Tracking-15. Police dogs have Wrestling-14 (+2 to effective ST for grabbing gun hands).

**Source:** GURPS Action 2, p. 46.



### Dog, Street

Many living dogs roam the streets. Some are used for defending property, and some are wild. All of them are well-fed.

#### Animal (Mammal)

ST: 9	HP: 9	Speed: 6
DX: 12	Will: 10	Move: 10
IQ: 4	Per: 12	Weight: 90 lbs.
HT: 12	FP: 12	SM: 0
Dodge: 9	Parry: N/A	DR: 0

**Bite (14):** 1d-2 cutting.

**Traits:** Chummy; Discriminatory Smell; Domestic Animal; Quadruped; Sharp Teeth.

**Skills:** Brawling-14; Tracking-13.

**Notes:** Tracking dogs have Tracking-15.

**Source:** GURPS Banestorm - Abydos, p. 33.

### Dolphin

See porpoise.

#### Animal (Mammal)

ST: 13*	HP: 13	Speed: 6
DX: 12	Will: 11	Move: W12
IQ: 8	Per: 10	Weight: 200 lbs.
HT: 12	FP: 12	SM: 0*
Dodge: 9	Parry: —	DR: —

**Bite (12):** 1d-1 crushing. Reach C.

**Skills:** Swimming-17

**Traits:** Marine Mammal; Wild Animal

**Climate:** Temperate, Subtropical

**Habitat:** Salt Water

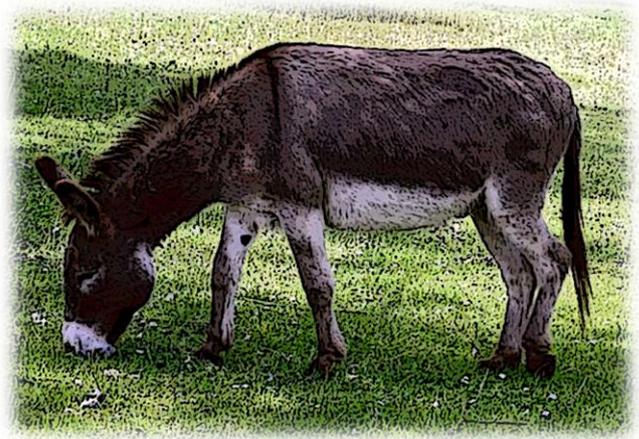
**Source:** GURPS Bestiary 3e

\*SM range -1 to +1 depending on species; ST range 9-13 depending on weight.



### Donkey

Small equine animals, donkeys are also called burros and asses. They are patient animals, more sedate than mules, and very sure-footed (DX 15 for any roll to keep their footing). Miners in the American West relied exclusively on donkeys, as the donkeys could go into mountains and deserts where mules could not, and eat desert vegetation that would have killed horses. Donkeys are mild-mannered beasts; they will not bite or kick unless severely molested. Though donkeys make small mounts, they are sturdy, strong beasts, and humans can still ride them.



#### Animal (Mammal)

ST: 15	HP: 15	Speed: 5.25
DX: 10	Will: 11	Move: G8
IQ: 3	Per: 12	Weight: 500 lbs.
HT: 11	FP: 11	SM: +1 (2 hexes)
Dodge: 8	Parry: —	DR: —

**Bite (10):** 1d-2 crushing. Reach C.

**Kick (10):** 1d+2 crushing. Reach C.

**Traits:** Enhanced Move 1/2 (Ground Speed 8); Hooves; Weak Bite; Quadruped; Domestic Animal

**Notes:** A donkey costs \$1,000

**Habitat:** Domestic

**Source:** B459

## Duck

Ducks are small waterfowl, frequently hunted or kept on homesteads that have ponds. They often become affectionate pets. Wild ducks are among the fastest fliers in nature; domestic ducks are not. A duck will attack a person if it feels threatened enough, but no duck is as aggressive as a rooster or goose. Move given is for flight; on the ground, ducks have Move 2.



### Animal (Bird)

**ST:** 2      **HP:** 2      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** G3, A14  
**IQ:** 3      **Per:** 10      **Weight:** 5 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2

**Dodge:** 10      **Parry:** —      **DR:** —

**Beak (12):** 1w-7 crushing.

**Traits:** Bird; Winged Flight; Domestic Animal

**Habitat:** Domestic

**Source:** Bestiary 3e

## Eagle

Eagles are large birds of prey found throughout the world. The largest have wingspans over 6 feet (1.8m) wide, and can carry up to ten pounds in their talons. Most species are cowards - crows can scare them away! - but some are very brave. In Siberia, eagles have been trained to kill wolves - by piercing the wolves' skulls with their powerful talons.



Eagles are diurnal and mate for life - no more than two eagles will ever be encountered at one time. They will have nothing to do with humans unless raised in captivity, and will not attack humans unless severely wounded. As trained birds, they are inferior to fal-

cons and other smaller raptors. They attack with their claws. Their base Move in flight is 18, but they can swoop for speeds up to 60 to 70 mph (Move 30-35). On the ground, Move is 1, while Dodge is 6.

### Animal (Bird)

**ST:** 5      **HP:** 5      **Speed:** 5.5  
**DX:** 12      **Will:** 10      **Move:** G2-A18(36)  
**IQ:** 4      **Per:** 10      **Weight:** 4-12 lbs.  
**HT:** 10      **FP:** 10      **SM:** -2

**Dodge:** 8      **Parry:** 11(8)      **DR:** 0

**Beak (16):** 1d-4 pi+. Reach C.

**Talons (16):** 1d-4 impaling. Reach C.

**Traits:** Bird; Telescopic Vision; Domestic Animal or Wild Animal

**Skills:** Aerobatics-12; Flight-15

**Climate:** Subpolar, Temperate, Subtropical

**Habitat:** Forest, Mountains

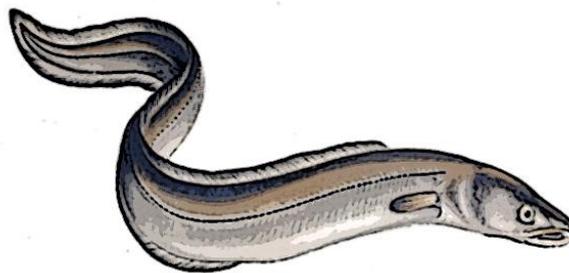
**Source:** GURPS Bestiary 3e

## Eel, Electric

Electric eels are not really eels — they are a species of South American fish found in warm-water rivers, either singly or in schools of up to ten. Their electric organs—used for direction-finding and for stunning and catching fish and frogs - take up 3/4 of their bodies. These organs can discharge up to 600 volts - enough to kill a human.

Only the largest electric eels can put out enough voltage to seriously harm a human, though; the smaller ones only stun for 1d turns. If a character gets too close to one of these fish, it will discharge an electric jolt. Anyone within one yard must immediately make a roll against HT to avoid the effects of the jolt.

For a large eel (7-10 feet, 2.1 - 3m long), the victim is stunned for 2d seconds if he makes his roll. If the roll is failed, he immediately takes 1d damage (DR and Toughness do not protect) and is stunned for one minute. For the smaller eels, the victim is unaffected if his HT roll is successful, and is stunned for 1d turns if the roll is failed.



### Animal (Fish)

**ST:** 8\*      **HP:** 8      **Speed:** 5.25  
**DX:** 9      **Will:** 10      **Move:** 7  
**IQ:** 3      **Per:** 10      **Weight:** 25-145 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1

**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (10):** 1d-4 cutting. Reach C.

**Electric Stun (E, Biological):** Affliction 2 (HT roll; Area Effect, 1 yard; Daze and Stun; Emanation).

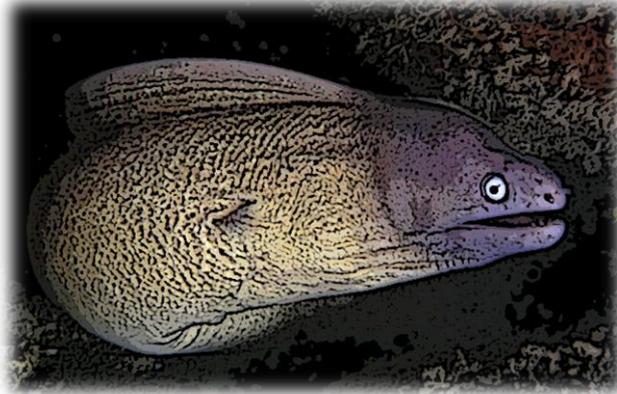
**Traits:** Fish; Vermiform; Wild Animal

**Combat Skills:** Wrestling-16  
**Climate:** Subtropical, Tropical  
**Habitat:** Fresh Water  
**Source:** GURPS Bestiary 3e

\*ST range 6-11 depending on weight.

## Eel, Moray

Morays eels come in all sizes (up to 10 feet, 3m long), and are commonly found in tropical seas down to depths of 150 feet (50m). They are solitary animals, active night and day. They are rarely seen in open water, preferring to hide in shipwrecks and crevices in the rocks and reefs. They are voracious, eating almost anything, dead or alive.



A moray eel won't ordinarily attack a human, but a hand stuck into its den probably looks like a small edible fish to it - so it bites. And doesn't let go. Treat the attack as a *bite to grapple*. The victim takes damage from the bite only on the turn in which he is bitten, but will begin to drown if held underwater. Even a small moray's bite is bad news, and a large one can hold a person down to die.

### Animal (Fish)

<b>ST:</b> 11	<b>HP:</b> 11	<b>Speed:</b> 6.25
<b>DX:</b> 13	<b>Will:</b> 10	<b>Move:</b> 5
<b>IQ:</b> 3	<b>Per:</b> 10	<b>Weight:</b> 150 lbs.
<b>HT:</b> 12	<b>FP:</b> 12	<b>SM:</b> +1
<b>Dodge:</b> 9	<b>Parry:</b> —	<b>DR:</b> 0

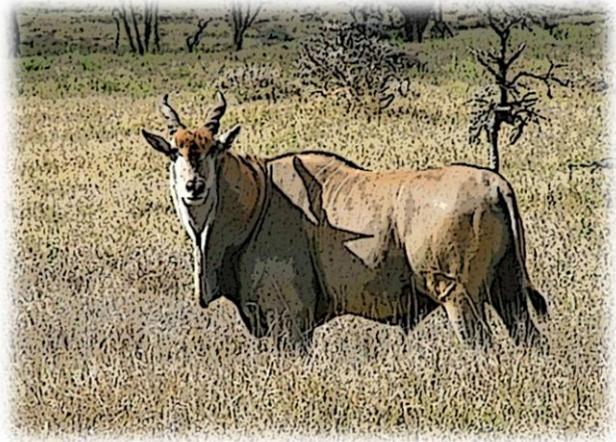
**Bite (15):** 1d-2 cutting. Reach C.

**Traits:** Fish; Vermiform; Wild Animal  
**Skills:** Wrestling-16  
**Climate:** Subtropical, Tropical  
**Habitat:** Salt Water  
**Source:** GURPS Bestiary 3e

## Eland

The eland is a large antelope, standing 6 feet (2m) at the shoulder, measuring up to 13 feet (4m) long, and weighing as much as a ton. It has a short muzzle, sharp hooves and long twisted horns, and is light brown in color with a white underbelly. It can be caught and domesticated, and is an excellent source of milk and meat.

Elands are diurnal, and live in herds of 20 to 100. They are capable of jumping more than 7 feet high, and will sometimes jump over each other in their attempts to flee from danger.



If brought to bay, the eland's horns make it quite dangerous. The eland can also trample.

### Animal (Mammal)

<b>ST:</b> 24*	<b>HP:</b> 24	<b>Speed:</b> 6.25
<b>DX:</b> 14	<b>Will:</b> 10	<b>Move:</b> 16
<b>IQ:</b> 4	<b>Per:</b> 10	<b>Weight:</b> 1,800 lbs
<b>HT:</b> 11	<b>FP:</b> 11	<b>SM:</b> +2 (4 hexes)
<b>Dodge:</b> 9	<b>Parry:</b> 10(7)	<b>DR:</b> 0

**Horns (14):** 2d+3 impaling. Reach 1.

**Trample (14):** 2d+3 crushing.

**Traits:** Super Jump (6'4"); Quadruped; Wild Animal  
**Climate:** Subtropical, Tropical  
**Habitat:** Plains  
**Source:** GURPS Bestiary 3e

\*ST range 23-25 depending on weight.

## Elephant

The largest living land animal, the elephant ranges in height from 9 to 13 feet (3 - 4m). The African elephant is larger than the Indian, and also has larger ears and tusks. The African elephant is found throughout Africa south of the Sahara, while the Indian is common to India and southeast Asia.

Elephants are intelligent and, when domesticated, hardworking. Their patience is well-known, and they will bear a lot of abuse before rebelling. In the wild, they are found in herds of 15 to 30 animals, often covering large distances in seasonal migrations. They are known to help each other escape from hunters and pits, healthy ones supporting a wounded one on either side or digging a ramp out of a pit with their tusks. They are active at all times, except in the heat of the day. Elephants consume about 500 lbs. of vegetation a day each!



They attack by trampling, or with the trunk which can reach up to 2 hexes and has ST 12 - treat it as two-handed for lifting, carrying, throwing, etc. (see *Lifting and Moving Things*). The trunk may strike or grapple, and can be used to pick up and hurl things - double the trunk's ST for determining distance. Use the rules for *Throwing* and *Falling* to determine the results.

Elephants have no Dodge, except for their trunks which Dodge at 6. The skull has an extra 2 DR due to its thickness. If domesticated, an elephant will not carry more than Medium encumbrance (10xST) on its back.

## Elephant

### Animal (Mammal)

**ST:** 45      **HP:** 45      **Speed:** 4  
**DX:** 12      **Will:** 10      **Move:** G8  
**IQ:** 5      **Per:** 10      **Weight:** 6+ tons  
**HT:** 12      **FP:** 12      **SM:** +3 (10 hexes)  
**Dodge:** 7      **Parry:** —      **DR:** 4 (TS)

**Tusks (12):** 6d+1 crushing. Reach 1.

**Trample (12):** 5d crushing.

**Traits:** Crushing Striker (Tusks); Enhanced Move 1; Peripheral Vision; Quadruped (but replace No Fine Manipulators with one Arm); Trunk (Extraflexible; Long, +1 SM; Weak, ¼ ST); Weak Bite; Quadruped; Domestic or Wild Animal

**Description:** An elephant costs \$10,000

**Climate:** Subtropical, Tropical

**Habitat:** Plains, Tropical Forest

**Source:** B460

## Elk

The elk, or wapiti, is one of the largest species within the deer family in the world, and one of the largest land mammals in North America and Eastern Asia. This animal should not be confused with the still larger moose.

Elk range in forest and forest-edge habitat, feeding on grasses, plants, leaves, and bark. Male elk have large antlers which are shed each year. Males also engage in ritualized mating behaviors during the rut, including posturing, antler wrestling (sparring), and bugling, a loud series of vocalizations that establishes dominance over other males and attracts females.

Although they are native to North America and eastern Asia, they have adapted well to countries in which they have been introduced, including Argentina and New Zealand. Their great adaptability may threaten endemic species and ecosystems into which they have been introduced.

Elk are susceptible to a number of infectious diseases, some of which can be transmitted to livestock. Efforts to eliminate infectious diseases from elk populations, largely by vaccination, have had mixed success.

Some cultures revere the elk as a spiritual force. In parts of Asia, antlers and their velvet are used in traditional medicines. Elk are hunted as a game species. The meat is leaner and higher in protein than beef or chicken.



### Animal (Mammal)

**ST:** 17\*      **HP:** 17      **Speed:** 5.25  
**DX:** 10      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 10      **Weight:** 600 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1 (2 hexes)  
**Dodge:** 8      **Parry:** 8(5)      **DR:** 1 (TS)

**Antlers (10):** 1d+3 impaling. Reach 1.

**Trample (10):** 1d+3 crushing.

**Traits:** Quadruped; Wild Animal

**Climate:** Temperate

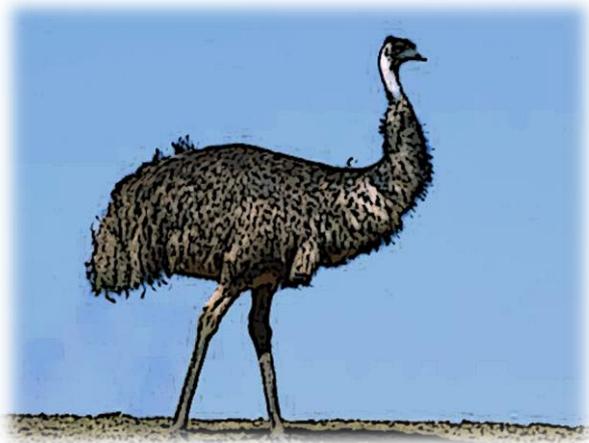
**Habitat:** Forest

**Source:** Internet

\*ST range 16-18.

## Emu

The emu is the second-largest living bird by height, after the ostrich. It is at home in Australia where it is the largest native bird. Emus are soft-feathered, brown, flightless birds with long necks and legs, and can reach up to 1.9 metres (6.2 ft) in height. Emus can travel great distances, and when necessary can sprint at 50 km/h (31 mph); they eat a variety of plants and insects, but have been known to go for weeks without eating. They drink infrequently, but take in copious amounts of water when the opportunity arises.



### Emu

#### Animal (Bird)

**ST:** 11      **HP:** 11      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 12  
**IQ:** 3      **Per:** 10      **Weight:** 100 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0  
**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (12):** 1d-3 crushing. Reach 1.

**Traits:** Bird; Enhanced Move; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

## Falcon, Large

There are many species of falcon - including the gyrfalcon, hobby, kestrel or sparrowhawk, merlin and peregrine - found throughout the world. They range in length from 13 to 19 inches (30 - 50cm). Many species mate for life and return to the same nest site year after year.

Falcons are birds of prey, feeding on small birds, mammals and reptiles. Most catch their prey by swiftly diving, or stooping, on it from above - it has been estimated that the peregrine reaches speeds of 200 mph (Move 70!) or more in its stoop.

Peregrines have always been favorites among falconers, due to their beauty, speed and accuracy (see *Falconry*) In medieval times, the gyrfalcon was reserved for the nobility, due to its size (it is the largest falcon) and appearance. Also, living in the Arctic Cir-



cle, it was the hardest species to come by.

### Large Falcon

#### Animal (Bird)

**ST:** 3      **HP:** 3      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 2G-A24  
**IQ:** 3      **Per:** 12      **Weight:** 5 lbs.  
**HT:** 10      **FP:** 10      **SM:** -4

**Dodge:** 9      **Parry:** —      **DR:** 0

**Beak (16):** 1d-5 pi+. Reach C.

**Claws (16):** 1d-4 cutting. Reach C.

**Traits:** Acute Vision 3; Bird; Enhanced Move 1 (Air Speed 24); Flight (Winged; Air Move 12); No Fine Manipulators; Raptor; Sharp Beak; Sharp Claws; Domestic or Wild Animal

**Skills:** Brawling-16

**Climate:** Subpolar, Temperate, Subtropical

**Habitat:** Forest, Mountains, Domestic

**Source:** B457

## Ferret

Ferrets are slender 14" (35cm) long nocturnal members of the weasel family; there are several different species, found throughout Europe, Asia and North America. They hunt small animals that live in

holes and burrows. Farmers consider them to be dangerous pests, as they will attack poultry - and legends claim that they will also go after unwatched babies.



Ferrets attack by biting, but rarely eat their kills. Instead, they prefer to suck out the blood. They are fairly intelligent and can easily be trained to hunt or fetch small objects. If used to flush wild game from a burrow, a ferret should be muzzled. Otherwise, it will kill the prey, feast on it and then remain in the burrow - the hunter loses not only the game, but also the ferret. With the muzzle on, it cannot make the fall, but can only chase the prey out into the hunter's waiting nets.

### Ferret

#### Animal (Mammal)

**ST:** 2      **HP:** 3      **Speed:** 6.25  
**DX:** 15      **Will:** 10      **Move:** 9  
**IQ:** 5      **Per:** 10      **Weight:** 1-2 lbs.  
**HT:** 10      **FP:** 10      **SM:** -4

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (17):** 1d-5 crushing. Reach C.

**Traits:** Flexible (Double-Jointed); Domestic; Domestic or Wild Animal

**Climate:** Temperate, Subpolar

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

## Flamingo

Flamingos are large, long-legged wading birds, 3-5 feet (1 - 1.5m) tall, that congregate in flocks of up to thousands of birds. Their hooked beaks strain the shallow water in which they feed, providing the birds with their diet of crustaceans, plankton and algae. Their plumage is naturally gray, but pigments in their food change it to famous pink. Flamingo species may be found nearly anywhere in the tropics and subtrop-



ics, including Florida, Africa, Europe and India. They live up to 50 years. Move listed is for flight; Move 5 is running and 7 swimming.

### Flamingo

#### Animal (Bird)

**ST:** 4      **HP:** 11      **Speed:** 6.25  
**DX:** 14      **Will:** 10      **Move:** 5, A12, W7  
**IQ:** 3      **Per:** 10      **Weight:** 15 lbs.  
**HT:** 11      **FP:** 11      **SM:** -1

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (14):** 1d-6 crushing. Reach C.

**Traits:** Bird; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Fresh Water, Mountains, Swamps, Salt Water

**Source:** GURPS Bestiary 3e

### Fox

Foxes can be found in many habitats across the world, from the mountains of Japan to the plains of Australia. They are distant cousins of the dog, but not of the same genus. Foxes are predacious animals, hunting mostly at night. They eat small birds and mammals frogs, shellfish and even fruit at times. They mate once, early in the year, and other than that, the sexes live and hunt apart.



Foxes are most known for their cunning, having a Craftiness level of at least 14. They are good at avoiding men's traps, and because of their slyness, hunting them with hounds and horses has always been a popular sport in England and throughout Europe. However, their intelligence serves them for more than avoiding man. Foxes have been known to rid themselves of fleas and other parasites by grasping a piece of bark in their mouths and dipping themselves tail-first into a stream. The parasites have nowhere to go but onto the piece of wood, which the fox releases to the current. Foxes are, however, wary of humans and quite independent; they do not make good pets.

Foxes attack in close combat, biting for 1d-4 damage.

#### Fox

##### Animal (Mammal)

**ST:** 4      **HP:** 4      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 6  
**IQ:** 4      **Per:** 12      **Weight:** 10-15 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (16):** 1d-5 cutting. Reach C.

**Traits:** Quadruped; Wild Animal

**Skills:** Brawling-16

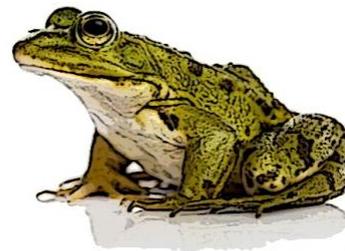
**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Desert, Forest, Mountains, Plains

**Source:** GURPS Bestiary 3e

### Frog

Frogs (and their more land-based cousins, toads) are found in almost all environments. Stats are given for the most common types of frogs,



those about 1-3 inches (2.5 - 7.5cm) in length. Several hundred species of frog excrete powerful venom from their skin. This venom is commonly used by local cultures to coat arrowheads and blowgun darts (hence the name Poison-Dart or Poison Arrow Frog). Venomous frogs tend to be limited to jungles, marshes, and rainforests. They also tend to be very colorful; the brighter the frog, the deadlier the poison. The most deadly of the "real world" frogs is the Golden Poison Frog in Colombia, South America. It has venom Type B, 3d damage.

Legend states that touching frogs could cause warts. Although this is not true, in more fantasy-driven campaigns, the frog may be very magical in nature and the source of any number of physical deformities, ailments, or curses (or cures). Folklore is filled with stories of people being turned into frogs, frogs raining from the sky, and frogs being used as magical ingredients. Keep in mind that the most venomous species tend to live in the most remote locations.

#### Frog

##### Animal (Reptile)

**ST:** 1      **HP:** 1      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** 2  
**IQ:** 3      **Per:** 12      **Weight:** <1 lbs.  
**HT:** 11      **FP:** 11      **SM:** -5

**Dodge:** 9      **Parry:** —      **DR:** 0

**Traits:** Reptile; Quadruped; Super Jump; Wild Animal

**Climate:** Subpolar; Temperate, Subtropical, Tropical

**Habitat:** Any

**Note:** Some species of frogs are poisonous even to touch.

**Source:** GURPS Bestiary 3e

### Gila Monster

The Gila monster is a poisonous lizard, one of only two in the world. The other is the beaded lizard, and stats for it are similar: add one to ST and hit points, as it is slightly larger. Its poison is no stronger, however.

The Gila monster is about two feet long, pink and yellow in color with black shadings. It is found in the southwestern U.S. The beaded lizard is about 2½ feet

(0.75m) in length, mostly black with pink and yellow patches, and found in western areas of Mexico.

Both are solitary nocturnal animals that fast for days, then go out and eat all they can - eggs, rodents, reptiles and birds. Incapable of running, they move slowly - if threatened, they hold their ground. Unless molested, they won't bite.



The Gila monster attacks by biting in close combat. The bite in itself does not much damage, but injects venom causing intense pain. The venom apparatus is inefficient; the lizard must bite and hold like a bulldog, sometimes chewing to help conduct the venom. If it can be removed within 4 turns, the effects of the poison will be avoided. The jaws have ST 14 - strong men have a hard time prying them open. A Contest of ST is required to remove the animal, and it will probably bite again before it can be gotten rid of. Pouring something nasty like gasoline or ammonia into its mouth will get it to let go, as will fire under its lower jaw.

#### Animal (Reptile)

**ST:** 3            **HP:** 3            **Speed:** 5.25  
**DX:** 10          **Will:** 10          **Move:** 1  
**IQ:** 3            **Per:** 10          **Weight:** 6-10 lbs.  
**HT:** 11          **FP:** 11            **SM:** -3  
**Dodge:** 6      **Parry:** —      **DR:** 2 (Flexible)

**Bite (12):** 1d-5 cut, follow-up Venom. Reach C.

**Venom (F):** Type F 1d toxic.

**Traits:** Reptile; Quadruped; Wild Animal

**Climate:** Subtropical

**Habitat:** Desert

**Source:** GURPS Bestiary 3e

#### Giraffe

Reaching heights of up to 6m (18 feet), the giraffe is the tallest land animal alive. A specialised vascular system delivers blood up the 2 meter neck to the camel-like head. Two skin-covered horns grow atop the head, and a third grows between the expressive eyes. The coat is buff-colored with irregular brown patches that serve as camouflage in the shadows of trees.

Giraffes travel in loosely organised herds of 100 or more animals, but spend most of the day browsing the tops of trees in small groups of six or less. They have thick skin and long, prehensile tongues that allow them to gather leaves from around thorns and from high branches. They may go for several days without water and only need about one hour of sleep each night.



Lions present the main threat to giraffes, though leopards, crocodiles, and man also prey upon them. A giraffe's response to danger is usually to run, but if defending young or desperate, an individual can kick, trample or bite.

Males also engage in bouts for dominance where they swing their heads at their opponent for 1d+1 crushing damage. Due to their high blood pressure, over-excitement may cause a giraffe to suffer a heart attack.

The giraffe, it is believed, has great wisdom. Its function is to watch over the animal kingdom. The romans called the giraffe *camelopardalis*, "camel marked like a leopard". Medieval bestiary writers took this name to mean that the "camelopard" was the unnatural cross between a camel and a leopard. They also wrote of "camelopardels", which were said to be identical to camelopards but with long, backward-curving horns (treat as a giraffe that does cutting damage).

#### Giraffe

##### Animal (Mammal)

**ST:** 24            **HP:** 24            **Speed:** 5.75  
**DX:** 11          **Will:** 10          **Move:** 8  
**IQ:** 4            **Per:** 10          **Weight:** 400 lbs.  
**HT:** 12          **FP:** 12            **SM:** +3  
**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (11):** 1d crushing. Reach 2.

**Kick (11):** 2d crushing.

**Trample (11):** 2d+1 crushing.

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical; Tropical

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

#### Goat

Medium-sized herbivores, goats have been domesticated for centuries. A whole herd of goats can live on land that would barely support one cow. Goats make interesting pets - they are stubborn (any Animal Handling skill roll is at -3), but they can be affec-

tionate and funny companions. Goat's milk is prized in many parts of the world.



Wary of strangers, goats will flee if approached. If brought to bay, a goat will butt, then flee if there is a way out. Treat the butt as a slam attack for damage equal to 1d crushing for every 100 lbs. of weight (large goats have been known to kill people with head butts). Give the goat +2 ST for determining knockdown.

#### Animal (Mammal)

**ST:** 10      **HP:** 10      **Speed:** 6.5  
**DX:** 13      **Will:** 10      **Move:** 6  
**IQ:** 3      **Per:** 10      **Weight:** 50-300 lbs.  
**HT:** 13      **FP:** 13      **SM:** -1

**Dodge:** 10      **Parry:** —      **DR:** —

**Beak (12):** 1d-7 crushing.

**Traits:** Stubborn; Domestic Animal

**Habitat:** Domestic

**Source:** Bestiary 3e

#### Goose

Geese are aggressive birds, large for barnyard fowl. They are superb "watchdogs;" once they alerted the citizens of Rome to invading barbarians. Anyone approaching a farm with geese will be met with loud honks and possibly an aggressive charge. Geese run at intruders with wings wide and beaks ready to peek. They are less amenable to training than other fowl. Move given is for flying; on the ground, geese are Move 3.



#### Goose

##### Animal (Bird)

**ST:** 3      **HP:** 3      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** G3, A14  
**IQ:** 3      **Per:** 10      **Weight:** 10 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2

**Dodge:** 10      **Parry:** —      **DR:** —

**Beak (12):** 1d-6 crushing.

**Traits:** Bird; Winged Flight; Domestic Animal

**Habitat:** Domestic, Fresh Water

**Source:** Bestiary 3e

#### Gorilla

Gorillas are the largest primates, averaging 5½ to 6 feet (1.65 - 1.8m) in height, found in the rain forests of central Africa. Diurnal social animals, they travel in troops of 5-15 - usually a single male and several females with young. They are peaceful vegetarians, feeding on fruit and leaves. They have a fear of water and will not cross even small streams.

Gorillas are at least as intelligent as chimpanzees, but unlike chimps do not use tools. They do not make suitable pets or trained animals - they are quite temperamental, are prone to tantrums, and need constant affection and companionship. They will not fight unless threatened; there is no record of an unprovoked gorilla attack.

If provoked, gorillas attack in close combat by grappling and biting. They may also attack with a slap (2d-1 crushing at up to 1-hex reach), but this is a rare attack, used only when surprised.



#### Gorilla

##### Animal (Mammal)

**ST:** 15      **HP:** 15      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 7  
**IQ:** 6      **Per:** 10      **Weight:** 400 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1

**Dodge:** 9      **Parry:** —      **DR:** 1

**Bite (12):** 1d cutting.

**Brawl (12):** thrust 1d+1; swing 2d+1

**Traits:** Arm ST +3; Bad Grip 2; Brachiator; DR 1; Sharp Teeth; Wild Animal

**Skills:** Climbing-14

**Climate:** Tropical

**Habitat:** Mountains, Forest

**Source:** B456

#### Hippopotamus

The hippopotamus is a distant African relative of the pig; its name literally means river-horse. It rivals the rhinoceros as the second-largest living land animal, reaching up to 12 feet (4m) in length, standing almost 5 feet (1.5m) at the shoulder, and weighing about four tons. It spends most of its day in the river

or basking on the river bank. It can remain submerged for as long as five minutes at a time.



Hippopotami live in groups called schools numbering from 20-100 animals. The females and young occupy a central area, while each adult male occupies a separate area (known as a refuge) around the perimeter of the territory. Each male has his own marked path from his refuge to the central feeding area. Hippo schools are matriarchal, run by the females almost as by committee.

Hippos are territorial, and will chase other creatures away from their area. They are vegetarians, feeding mostly at night, coming on land to eat grass and other plants. They can wander up to 20 miles (30km) in their search for food, and often destroy crops. The mouth is equipped with long tusks, averaging 2½ feet (75cm) long, and the hippo's bite does an awesome damage - it can crush a small boat easily. A hippo can become quite upset if anything comes between it and its water and/or young, and will give chase until the danger seems past. Crocodiles and sharks live peacefully with the hippo, so a hippo's presence does not necessarily mean that the water is safe to enter.

### Hippopotamus

#### Animal (Mammal)

**ST:** 40\*      **HP:** 40      **Speed:** 4.75  
**DX:** 8      **Will:** 10      **Move:** 4  
**IQ:** 4      **Per:** 10      **Weight:** 3-5 tons  
**HT:** 11      **FP:** 11      **SM:** +2 (4 hexes)

**Dodge:** 7      **Parry:** —      **DR:** 3 (TS)

**Bite (8):** 4d crushing. Reach C.

**Trample (8):** 4d+5 crushing.

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Fresh Water

**Source:** GURPS Bestiary 3e

\*ST range 36-43 depending on weight.

### Horse

These animals were domesticated in Europe and Asia before recorded history. They were introduced to the Americas in the late 15th and 16th centuries.

They are kept for riding and draft purposes. Horses range widely in both size and temperament.

The size of a horse is measured in *hands* at the withers, the high point of the back where the neck

joins the shoulders. One hand is 4 inches. A horse that stands 15-2 hands stands 15 hands plus 2 inches, or 62 inches, at the shoulder.

An 18-hand horse is a giant, a Percheron or Clydesdale. 15-2 is considered the ideal height for a cavalry mount 13 hands is about the size of the ponies of Genghis Khan and his Mongol armies (any horse of 13 hands or less is called a pony).

Horses can kick into any front or rear hex for the listed damage, or bite in close combat.

### Cavalry Horse

A light warhorse.

#### Animal (Mammal)

**ST:** 22      **HP:** 22      **Speed:** 5  
**DX:** 9      **Will:** 11      **Move:** G16  
**IQ:** 3      **Per:** 12      **Weight:** 1,400 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1 (3 hexes)

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (10):** 1d crushing. Reach C.

**Hoove Kick (10):** 2d+2 crushing. Reach C.

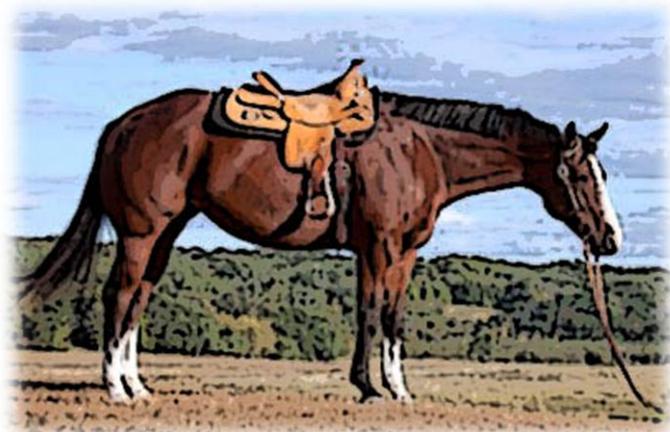
**Traits:** Combat Reflexes; Enhanced Move 1 (Ground Speed 16); Hooves; Peripheral Vision; Weak Bite; Quadruped; Domestic Animal

**Skills:** Brawling-10; Mount-12

**Notes:** A cavalry horse costs \$4,000

**Habitat:** Domestic

**Source:** B459



### Draft Horse

#### Animal (Mammal)

**ST:** 25      **HP:** 25      **Speed:** 5.25  
**DX:** 9      **Will:** 11      **Move:** G12  
**IQ:** 3      **Per:** 12      **Weight:** 2,000 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1 (3 hexes)

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (10):** 1d+1 crushing. Reach C.

**Kick (10):** 3d crushing. Reach C.

**Traits:** Enhanced Move 1 (Ground Speed 12); Hooves; Peripheral Vision; Weak Bite; Quadruped; Domestic Animal

**Notes:** A draft horse costs \$2,000

**Habitat:** Domestic

**Source:** B459-460

## Racing Horse

Some are faster!

### Animal (Mammal)

**ST:** 20      **HP:** 20      **Speed:** 5  
**DX:** 9      **Will:** 11      **Move:** G18  
**IQ:** 3      **Per:** 11      **Weight:** 1,100 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1 (3 Hexes)

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (10):** 1d-1 crushing. Reach C.  
**Kick (10):** 2d+1 crushing. Reach C.

**Traits:** Enhanced Move 1 (Ground Speed 18);  
Hooves; Peripheral Vision; Weak Bite; Quadruped;  
Domestic Animal

**Skills:** Mount-12; Running-12

**Notes:** A racing horse costs \$4,000 or more.

**Habitat:** Domestic

**Source:** B460

## Saddle Horse

An ordinary riding horse.

### Animal (Mammal)

**ST:** 21      **HP:** 21      **Speed:** 5  
**DX:** 9      **Will:** 10      **Move:** 6, G12  
**IQ:** 3      **Per:** 12      **Weight:** 1,200 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1 (3 hexes)

**Dodge:** 8      **Parry:** N/A      **DR:** 0

**Bite (10):** 1d-1 crushing. Reach C.  
**Kick (10):** 2d+2 crushing. Reach C.

**Traits:** Domestic Animal; Enhanced Move 1 (Ground  
Speed 12); Hooves; Peripheral Vision; Quadruped;  
Weak Bite.

**Skills:** Brawling-10; Mount-11.

**Notes:** A draft horse costs \$1,200.

**Habitat:** Domestic

**Source:** B460, Big Lizzie, p. 20.

## Heavy War Horse

### Animal (Mammal)

**ST:** 24      **HP:** 24      **Speed:** 5.25  
**DX:** 9      **Will:** 11      **Move:** G14  
**IQ:** 3      **Per:** 12      **Weight:** 1,400 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1 (3 hexes)

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (12):** 1d crushing. Reach C.  
**Kick (12):** 3d-1 crushing. Reach C.

**Traits:** Bad Temper (12); Combat Reflexes; Domestic  
Animal; Enhanced Move 1 (Ground Speed 14);  
Hooves; Peripheral Vision; Weak Bite; Quadruped;  
Domestic Animal

**Skills:** Brawling-12; Mount-13

**Notes:** A heavy warhorse costs \$5,000

**Habitat:** Domestic

**Source:** B460

## Pony

### Animal (Mammal)

**ST:** 18      **HP:** 18      **Speed:** 5.25  
**DX:** 10      **Will:** 11      **Move:** G14  
**IQ:** 3      **Per:** 12      **Weight:** 800 lbs.

**HT:** 11      **FP:** 11      **SM:** +1 (3 hexes)

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (10):** 1d-1 crushing. Reach C.  
**Kick (10):** 2d-1 crushing. Reach C.

**Traits:** Enhanced Move 1 (Ground Speed 14);  
Hooves; Peripheral Vision; Weak Bite; Quadruped;  
Domestic Animal

**Notes:** A pony costs \$1,500

**Habitat:** Domestic

**Source:** B460

## Hyena

Hyenas are dog-like scavengers with large heads and ears, longer front legs than rear legs, and short manes and tails. Their powerful jaws can crack bones easily. They are nocturnal animals, living in pairs or small packs, with the females being larger and more dominant than the males. Most species are found in Africa; some live in Asia Minor and India.

Hyenas have a reputation for cowardice, largely undeserved. While they are scavengers, they do hunt their own prey on occasion. When they hunt, they run down prey like dogs. Hyena packs will even chase lions away from their kills.

Hyenas have been known to attack humans, usually sleeping campers or lone, unarmed travelers. They will often attack a sleeping person's face, causing disfigurement at the least. If cornered, hyenas will fight viciously, biting in close combat for 1d cutting damage. Their bites are dirty; anyone bitten must roll against HT for possible infection.



## Brown or Spotted Hyena

### Animal (Mammal)

**ST:** 9\*      **HP:** 9      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 6(18)  
**IQ:** 5      **Per:** 10      **Weight:** 80-120 lbs.  
**HT:** 10      **FP:** 15      **SM:** -1

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (16):** 1d-2 cr (Reach C)

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest, Plains

**Source:** Internet

\*ST range 8-10 depending on weight.

## Striped Hyena

### Animal (Mammal)

**ST:** 8\*      **HP:** 8      **Speed:** 5.75  
**DX:** 13      **Will:** 10      **Move:** 5(15)  
**IQ:** 5      **Per:** 10      **Weight:** 60-90 lbs.  
**HT:** 10      **FP:** 15      **SM:** -1  
**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (15):** 1d-3 cr

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest, Plains

**Source:** Internet

\*ST range 8-9.

## Jackal

The common jackal is a small dog-like animal, measuring up to 18" (0.5m) at the shoulder and maybe 2 feet (0.6m) in length. Most species are found in Africa; one species is native to northern Africa and southern Asia.

Jackals are primarily scavengers, though they often hunt and kill their own prey and may raid an occasional chicken coop. They sometimes enter villages and even cities at night to scrounge for refuse. They are primarily nocturnal animals, traveling singly or in pairs, although they are occasionally found in packs. Jackals are no threat at all to humans. An entire pack will flee even one human.



### Animal (Mammal)

**ST:** 5      **HP:** 5      **Speed:** 6  
**DX:** 14      **Will:** 20      **Move:** 9  
**IQ:** 5      **Per:** 10      **Weight:** 10-20 lbs.  
**HT:** 10      **FP:** 10      **SM:** -3  
**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (16):** 1d-4 cut

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest, Plains

**Source:** GURPS Bestiary 3e

## Jaguar

Jaguars are solitary dawn and dusk hunters, ranging from Mexico to South America. They are the largest American cats, larger than leopards though

smaller than lions. Their powerful jaws make their bite as deadly as a lion's.

Jaguars are usually found in jungles, but are common in savannas, mountains and even semi-arid areas. They are fond of water, swim well (Move 2) and will often hunt in the water. They are quite shy of humans - some won't even fight when cornered. There have been cases of man-killers, but never any man-eaters. Like most big cats, jaguars go for the throat.



Jaguars are good jumpers, able to jump 3 yards straight up without a running start. A 3-yard standing broad jump is also common, and a 5-yard running broad jump is easily possible. They can climb trees at full speed and often drop out of trees onto prey - they can drop 4 yards without taking any damage! They usually stalk prey to close range before charging.

## Jaguar

### Animal (Mammal)

**ST:** 12\*      **HP:** 12      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 10      **Weight:** 300 lbs.  
**HT:** 10      **FP:** 15      **SM:** 0 (2 hexes)  
**Dodge:** 9      **Parry:** 11(8)      **DR:** 0

**Bite (16):** 1d-1 cut (Reach C)

**Claws (16):** 1d-1 cut (Reach C)

**Traits:** Super Jump (high 9'; broad 15'); Quadruped; Wild Animal

**Skills:** Climbing-16; Swimming-14

**Climate:** Tropical

**Habitat:** Desert, Mountains, Plains

**Source:** GURPS Bestiary 3e

\*ST range 11-14.

## Jellyfish, Sea Wasp

Jellyfish and Portuguese men-of-war are free-swimming relatives of sea anemones and coral, with long stinging tentacles. They are found in seas throughout the world and can pose quite a hazard to swimmers - beaches have been temporarily closed because there have been so many jellyfish floating in the water.

Most jellyfish stings are no more virulent than a bee-sting but some are deadly - the sting of one species, the sea wasp, is fatal over half the time, usually before the swimmer can stagger back to shore (see stats). Other jellyfish do less damage ranging any-

where from 1d-4 to 2d. A Vision roll is required to spot one, a DX roll needed to avoid its stingers.



### Jellyfish, Sea Wasp Animal (Fish)

ST: 3      HP: 3      Speed: 4.5  
 DX: 6      Will: 9      Move: 3  
 IQ: 2      Per: 9      Weight: 0.5-10 lbs.  
 HT: 12      FP: 12      SM: -5  
 Dodge: 7      Parry: —      DR: —

**Sting (A, Biological):** 3d toxic (Aura; Contact Agent; Melee Attack; Side Effect, Severe Pain)

**Traits:** Easy to Kill; Fish; Wild Animal

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

**Notes:** Although not fish, jellyfish use the Fish meta-trait.

### Kangaroo

There are several species of kangaroos, the largest standing up to 7 feet (2.1m) or taller - they continue to grow throughout the lifetimes. The stats given are for middle-sized animals.



Marsupial grazing animals, kangaroos are found only in Australia, where they have adapted to many different habitats. They are most active at night, resting during the hottest part of the day. They live in large groups, called mobs, often numbering hundred or more; some species travel in smaller mobs of only 10 to 20.

While grazing, they travel in a "five-legged" mode, balancing on their tails and short forelegs while they bring their hindlegs forward. When traveling rapidly, they leap using their hind legs only, the tail acting as a balance and rudder. The tail is quite strong, and can support the kangaroo's whole weight when necessary.

### Kangaroo

#### Animal (Mammal)

ST: 10\*      HP: 10      Speed: 6  
 DX: 14      Will: 10      Move: 15  
 IQ: 4      Per: 10      Weight: 150 lbs.  
 HT: 10      FP: 10      SM: +1

Dodge: 9      Parry: 10(7)      DR: —

**Punch (14):** 1d-2 cut (Reach C)

**Kick (14):** 1d-2 cut (Reach C)

**Traits:** Extra Attacks (total 4); Super Jump (high: 9'; broad: 9'); Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest, Mountains, Plains

**Source:** GURPS Bestiary 3e

\*ST range 9-11 depending on weight

### Koala

Koalas are small arboreal marsupials native to the eucalyptus forests of eastern Australia. A large head with big furry ears, a big nose, and a body covered in thick gray fur make them seem cuddly, but they live relatively sedentary lives and do not range far, often staying in the same tree for days. They come to the ground to change trees.

Koalas live in stable family groups, in which each individual has its own territory that interlocks with the rest of the group. Males tend to be more active during the day, while females sleep during the day and feed at night. Females will raise one offspring (called a joey) at a time.



Koalas have quite delicate constitutions and frequently die of "stress" if moved around or subjected to disturbances like noise or human handling. Despite their cute reputation, koalas are not cuddly. The stress of being handles by humans upsets them greatly and they will often try to attack.

The grasp of a koala is surprisingly strong. Their arms and feet each end in five toes, two of which are opposable to the others, and all tipped with strong claws to aid in climbing. In combat, koalas are more likely to claw than bite.

Koalas make a range of sounds to communicate with each other. Males express territoriality with a deep, grunting bellow. Females and joeys will make soft clicking, squeaking, and humming sounds to express contentment. Danger is communicated by a shriek that sounds like a human baby crying.

According to an Aboriginal legend, the body of a koala must always be treated with respect. Although they can be eaten, their bones must not be broken and they must not be skinned for their fur. If these rules are not obeyed, there is a danger of a great drought. The word *koala* appears to derive from "no drink" in several New South Wales Aboriginal languages.

### Koala

#### Animal (Mammal)

**ST:** 5      **HP:** 5      **Speed:** 5.25  
**DX:** 12      **Will:** 10      **Move:** 5  
**IQ:** 4      **Per:** 10      **Weight:** 25 lbs.  
**HT:** 9      **FP:** 9      **SM:** -1

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (12):** 1d-5 cut (Reach C)

**Traits:** Wild Animal

**Skills:** Climbing-14

**Climate:** Subtropical, Tropical

**Habitat:** Forest

**Source:** Bestiary 3e

### Komodo Dragon

The Komodo dragon is the largest living lizard. It can grow up to 12 feet (4m) in length, and weigh up to 300 lbs (150kg). It has a stout body, a long head and neck, a green pebbly hide, and a long deeply-forked tongue that constantly flicks in and out. Its tail is quite powerful, is as long as the head and body combined, and can be used to knock down opponents (Contest of ST) in its back hexes.



The Komodo dragon is native to a few small Indonesian islands. It usually eats carrion, but will also run down and swallow whole small deer and pigs. It often lies in wait in bushes beside game trails (-4 to be seen), charging out at any prey that passes by.

When feeding, it rips the meat apart with its teeth and claws, swallowing large pieces in each bite. Like a snake, it will then spend several days sleeping off its meal. While it is a threat to lone humans, attacking them fearlessly, it can become quite tame in captivity.

#### Komodo Dragon

##### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 10      **Weight:** 250 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (4 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 4 (Flexible)

**Bite (14):** 1d cut (Reach C)

**Tail (14):** 1d+2 cr (Reach C, 1; Clumsy; Limited Arc, behind)

**Traits:** Reptile; Quadruped; Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e

### Leech

Leeches are nuisance creatures found in swamps, lakes, ponds, streams and even on land. They are parasites, who use their powerful suckers to attach themselves to their victims. The leech's bite is painless, so the victim often will not even realize that he has been bitten. It takes a lot of leeches to do even 1 HT damage, though; treat them as a swarm.

Depending on the climate, wading or swimming through swamps or streams may result in picking up leeches. In temperate climates, the number of leeches encountered will be minimal - ignore them for game purposes, except in the direst swamps. In the swamps and in certain sluggish tropical streams, leeches can be enough to become a serious threat: each person may pick up 2d leeches per five minutes spent in the water.

After picking up a dozen or more leeches, the victim will begin to lose 1 HT each five minutes. The primary danger from leeches is not from blood loss, though; the leeches will become bloated and drop off after 15 minutes of feeding.

The real danger from leeches is from infection. If even one HT is lost to leeches, a roll against HT+2 is needed to avoid infection. At the GM's option, the victim can merely lose an additional 1 HT, representing the infection, or he can contract an actual disease (see *Illness*).



Up until the 19th century, leeches were used in the treatment of many diseases, including headaches, delirium,

madness, skin disease, tumors, whooping cough, gout, obesity, etc. The letting of blood was thought to be beneficial, removing "bad humors" from the body. Physicians even came to be known as leeches. In a fantasy campaign, leeches might also be used medicinally - who knows, the treatment might even work!

#### Leech

##### Animal (Vermin)

**ST:**      **HP:** 1      **Speed:** 2.75  
**DX:** 1      **Will:** 9      **Move:** —  
**IQ:** 2      **Per:** 9      **Weight:** < 1 oz.  
**HT:** 10      **FP:** 10      **SM:** -10

**Dodge:** —      **Parry:** —      **DR:** —

**Leech (Brawling-3, Biological):** Cutting Attack 1 HP (Contact Agent; Melee Attack; Resist HT; Secondary, 1 HP)

**Traits:** Vermiform; Weak Bite; Wild Animal  
**Climate:** Subpolar, Temperate, Subtropical, Tropical  
**Habitat:** Fresh Water, Swamp  
**Source:** GURPS Bestiary 3e

## Leopard (or Standard Panther)

Leopards range from southern Asia through much of Africa. They are somewhat smaller than lions and much more arboreal. Solitary nocturnal animals, they will also hunt on overcast days. These cats are beautifully marked, with even the black ones having the familiar rosette pattern visible under their fur in certain lighting. There is no difference between leopards and panthers; even black panthers are leopards. (In this book, the name "panther" is reserved for the animal from European legend.)

They are the archetypal stalkers of the animal kingdom. Shy and wary, their keen senses and remarkable hiding ability also make them hard to track. While they can drop from trees onto prey, they are not as adept at it as pumas are.

A leopard can jump 3 yards straight up without a running start, and 5 yards in a running broad jump is not uncommon. Leopards can climb trees at their normal speed, and are even strong enough to climb while carrying a carcass. They dislike water, but are able swimmers if need be (Move 2 in the water).



When attacking, they go for the throat, biting in close combat. They are particularly fond of dogflesh - there are many recorded instances of leopards dashing out of the bush to snatch a dog from under the nose of a hunter. They generally avoid humans, though man-eaters are not unknown. Man-eating leopards are among the most dangerous of real-world animals, as they will actually enter a house to grab prey.

### Animal (Mammal)

**ST:** 10\*      **HP:** 10      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 5      **Per:** 15      **Weight:** 60-200 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0 (2 hexes)

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (16):** 1d cutting. Reach C.

**Traits:** Acute Senses 5; Super Jump (high: 9'; broad: 15'); Quadruped; Wild Animal

**Skills:** Climbing-14; Stealth-15.

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest, Mountains, Plains

**Source:** GURPS Bestiary 3e

\*ST range 8-12 depending on weight.

## Llama

Llamas are related to camels, and were domesticated long before the Spanish came to South America. They are used as beasts of burden in high, rugged mountainous areas. A related species, the guanaco, may be treated as a wild llama, found primarily in high mountain meadows.



Llamas are diurnal herd animals, found in groups of 5-12. They stand about 4 feet (1.2m) high at the shoulder. They are used as pack animals, and meat, wool, tallow, leather, rope and even fuel are obtained from these animals. They are too small to ride, but can carry packs up to Light encumbrance - they will refuse heavier loads.

Llamas will spit when angry, but their bite and kick are ineffectual; flight is their only defense.

### Animal (Mammal)

**ST:** 11\*      **HP:** 11      **Speed:** 5.25  
**DX:** 11      **Will:** 10      **Move:** 13  
**IQ:** 4      **Per:** 10      **Weight:** 200 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (10):** 1d-5 cr (Reach C)

**Traits:** Quadruped; Weak Bite; Wild Animal

**Climate:** Temperate, Subtropical

**Habitat:** Mountains, Domestic

**Source:** GURPS Bestiary 3e

\*ST range 9-13 depending on weight.

## Lion

Lions live in groups called prides that number anywhere from 3-20, with four and five being average. Larger prides are common in the more open grasslands.

Lions prefer the plains, but will occasionally venture into desert, mountains and, more rarely, jungle. They often hunt singly, though they are capable of cooperative effort: a lioness or two will lie up in the tall grass, while the males herd the prey in their direction; the whole pride will share in the kill. Lions are more diurnal than most cats, but adapt well to a nocturnal existence if hunted by humans.

Most encounters with humans end with the lions fleeing rapidly. However, if wounded, a lion will charge angrily and attempt to kill anyone in its way. Likewise, running away from one will sometimes spark its instinct to chase. Occasional maneaters have been reported - generally, old or wounded lions.



Lions attack in close combat, biting and clawing. The actual attack is usually on the neck, strangulation being the most common method of killing.

#### Animal (Mammal)

**ST:** 16      **HP:** 16      **Speed:** 6  
**DX:** 13      **Will:** 11      **Move:** 10  
**IQ:** 4      **Per:** 12      **Weight:** 500 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1 (2 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 1 (TS)

**Bite (15):** 1d+1 cut (Reach C)  
**Claw (15):** 1d+2 cut (Reach C)

**Traits:** Laziness; Night Vision 5; Sharp Claws; Sharp Teeth; Temperature Tolerance 1; Quadruped; Wild Animal

**Skills:** Brawling-15; Running-13

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Mountains, Plains

**Source:** B456

### Lynx

The lynx is a large forest cat found in Canada, northern Europe, and Asia, to Europe, it is the largest cat extant and reaches lengths up to 3½ feet. Lynx have very acute vision - they can spot mice 250 feet (75m) away and hare 1,000 feet (300m) away. In deep winter, they grow thick fur on their feet, allowing them to walk on top of snow.



Lynx are solitary nocturnal hunters, though occasionally two may work together to bring down a deer. Ordinarily, they will not attack anything larger than a sheep or goat, and these only if rabbits and squirrels are scarce. There are no recorded attacks on humans, though they will occasionally raid barnyards.

They are secretive and elusive, deliberately avoiding humans. They will fight only if attacked or cornered but are vicious when they do fight. They climb well, drop onto prey as well as stalk and pounce, and are strong swimmers.

### Lynx

#### Animal (Mammal)

**ST:** 7\*      **HP:** 7      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 6(9)  
**IQ:** 4      **Per:** 10/15      **Weight:** 30-65 lbs.  
**HT:** 10      **FP:** 14      **SM:** -2

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (16):** 1d-3 cutting. Reach C.

**Traits:** Acute Vision +5; Quadruped; Wild Animal

**Skills:** Climbing-14; Stealth-15; Swimming-14

**Climate:** Temperate, Subpolar

**Habitat:** Forest

**Source:** Internet

\*ST range 6-8 depending on weight.

### Marmoset



The marmosets are 22 New World monkey species. Most marmosets are about 20 cm (8 in) long. Relative to other monkeys, they show some apparently primitive features: they have claws rather than nails, and tactile hairs on their wrists.

Marmosets are native to South America and have been found in Bolivia, Brazil, Colombia, Ecuador, Paraguay and Peru. They have also been spotted in Central America and Mexico. They are also raised in captivity as pets.

#### Animal (Mammal)

**ST:** 1      **HP:** 1      **Speed:** 7  
**DX:** 16      **Will:** 10      **Move:** 7  
**IQ:** 5      **Per:** 10      **Weight:** <1 lbs.  
**HT:** 12      **FP:** 12      **SM:** -6

**Dodge:** 10      **Parry:** —      **DR:** —

**Bite (16):** 1d-7 crushing. Reach C.

**Traits:** Wild Animal

**Skills:** Climbing-16

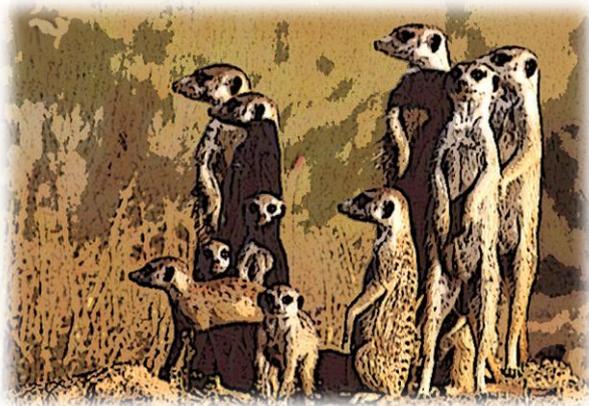
**Climate:** Tropical  
**Habitat:** Forest  
**Source:** GURPS Bestiary 3e

## Meercat

Meerkats, native to southern Africa, are slender creatures 2-3 feet (60 - 90cm) long including tail, that closely resemble mongooses. Coloration is sandy with dark markings on the back and tail.

Meerkats have a complex social behaviour based around colonies of about 20 individuals. The colony maintains a system of shallow burrows, used as sleeping areas and shelter from predators. Individual adults play roles in the colony, including hunters, sentries, babysitters, and teachers. There is some job-swapping as needed, but each animal has a preferred role. The sentries are most often pictured as representative of the species, being the ones who stand watch, high on their hind legs using their tails for balance. They bark warnings and have specific sounds to represent different threats.

Despite often being considered "cute", meerkats are aggressive carnivores that will attack intruders into their colony's territory of several square miles without provocation. They eat insects, grub, scorpions, small mammals, lizards, and snakes. They have a high resistance to venom and are immune to scorpion stings.



### Animal (Mammal)

**ST:** 2      **HP:** 2      **Speed:** 6.75  
**DX:** 14      **Will:** 10      **Move:** 6  
**IQ:** 5      **Per:** 10      **Weight:** 2 lbs.  
**HT:** 13      **FP:** 13      **SM:** -5

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (16):** 1d-7 crushing. Reach C.

**Traits:** Resistant (Poison, +3); Immunity (Scorpion Venom); Wild Animal.

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Plains

**Source:** GURPS Bestiary 3e

## Mongoose

Mongoose are small carnivores found in Africa and southeast Asia, ranging from 9" (22.5cm) to over 2 feet (60cm) in length, and bearing a slight resemblance to weasels. They are active at all times of the day and night, and can be found singly or in packs of up to eight.



They are famous for killing snakes, though snakes are not their favorite prey; they prefer to hunt rodents, birds, frogs, insects, and fish. Their lightning-fast reflexes enable them to jump out of the way of striking snakes, then grab them by the back of the neck before they can recover.

They will attack if cornered, but will flee at the earliest opportunity. They can be trained and make excellent pets, but will always hunt birds and other small animals no matter how their owner discourages them. They have rapidly become pests in areas into which they have been introduced.

### Animal (Mammal)

**ST:** 3      **HP:** 3      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 10      **Weight:** 2-10 lbs.  
**HT:** 12      **FP:** 15      **SM:** -4\*

**Dodge:** 9+1      **Parry:** —      **DR:** —

**Bite (16):** 1d-5 crushing. Reach C.

**Traits:** Combat Reflexes; Double-Jointed; Quadruped; Wild Animal.

**Climate:** Temperate, Subtropical

**Habitat:** Desert, Forest, Plains

**Source:** GURPS Bestiary 3e

\*SM range -5 to -3.

## Monitor Lizard

Monitors are among the largest living lizards, measuring from 4 to 8 feet (1.2 - 2.4m) long. They are found throughout Africa, and in southern Asia from Arabia to Indonesia and Australia. Most species live in or near water, though desert and deep jungle species also exist.

They regularly raid crocodiles' nests and eat the eggs - no mean feat, as crocodiles are among the most protective mothers in nature! They are active during the day and at dusk, and can be found singly or in pairs- often one monitor will decoy a mother crocodile while another carries away the eggs.

They will not attack humans unprovoked, but have no fear of them either. If cornered or wounded, they can fight fiercely. They will first try to scare off their attackers by puffing up their bodies, hissing angrily and lashing their tails like whips. If this doesn't work, they will try to grab their attackers in their powerful jaws and claw with their feet. While their

teeth are not made for biting (like snakes, they swallow their prey whole), monitors have been known to amputate fingers and cause deep wounds when angry.



A roll against HT is required by the victim of a monitor's bite; a failed roll means the wound becomes infected; all HT rolls to recover from the infection are at -2. Australian legend holds that the bite of the goanna, a type of monitor, does not heal for seven years.

### Animal (Reptile)

**ST:** 7      **HP:** 7      **Speed:** 6.5  
**DX:** 13      **Will:** 10      **Move:** 7  
**IQ:** 3      **Per:** 10      **Weight:** 35-80 lbs.  
**HT:** 13      **FP:** 13      **SM:** 0\*

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (13):** 1d-4 cutting. Reach C.

**Traits:** Reptile; Quadruped; Wild Animal  
**Climate:** Subtropical, Tropical  
**Habitat:** Desert, Fresh Water, Swamp  
**Source:** GURPS Bestiary 3e

\*SM range -1 to +1; ST range 7-8 depending on weight.

## Monkey

### Capuchin Monkey (New World)

There are a number of species of New World monkey with various habits, anatomies and appearances. The above statistics are for the capuchin monkey (the famous "organ-grinder's" monkey), which is smaller than the average New World monkey, but the most common pet. The only other types that make good pets are the squirrel monkey, which is slightly smaller than the capuchin, and the spider monkey, which is slightly larger. Adjust ST and hit points by 1 in each case. Capuchins stand about 15 inches high, squirrel monkeys about 10 inches and spider monkeys about 18 inches.

All New World monkeys are diurnal except for the douroucoulis, which is exclusively nocturnal. Most are gregarious, traveling in troops of 10 to 30. In fact, the squirrel monkey is so gregarious that it dies in captivity if isolated from other monkeys. Many New World monkeys, such as the spider monkey, have prehensile tails which can be used as extra limbs and even as

tactile organs. Capuchins and squirrel monkeys, however, do not have prehensile tails.



Monkeys are extremely intelligent and active. Most are arboreal to some degree - some can leap up to 10 yards from tree to tree. The purely arboreal ones move faster in the trees than on the ground. If they have not been hunted by humans, some species are more curious than shy, and can be lured into reach with a little food. If they have been hunted, they will flee rapidly whenever humans approach.

As pets, monkeys are known for their affection, jealousy, curiosity and mischievousness. They get into everything they can, and get bored if restrained for too long. They must be protected from drafts and cold - they are tropical animals, remember. The young make the best pets.

### Animal (Mammal)

**ST:** 4\*      **HP:** 4      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 5      **Per:** 10      **Weight:** 3-15 lbs.  
**HT:** 10      **FP:** 10      **SM:** -4

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 1d-6 crushing. Reach C.

**Traits:** Extra Arm (Prehensile tail; Extra-Flexible); Quadruped; Domestic or Wild Animal  
**Climate:** Tropical  
**Habitat:** Forest  
**Source:** GURPS Bestiary 3e (Monkey, New World)

\*ST range 3-5 depending on weight.

### Gibbon Monkey



### Animal (Mammal)

**ST:** 4      **HP:** 4      **Speed:** 6.75  
**DX:** 15      **Will:** 10      **Move:** 6 (12)  
**IQ:** 5      **Per:** 12      **Weight:** 20 lbs.  
**HT:** 11      **FP:** 12      **SM:** -2

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (15):** 1d-6 crushing. Reach C.

**Traits:** Brachiator; Enhanced Move (Swinging through trees); Super Jump; Wild Animal

**Climate:** Tropical

**Habitat:** Forest, Mountains

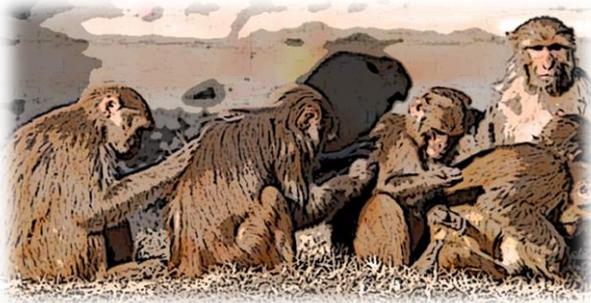
**Note:** Some species of frogs are poisonous even to touch.

**Source:** GURPS Bestiary 3e

### Rhesus Monkey (Old World)

Old World monkeys tend to be larger than New World monkeys, and do not have prehensile tails. Guenons and macaques are the most common ones kept as pets-the statistics above are for the rhesus monkey, a type of macaque that is an average size for Old World monkeys.

Most of the statements about New World monkeys are also true for Old World monkeys. Old World monkeys, however, tend to become ornery as they get old, so even loving pets are often given to zoos in their later years. They tend more towards family groups of 6 to 15 members rather than large troops, though some species are exceptions.



### Rhesus Monkey Animal (Mammal)

**ST:** 6\*      **HP:** 6      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 8  
**IQ:** 5      **Per:** 10      **Weight:** 20-40 lbs.  
**HT:** 10      **FP:** 10      **SM:** -3

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 1d-5 crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e (Monkey, Old World)

\*ST range 5-7 depending on weight.

### Spider Monkey

#### Animal (Mammal)

**ST:** 6      **HP:** 6      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 8  
**IQ:** 5      **Per:** 10  
**HT:** 10      **FP:** 10      **SM:** -4

**Dodge:** 9      **Parry:** —      **DR:** —

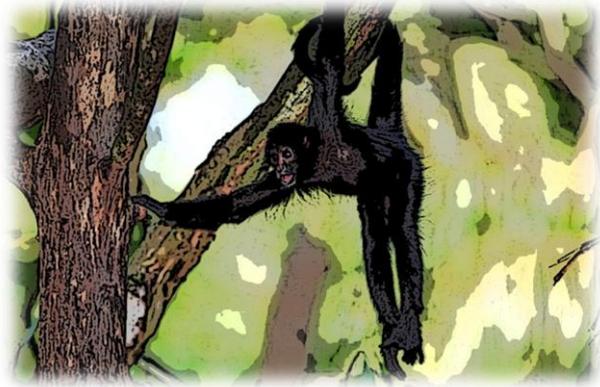
**Bite (14):** 1d-5 crushing. Reach C.

**Traits:** Extra Arm (Prehensile tail; Extra-Flexible); Quadruped; Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e



### Squirrel Monkey Animal (Mammal)

**ST:** 3      **HP:** 3      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 8  
**IQ:** 5      **Per:** 10  
**HT:** 10      **FP:** 10      **SM:** -5

**Dodge:** 9      **Parry:** —      **DR:** —



**Bite (14):** 1d-6 crushing. Reach C.

**Traits:** Extra Arm (Prehensile tail; Extra-Flexible); Quadruped; Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e (Monkey, New World)

### Moose

The largest members of the deer family, moose stand up to 7 feet (2.1m) at the shoulder and may reach 9 feet or more in length. The males have large antlers- reaching out a yard or more to either side of the head - which are shed in December and begin to regrow in April.

Ordinarily, moose will avoid human company, though they won't flee until actively approached. During the mating season (Sept.-Oct.), though, the males will drive away anything that approaches their territory. There are cases of moose chasing people up trees, and even ramming cars and killing the drivers - the reverse of most car/deer stories.

Moose are common to Canada and the northwestern U.S. They are also found in northern Europe and Asia, where they are known as elk. They tend to be solitary, but often group together during the mating

season and winter. They are active both day and night. They can attack with their antlers, or trample a foe with their hooves.



### Animal (Mammal)

**ST:** 24\*      **HP:** 24      **Speed:** 7  
**DX:** 12      **Will:** 10      **Move:** 12  
**IQ:** 4      **Per:** 10      **Weight:** 1.0 ton  
**HT:** 12      **FP:** 12      **SM:** +2 (3 hexes)

**Dodge:** 9      **Parry:** 9(6)      **DR:** 2 (TS)

**Antlers (12):** 2d+1 crushing. Reach 2; Limited Arc, forward.

**Trample (12):** 2d+3 crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Subpolar

**Habitat:** Forest, Mountains, Plains, Swamp

**Source:** GURPS Bestiary 3e

\*ST range 23-25 depending on weight.

### Mule

Mules are the sterile offspring of a donkey and a horse. Their reputation for stubbornness is largely undeserved. Like horses, some mules will allow themselves to be overworked - even to death - most, however, will merely stop working when they are tired. Mules are favored as draft and pack animals for this very trait - replacing animals that allow themselves to be overworked can be expensive. Mules are also less high-strung than horses, though some will still shy at sudden noises. Mules are rumored to have a deep fear of water, but this is unfounded.



Mules can kick into any front or back hex. They can also bite in close combat.

### Large Mule

#### Animal (Mammal)

**ST:** 22      **HP:** 22      **Speed:** 5.5  
**DX:** 10      **Will:** 12      **Move:** G9

**IQ:** 3      **Per:** 12      **Weight:** 1,400 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1 (2 hexes)

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (10):** 1d crushing. Reach C.

**Hoove Kick (10):** 2d+2 crushing. Reach C.

**Traits:** Enhanced Move 1/2 (Ground Speed 9);  
Hooves; Sterile; Weak Bite; Quadruped; Domestic Animal

**Notes:** A large mule costs \$2,000

**Climate:** Subpolar, Temperate, Subtropical, Tropical

**Habitat:** Domestic

**Source:** B460

### Small Mule

#### Animal (Mammal)

**ST:** 18      **HP:** 18      **Speed:** 5.5  
**DX:** 10      **Will:** 12      **Move:** G8  
**IQ:** 3      **Per:** 12      **Weight:** 800 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1 (2 hexes)

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (10):** 1d-1 crushing. Reach C.

**Kick (10):** 2d-1 crushing. Reach C.

**Traits:** Enhanced Move 1/2 (Ground Speed 9);  
Hooves; Sterile; Weak Bite; Quadruped; Domestic Animal

**Notes:** A small mule costs \$1,000

**Climate:** Subpolar, Temperate, Subtropical, Tropical

**Habitat:** Domestic

**Source:** B460

### Ocelot

Ocelots are beautiful cats, about 3-1/2 to 4-1/2 feet (1 - 1.4m) long, with unusual markings superficially resembling those of leopards or jaguars. Their markings are not as regular as those of the larger cats, however, and vary considerably from animal to animal.

Ocelots are nocturnal animals, comfortable in the trees, but more at home on the ground. They live in pairs, but hunt alone; the mate is never too far away, though. They are shy of humans, and will flee if approached. A cornered or wounded animal will fight; its mate will not come to its assistance, though. Ocelots attack in close combat.



#### Animal (Mammal)

**ST:** 6      **HP:** 6      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 10      **Weight:** 25-35 lbs.  
**HT:** 10      **FP:** 10      **SM:** -1

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (16):** 1d-4 cutting. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Tropical

**Habitat:** Desert, Forest, Swamp

**Source:** GURPS Bestiary 3e

## Orangutan

Orangutans are apes that live in the rainforests of Borneo and Sumatra. Their hair varies from orange to black and covers

all but their bellies and faces. The arms may span nearly 8 feet (2.4m), but they have short, weak legs. Females are much smaller (ST 10-12, HT 12, biting damage 1d-2 cr, weight 75-100 lbs.). Males have large cheek and throat pouches.



Females and children travel in small groups; adult males travel alone. They spend the day foraging for fruits and other vegetation, though they sometimes eat insects or bird eggs. They make a new nest of branches each night unless food is plentiful in the area. They have also been known to sleep on the ground or in caves. Orangutans move slowly and methodically through the trees (Move 5) unless threatened. On the ground, they move on all fours, and sometimes tumble head-over-heels down clear, sloping terrain. They cannot swim.

Orangutans are generally nonterritorial, though the males often fight over females. They hide from humans, but if pursued, throw branches at intruders. The GM should assume that a cornered orangutan will fight by slapping or biting. Over time, orangutans may tolerate humans who show no sign of hostility. They are tool-users (they use twigs to collect termites), and are relatively easy to train.

“Orangutan” is Malayan for “man of the forest”, and the apes are one of man’s closest relatives. According to legend, the orangutan knows human speech but does not use it around men for fear that they will make him go to work. Ironically, this might be a better circumstance for the animals; man presents the only threat to the species through poaching, illegal collection for zoos, and destruction of the animals’ habitat.

### Animal (Mammal)

**ST:** 14      **HP:** 14      **Speed:** 6.75  
**DX:** 14      **Will:** 10      **Move:** 6  
**IQ:** 6      **Per:** 12      **Weight:** 200 lbs.  
**HT:** 13      **FP:** 13      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (12):** 1d-1 crushing.

**Brawl (12):** thrust 1d; swing 2d

**Traits:** Brachiator; Wild Animal.

**Skills:** Climbing-14

**Climate:** Tropical

**Habitat:** Mountains, Forest

**Source:** Bestiary 3e

## Orca (Killer Whale)

Killer whales, actually large members of the dolphin family, have distinctive coloring - black on the back and white on the belly. They grow up to 10 yards long, though 7 yards is a more common length. They travel in packs of 3-50 and are found the world over, though they prefer colder waters. Seals, walruses, porpoises, fish - all are eaten when encountered, and killer whale packs have been known to attack larger whales. They attack land animals standing on ice by coming up from underneath, shattering even 1-yard-thick ice and knocking the animals into the water!

There are no recorded cases of killer whales eating humans, but Eskimos fear them greatly, claiming they eat lone kayakers, easily dumping the light boats first. Thus, the GM must decide how they react to humans. If they attack, they will attempt to bite a person in half - they could swallow half a person with no prob-



lem. They would also be able to tip over any small boat. The killer whale's bite does 2d+2 cutting damage.

### Animal (Mammal)

**ST:** 24-30\*      **HP:** 24-30      **Speed:** 6.5  
**DX:** 13      **Will:** 10      **Move:** W15  
**IQ:** 8      **Per:** 10  
**HT:** 13      **FP:** 13      **SM:** +3 to +4  
7-10 hexes; 1-2.5 tons

**Dodge:** 9      **Parry:** —      **DR:** 4 (TS)

**Bite (15):** 2d+2 cut. Reach C, Small Whale.  
3d+2 cut. Reach C, Large Whale.

**Traits:** Marine Mammal; Wild Animal

**Skills:** Survival (Open Ocean)-17; Swimming-16

**Notes:** Killer whales (orcas) are porpoises, not true whales.

**Climate:** Any

**Habitat:** Salt Water

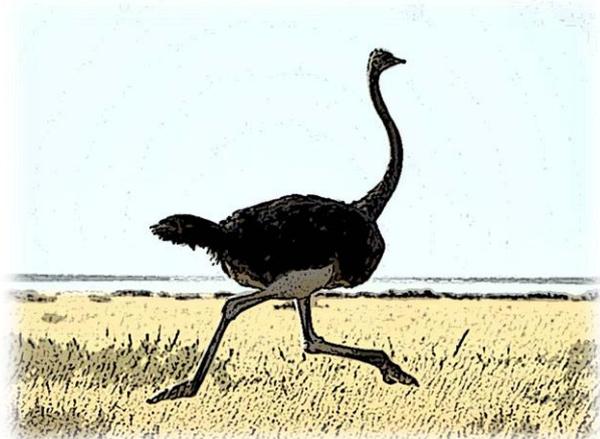
**Source:** GURPS Bestiary 3e

\*ST range 25-34.

## Ostrich

The ostrich is the largest living bird, standing up to 8 feet in height, of which almost half is neck. It has an unusual appearance, with the head and neck being almost naked, while the body is covered in thick plumage.

Ostriches are flightless, live in large groups, and are primarily diurnal. They are native to Africa, but are also found wild in some regions of Australia where they were introduced.



Their usual response to danger is to run away; their rapid speed makes it difficult for predators to catch them. If disturbed while on the nest, the female will lower her head until it is only a few inches off the ground. Her brown coloration then makes her quite inconspicuous. Perhaps this is the source of the legend about ostriches hiding their heads to the sand.

During the mating season, the males show no fear, and are often aggressive. The females will also attack aggressively if their nests are threatened. Ostriches can kick quite high, often inflicting fatal head injuries and even wounding riders on horseback. Their legs are equipped with large sharp claws that can disembowel a rat one stroke; the kick does 1d+1 impaling damage at a 1-hex reach.

### Ostrich

#### Animal (Bird)

**ST:** 14\*      **HP:** 14      **Speed:** 5.75  
**DX:** 13      **Will:** 10      **Move:** 15  
**IQ:** 3      **Per:** 10      **Weight:** 300 lbs.  
**HT:** 10      **FP:** 10      **SM:** +1

**Dodge:** 8      **Parry:** —      **DR:** —

**Talons (13):** 1d-1 imp (Reach C, 1)

**Traits:** Bird; No Fine Manipulators; Wild Animal

**Climate:** Tropical

**Habitat:** Desert, Plains

**Source:** GURPS Bestiary 3e

\*ST range 13-15 depending on weight

## Otter

Otters are aquatic carnivores, inhabiting streams, rivers, lakes and oceans, living on fish (for the freshwater species) and shellfish (for sea otters). Otters

have elongated bodies, broad, flat heads and webbed feet that terminate to claws. They are friendly, playful creatures who if treated well can survive in captivity. Unfortunately, they possess an attractive coat and are hunted extensively wherever they live.

Otters' claws and teeth are designed for hunting fish, but can inflict damage on larger animals and humans (1d-4 cutting for the claws; 1d-3 cutting for the teeth).



### Otter

#### Animal (Mammal)

**ST:** 6\*      **HP:** 6      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 6  
**IQ:** 4      **Per:** 10      **Weight:** 18-40 lbs.  
**HT:** 10      **FP:** 10      **SM:** -2

**Dodge:** 9      **Parry:** 10(7)      **DR:** —

**Bite (14):** 1d-5 cutting. Reach C.

**Claws (14):** 1d-5 cutting. Reach C.

**Traits:** Amphibious; Double-Jointed; Quadruped; Wild Animal

**Climate:** Subpolar, Temperate, Subtropical, Tropical

**Habitat:** Fresh Water, Salt Water

**Source:** GURPS Bestiary 3e

\*ST range 5-7 depending on weight.

## Owl

Owls are nocturnal birds of prey, feeding mostly on small rodents: rats, mice, moles and shrews (larger owls will also hunt rabbits, cats and coyotes . . . in fact, there are tales of great homed owls attacking intruding humans). There are many different species of owl, varying in length from 5 inches to over 2 feet, and living in a number of different habitats. They possess excellent vision and hearing, and their feathers are very soft, rendering their flight noiseless and making them consummate hunters.

Owls are among the most intelligent birds, and some species make good pets. They can be trained to perform simple tasks - retrieve an object, capture small game, etc. They attack in close combat with their beaks and claws.

### Animal (Bird)

**ST:** 4\*      **HP:** 4      **Speed:** 5.5  
**DX:** 12      **Will:** 10      **Move:** A17  
**IQ:** 4      **Per:** 10      **Weight:** 5-25 lbs.  
**HT:** 10      **FP:** 10      **SM:** -3\*

**Dodge:** 8      **Parry:** 10(7)      **DR:** —

**Beak (14):** 1d-5 pi+. Reach C.

**Talons (14):** 1d-5 cutting. Reach C.

**Traits:** 360° Vision; Acute Vision +2; Night Vision +2; Raptor; Wild Animal

**Skills:** Aerobatics-11; Flight-12

**Climate:** Subpolar, Temperate, Subtropical, Tropical

**Habitat:** Desert, Forest, Mountains, Plains

**Source:** GURPS Bestiary 3e

\*SM range -7 to -3; ST range 3-6 depending on weight.



## Ox

Oxen are steers trained to work in the fields. They are hardier and easier to keep than horses.

### Animal (Mammal)

**ST:** 27      **HP:** 27      **Speed:** 5.5  
**DX:** 8      **Will:** 12      **Move:** G8  
**IQ:** 3      **Per:** 10      **Weight:** 2,500 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (3 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 2 (Skull)

**Horns (8):** 3d+2 impaling. Reach C.

**Trample (8):** 3d-1 crushing. Reach C.

**Traits:** DR 2 (Skull only); Enhanced Move 1 (Ground Speed 8); Impaling Striker (Horns); Neutered; Weak Bite; quadruped; Domestic Animal

**Notes:** An ox costs \$1,500

**Habitat:** Domestic

**Source:** B460

## Panda, Giant

Giant pandas are related to both bears and raccons, but how closely to each is a matter still debated by genetic biologists. The giant pandas have dense and oily white fur with black marks and reach lengths of up to 6 feet (2m; taking 2 hexes when on all fours, but only 1 if standing); males are typically heavier than females. Their forepaws have a thumb-like structure, allowing the pandas to grasp and manipulate stems and bamboo shoots.

The giant panda spends 10-16 hours a day eating bamboo. Most of the rest of the time, it sleeps. It also eats other things, such as flowers, berries, fish, small birds, and rodents, but bamboo constitutes 95% of the giant panda's diet. It inhabits the dense and misty forests of mainland China at altitudes 4,000 to 11,000 feet (1200 – 3500m). They live alone (except during mating season) in territories of 1,5 to 2,5 squar miles



(4 to 6,5km<sup>2</sup>). The giant panda does not hibernate in the winter.

They normally walk at a ponderous pace, but can manage a clumsy trot if needed. They are agile tree climbers. The giant panda is active at dusk and dawn. If cornered, it will attack with claws and teeth.

The red panda is a much more raccoon-like animal, and may be treated as a raccoon, with the exceptions that its fur is a uniform red-brown and its diet consists almost exclusively of bamboo.



### Animal (Mammal)

**ST:** 12      **HP:** 12      **Speed:** 6.25  
**DX:** 13      **Will:** 10      **Move:** 6  
**IQ:** 5      **Per:** 10      **Weight:** 225 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1

**Dodge:** 9      **Parry:** —      **DR:** 2 (Skull)

**Bite (8):** 2d crushing. Reach C.

**Trample (8):** 3d-1 crushing. Reach C.

**Traits:** Restricted Diet; Wild Animal

**Climate:** Subtropical

**Habitat:** Forest

**Source:** Bestiary 3e

## Pangolin

The pangolin is a nocturnal scaly anteater, measuring about 30 inches long, half of which is its prehensile tail. Its head, back and tail are covered with sharp horny scales (it has sometimes been called a walking pine cone), while its belly is covered in soft white fur. It has a pointed snout with a small mouth and toothless jaws. Its tongue can thrust out for up to a foot - useful, since its diet is made up of termites and ants exclusively. It is widespread, but not particularly numerous, throughout southern Africa and southeast Asia. Some species are strictly arboreal, others dig burrows.

When threatened, the pangolin rolls up into a ball, protecting its belly and exposing its scales. It rocks back and forth slightly; the sharp edges of the scales can do 1d-4 cutting damage to anything touching them - a hand or an inquisitive dog's nose, for example. Alternately, it can squirt a vile-smelling liquid to the rear, equal in aim and effect to a skunk's.



### Pangolin

#### Animal (Mammal)

**ST:** 7\*      **HP:** 7      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 3  
**IQ:** 3      **Per:** 10      **Weight:** 25-65 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2  
**Dodge:** 9      **Parry:** —      **DR:** 2 (Flexible; top/sides)

**Scales (D):** 1d-3 cutting. Reach C.

**Spray (Beam-16, Biological):** Affliction 1 (HT; Bad Smell; Extended Duration, 4 weeks [2 weeks if neutralized]; Reduced Range, 1/2D -, Max 4; Secondary, Blindness on critical failure)

**Notes:** The Spray power is identical to that of the skunk (GURPS Bestiary 3e p. 31). See that text for more detail about how Spray functions.

**Traits:** Quadruped; Spines (Scales, very short); Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e

\*ST range 6-8 depending on weight.

## Parrot

There are dozens of species of parrots scattered across the rainforests of South America, Africa, and



the forests and scrubland of Australia. Typically well-known species include the cockatoos of Australia and macaws of South America, both of which are medium-sized at 1-2 pounds (0,5 - 1kg). The stereotypical parrot perched on the shoulder of a pirate is likely to be a macaw.

All parrots eat mainly seeds, supplemented by fruits when available. Their strong hooked beaks and thick fleshy tongues are ideal for manipulating and cracking seeds, and give many species the ability to mimic the calls of other birds and even human speech. This ability, along with their attractive and often brightly colored plumage, has made many parrots popular pets.

Parrots are good fliers, but somewhat clumsy on the ground (Move 2, Dodge 7). When threatened, a parrot will bite with its beak.

Parrots are highly intelligent birds that can be given rudimentary training. Some species can mimic dozens of human words and respond in some conversation. The GM should decide if this is simply learned behaviour or the glimmer of understanding (and worthy an IQ of 6). To the consternation of some owners, parrots can be clever and dextrous enough to manipulate doors and escape from cages.

In Europe, Asia, and North America, where parrots are not native, specimens can command huge prices as pets. Where they are common, particularly in Australia and New Zealand, they can be pests, stripping farmland and chewing on wooden structures and even the soft rubber parts of cars (windshield wipers and window seals).

#### Animal (Bird)

**ST:** 2      **HP:** 2      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** A12  
**IQ:** 5      **Per:** 10      **Weight:** 5 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2  
**Dodge:** 9      **Parry:** —      **DR:** —

**Bite(14):** 1d-5 cutting. Reach C.

**Traits:** Bird; Winged Flight; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** Internet

## Peccary

The peccary, or javelina, resembles a wild boar, but is not closely related. Peccaries are found only in the Americas, one species preferring desert and scrubland, another tropical forests. They are active in the cooler parts of the day and night.

They are aggressive and have nasty tempers, attacking with little or no provocation. Their tusks are not large and do not have a razor edge, but do have a sharp point - hence the name "javelina."



Desert peccaries travel in groups of ten to fifteen, while jungle peccaries move in herds of 50 to 100 beasts-all may attack if any one of them is threatened! The herd will move away from danger, but if one is wounded, roll on (*as Animal Reaction Table* (p. 63) at -3 to determine the herd's reaction. On a reaction of Poor or worse, the herd will charge.

A peccary's trample does no real damage. It can slash with its tusks in close combat for 1d-3 cutting damage.

### Animal (Mammal)

**ST:** 7      **HP:** 7      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 8  
**IQ:** 5      **Per:** 10      **Weight:** 40-65 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0

**Dodge:** 9      **Parry:** 10(7)      **DR:** —

**Tusks (14):** 1d-2 cut (Reach C)

**Mental Traits:** Bad Temper (9)

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest, Swamp

**Source:** GURPS Bestiary 3e

## Penguin, Emperor

Penguins are gregarious, flightless sea-birds, common to Antarctica, but extending as far north as the Galapagos Islands. Their short, flipper-like wings are used to guide them through the rough antarctic seas; underwater, the wings move in much the same motion as those of a bird in flight. They breed in immense "rookeries," covering miles, often in the most desolate areas of the antarctic ice. They have few natural enemies, the sea-leopard being the most notable.

Penguins come in many shapes and sizes, from the tiny Adelle penguin to the Emperor penguin, which is the largest of its family. The latter, because of its size

and attractive plumage, is often captured for display in zoos and marine theme parks. Penguins are playful birds and show little fear of humans. They attack only if their young are threatened, jabbing with their beaks.



### Animal (Bird)

**ST:** 5      **HP:** 5      **Speed:** 5  
**DX:** 10      **Will:** 10      **Move:** G5-W5(15)  
**IQ:** 3      **Per:** 10      **Weight:** 20 lbs.  
**HT:** 10      **FP:** 10      **SM:** -3

**Dodge:** 8      **Parry:** —      **DR:** —

**Beak (10):** 1d-5 impaling. Reach C.

**Traits:** Bird; No Fine Manipulators; Wild Animal

**Mental Traits:** Gregarious

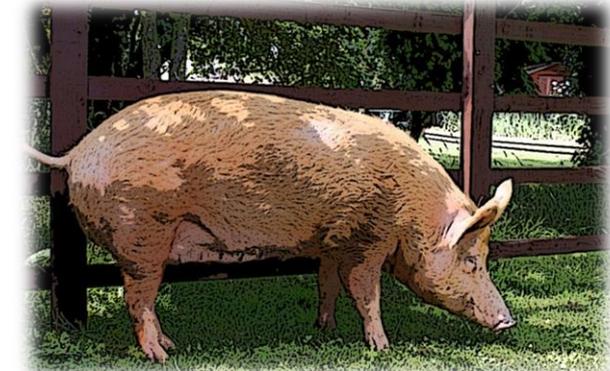
**Climate:** Polar

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

## Pig

The modern domestic pig is a cross-breed of Asiatic and European pigs- medieval pigs were smaller and faster. Pigs are more human in their habits than most hoofed animals - they adapt well to human time cycles. Modern pigs are raised mainly in sties, but in ancient times pigs were sent into the forest to browse, with a swineherd to guard them. They were taught from piglet-hood to come at the call of a horn.



Domestic pigs are not good fighters - they lack the sharp tusks of their wild ancestors. At best they will attempt to bowl a person over and run past. Treat this as a slam attack, with the pig getting +3 ST to determine knockdown.

## Pig

### Animal (Mammal)

ST: 12\*      HP: 12      Speed: 5.75  
 DX: 11      Will: 10      Move: 7  
 IQ: 5      Per: 10      Weight: 300 lbs.  
 HT: 12      FP: 12      SM: -1\*

Dodge: 8      Parry: —      DR: 1 (TS)

**Trample (11):** 1d crushing. Reach C.

**Traits:** Quadruped; Domestic Animal

**Habitat:** Domestic

**Source:** GURPS Bestiary 3e

\*SM range -2 to 0; ST range 9-15 depending on weight.

## Piranha (Piraña)

Piranha range from 4" (10cm) to 2 feet (60cm) long, averaging 8" (20cm). They are found in warm slow rivers and streams in Central and South America. In some places, they are so numerous as to make the infested streams hazardous or impossible to bathe in or ford.

Legends of their ferocity abound, but are probably exaggerated. It is true that they can strip the meat from a 400-pound (200kg) hog in two minutes; that local natives-many missing fingers and toes - are terrified of them; and that they swim in *large* schools and are usually hungry. Less well known is the fact that there is no verified case of piranhas killing a human. Thus, the GM must decide how ferocious they are in his game.



One piranha is no real threat. However, piranhas are not usually encountered alone; they come in schools of a few hundred up to a thousand! Treat a school of piranha as a *Horde*, doing 2d damage per turn, with a base size of 5 hexes and a Move of 4. One hex is dispersed for every 4 hits of damage done to the horde.

### Piraña

#### Animal (Fish)

ST: 3\*      HP: 3      Speed: 6  
 DX: 13      Will: 10      Move: W7  
 IQ: 3      Per: 10      Weight: 1-10 lbs.  
 HT: 11      FP: 11      SM: -5\*

Dodge: 9      Parry: —      DR: —

**Bite (swarm):** 1d-5 cutting. See text for swarm.

**Notes:** Piranhas usually appear in swarms (see B461).

**Traits:** Fish; Wild Animal

**Climate:** Tropical

**Habitat:** Fresh Water

**Source:** GURPS Bestiary 3e

\*SM range -7 to -3; ST range 2-4 depending on weight.

## Platypus

The platypus or duckbill is a monotreme (egg-laying mammal) found only in southern and eastern Australia (including Tasmania). An adult platypus is about 2 feet (0.6m) long from tail to bill. Although its bill resembles that of a duck, it is actually an extended snout. This snout is full of sensitive electroreceptors that allow it to find its food (fish, insects, frogs, worms, and crawfish) in muddy river bottoms, since it closes its eyes and ears while underwater. It has two layers of fur, a soft woolly short layer and a long flat layer.



Clutches of 1-3 eggs are tended at a time. Baby platypuses are born in a nest placed at an opening of their burrows. The young are born with teeth but, as they grow, they develop grinding pads to help process their food. They are semiaquatic, with webbed feet and flat tails to aid in swimming. Movement on land is cumbersome (Move 2). Platypuses are solitary creatures

and quite shy, and will not attack unless provoked. The adult males have bony spurs on their rear ankles that can deliver a poison strong enough to kill another platypus (Type F venom for 3 HP damage). They are hunted by large fish and snakes.

### Animal (Mammal)

ST: 2      HP: 2      Speed: 6.25  
 DX: 13      Will: 10      Move: 6  
 IQ: 3      Per: 10      Weight: 4 lbs.  
 HT: 12      FP: 12      SM: -1

Dodge: 9      Parry: —      DR: —

**Bite (13):** 1d-7 crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Fresh Water

**Source:** Bestiary 3e

## Poisonous Fish

This category includes many species of fish with poisonous spines that a careless diver might brush against. These fish do not attack humans, but if approached will erect a number of sharp spines that are connected to poison glands. Rockfish, scorpion fish (illustrated above), toadfish, sea catfish, zebrafish and stonefish are the most dangerous examples. There are also many types of poisonous invertebrates in the sea - hydroids, anemones, sea cucumbers, sea stars, sea urchins, bristleworms and fire coral may all be encountered by divers.



Many of these fish are quite beautiful - most poisonings occur when a diver handles them. Only a few are found in shallow water; most are found at scuba-depth.

Treat these fish as accidental encounters. If a player is too casual in describing his character's actions underwater, require a DX roll to avoid a poisonous fish that suddenly darts out of the wreckage he is searching - many of these fish *do* lair in shipwrecks! All have Type B or Type F venom; roll randomly to determine which. The effects range from 1d to 3d damage.

### Poisonous Fish

#### Animal (Fish)

**ST:** 1      **HP:** 1      **Speed:** 6.25  
**DX:** 12      **Will:** 10      **Move:** W6  
**IQ:** 2      **Per:** 10      **Weight:** 0.5+ lbs.  
**HT:** 13      **FP:** 13      **SM:** -5

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (swarm):** 1d-5 cutting.

**Traits:** Fish; Wild Animal

**Climate:** Any

**Habitat:** Fresh Water, Salt Water

**Source:** GURPS Bestiary 3e

## Porcupine

Porcupines are large quill-bearing rodents, ranging up to 3 feet (0.9m) in length, including a foot-long tail. They are slow-moving, but most species can climb well and will also swim if necessary. They are found throughout the Americas and in Africa, southern Asia, and Indonesia - the Old World species do not climb. They are nocturnal solitary creatures that

eat leaves and bark - they can damage trees in their hunger.



Due to their spines, they have few natural enemies. They will never attack, but when threatened will turn their backs and strike with their tails. The quills are lightly attached and come off easily when touched. Each quill has thousands of small barbs that slowly drive it deeper and deeper into pierced flesh, penetrating about 1/8 inch (3mm) per day.

Anyone entering or reaching into the porcupine's hex must make a DX roll to avoid taking quills. Touching the porcupine requires a DX roll at -2. Anyone who roughly grabs the porcupine takes quills automatically. The quills do no real damage going in, but each bunch does 1 HT damage as it is removed plus an additional 1 HT damage per hour that it is left in the skin. A bunch in this case refers to the number of quills picked up in one turn. If anyone gets quills in his hand, he may not use that hand until he has removed the quills - and it is quite possible that removing the quills will do enough damage to cripple the hand.

### Porcupine

#### Animal (Mammal)

**ST:** 5\*      **HP:** 5      **Speed:** 5  
**DX:** 10      **Will:** 10      **Move:** 2  
**IQ:** 3      **Per:** 10      **Weight:** 10-35 lbs.  
**HT:** 10      **FP:** 10      **SM:** -2

**Dodge:** 8      **Parry:** —      **DR:** 1 (TS; vs. cut only)

**Quills (D):** 1d-2 impaling. Reach C.

**Traits:** Quadruped; Spines (Quills; Short); Wild Animal.

**Climate:** Subtropical, Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e

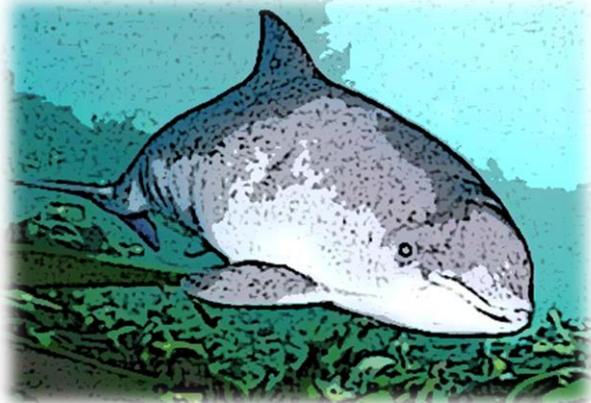
\*ST range 4-6 depending on weight.

## Porpoise

There are many species of porpoise and dolphin, ranging in size from 4 to 9 feet (1.2 - 2.7m) - statistics given are for the 6- to 7-foot (1.8 - 2.1m) ones. They are migratory mammals, found in coastal waters throughout the world. They are quite gregarious, living in herds of 50 or more.

Porpoises will follow ships and circle them, seemingly curious and friendly, perhaps looking for a hand-out or a free ride on the ship's bow wave. They have a reputation as being friendly to humans, and

there are stories from ancient times to the present about them rescuing drowning humans.



They can fight off sharks, though a lone porpoise will lose to the average large shark. They attack sharks by ramming and biting, doing 1d crushing damage with a bite, or 3d+3 crushing with a 6-hex "running start." A porpoise's thin skin gives it no DR.

### Animal (Mammal)

ST: 11\*      HP: 11      Speed: 6  
 DX: 12      Will: 11      Move: W12  
 IQ: 8      Per: 10      Weight: 200 lbs.  
 HT: 12      FP: 12      SM: 0\*

Dodge: 9      Parry: —      DR: —

**Bite (12):** 1d-2 crushing. Reach C.

**Skills:** Swimming-17

**Traits:** Marine Mammal; Wild Animal

**Climate:** Subpolar, Temperate, Subtropical

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

\*SM range -1 to +1 depending on species; ST range 9-13 depending on weight.

### Puffin

The puffin is a migratory sea-bird, noted mostly for its attractive, colorful markings. These markings, primarily on its large bill, are most flamboyant during the end of the mating season, after which the beak molts, dropping thin colorful fragments to the ground and leaving the beak duller, but still attractive.

From ancient times, sailors and fishermen have used (to puffin's predictable migratory pattern to their advantage. Puffins always return to the same point to mate and lay their eggs, which they lay in rock holes or small depressions. Capitalizing on this, sailors would pull the helpless, newly-hatched birds



from the holes and use them as inexpensive bait. If threatened, puffins merely fly away, but if they are restrained, their large beaks can cut for 1d-4 damage.

### Animal (Bird)

ST: 4      HP: 4      Speed: 5  
 DX: 10      Will: 10      Move: G5-A10  
 IQ: 3      Per: 10      Weight: 8-10 lbs.  
 HT: 10      FP: 10      SM: -4

Dodge: 8      Parry: —      DR: —

**Beak (10):** 1d-6 pi+. Reach C.

**Traits:** Bird; Wild Animal

**Climate:** Subpolar, Temperate

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

### Puma (Cougar, Mountain Lion)

The puma - or cougar, catamount, mountain lion, panther, etc. - is a highly adaptable large cat ranging throughout the Americas, at home in a number of environments. It resembles a lioness, but is not closely related to the great cats. It cannot roar, but



has a lovely loud purr.

It is the champion leaper among cats, and is also the best tree-climber. It can cover 6 yards in a single bound, and a leap of 13 yards has been recorded. It can leap 4 yards up into a tree (the usual method of "climbing"). Pumas have been known to drop from 60 feet and spring off at top speed the next second, obviously unhurt.

They are great wanderers, having no fixed den except when raising kittens, and are solitary nocturnal animals. They swim well, but dislike water more than 4" deep. One puma was observed to jump into a tree, run onto a limb, jump across a stream to another limb, then down to the ground, to avoid having to swim-while being chased by dogs!

Pumas stalk as close as possible to their prey, then spring for the neck (see *Going for the Throat*, p. 60), attacking with either a paw or a bite. Most puma victims (deer and wapiti) die of broken necks.

The only authenticated puma attacks on humans are from animals with rabies, and from an adolescent puma almost blind with cataracts and starving to death. Pumas are among the shyest of all cats, and will avoid people as much as possible, but will fight if wounded.

**Puma (Cougar, Mountain Lion)**  
**Animal (Mammal)**

**ST:** 11\*      **HP:** 11      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 5      **Per:** 10      **Weight:** 80-250 lbs.  
**HT:** 10      **FP:** 15      **SM:** 0

**Dodge:** 9      **Parry:** 11(8)      **DR:** 1 (TS)

**Bite (14):** 1d-2 cutting. Reach C.

**Claw (14):** 1d-1 cutting. Reach C.

**Traits:** Super Jump (high: 4 yards; broad: 6 yards); Temperature Tolerance 1; Quadruped; Wild Animal.

**Skills:** Climbing-18; Jumping-18; Swimming-12

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Desert, Forest, Mountains, Plains, Swamp

**Source:** Source: GURPS Bestiary 3e

\*SM range -1 to +1; ST range 9-13 depending on weight.

**Rabbit**

Rabbits are diurnal herbivores of the rodent family. They are among the most prolific mammals, breeding from four to eight times a year with three to eight in a litter. They begin breeding at six months and continue for 7 to 8 more years. Rabbits are very social animals, living in groups of 10-30, often with a complex pecking order. Each of these groups lives in a network of underground burrows, called a warren.



Rabbits are hunted for their fur as well as for food. One rabbit can provide enough meat for a two-person meal. Rabbit fur is very warm and is used around the world for coats and hats.

Domestic rabbits make acceptable pets, though they tend to chew rugs, walls and furniture. They can even be taught to use a litter box.

**Rabbit**

**Animal (Mammal)**

**ST:** 5      **HP:** 5      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 14  
**IQ:** 3      **Per:** 10      **Weight:** 8-20 lbs.  
**HT:** 10      **FP:** 10      **SM:** -4

**Dodge:** 9+1      **Parry:** —      **DR:** —

**Bite (14):** 1d-5 cutting. Reach C.

**Traits:** Combat Reflexes; Quadruped; Domestic or Wild Animal

**Climate:** Subpolar, Temperate, Subtropical

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

**Raccoon**

Raccoons are among the most familiar North American animals, well-known both for their appearance and their habits. Their fur is gray, with distinctive black markings-rings on the tail, and a "burglar's mask" over the eyes. They range up to 2 feet (60cm) in length, with the tail adding another foot or more.



Their front paws are almost hand-like, quite dextrous, and have a well developed sense of touch.

They are intelligent, inquisitive and quite adaptable. They originally lived in woods, generally near water. As their habitat has been cut down, however, they have moved into open country. They have even moved into towns and cities. It is not unusual to be awakened in the middle of the night by one knocking over a trash can.

Raccoons are solitary nocturnal animals, and are good climbers and swimmers. Their diet is primarily carnivorous: they will eat worms, insects, frogs, eggs, fish, etc. Fruits, nuts and berries are also eaten, and raccoons can be considerable pests to farmers, preying on poultry and eating corn.

They are a match for most predators, and can even get the better of hunting dogs. They have been known to lure dogs into the water and drown them; they are at only -2 DX when fighting in the water. If provoked, a raccoon will attack by grappling and biting in close combat.

**Raccoon**

**Animal (Mammal)**

**ST:** 6\*      **HP:** 6      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 6  
**IQ:** 5      **Per:** 10      **Weight:** 10-45 lbs.  
**HT:** 10      **FP:** 14      **SM:** -2

**Dodge:** 9+1      **Parry:** —      **DR:** —

**Bite (16):** 1d-4 cutting. Reach C.

**Traits:** Combat Reflexes ; Quadruped; Wild Animal.

**Skills:** Swimming-14

**Climate:** Temperate, Subtropical

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

\*ST range 4-7 depending on weight.

## Raccoon Dog

Raccoon dogs are stout canines with gray- or black-brown fur, short, black legs, a black, bushy tail, and a black facial "mask". Native to east Asia, they were introduced into Russia by fur traders and now range as far as France. Unlike most canines, raccoon dogs are not gregarious – they live in mated pairs. They are not territorial, either, and several pairs may dig burrows within a few feet from each other.

Raccoon dogs are largely nocturnal, spending their night foraging in the forest. They are omnivorous, consuming fruits, berries, eggs, and small rodents and birds. They can also withstand the poisonous secretion of some animals such as toads. As temperatures drop at the onset of winter, raccoon dogs build up fat layers, grow their winter coats, and eventually retreat into their burrows to hibernate. In warmer climes, hibernation is short, and they may be active nearly year-round.

Raccoon dogs are hunted by some larger species, and humans hunt them for their pelts, meat, and bones (which are reputed in Japan to have medicinal properties). Anyone encountering one in the wild should be cautious; they are particularly prone to rabies.

According to Japanese legend, raccoon dogs (*tanuki* in Japanese) are shapeshifters, capable of transforming into anything from a teakettle to a human to a goblin *oni*. It is generally a humorous character, but some stories make him a crafty trickster like the fox or monkey. They enjoy taking human form, especially that of Buddhist monks, but because of an innate dislike of fighting, they avoid warrior form like samurai or martial artists.



### Raccoon Dog

#### Animal (Mammal)

**ST:** 3      **HP:** 3      **Speed:** 5.75  
**DX:** 11      **Will:** 10      **Move:** 5  
**IQ:** 5      **Per:** 10      **Weight:** 12 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (14):** 1d-6 cutting. Reach C.

**Traits:** Quadruped; Resistant to Poison +3; Wild Animal

**Climate:** Temperate, Subpolar

**Habitat:** Forest

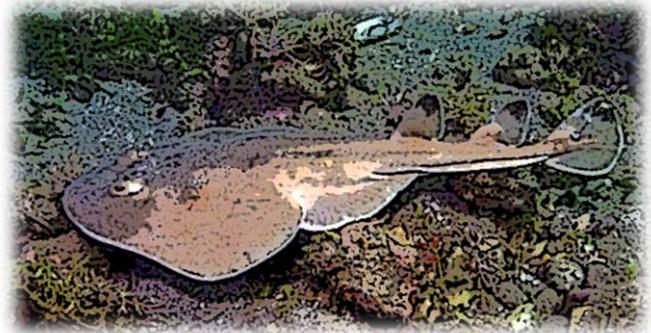
**Source:** GURPS Bestiary 3e

## Ray

### Electric Ray

Also called a torpedo, this fish is disc-shaped, with an almost circular body and a short, slender tail. While it can measure up to 6 feet (1.8m) across, it is only an inch or two thick. It is found in tropical and temperate waters, from the tidal zone down to 3,000 feet (900m), spending most of its time lying on the sea floor. It feeds on small crustaceans and the occasional fish which it catches by pouncing on and storming them.

Because salt water is a better conductor than fresh water, the torpedo does not need to be able to generate as high a voltage as the electric eel - its electric organs put out only about 200 volts. If approached too closely, it will release a jolt. Anyone within three yards must make a successful HT roll or be stunned for 1d seconds. The ray will then flee - torpedoes do not attack people.



### Electric Ray

#### Animal (Fish)

**ST:** 9\*      **HP:** 9      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 8  
**IQ:** 3      **Per:** 10      **Weight:** 50-200 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** —

**Electric Stun (E, Biological):** Affliction 1 (Area Effect, 3 yards; Daze and Stun; Emanation)

**Traits:** Fish; Wild Animal

**Climate:** Subtropical

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

\*ST range 7-12 depending on weight.

### Sting Ray (Giant)

Sting rays are flat cartilaginous fish related to sharks. They are bottom feeders, smaller than manta rays, but more dangerous to humans. They are found in tropical to temperate seas, in shallow waters to a depth of 400 feet (120m). Their coloration provides good camouflage (Vision-4 to be spotted) as they lie on the sea bottom. Unwary waders will be stung by the whiplike tails if they venture too close; sting rays can whip their tails into their own hexes and into any of their back hexes. They do not eat humans - the attacks are strictly defensive. The sting has Type H venom that does 1d to 2d damage immediately.



### Giant Sting Ray

#### Animal (Fish)

**ST:** 10\*      **HP:** 10      **Speed:** 5.5  
**DX:** 12      **Will:** 10      **Move:** W3  
**IQ:** 3      **Per:** 10      **Weight:** 2-750 lbs.  
**HT:** 10      **FP:** 10      **SM:** +2\* (6 hexes)

**Dodge:** 8      **Parry:** —      **DR:** —

**Tail (12):** 1d-1 impaling, follow-up Venom. Reach C, 1; Extra-Flexible; Limited Arc, behind.

**Venom (F):** Type H 1d+3 toxic.

**Traits:** Obscure (Coloration; -4 Vision roll); Fish; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

\*ST range 3-18 depending on weight; SM range 0 to +3 depending on weight.

### Rhinoceros

Believe it or not, rhinos are related to horses. The black and white rhinos of Africa are the most numerous species, the black being the more aggressive, though the white rhino is larger. The black rhino is about 4 yards long and stands up to 6 feet (1.8m) at the shoulder; the white rhino stands higher.

African rhinos have two "horns," one behind the other. These are not horns in the strictest sense of the word - they are made of hair and are not attached to the bone at all. The front horn is usually longer, up to 3 feet (0.9m) long.

Rhinos are most active in the morning and evening. They seldom wander far from a water hole, as they like to roll in mud. They are nearsighted, but have acute senses of smell and hearing (Vision-9, Smell and Hearing-16). The poor eyesight is reflected in the low DX - rhinos have difficulty hitting moving targets.



The black rhino is a solitary animal, and eats the shoots and twigs of small bushes, feeding at night. It

is nervous and easily startled, and will usually flee predators. It will run upwind for miles, bulling its way through all sorts of brush and trampling small trees in its efforts to get away. Occasionally, though, one will charge - especially a mother or wounded animal.

The white rhino is more gregarious, traveling in groups of three to four. It lives in low-lying plains where it feeds on the grass. It is not aggressive and it is quite unwary; as a result, it has been hunted to near extinction. If spooked, it will almost always flee.

Rhinos attack by charging, either impaling with the horn or trampling. Rhinos have *very* poor memories. If a rhino misses its intended victim, charging past him, it will often as not forget him and go blithely about its business, unless a baby is in danger.

### Rhinoceros

#### Animal (Mammal)

**ST:** 29\*      **HP:** 29      **Speed:** 5.5  
**DX:** 9      **Will:** 10      **Move:** 14  
**IQ:** 4      **Per:** 10      **Weight:** 1-2 tons  
**HT:** 13      **FP:** 13      **SM:** +2 (4 hexes)

**Dodge:** 8      **Parry:** 8(5)      **DR:** 4 (TS)

**Horns (10):** 3d+3 impaling. Reach 1.

**Trample (10):** 3d crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

\*ST range 25-31 depending on weight.

### Seal

Seals are marine mammals favoring the colder waters of the north Atlantic and Pacific oceans. They are fond of basking in the sun on beaches, rocks or ice flows. They are excellent swimmers and divers and can hold their breath for several minutes. Seals are polygamous and mate in huge groups; females of the larger species even form harems around the bigger males. They are quite intelligent and have an acute sense of smell. Carnivorous animals, seals eat mostly small fish and crustaceans.



Because of their intelligence, seals are often trained and used in circuses and carnivals. They make admirable pets and are very loyal to their masters. Seals can be taught complex tricks involving balance and memorization. They can even play simple tunes on horns.

## Seal

### Animal (Mammal)

**ST:** 19\*      **HP:** 19      **Speed:** 5.5  
**DX:** 12      **Will:** 11      **Move:** G3-W12  
**IQ:** 5      **Per:** 10      **Weight:** 150+ lbs.  
**HT:** 10      **FP:** 10      **SM:** +1\* (3 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (11):** 2d-2 cutting. Reach C.

**Traits:** Horizontal; No Legs (Semi-Aquatic); Marine Mammal; Wild Animal

**Skills:** Aquabatics-14; Swimming-14

**Climate:** Temperate, Subpolar, Polar

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

\*SM range 0 to +1; 150-2,000 lbs.; ST range 11-25 depending on weight

## Sea Lion

### Animal (Mammal)

**ST:** 12      **HP:** 12      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** G3-W12  
**IQ:** 5      **Per:** 10      **Weight:** 200+ lbs.  
**HT:** 12      **FP:** 12      **SM:** 0 (2 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (11):** 1d-2 cut (Reach C)

**Traits:** Horizontal; No Legs (Semi-Aquatic); Marine Mammal; Wild Animal

**Skills:** Aquabatics-14; Swimming-14

**Climate:** Subpolar, Temperate, Subtropical, Tropical

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

## Sea Turtle

There are many species of sea-going turtle, ranging from the small Ridley turtle (24 inches, 60cm long) to the giant leatherback turtle (which can reach 7 feet, 2.1m in length). All have tough shells that make them hard to damage with unaimed blows.



The larger turtle species are usually solitary animals, migrating long distances around the world's oceans but returning periodically to a few specific beaches to breed. Smaller species are more gregarious and do not venture as far from their breeding areas and feeding grounds. To lay eggs after mating, the female turtle must laboriously haul herself on to a beach, dig a hole in the sand, and deposit the clutch of up to several hundred eggs, before the slow journey

back to the sea. On land, a large turtle is helpless (DX 1, Move 1, Dodge 0). Small turtles will be marginally more agile, but are still easy prey. For this reason, all turtles lay their eggs at night.

After hatching, young turtles must make a short but hazardous journey to the sea; the vast majority get picked up by birds and other predators. Egg clutches are also often dug up by mammals or lizards – turtle eggs make a good (but shortlived) source of food for humans on tropical islands.

Most sea turtles are omnivores, eating plants, molluscs, and other sea creatures. All turtles have powerful jaws that can bite if provoked.

Turtles are revered in many mythologies. Their round shape and the strength of their shells has resulted in them appearing as central characters in creation myths ranging from Asia to the Turtle of Rebirth of the Maya. Chinese myth is especially rich in turtle symbology, with the divine turtle representing wisdom, longevity, and the element of water. The ancient Buddhist practice of releasing turtles to ensure good fortune persists to this day. Hawaiian legend says that turtles served as guides for the first voyagers to Hawaii.

## Sea Turtle

### Animal (Mammal)

**ST:** 17      **HP:** 17      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** W6  
**IQ:** 3      **Per:** 10      **Weight:** 1,500 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0 (2 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 3

**Bite (11):** 1d-2 cutting. Reach C.

**Skills:** Swimming-14

**Traits:** Reptile; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

## Shark

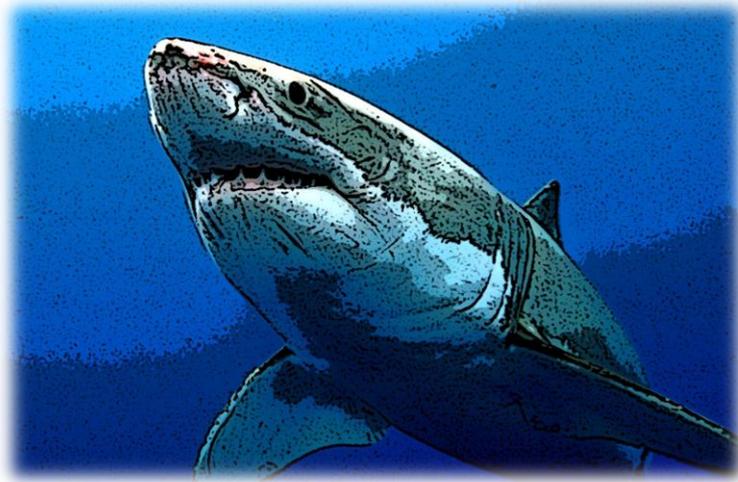
Sharks instill more fear in humans than any other animals except possibly snakes and spiders. Yet each year, there are an average of only 50 cases of shark attacks reported world-wide. Of these, only 20% are fatal. Most attacks involve only one bite – apparently, sharks don't really like the taste of humans.

The fact remains, though, that there *are* shark attacks. Some sharks – notably the great white and the mako – even attack small boats when angered or wounded.

Sharks attack quite suddenly from below (or above if the victim is a diver), entirely removing a large chunk of flesh in a single powerful bite. Blood loss is the most common cause of death from shark attacks – the victim will continue to lose 1 HT per minute until first aid is begun.

Sharks become angry when wounded and excited at the smell of blood (they can scent blood from 1,000 yards). In either case, they will frenzy (treat as *Berserk*), all-out attacking every turn until the victim is eaten or the shark is killed.

Sharks are found in seas throughout the world. Some species are found in the shallows, while others



Teeth; Subsonic Hearing; Vibration Sense; Fish; Wild Animal.

**Skills:** Brawling-15; Survival (Open Ocean)-14

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Salt Water

**Source:** B457-458

## Sheep

Sheep are grazing animals, raised in large flocks for wool and meat. They are shy and skittish, wary of most humans. They are also totally defenseless, making them attractive to predators. Sheep are usually turned loose to graze on their own, with the protection of a shepherd and his dogs.

Rams are aggressive, and will charge if provoked. Treat a ram's attack as a slam, with the ram getting +3 ST for determining knockdown.

are common to the open sea. Sharks are active all hours. Most travel alone, but some do travel in packs.

The mako, tiger, white-tip, blue, bull, hammerhead and lemon sharks all fall into the category of medium-sized, ranging from 8-16 feet (2.4 - 4.8m) long. There are also three species of fresh-water shark which fall into this category. The great white is simply a larger version-reaching up to 35 feet (10m) in length - and is treated the same in all respects except damage.

### Great White Shark Animal (Fish)

**ST:** 38      **HP:** 38      **Speed:** 5.5  
**DX:** 10      **Will:** 10      **Move:** W7  
**IQ:** 2      **Per:** 12      **Weight:** 7,000 lbs.  
**HT:** 12      **FP:** 12      **SM:** +3 (7 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (12):** 4d cutting. Reach C.

**Ram (Snout) (12):** 5d+1 crushing.

**Traits:** Bad Temper (9); Combat Reflexes; Crushing Striker (Snout); Discriminatory Smell; Doesn't Breathe (Gills); Enhanced Move 1 (Water Speed 14; Costs Fatigue 2); Hard to Kill 2; Pressure Support 2; Sharp Teeth; Subsonic Hearing; Vibration Sense; Fish; Wild Animal.

**Skills:** Brawling-12; Survival (Open Ocean)-14

**Climate:** Subpolar, Temperate, Subtropical, Tropical

**Habitat:** Salt Water

**Source:** B458

### Tiger Shark (Medium Shark) Animal (Fish)

**ST:** 19      **HP:** 19      **Speed:** 6.25  
**DX:** 13      **Will:** 10      **Move:** W7  
**IQ:** 2      **Per:** 12      **Weight:** 900 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (4 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (15):** 2d-1 cutting. Reach C.

**Ram (Snout) (15):** 2d+2 crushing.

**Traits:** Bad Temper (9); Combat Reflexes; Crushing Striker (Snout); Discriminatory Smell; Doesn't Breathe (Gills); Enhanced Move 1 (Water Speed 14; Costs Fatigue 2); Pressure Support 2; Sharp



### Animal (Mammal)

**ST:** 11      **HP:** 11      **Speed:** 5  
**DX:** 10      **Will:** 9      **Move:** 8  
**IQ:** 4      **Per:** 10  
**HT:** 10      **FP:** 10      **SM:** -1  
**Dodge:** 8      **Parry:** —      **DR:** —

**Slam\* (9):** 1d crushing. (at full Move against stationary target).

**Traits:** Quadruped; Domestic Animal

**Habitat:** Domestic

**Source:** GURPS Bestiary 3e

\*Using horns; only the male (ram) has horns.

## Skunk

The skunk is a small member of the weasel family found throughout North America. It grows up to 30" (75cm) in length, including an 8" (20cm) tail. Its distinctive black-and-white markings serve as a warning to predators to leave it alone- though some predators have to learn the hard way.

Skunks are solitary nocturnal animals, feeding on insects, mice, frogs and other small animals. They sometimes cause problems for farmers by entering poultry runs, killing the hens and eating the eggs. They have no fear of humans, are easily tamed and

make affectionate pets if raised from kittenhood. They cannot be trained to spray on command. In fact, leaving the scent glands in a tame skunk may result in accidental spraying.



If threatened, a skunk will raise its tail, turn its back to an intruder, and let fly with a stream of vile-smelling fluid that reeks for weeks. The skunk is remarkably accurate with this spray at up to 4 yards range. The arc of fire is 60° - any one target inside that arc and within 4 hexes of the skunk is automatically sprayed.

Anyone hit by the skunk has a chance of being hit in the eyes. Make a DX roll for the skunk to hit (at-5 for a head shot, or-10

### Skunk

#### Animal (Mammal)

**ST:** 3\*      **HP:** 3      **Speed:** 5.5  
**DX:** 12      **Will:** 10      **Move:** 3  
**IQ:** 4      **Per:** 10      **Weight:** 1-6 lbs.  
**HT:** 10      **FP:** 10      **SM:** -2

**Dodge:** 6      **Parry:** —      **DR:** —

**Bite (14):** 1d-6 crushing. Reach C.

**Spray (Projectile-16, Biological):** Affliction 11 (HT-10; Bad Smell; Extended Duration, 4 weeks [2 weeks if neutralized]; Reduced Range, 1/2D -, Max 4; Secondary, Blindness on critical failure)

**Traits:** Quadruped; Wild Animal

**Climate:** Temperate, Subtropical

**Habitat:** Desert, Forest, Plains

**Source:** GURPS Bestiary 3e

\*ST range 2-4 depending on weight.

### Sloth

Completely arboreal, sloths have a reputation for being lazy. Truthfully, sloths are very active in the trees in which they hang upside-down with their hook-like claws, and they can, if need be, move quite quickly from limb to limb. When forced to the ground, though, they have difficulty moving and must do so very slowly.

Sloths are nocturnal herbivores, who eat mainly leaves, fruit and young shoots. They are silent, solitary animals who are non-aggressive, avoiding humans whenever possible. If forced to fight, they can defend themselves with their formidable claws.

### Sloth

#### Animal (Mammal)

**ST:** 9\*      **HP:** 9      **Speed:** 1  
**DX:** 11      **Will:** 10      **Move:** 0.5(1)\*  
**IQ:** 5      **Per:** 10      **Weight:** 60-150 lbs.  
**HT:** 10      **FP:** 10      **SM:** -1

**Dodge:** 4      **Parry:** 8(5)      **DR:** —

**Claws (11):** 1d-3 cutting. Reach C.

**Skills:** Climbing-18

**Traits:** Quadruped; Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e

\*ST range 8-11 depending on weight; Move is Ground(Trees).



### Snake

Snakes are found in almost all habitats. For the purpose of simplification, only stats for constrictor and poisonous snakes are included here. The following examples are organized according to their most common habitats.



#### Constrictor Snake (Python)

A large constrictor. Statistics are for a 15' (5m) Indian python, but lengths can reach 30' (10m)!

#### Animal (Reptile)

**ST:** 13      **HP:** 13      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 14  
**IQ:** 2      **Per:** 10      **Weight:** 8-20 lbs.  
**HT:** 11      **FP:** 11      **SM:** -4

**Dodge:** 9+1      **Parry:** —      **DR:** —

**Grapple (13):** Roll to grapple. If successful, on next turn, and each successive turn, roll a quick Contest: your ST vs. your victim's ST or HT, whichever is higher. If you win, your victim takes damage equal to your margin of victory; otherwise, he takes no damage.

**Combat Traits:** Constriction Attack

**Traits:** Cold-Blooded (50°); Vermiform Reptile; Wild Animal

**Skills:** Stealth-12; Wrestling-13

**Climate:** Tropical

**Habitat:** Forest

**Source:** B458

### Flying Snake

Due to its unique rib structure, *Chrysopelea*, commonly called the flying snake, is able to glide from high up in the trees down to the ground or to other trees. It has been seen to travel at least 55 yards horizontally from a spot 40 feet (12m) up in a tree.



Its ribs extend outward, forming a concave surface underneath the snake, trapping a cushion of air for the snake to glide on - much like a hang glider. It is 4 to 6 feet (1.2 - 1.8m) long, is not poisonous, and feeds on insects and small mammals it lives in Southeast Asia. On the ground, its Move is 2.

*Chrysopelea* is an excellent model for SF creatures; assume that poisonous varieties exist somewhere in the universe.

### Animal (Reptile)

**ST:** 2      **HP:** 3      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** G10-A10  
**IQ:** 3      **Per:** 10      **Weight:** 1-2 lbs.  
**HT:** 10      **FP:** 10      **SM:** -4

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (15):** 1d-5 cutting. Reach C.

**Traits:** Flight (Gliding); Vermiform Reptile; Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e



### Poisonous Snake (Rattlesnake)

A common poisonous snake. Even little ones are dangerous; the gigantic diamondback described here (8', 2.4m long) is *deadly*. Modifiers to HT roll for venom: +1 if venom is immediately sucked out; +2 if antivenin (TL6+) is used.

### Animal (Reptile)

**ST:** 13      **HP:** 13      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 14  
**IQ:** 2      **Per:** 10      **Weight:** 8-20 lbs.  
**HT:** 11      **FP:** 11      **SM:** -4

**Dodge:** 9+1      **Parry:** —      **DR:** —

**Venomous Bite (15):** 1d-4 impaling. Reach C. + follow-up 2d (HT-4 to resist) after the bite and on 4 consecutive days (roll once per day).

**Traits:** Cold-Blooded (50°); Toxic Attack 2d (Cyclic, 1 day, 4 cycles; Follow-Up, Fangs; Resistible, HT-4); Vermiform Reptile; Wild Animal

**Skills:** Brawling-15; Stealth-13

**Climate:** Subtropical

**Habitat:** Plains

**Source:** B458

### Spider

See also Tarantula, below.

Spider-bite effects range from trivial to lethal. Black Widows and most tropical poisonous spiders have Type C

venom. The Brown recluse has a Type E venom doing 1d damage. Most non-tropical poisonous spiders have Type H venom doing 1d damage.

Spiders eat insects and usually capture them in their webs (only some of which are actually sticky). A few spiders stalk their prey or have other ways of capturing them.

Sorcerers use poisonous spiders such as black widows to guard their valuables.



### Animal (Vermin)

**ST:** 1      **HP:** 1      **Speed:** 6.5  
**DX:** 13      **Will:** 10      **Move:** 1  
**IQ:** 2      **Per:** 10      **Weight:** <1 lbs.  
**HT:** 13      **FP:** 13      **SM:** -10\*

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (13):** 0 impaling, follow-up Venom.

**Venom (F):** Type C, 1d to 2d+1 toxic.

**Traits:** Spider; Wild Animal

**Climate:** Subpolar, Temperate, Subtropical, Tropical

**Habitat:** Forest, Mountains, Desert, Plains, Swamp, Subterranean

**Source:** GURPS Bestiary 3e

\*SM range -15 to -5; ST range 0-1 depending on weight.

## Squid

Squid are cephalopod molluscs, related to octopuses, with eight short tentacles and two longer ones. Common squid species grow to a maximum size of about 12 inches (30cm) long. They move by taking in water and squirting it rapidly out of their bodies, making them one of the fastest creatures in the oceans. They hunt fish by chasing them down, grappling with their tentacles, and biting with small sharp beaks until the fish dies. The tentacles have suckers that, unlike those of octopuses, have sharp horny rims that improve their grip.

Squid live in the open ocean, often at great depths, and frequently congregate in schools like fish. They can communicate basic emotions by posture and skin color changes. When threatened, squid beat a very hasty retreat and many species eject an inky mucous which spreads in the water and obscures vision. Squid ink can be extracted from caught specimens and used as a writing material.



Some species of deep sea squid grow much, much larger than their kin, reaching length of 20-50 feet (6 - 17m) or more, with tentacles accounting for about half this length. Giant squids are hardly ever observed live, partly because they require freezing cold water. The cephalopods (the octopuses and squids) are the most intelligent of the invertebrates, and the giant squid has the largest nervous system of these. They might have an IQ as high as 8 (rivalling the dolphins and whales), but their thoughts would still be quite alien.

Each tentacle of a giant squid can grapple with ST 5-8, depending on the size of the creature, with up to four tentacles combining on a single human-sized prey. The squid will not attack multiple targets. Any creature grappled by the squid immediately takes the listed damage from the cutting edges around the suckers, and takes this damage each turn until free. To break free from a tentacle, the victim must win a Quick Contest of ST. An attempt to pull off more than one tentacle at once can be made - simple add the ST of each before rolling the contest. The turn after the squid has grappled the victim, it will pull it toward its beak 1 hex per turn. If the victim reaches the beak, the squid will bite each turn.

Each tentacle can take damage up to 10% of the squid's hit points before being crippled. Cutting damage can sever the tentacle; impaling damage to a tentacle is not doubled.

### Squid

#### Animal (Fish)

ST: 2                      HP: 2                      Speed: 7

**DX:** 14                      **Will:** 10                      **Move:** W14  
**IQ:** 3                      **Per:** 10                      **Weight:** 1 lbs.  
**HT:** 14                      **FP:** 14                      **SM:** -5

**Dodge:** 10                      **Parry:** —                      **DR:** —

**Bite (13):** 1d-7 pi++.

**Traits:** Fish; Wild Animal

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

### Giant Squid

#### Animal (Fish)

**ST:** 32                      **HP:** 32                      **Speed:** 6.5  
**DX:** 13                      **Will:** 10                      **Move:** W12  
**IQ:** 4                      **Per:** 10                      **Weight:** 1-8 tons  
**HT:** 13                      **FP:** 13                      **SM:** +5

**Dodge:** 9                      **Parry:** —                      **DR:** —

**Bite (13):** 3d pi++. Reach C.

**Tentacle (13):** Grapple + 1d-3 cutting. Reach C, 1.  
See text.

**Traits:** Fish; Wild Animal

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

## Tapir

Tapirs are smaller relatives to the rhinoceros and have the same basic body shape, without the horn. An adult stands up to 3 feet (0.9m) high. Tapirs once roamed much of Asia and the Americas, but in modern times are restricted to southeast Asia and northern South America.



Mountain tapirs are found in the high cloud forests of the northern Andes, while other species stick to lowland tropical forests. All are timid, nocturnal, jungle-dwelling herbivores with a fondness for water plants. They seldom travel far from water and often take extended swims or wallow like hippopotamuses. They move cautiously through the forests, either alone or in pairs.

Tapirs are solid, muscular creature that can trample, although they would try avoid any conflict. Their feet retain five small toes. The tapir's nose is sensitive and flexible, somewhat like a very short elephant's trunk. Although almost identical in other respects, the Brazilian tapir is a uniform dull brown color, while Malayan tapir is glossy black with a white torso and

rump. The young of both species are patterned with stripes for camouflage.

The tapir's unusual has led to the Malay legend that the gods who created the animals assembled them out of leftover pieces after all the other animals were done. Their superficial resemblance to large pigs has resulted in them being shunned as food animals by Muslims. The Piaroas Indians of South America also do not hunt tapirs, believing them to be the reincarnations of their ancestors. Other Indian tribes happily use them for food, and some believe ground tapir hooves are an epilepsy cure.

### Tapir

#### Animal (Mammal)

**ST:** 17      **HP:** 17      **Speed:** 5.5  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 700 lbs.  
**HT:** 12      **FP:** 12      **SM:** +5  
**Dodge:** 8      **Parry:** —      **DR:** —

**Trample (10):** 1d+1 crushing.

**Traits:** Quadruped; Wild Animal

**Climate:** Tropical

**Habitat:** Forest

**Source:** GURPS Bestiary 3e

### Tarantula

Tarantula is the common name given to several different species of hunting spiders found in temperate regions around the world. They rely on stalking and jumping tactics rather than ensnaring webs.

Tarantulas tend to be large and hairy, with a coloration ranging from drab brown and black to bright cobalt blue and pink. Many of them have striking patterns. The largest of these spiders, the bird-hunting tarantulas from the South American jungles, can have a leg span of up to 10 inches (25cm).

Some of them play out a string of silk as they wander their territory in search of food. Other species will lay a string out in front of their burrow, which is often covered by a silk-and-earth lid. If that string is disturbed, the vibration will alert the tarantula, and it will quickly return and attack. Tarantulas will eat just about anything that wanders across their path, provided it is not too large. Their diet includes frogs, lizards, birds, bats, rodents, insects and other spiders. Realistically, tarantulas are solitary hunters and do not swarm.

While all tarantulas are venomous, most tarantula bites are hardly more dangerous than a bee sting. Some species, however, can be quite deadly. Such a tarantula has the venom indicated in the stats. In addition, most of the new world tarantulas have a defensive weapon that will cause discomfort for humans: an agitated tarantula will turn its rear toward its tormentor and kick a spray of fine, barbed hairs from its abdomen. These hairs cause itching on contact; a victim struck in the face may experience swollen eyes and have difficulty breathing. Treat as Type S venom. The attack is only effective at close range, and only if the target is facing the tarantula.



Tarantulas are viewed very differently by many diverse human cultures. The natives of the Caribbean Islands tell tales of Anansi, a half-spider, half-man prankster god; Anansi can change into spider or man form at will. The residents of Taranto, Italy, from which the name tarantula comes, attribute fantastic qualities to tarantula venom (see *Tarantula* in the **Monster Manual**). Tarantulas in Malaysia are worshipped as gods, and are referred to as the "Earth Tiger".

### Tarantula

#### Animal (Vermin)

**ST:** 1      **HP:** 2      **Speed:** 6.25  
**DX:** 12      **Will:** 10      **Move:** 1  
**IQ:** 2      **Per:** 10      **Weight:** <1 lbs.  
**HT:** 13      **FP:** 13      **SM:** -7  
**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (13):** 0 imp with follow-up Venom

**Venom (F):** Type C 1d+3 toxic.

**Traits:** Spider; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Mountains, Desert, Plains, Subterranean

**Source:** GURPS Bestiary 3e

### Tasmanian Devil

The Tasmanian devil is a carnivorous marsupial resembling a 3-foot (0.9m) long combination of a rat and a bear. It was once widespread on mainland Australia, but is now confined to Tasmania. It is heavy-set, with short stumpy legs, a large head and massive bone-crunching jaws. Its fur is mostly black with white blotches.



Tasmanian devils are primarily nocturnal scavengers, eating anything, dead or alive. They are slow-moving, often lying in wait by trails or streams. They are strong swimmers (Move 2), but not good climb-

ers. Their ferocity is greatly exaggerated, largely a matter of legend rather than reality.

### Tasmanian Devil Animal (Mammal)

**ST:** 5      **HP:** 5      **Speed:** 6  
**DX:** 13      **Will:** 10      **Move:** 4  
**IQ:** 4      **Per:** 10      **Weight:** 12-20 lbs.  
**HT:** 11      **FP:** 11      **SM:** -2  
**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (15):** 1d-4 cutting.

**Traits:** Quadruped; Wild Animal  
**Skills:** Brawling-15; Swimming-16  
**Climate:** Subtropical  
**Habitat:** Forest, Mountains  
**Source:** GURPS Bestiary 3e

### Tiger

Tigers are great cats usually found in the jungle, though certain types inhabit mountainous areas and forests. They actually like water and will often lie in rivers in wait of prey (Swimming Move-2). They are solitary, except in mating season, and tend to be nocturnal. They are sometimes active during daylight hours, but never in the heat of the day (11 a.m. to 3 p.m.). During the Ice Age, they covered almost all of Eurasia, but today are found only in parts of Siberia, Manchuria, Persia, India, China, Sumatra, Java, and Bali.

Tigers use stealth to stalk up close to their prey, rushing upon their victims for the final 10-20 yards. They are powerful jumpers, able to clear 6-foot (1.8m) walls and leap 10-yard ravines easily. Their hearing and night vision are exceptionally keen (Hearing and Vision 18; Night Vision Advantage).



A tiger attacks by biting its prey on the back of the neck, grasping its shoulder with a paw and attempting to pull it down. In real life, this will often break the prey's neck - for game purposes, assume that only critical success will do so. If the tiger fails to break its victim's neck, it will shift its bite to the throat and attempt to strangle (see *Going For the Throat*).

Most tigers will not attack humans; in fact, they will even abandon a kill if there is any sign of human activity in the area. Only if one becomes unable to catch its natural prey - either through old age or injury - will it resort to man-eating. Those that do become man-eaters prove to be crafty and hard to track down (one man-eater killed in 1911 had eaten over 800 people!). Give them a Craftiness of at least 12.

In fact, man has proven to be far more dangerous to the tiger than vice versa. Six of the eight species of tiger are in danger of extinction, and there are probably less than 1,000 tigers left in the wild.

### Animal (Mammal)

**ST:** 15\*      **HP:** 15      **Speed:** 5.75  
**DX:** 13      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 18/12      **Weight:** 500 lbs.  
**HT:** 10      **FP:** 10      **SM:** +1 (2 hexes)  
**Dodge:** 8+1      **Parry:** 10(7)      **DR:** 1 (TS)

**Bite (15):** 1d+2 cutting. Reach C.

**Claws (15):** 2d-1 cutting. Reach C, 1.

**Traits:** Acute Hearing +6; Combat Reflexes; Night Vision +5; Super Jump (high: 6'; broad: 30'); Temperature Tolerance 1; Quadruped; Wild Animal  
**Skills:** Stealth-13; Swimming-13  
**Climate:** Subtropical, Tropical  
**Habitat:** Forest, Mountains, Tropical Forest  
**Source:** B456 and GURPS Bestiary 3e

\*ST range 12-17 depending on weight

### Tortoise, Giant

These are the giant land tortoises of the Galapagos Islands, and Aldabra in the Indian Ocean. They have tough shells, covering most of their body, and can live over 100 years, reaching the sizes listed below. They are very slow with a move of 1 hex every 10 turns, and cannot dodge. Their exposed head, neck and legs have DR 1, and they have sharp claws and mouths.

Giant tortoises can live through extremely harsh conditions, surviving droughts by storing water in their bodies. Although normally vegetarian, a tortoise will not waste food and will gladly consume carrion. The larger specimens can easily support a human sitting on their back and still walk around, but almost any other mount would be faster.



### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 4.5  
**DX:** 7      **Will:** 10      **Move:** 1/10  
**IQ:** 2      **Per:** 10      **Weight:** 200-500 lbs.  
**HT:** 11      **FP:** 11      **SM:** 0  
**Dodge:** —      **Parry:** —      **DR:** 5/1

**Bite (7):** 1d-1 crushing.

**Traits:** Reptile; Wild Animal  
**Climate:** Tropical

**Habitat:** Plains  
**Source:** GURPS Bestiary 3e

## Vulture

Vultures are large birds of prey, related to eagles and hawks, which specialize in eating carrion. Different species in habit drier region of Europe, Africa, Asia and North and South America. All vultures prefer open terrain with few trees, which allows them to spot the dead animals on which they feed.

They vary in size from the turkey vulture (3-4 pounds, 1.5 – 2kg) to the condor (22 pounds, 11 kg), the heaviest flying bird in existence. Wingspans range from 3 feet (0.9m) to 10 feet (3m), depending on species.



Vultures typically “hunt” by circling very slowly high in the air, using thermals to provide lift and hardly ever beating a wing. They use their keen eyes to spot animals in distress or being killed by predators. Once spotted, the vulture flies to its meal. On the ground, vultures are quite agile. They will be eager to feed, squabbling and fighting over the carcass, but avoiding any dangerous predators in the vicinity. After eating, they retire to a nearby roost to digest for a while before taking wing again. Though they fight among themselves for food, vultures do not tackle live food and are unlikely to attack anything unless cornered or desperate.

Most vultures have an extremely poor sense of smell, relying solely on eyesight to detect food, except for the turkey vulture, which can detect hidden carrion by smell and seems to rely on this method more than eyesight.

In classic Greek mythology, the titan Prometheus was condemned by Zeus to have his regenerating liver ripped out and devoured by a vulture every day, as punishment for giving humans the gift of civilization and the arts. Hercules eventually slew the vulture and adopted the bird as his emblem. Ancient Egyptian lore tells that the vulture cannot reproduce naturally. So all vultures are fathered by the elemental wind. In Western Africa, the vulture god Fene-Ma-So is considered the king of all birds.

### Animal (Bird)

<b>ST:</b> 5	<b>HP:</b> 5	<b>Speed:</b> 6.5
<b>DX:</b> 13	<b>Will:</b> 10	<b>Move:</b> A12, G5
<b>IQ:</b> 3	<b>Per:</b> 12	<b>Weight:</b> 20 lbs.
<b>HT:</b> 13	<b>FP:</b> 13	<b>SM:</b> 0
<b>Dodge:</b> 9, G5	<b>Parry:</b> —	<b>DR:</b> —

**Beak (13):** 1d-5 pi++.

**Traits:** Raptor; Winged Flight; Wild Animal

**Climate:** Subtropical

**Habitat:** Desert, Mountain, Plains

**Source:** GURPS Bestiary 3e

## Walrus

The walrus is a large flippers marine mammal that lives in the Arctic Ocean and subarctic seas of the Northern Hemisphere.

Adult walruses are easily recognized by their prominent tusks, whiskers, and bulkiness. Adult males in the Pacific can weigh more than 2,000 kg (4,400 lb). Walruses live mostly in shallow waters above the continental shelves, spending significant amounts of their lives on the sea ice looking for benthic bivalve mollusks to eat. Walruses are relatively long-lived, social animals, and they are considered to be a “keystone species” in the Arctic marine regions.

The walrus has played a prominent role in the cultures of many indigenous Arctic peoples, who have hunted the walrus for its meat, fat, skin, tusks, and bone. Their population has rebounded somewhat, though the populations of Atlantic and Laptev walruses remain fragmented and at low levels compared with the time before human interference.

### Animal (Mammal)

<b>ST:</b> 20	<b>HP:</b> 20	<b>Speed:</b> 5.75
<b>DX:</b> 10	<b>Will:</b> 10	<b>Move:</b> G1-W10
<b>IQ:</b> 5	<b>Per:</b> 10	<b>Weight:</b> 200+ lbs.
<b>HT:</b> 13	<b>FP:</b> 13	<b>SM:</b> +1 (3 hexes)
<b>Dodge:</b> 8	<b>Parry:</b> —	<b>DR:</b> —

**Bite (11):** 1d+2 impaling. Reach C.

**Traits:** Horizontal; No Legs (Semi-Aquatic)

**Skills:** Aquabatics-14; Swimming-14

**Traits:** Marine Mammal; Wild Animal



**Climate:** Subpolar, Polar

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

## Weasel

Weasels are small, active predators, with long and slender bodies and short legs. They vary in length from 17 to 22cm (6.8 to 8.5 in), females being smaller than the males, and usually have red or brown upper coats and white bellies; some populations of some species moult to a wholly white coat in winter. They

have long, slender bodies, which enable them to follow their prey into burrows.

Weasels feed on small mammals and have from time to time been considered vermin because some species took poultry from farms or rabbits from commercial warrens. They do on the other hand eat large numbers of rodents. They can be found all across the world except for Antarctica, Australia, and neighboring islands.



### Weasel

#### Animal (Mammal)

**ST:** 2      **HP:** 2      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 5      **Per:** 10      **Weight:** 2-9 lbs.  
**HT:** 10      **FP:** 10      **SM:** -5\*

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (16):** 1d-6 cutting. Reach C.

**Traits:** Double-Jointed; Quadruped; Wild Animal

**Climate:** Temperate

**Habitat:** Forest, Fresh Water, Plains

**Source:** GURPS Arabian Nights

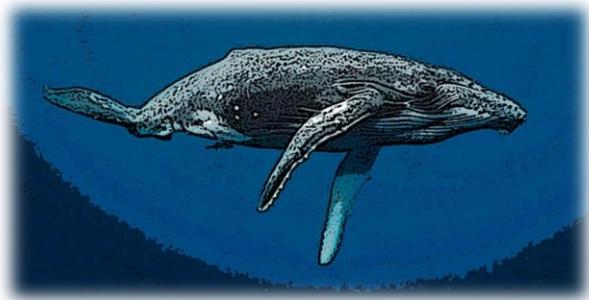
\*SM range -6 to -4.

### Whale

Whales are marine mammals of the order *cetacea*, comprising so many types that it is difficult to classify them under one heading. They range in size from the 10-foot (3m) orca to the gigantic blue whale, which can reach more than 100 feet (30m). They are gregarious, ranging animals, often traveling 60-70 miles in a day in groups of 3 to 7. Most feed by filtering plankton and small crustacea through the whalebone or "baleen," which is not composed of bone at all, but of a thick, skin-like material. Whales were persecuted in ancient times as being sea demons or monsters, but they are nearly harmless to humans - many couldn't swallow a man if they tried!

The largest whales have extremely thick skin covering up to 20 inches of blubber. This accounts for their high PD and DR. Most hunted whales die from exhaustion and loss of blood, rather than serious wounds or damage to internal organs. Whales are generally non-violent and have little fear of man,

which unfortunately makes them easy prey for whalers.



### Whale

#### Animal (Mammal)

**ST:** 31\*      **HP:** 31      **Speed:** 6.5  
**DX:** 13      **Will:** 10      **Move:** W10  
**IQ:** 8      **Per:** 10      **Weight:** 0.5-5 tons  
**HT:** 13      **FP:** 13      **SM:** +4\*

**Dodge:** 9      **Parry:** —      **DR:** 5 (TS)\*

**Traits:** Gregarious; Pacifism (Self-Defense Only); Marine Mammal; Wild Animal

**Skills:** Survival (Open Ocean)-17; Swimming-15

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Bestiary 3e

\*SM range +3 to +5 (7 to 15 hexes); ST range 20-43; small specimens have DR 4.

### Wolf

The wolf is a ferocious carnivore, found throughout North America, northern Europe, and Asia, and in early historical times was even more wide-spread. Wolves are courageous and intelligent, with great fighting ability and endurance. They are largely nocturnal, though they do hunt in the day. Packs range from 4-30; lone wolves can also be encountered. Wolves mate for life and are quite protective of their mates and cubs.



They usually hunt in packs, having a good sense of *pack tactics*. They attack by biting in close combat. They tend to rush in, bite out a piece of flesh, then

dodge out of the way while the same operation is performed by the other wolves. Eventually the prey weakens from shock and loss of blood, and can be dragged down.

Wolf attacks on humans are a subject for hot debate. There are no verified recent attacks, but ancient tales abound with stories of wolves devouring people. The odds are good that wolves will not attack humans unless the climate is so severe that other prey is very scarce.

Wolves can be domesticated, more or less, but never like a dog.

### Wolf

#### Animal (Mammal)

**ST:** 10      **HP:** 10      **Speed:** 6  
**DX:** 12      **Will:** 11      **Move:** 9  
**IQ:** 4      **Per:** 14      **Weight:** 120 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0

**Dodge:** 9      **Parry:** 10(7)      **DR:** 1 (TS)

**Bite (14):** 1d-2 cutting. Reach C.

**Traits:** Combat Reflexes; Discriminatory Smell; Night Vision 2; Sharp Teeth; Temperature Tolerance 1; Quadruped; Wild Animal

**Skills:** Brawling-14; Tracking-14

**Climate:** Subpolar, Temperate, Subtropical

**Habitat:** Forest

**Source:** B458

### Wolverine

The wolverine is among the fiercest animals in nature, though it does not usually attack humans. The largest member of the weasel family, it resembles a cross between a weasel and a bear. It measures up to 4 feet long - plus another foot of tail - and stands up to a foot and a half at the shoulder.



The strongest mammal of its size, it is able to drive mountain lions and bears from their kills. A wolverine is capable of bringing down a moose that is hampered by deep snow. It is active for four hours at a time, then rests for four hours, continuing this cycle throughout the day and night.

While wolverines don't attack humans, they apparently enjoy baiting them. Trappers are sometimes driven out of business by wolverines raiding their trap lines, eating the trapped animals and ruining the traps. If hunted, they can double back and destroy the hunter's camp! They are among the cagiest beasts in

nature: give them a Craftiness level of at least 12 to figure out how to ruin equipment, evade hunters, detect and destroy traps, and in general make a fool out of a human. If cornered, they will bite in close combat for.

The Ice Age wolverine was a larger ancestor. Treat it like a modern wolverine, except that it will attack humans with dinner in mind.

#### Animal (Mammal)

**ST:** 8      **HP:** 8      **Speed:** 5.5  
**DX:** 12      **Will:** 10      **Move:** 8  
**IQ:** 5      **Per:** 10      **Weight:** 30-65 lbs.  
**HT:** 10      **FP:** 10      **SM:** -2

**Dodge:** 8      **Parry:** 10(7)      **DR:** —

**Bite (14):** 1d-3 cutting. Reach C.

**Claws (14):** 1d-3 cutting. Reach C.

**Traits:** Bad Temper (9); Quadruped; Wild Animal

**Climate:** Subpolar

**Habitat:** Forest, Mountains

**Source:** GURPS Bestiary 3e.

# PREHISTORIC ANIMALS

## Acrocanthosaurus

*Acrocanthosaurus* is a 40' (12m) long theropod with a 2' (0.6m) high ridge of spikes along its backbone (its name means "highspined lizard"). These spikes help protect the spinal column (DR 6), and also anchor powerful neck, back and tail muscles.



Apart from the ridge on its back, and its lack of horns, *Acrocanthosaurus* closely resembles *Allosaurus*, from which it may have been descended. It claws in close combat, tramples with its taloned hind-feet, or bites.

### Animal (Dinosaur)

ST: 33      HP: 33      Speed: 6.75  
 DX: 13      Will: 10      Move: 11  
 IQ: 3      Per: 12      Weight: 3-5 tons  
 HT: 14      FP: 14      SM: +4 (10m)  
 Dodge: 9      Parry: —      DR: 2

**Bite (13):** 4d+2 impaling. Reach 1.

**Claw (13):** 1d cutting. Reach C.

**Trample (13):** 2d+1 crushing. Reach C.

**Traits:** DR 2; Fangs; Wild Animal

**Skills:** Brawling-13; Tracking-13; Running-13.

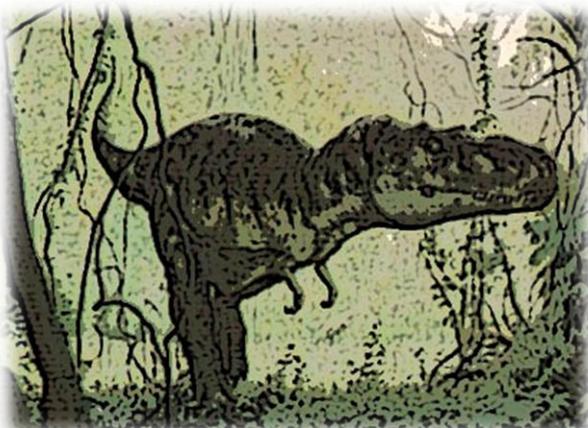
**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## Albertosaurus



*Albertosaurus sarcophagus* ("flesh-eating lizard from Alberta") is an early tyrannosauroid. It is

slightly smaller than *Tyrannosaurus rex*, growing to 32' (9.6m) long and standing up to 18' (5.4m) tall. Its hind limbs are long, and its build light, making it a faster runner than most theropods. It may also be stealthier: Stealth-14. Its two-fingered forelimbs are slightly larger than those of *T. Rex*, but still useless in combat; instead it bites while using its taloned hind feet to pin down small prey (Contest of ST).

A solitary hunter, it preys mostly on hadrosaurs, hypsilphodonts and other medium-sized, fast-moving herbivores. It is also a strong swimmer, propelling itself with its powerful tail as crocodiles do; its Move in water is 7, Dodge 6.

### Animal (Dinosaur)

ST: 30      HP: 30      Speed: 7  
 DX: 14      Will: 10      Move: 13, W7  
 IQ: 3      Per: 12      Weight: 2-3.5 tons  
 HT: 14      FP: 14      SM: +4 (10m)

Dodge: 9      Parry: —      DR: 2

**Bite (13):** 4d impaling. Reach 1).

**Trample (13):** 3d crushing. Reach C.

**Traits:** DR 2; Fangs; Wild Animal

**Skills:** Brawling-13; Tracking-13; Running-13; Stealth-14.

**Climate:** Temperate, Subtropical, Tropical

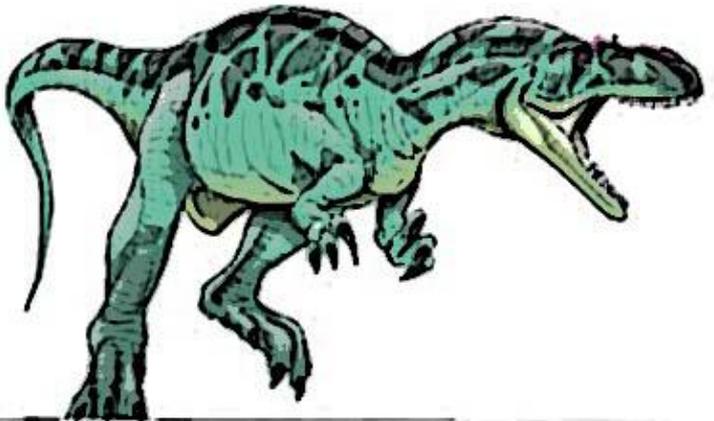
**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## Aliwalia

*Aliwalia rex* is a 25' (7.5m) long theropod, which



bites in close combat or 1-hex reach. It preys on the plentiful *Euskelosaurus* and other prosauropods: the only known fossils of *Aliwalia rex* were discovered in a shipment of *Euskelosaurus* bones. Its behaviour is probably similar to that of *Allosaurus*.

## Aliwalia

### Animal (Dinosaur)

**ST:** 28      **HP:** 28      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 12      **Weight:** 1-2 tons  
**HT:** 12      **FP:** 12      **SM:** +5 (10+ hexes)

**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (13):** 3d+2 impaling. Reach 1.

**Tail (13):** 3d+2 crushing. Only rear hexes.

**Traits:** DR 2; Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Wild Animal

**Skills:** Brawling-13; Tracking-13; Running-13.

**Climate:** Temperate, Subtropical, Tropical

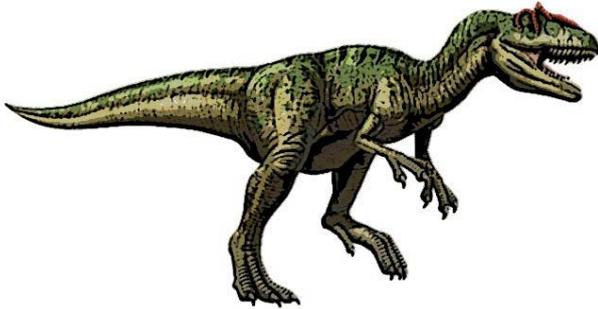
**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## Allosaurus

*Allosaurus* was possibly the ultimate carnivore. It resembled *Tyrannosaurus*, but was smaller, fester, and had larger forelimbs. It measured 20-40 feet (6 - 12m) from head to tail and stood 15 or more feet (4.5m) tall. It was common to the Jurassic period, inhabiting flood plains, forested deltas and lake shores.



It can bite to close combat or at 1-hex reach. Or, it can claw in close combat, but its arms are relatively weak.

*Allosaurus* preys on the gigantic sauropods, such as *Apatosaurus* and *Camarasaurus*, with which it shares the Jurassic floodplains. *Allosaurus* might follow sauropod herds, picking off calves that strayed and waiting for adults to die of natural causes, or it might hunt in packs, panicking the sauropod herds into splitting and then taking the slowest. It is not above scaring smaller theropods such as *Ceratosaurus* from their prey.

### Allosaur, Large

#### Animal (Dinosaur)

**ST:** 36      **HP:** 36      **Speed:** 5.5  
**DX:** 11      **Will:** 10      **Move:** 11  
**IQ:** 2      **Per:** 10      **Weight:** 6,000 lbs.  
**HT:** 11      **FP:** 11      **SM:** +5 (15 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 2

**Bite (13):** 3d+2 impaling. Reach C.

**Claw (13):** 1d cutting. Reach C.

**Tail (13):** 4d-1 crushing. Only rear hexes.

**Traits:** DR 2; Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Wild Animal

**Skills:** Brawling-13; Tracking-13; Running-13.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Lands Out of Time, p. 26.

**Origin:** Prehistoric (Jurassic - Cretaceous)

### Allosaur, Small

#### Animal (Dinosaur)

**ST:** 28      **HP:** 28      **Speed:** 5.50  
**DX:** 11      **Will:** 10      **Move:** 11  
**IQ:** 2      **Per:** 10      **Weight:** 3 tons  
**HT:** 11      **FP:** 11      **SM:** +5

**Dodge:** 8      **Parry:** N/A      **DR:** 2

**Bite (13):** 3d-1 impaling. Reach C.

**Claw (13):** 1d cutting. Reach C.

**Tail Swipe (13):** 3d-1 crushing. Reach 6.

**Traits:** Fangs; Sharp Claws; Short, Weak Arms (1/2 ST); Striker (Tail; Crushing; Cannot Parry; Long, SM +1; Limited Arc, Rear Only; Weak); Wild Animal.

**Skills:** Brawling-13; Tracking-13; Running-13.

**Source:** GURPS Big Lizzie, p. 21.

## Ammonite

Ammonites (named after the ram-headed Egyptian god Ammon) were cephalopods with long, tightly-coiled shells. They were the most plentiful type of marine life for millions of years: some 10,000 species have been described, ranging in size from a few inches long to 13 feet (4m).



Most of an ammonite's impressive shell is used as a flotation chamber; the living part (similar to a squid or cuttlefish, no DR) occupies only the last segment.

Even a giant ammonite won't attack anything as large as a human time-traveler; if threatened, it merely squirts out a cloud of dark ink (at least as large as itself) and tries to escape. If molested, it bites, injecting poison; the beak of a large ammonite can pierce DR 1. Effects of the poison might range from a painful but harmless sting, to paralysis (and possible drowning), to sudden death: GM's option.

## Ammonite

### Animal (Fish)

**ST:** 4      **HP:** 4      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** W6  
**IQ:** 2      **Per:** 10      **Weight:** 20 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0  
**Dodge:** 9      **Parry:** —      **DR:** 2/0

**Beak (12):** 1d-6 pi++. Reach C, follow-up poison (GMs option).

**Traits:** Fish; Wild Animal

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Devon – Cretaceous)

## Amphicoelias

The little-known *Amphicoelias fragillimus* may be the largest animal to have walked on Earth – close to 170' long (51m) and weighing as much as 166 tons. It is a diplodocid sauropod with unusually long, slender legs, and a whiplike tail with a 25-hex reach. Fortunately, as *Amphicoelias* is about 30' high (9m) at the hip, these tail-whips would usually pass above human heads (GM's option).

### Animal (Dinosaur)

**ST:** 71      **HP:** 71      **Speed:** 5.25  
**DX:** 8      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 18-36 tons  
**HT:** 11      **FP:** 11      **SM:** +7 (10 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** 3 (TS)

**Trample (9):** 8d crushing. Reach C.

**Tail (9):** 7d crushing. Only rear hexes, Reach 25. A slam with this tail would automatically hit anything above a given height, and anyone within the affected area would need to make a Dodge roll to avoid being hit; assess knock-back as from a slam.

**Traits:** DR 3 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Jurassic)

## Anatotitan

Previously known as *Trachodon* and *Anatosaurus*, Anatotitan ("duck giant") is a lightly-built 30' to 40' (9 – 12m) hadrosaur, up to 8' (2.4m) high at the hip. The front half of its broad snout is toothless, and (unlike the snouts of most "duckbilled dinosaurs") clearly resembles the bill of a duck.

### Animal (Dinosaur)

**ST:** 22      **HP:** 22      **Speed:** 6.50  
**DX:** 14      **Will:** 10      **Move:** 12  
**IQ:** 3      **Per:** 10      **Weight:** 80-120 lbs.

**HT:** 12      **FP:** 10      **SM:** +4 (20-25 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 1 (TS)

**Trample (14):** 2d crushing. Reach C.

**Traits:** DR 1 (Tough Skin); Quadruped; Wild Animal.

**Habitat:** Forest, Plains.

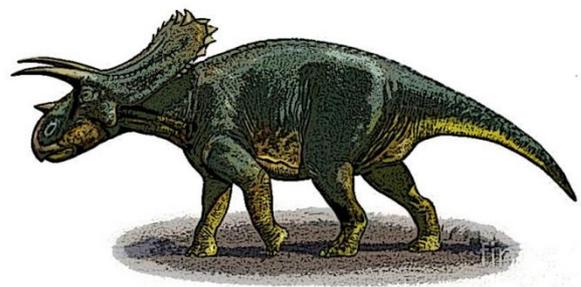
**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric (Late Cretaceous).

## Anchiceratops

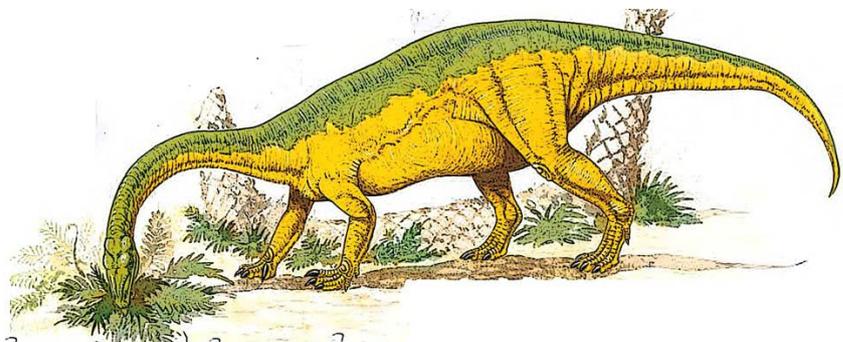
The swamp-dwelling *Anchiceratops* ("horns near eyes") is a medium-sized ceratopsian with a long, rectangular frill, the edge of which is adorned with large bony knobs. Its brown horns are curved outwards, and much longer than its nose horn. It is smaller than *Triceratops*, growing to 19' (5.7m) long.

Its frill gives its head, neck and shoulders an effective DR 5. In close combat, its head butt can do much damage; it also Blocks as though its shield skill were 12.



An *Anchiceratops* can charge at up to 25 mph. It can also trample, or bite in close combat.

### Animal (Dinosaur)



**ST:** 39      **HP:** 39      **Speed:** 7  
**DX:** 12      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 10      **Weight:** 2-3 tons  
**HT:** 16      **FP:** 16      **SM:** +5 (14 hexes)  
**Dodge:** 10      **Block:** 12      **DR:** 5/2

**Bite (8):** 4d crushing. Reach C.

**Head butt (12):** 2d+2 impaling. Reach C.

**Ramming (6):** 5d impaling. Only front hexes, Reach C. If the to hit roll is failed by up to 6, it does instead 5d crushing damage.

**Trample (12):** 2d+1 crushing. Reach C.

**Traits:** DR 5 (Head and neck only); DR 2; Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal

**Skills:** Brawling-12; Running-10; Shield-12.

**Habitat:** Plains, Swamp

**Source:** GURPS Dinosaurs  
**Origin:** Prehistory (Cretaceous)

## **Anchisaurus**

Anchisaurus is a small prosauropod, 7' long (2.1m) including neck and tail. Its teeth are round and blunt, but its thumb has a large claw. It is primarily a quadruped, because of its large gut, but can rear up onto its hind legs briefly to forage or to defend itself.

### **Anchisaurus**

#### **Animal (Dinosaur)**

**ST:** 11      **HP:** 11      **Speed:** 5.75  
**DX:** 13      **Will:** 10      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** 80-120 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0  
**Dodge:** 8      **Parry:** —      **DR:** 1 (TS)

**Claw (13):** 1d-1 cutting. Reach C.

**Traits:** DR 1 (Tough Skin); Quadruped; Sharp Claws; Wild Animal.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## **Andrewsarchus (Giant Bear-Dog)**

The omnivorous *Andrewsarchus* is the largest mammalian predator to have walked the Earth - 19' (5.7m) long, and standing 8' (2.4m) tall at the shoulder. It seems to have been the ancestor of modern whales.

*Andrewsarchus* is too heavy-built for speed, but so are many Eocene herbivores, and it is powerful enough to attack even the largest. It also eats carrion, and intimidates smaller predators away from their kills as lions do.



Little is known of its habits; assume that it will attack fearlessly, with intent to devour. Its skull alone is 3' long (0.9m) and 2' (0.6m) wide; it bites at up to 1-hex reach.

### **Animal (Mammal)**

**ST:** 27\*      **HP:** 27      **Speed:** 6  
**DX:** 11      **Will:** 10      **Move:** 7  
**IQ:** 3      **Per:** 10      **Weight:** 1-1.5 tons  
**HT:** 13      **FP:** 13      **SM:** +2  
**Dodge:** 10      **Parry:** —      **DR:** 1

**Fangs (13):** 3d+2 impaling. Reach C.

**Traits:** Combat Reflexes; Hard to Kill; Quadruped; Wild Animal

**Skills:** Stealth-10.

**Climate:** Temperate

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

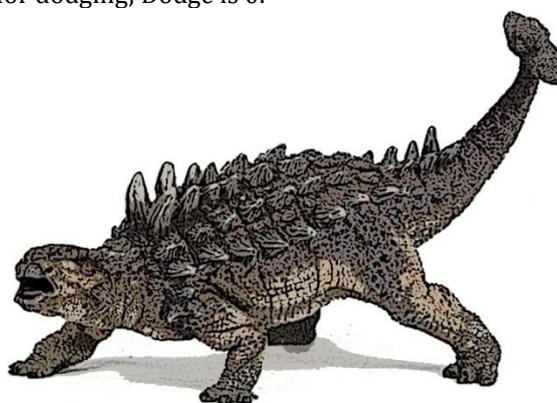
\*ST range 25-29 depending on weight

## **Ankylosaurus**

*Ankylosaurus* ("curved lizard") is the largest of the ankylosaurs, and was the last to become extinct. It grows up to 30' long and 8' wide, standing 6' at the hips. Its back is completely covered in bony armor plates, and even the eyelids are heavily armored.

Ankylosaurs were *heavily* armored herbivores with spiked on clubbed tails. Their sole means of defense (aside from the armor) is to swing their tails - into any back hex, or any hex *adjacent* to the back hex.

If attacked, *Ankylosaurus* hunkers down and tries to keep its attackers behind it. Ankylosaurs are not built for dodging; Dodge is 0.



### **Animal (Dinosaur)**

**ST:** 41      **HP:** 41      **Speed:** 5.25  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 2      **Per:** 10      **Weight:** 9,000 lbs.  
**HT:** 11      **FP:** 11      **SM:** +4 (10 hexes)  
**Dodge:** 0      **Parry:** —      **DR:** 9

**Tail (13):** 4d+1 crushing. Only rear hexes.

**Traits:** DR 9; Quadruped; Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Skills:** None.

**Habitat:** Mountains, Forest, Swamp

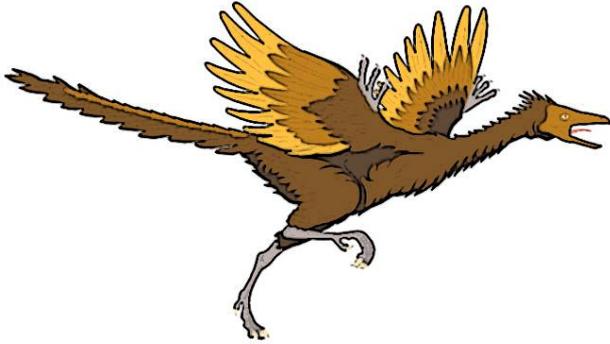
**Source:** GURPS Lands Out of Time, p. 25.

**Origin:** Prehistoric

## **Archaeopteryx**

The archaeopteryx is the first true bird. It is 14 inches (35cm) long, feathered, with a bony tail, and capable of flight. Its head is small, its jaws are lined with pointed teeth, and its wings are clawed, enabling it to climb trees. While it can fly, it is not a particularly strong flyer. It can fly well in straight lines at top speed, but is poor in aerodynamics. It prefers quick flights from tree branch to tree branch in dense woods. Its legs are long, and it can probably run as fast as it can fly.

Archaeopteryx eats small mammals and reptiles. If threatened, it would probably fly or run away, but if cornered, it can bite.



**Archaeopteryx  
Animal (Dinosaur)**

**ST:** 2      **HP:** 2      **Speed:** 6  
**DX:** 12      **Will:** 9      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** 3 lbs.  
**HT:** 12      **FP:** 12      **SM:** -5  
**Dodge:** 9      **Parry:** 10(7)      **DR:** —

**Beak (12):** 1d-4 piercing. Reach C.  
**Claws (12):** 1d-4 cutting. Reach C.

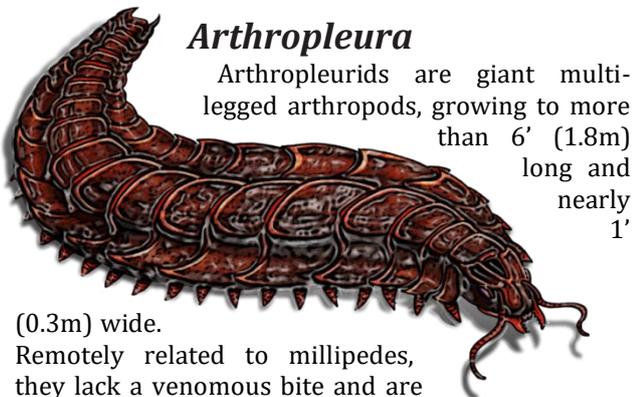
**Traits:** Acute Vision 1; Bad Temper (9); Flight (Winged; Cannot Hover; Air Move 12; Costs Fatigue 2); No Fine Manipulators; Sharp Beak; Sharp Claws; Wild Animal

**Skills:** None.

**Habitat:** Forest, Plains

**Source:** GURPS Lands Out of Time, Dinosaurs.

**Origin:** Prehistoric (Jurassic)



**Arthropleura**

Arthropleurids are giant multi-legged arthropods, growing to more than 6' (1.8m) long and nearly 1'

(0.3m) wide.

Remotely related to millipedes, they lack a venomous bite and are apparently herbivorous, though they would probably try to eat anything soft that didn't move. Anyone with a phobia of insects encountering one of these monsters needs to make a Fright Check at -3.

The arthropleura cannot rear up to bite; it can only attack things it can crawl over. If it bites at a standing human, it will only be able to strike at the legs.

**Animal (Vermin)**

**ST:** 7      **HP:** 7      **Speed:** 5  
**DX:** 9      **Will:** 9      **Move:** 7  
**IQ:** 1      **Per:** 9      **Weight:** 60 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1  
**Dodge:** 8      **Parry:** 10(7)      **DR:** —

**Beak (12):** 1d-4 cutting. Reach C.

**Traits:** DR 1; Horizontal; No Fine Manipulators; Weak Bite; Wild Animal

**Skills:** None.

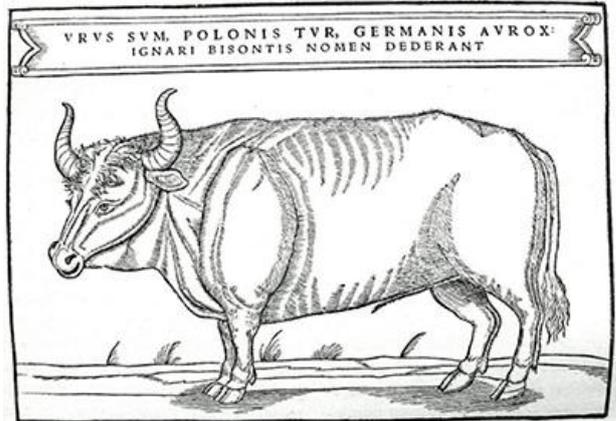
**Source:** GURPS Lands Out of Time, Dinosaurs.

**Origin:** Prehistoric (Mississippian - Cretaceous)

**Aurochs**

The aurochs was the ancestor of modern domestic cattle. Well-known by primitive humans, it was hunted and domesticated extensively. By medieval times, it had become rare, and has been extinct since the 17th century.

Treat aurochs like any other herd herbivore- they will flee if threatened. Males protect the herd, and will attack like bull cattle - by charging and trampling.



**Animal (Mammal)**

**ST:** 23\*      **HP:** 23      **Speed:** 5  
**DX:** 9      **Will:** 10      **Move:** 8  
**IQ:** 4      **Per:** 8      **Weight:** 1,500 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1  
**Dodge:** 8      **Parry:** 7(4)      **DR:** 1 (TS)

**Horns (9):** 2d+2 impaling. Reach C.

**Trample (9):** 2d+3 crushing.

**Traits:** Quadruped; Wild Animal

**Habitat:** Plains, Forest

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 20-27 depending on weight

**Barapasaurus**

Barapasaurus is a 60-foot (18m) browsing sauro-pod with relatively slender legs. Like Camarasaurus, its forelimbs and hind legs are approximately the same length.

They travel in large herds: partial remains of more than 300 have been found in India's Godovari Valley. Its mouth is too small and teeth too blunt to deliver an effective bite, but it can trample.

**Animal (Dinosaur)**

**ST:** 45      **HP:** 45      **Speed:** 5.5  
**DX:** 10      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 10-20 tons  
**HT:** 12      **FP:** 12      **SM:** +7 (27+ hexes)  
**Dodge:** 8      **Parry:** —      **DR:** 3 (TS)

**Trample (9):** 5d crushing. Reach C.

**Traits:** DR 3 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Barosaurus

The 90' (27m) long barosaurus is a close relative to *Diplodocus*, with a shorter tail, thicker hind legs, and an even longer neck. By rearing up on its hind legs and tail, it can reach more than 60' (18m) up into the trees (if only for brief periods). Like many sauropods, it has no defense apart from its size, and no attack apart from trampling.



A spectacular cast of a barosaurus, rearing up to protect its young from an *Allosaurus*, can be seen in the American Museum of Natural History in New York.

### Animal (Dinosaur)

**ST:** 50      **HP:** 50      **Speed:** 5.5  
**DX:** 10      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 13-15 tons  
**HT:** 12      **FP:** 12      **SM:** +7 (37+ hexes)

**Dodge:** 8      **Parry:** —      **DR:** 3 (TS)

**Trample (9):** 5d+2 crushing. Reach C.

**Traits:** DR 3 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Baryonyx

Baryonyx ("heavy claw") is a 30' (9m) long theropod with a long, crocodile-like snout, twice as many teeth as most theropods, and larger-than usual forelimbs ending in foot-long talons. It may be a fish-eater. Living near rivers and using its talons to spear fish in the water as bears do. It slashes and bites with its claws at 2-hex range.

### Animal (Dinosaur)

**ST:** 28      **HP:** 28      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** 11  
**IQ:** 3      **Per:** 12      **Weight:** 1-2 tons  
**HT:** 14      **FP:** 14      **SM:** +4 (10m)

**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (13):** 2d+2 cutting. Reach C.

**Claws (13):** 3d-1 cutting. Reach 2.

**Traits:** DR 2; Fangs; Sharp Claws; Wild Animal

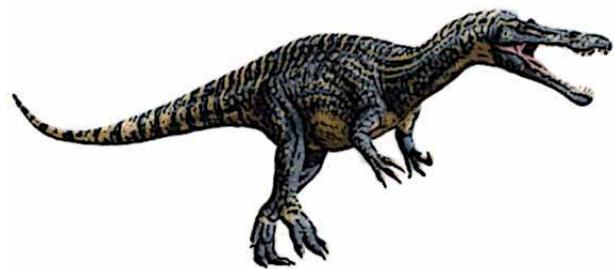
**Skills:** Brawling-13; Tracking-13; Running-13.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)



## Bear, Cave

Cave bears of the Pleistocene were about the same size as modern polar bears and Kodiaks. They were almost completely vegetarian, and went into caves only during their winter hibernation. It seems early humans hunted them frequently – many cave bear remains show signs of consumption by humans.

Treat them as Kodiaks: -3 reaction; clawing at 1-hex reach; biting in close combat; "bear-hug" while biting. When walking on all fours, they are 3-hex creatures; when standing on two legs, 1-hex creatures.

When making reaction rolls for bears, remember that grizzly, polar, and cave bears are mostly carnivorous and ill-tempered. Any mother bear with cubs will be aggressive: -3 to reactions!

A bear walking or running on four legs is a two-hex creature. When it stands on its hind legs to fight, it is a one-hex creature.

### Animal (Mammal)

**ST:** 23      **HP:** 23      **Speed:** 6  
**DX:** 11      **Will:** 11      **Move:** 7  
**IQ:** 4      **Per:** 10      **Weight:** 1,400 lbs.  
**HT:** 13      **FP:** 13      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** 2 (TS)

**Grapple (13):** Reach C.

**Bite (13):** 2d+1 cutting. Reach C.

**Claws (13):** 3d crushing. Reach C, 1.

**Traits:** Bad Temper; Blunt Claws; DR 2; Semi-Upright; Sharp Teeth; Temperature Tolerance 2; Wild Animal.

**Skills:** Brawling-13

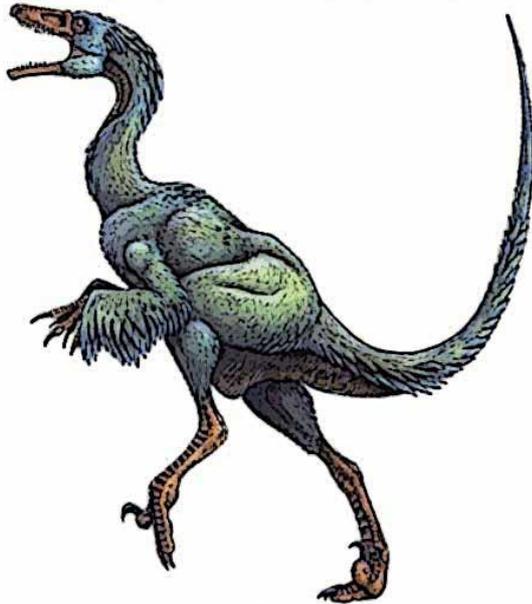
**Habitat:** Mountains, Plains

**Source:** GURPS Bestiary 3e, B456

**Origin:** Ice Age

## Borogovia

Borogovia (named after the borogoves from Lewis Carroll's *Jabberwocky*) is a lightly-built long-legged troodontid, 6' - 7' (1.8 - 2.1m) long. Like Troodon, it has sharp sickle-like claw on each hind foot; however, this claw is not hinged to be held clear of the ground. Borogovia is omnivorous, eating plant life, carrion and small prey.



### Animal (Dinosaur)

**ST:** 11      **HP:** 11      **Speed:** 6.5  
**DX:** 15      **Will:** 10      **Move:** 12  
**IQ:** 3      **Per:** 10      **Weight:** 90-150 lbs.  
**HT:** 11      **FP:** 11      **SM:** +0 (2m)

**Dodge:** 9      **Parry:** —      **DR:** 1

**Claws (13):** 1d-1 impaling. Reach C.

**Traits:** DR 1; Fangs; Sharp Claws; Wild Animal

**Skills:** Brawling-15.

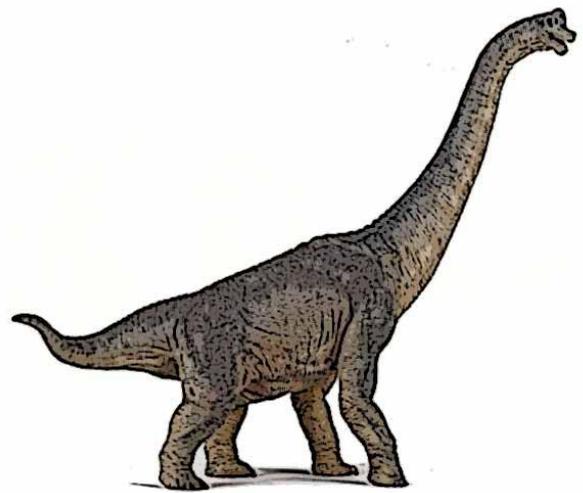
**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## Brachiosaurus



The massively-built brachiosaurus is one of the biggest and best-known of the sauropods. Nearly as long as the *Diplodocus* but more heavily built, it is 90' (27m) long and 19' (6m) high at the shoulder. Its tail is short for a sauropod, and its forelimbs much longer than its hind limbs; it probably couldn't rear up on its hind legs like *Apatosaurus* to reach the tops of the trees, but it doesn't need to. It has enormous nostrils on the top of its skull, which may serve as a sound amplifier, or to enhance its sense of smell.

It is a land dweller feasting primarily on leaves and branches, which it mashes to pulp with the aid of gastroliths in its immense gut. It is a solitary creature, relying on its large size to keep it safe from predators. It earns its name by its means of moving through the dense forests which supply it with food. When it has denuded a tree, it will rear up on its short rear legs, place its long forelegs on the tree, and lean forward, smashing it down. It then moves slightly further into the forest.

Its only defense is to trample and swipe with its tail.

### Animal (Dinosaur)

**ST:** 92      **HP:** 92      **Speed:** 5.25  
**DX:** 9      **Will:** 10      **Move:** 5  
**IQ:** 2      **Per:** 10      **Weight:** 50 tons  
**HT:** 12      **FP:** 12      **SM:** +7 (30 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 5 (TS)

**Trample (9):** 10d crushing. Reach C.

**Tail (9):** 10d crushing. Only rear hexes, Reach 10.

**Traits:** DR 5 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

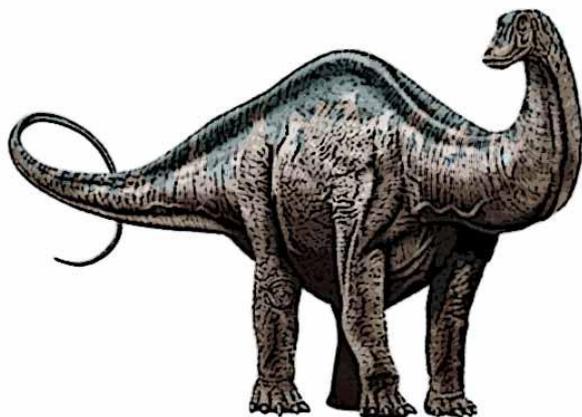
**Source:** GURPS Lands Out of Time, p. 24.

**Origin:** Prehistoric (Jurassic)

## Brontosaurus (Apatosaurus)

Brontosaurus is the more commonly-known name for the dinosaur known scientifically as *Apatosaurus*.

It stood on four elephantine legs, had a long neck and tail, and measured 70-80 feet (21 - 24m) in length. It was common to the Jurassic and Cretaceous periods.



Harmless vegetarians, brontosaurus would inhabit flood plains, using their long necks to feed from tree-tops. They may also be able to rear up onto their back legs, allowing them to feed from the highest trees.

Contrary to popular belief, Brontosaurus was not a swampdweller - in fact, it probably avoided them. Its primary defense is its sheer size-most carnivores cannot even hope to hurt it.

It doesn't bite, although its head and neck have a reach of 8 hexes. Trampling and its tail-whip can be fatal. Brontosaurus is so large that it gets no Dodge roll, except for its head, which Dodges at 4.

### Brontosaurus (Apatosaurus)

#### Animal (Dinosaur)

ST: 72      HP: 72      Speed: 5.25  
 DX: 9      Will: 9      Move: 5  
 IQ: 2      Per: 9      Weight: 18-36 tons  
 HT: 11      FP: 11      SM: +7 (10 hexes)

Dodge: -/4      Parry: —      DR: 4 (TS)

**Trample (9):** 8d crushing. Reach C.

**Tail (9):** 10d crushing. Only rear hexes, Reach 10.

The tail has a reach of 8 hexes and can swing 8 hexes per turn (movement is measured by the tip of the tail). Brontosaurus hits automatically with its tail; anyone within the affected area must make a Dodge roll to avoid being hit. The tail has SM+4.

**Traits:** DR 4 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Lands Out of Time, Dinosaurs.

**Origin:** Prehistoric (Jurassic)

### Bruhathkayosaurus

Bruhathkayosaurus (from the Sanskrit word "bruhathkaya," meaning "huge body") may be the

largest meat-eater ever to walk the earth - 60' to 65' (18 - 20m) long, and standing 30' (9m) tall, it dwarfs even Spinosaurus and Tyrannosaurus. Unfortunately, the only evidence of its existence is a few enormous leg bones first described in 1989, which might belong to a sauropod; it is included here as a "super-theropod" for cinematic campaigns.

Bruhathkayosaurus is more robust than T. rex, and is probably slower and less agile, but its size may enable it to attack such slow-moving but well-defended local herbivores as *Dravidosaurus* and the titanosaurs. It might also steal the kills of smaller theropods such as *Indosuchus*.

#### Animal (Dinosaur)

ST: 42      HP: 42      Speed: 6.75  
 DX: 12      Will: 10      Move: 9  
 IQ: 3      Per: 12      Weight: 12-15 tons  
 HT: 15      FP: 15      SM: +6 (20m)

Dodge: 9      Parry: —      DR: 2

**Bite (13):** 4d+1 cutting. Reach C.

**Traits:** DR 2; Fangs; Wild Animal

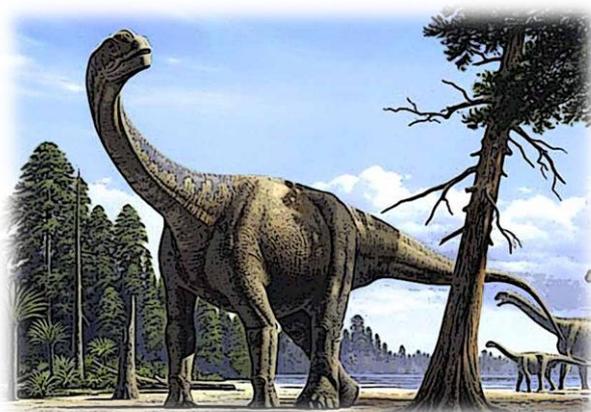
**Skills:** Brawling-12.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)



### Camarasaurus

Camarasaurus is a 60-foot (18m) long sauropod with a shorter, thicker neck and tail than most of its family. Its hind legs and forelimbs are approximately the same length, and it can't rear itself up onto its hind legs to reach the tops of trees. Camarasaurus is very abundant in North America during the late Jurassic; its remains are the most common dinosaur fossils.

#### Animal (Dinosaur)

ST: 50      HP: 50      Speed: 5.25  
 DX: 9      Will: 9      Move: 5  
 IQ: 3      Per: 9      Weight: 15-20 tons  
 HT: 12      FP: 12      SM: +7 (25+ hexes)

Dodge: 8      Parry: —      DR: 2 (TS)

**Trample (9):** 5d+2 crushing. Reach C.

**Traits:** DR 2 (Tough Skin); Quadruped; Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

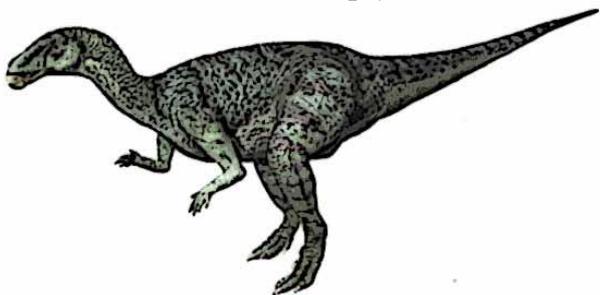
**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Camptosaurus

Camptosaurus ("flexible lizard") is a normally bipedal herbivore, growing up to 20' (6m) long and 3' to 4' (0.9 - 1.2m) high at the hips. It has short but

strong forelimbs, enabling it to walk on all fours to browse on low-growing plants. It is very similar to the later *Iguanodon*, but lacks a spiky thumb, or any other form of attack apart from trampling. It is, however, much faster than most large Jurassic herbivores.



Of all Jurassic dinosaurs, Camptosaurus would be the most suitable for a riding animal: it is herbivorous, fairly fast, probably even-tempered, and has no spikes or ridges along its backbone. Given proper equipment, Riding (Camptosaurus) defaults to *Riding* (Horse or Camel) skill at -3.

### Camptosaurus

#### Animal (Dinosaur)

ST: 20      HP: 20      Speed: 6.25  
 DX: 14      Will: 10      Move: 11  
 IQ: 3      Per: 10      Weight: 1-2 tons  
 HT: 11      FP: 11      SM: +5 (16-20 hexes)

Dodge: 8      Parry: —      DR: 1 (TS)

**Trample (14):** 2d-1 cutting. Reach C.

**Traits:** DR 1 (Tough Skin); Wild Animal.

**Climate:** Temperate, Subtropical, Tropical

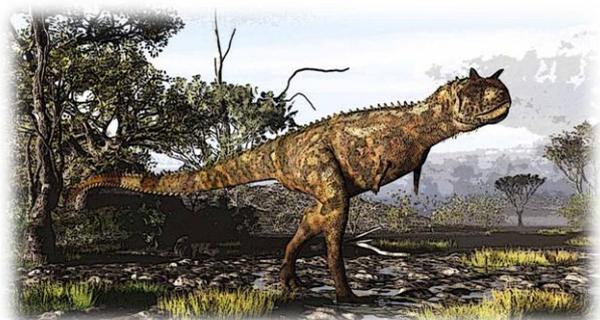
**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Carnotaurus

Carnotaurus ("carnivorous bull") is a short-faced theropod with two short horns projecting over its eyes (similar to those of *Allosaurus*, but larger). The purpose of these horns is unknown, but they may be used in head-butting contests between males, or to give some protection to the eyes (which are set to give both peripheral vision and depth perception: Vision rolls at 14, other senses at 12).



Carnotaurus is 25' (7.5m) long, and stands about 10' (3m) tall. Its back legs are long, but its arms are even smaller and weaker than those of *Tyrannosaurus*. Its hide is rough, and studded with small bony lumps, which may give it a spotted appearance. Carnotaurus bites or head-butts.

### Animal (Dinosaur)

ST: 26      HP: 26      Speed: 7  
 DX: 14      Will: 10      Move: 10  
 IQ: 3      Per: 14/12      Weight: 1-2 tons  
 HT: 14      FP: 14      SM: +4 (10m)

Dodge: 9      Parry: —      DR: 3

**Bite (14):** 2d+1 impaling. Reach C.

**Head Butt (14):** 3d crushing. Reach C.

**Traits:** Acute Vision-14; DR 3; Fangs; Wild Animal

**Skills:** Brawling-14; Tracking-14.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

### Cat

#### Scimitar Cat

The scimitar cat was a sabertoothed cat from Pleistocenes times. Unlike the larger *smilodon*, the scimitar cat's teeth were shorter and made for cutting: the edges were razor sharp along their whole length. It died out just as humans were becoming established, but there was some overlap in time.

Treat it like any other large cat, except that it bites repeatedly rather than biting and grappling. Note that its teeth do cutting damage rather than impaling.

#### Animal (Mammal)

ST: 14\*      HP: 14      Speed: 6.25  
 DX: 13      Will: 10      Move: 9  
 IQ: 4      Per: 10      Weight: 350 lbs.  
 HT: 12      FP: 12      SM: 0

Dodge: 9      Parry: —      DR: 1 (TS)

**Serrated Fangs (15):** 2d impaling. Reach C.

**Traits:** Quadruped; Wild Animal

**Habitat:** Mountains, Plains, Forest

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 13-15 depending on weight.

#### Terror Cat

The scientific name for the terror cat is *dinictis*. A large cat of 35 million years ago, it had attributes of both a stabbing cat (sabertooth) and a biting cat (modern cats). It measured about 4 feet long, stood low to the ground, and had large canine teeth. It was neither fast nor a good jumper, but in its time it was the most formidable predator around.

Since no terror cat ever saw a human being, they would never have developed the inherent fear of humans that most extant animals have - assume that they will attack humans on sight. Treat the terror cat in all other respects as a small lion (p. 21).

#### Animal (Mammal)

ST: 9\*      HP: 9      Speed: 6  
 DX: 12      Will: 10      Move: 6  
 IQ: 3      Per: 10      Weight: 75-150 lbs.  
 HT: 12      FP: 12      SM: -1

Dodge: 9      Parry: —      DR: 0

**Bite (14):** 1d-2 crushing. Reach C.

**Traits:** Quadruped; Wild Animal

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 8-11 depending on weight.

## Centrosaurus

Centrosaurus ("sharp pointed lizard") is a 20' (6m) long, heavilybuilt ceratopsian. It has an 18" (45cm) nasal horn, and two very small horns above its eyes. Its frill is broad and extremely elaborate, scalloped and studded with sharp pieces of bone around the edges; like *Chasmosaurus*, it has two hidden "windows" in its frill, but they are smaller and protected by two horn-like growths protruding downwards from the top of the frill. The frill gives head, neck and shoulders DR of 5. It Blocks as though its Shield skill were 12.

A Centrosaurus receives no penalty to hit when it charges. It can trample, or bite in close combat at -4 to hit.

### Animal (Dinosaur)

**ST:** 36      **HP:** 36      **Speed:** 6.50  
**DX:** 12      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 10      **Weight:** 2-3 tons  
**HT:** 13      **FP:** 13      **SM:** +5 (12 hexes)

**Dodge:** 9      **Block:** 12      **DR:** 2/5 (Neck)

**Bite (8):** 3d+2 crushing. Reach C.

**Horn strike (12):** 5d-1 pi or cutting. Only front hexes, Reach C.

**Trample (12):** 4d-1 crushing. Reach C.

**Traits:** DR 5 (Head and neck only); DR 2; Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal

**Skills:** Brawling-12; Running-10.

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Creataceous)

## Ceratosaurus

Ceratosaurus is a 20' (6m) long theropod with a thin ten-foot tail, four-fingered forelimbs, small horns above its eyes, and a prominent horn on its nose. It stands up to 15' (4.5m) tall. Its eyes are large, but set for peripheral vision rather than looking straight ahead; Ceratosaurus may need to spend more time on the alert for larger predators than it does hunting for prey. It inhabited river and lake shores, flood plains, and hills during the Jurassic.

Ceratosaurus' skull is too thin for it to have engaged in much head-butting; its horns may be used by hatchlings trying to break out of their eggs, or as a sexual display. Ceratosaurus bites in close combat, or claws at 1-hex reach.

### Animal (Dinosaur)

**ST:** 25      **HP:** 25      **Speed:** 6.25  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 14 (12)      **Weight:** 1-1.5 tons  
**HT:** 11      **FP:** 11      **SM:** +4 (9+ hexes)

**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (14):** 2d+1 impaling. Reach C.

**Claw (14):** 2d+2 cutting. C, 1.

**Traits:** Acute Vision (14); Acute Smell (14); DR 2; Fangs; Sharp Claws; Wild Animal

**Skills:** Tracking-14.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

**Origin:** Prehistory (Jurassic)

## Cetiosaurus

Cetiosaurus ("whale lizard"), the first of the sauropods to be discovered, grows to at least 50' (15m) long. Like *Brachiosaurus*, it has a relatively short tail, and forelimbs that are longer than its hind legs. Unlike most sauropods, it lives near lakes and beaches. Its only defense is trampling.

### Animal (Dinosaur)

**ST:** 45      **HP:** 45      **Speed:** 5.25  
**DX:** 9      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 15-20 tons  
**HT:** 12      **FP:** 12      **SM:** +7 (33+ hexes)

**Dodge:** 8      **Parry:** —      **DR:** 2 (TS)

**Trample (9):** 5d crushing. Reach C.

**Traits:** DR 2 (Tough Skin); Quadruped; Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Fresh Water, Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Chasmosaurus

Chasmosaurus is another medium-sized ceratopsian, growing to 17' (5m) long with a 5' (1.5m) skull, with longer, thinner legs than the larger ceratopsians. It is one of the earliest ceratopsians, and very widespread.

Chasmosaurus' lightweight frill looks impressive, but the bone is thin and perforated by two enormous openings (hence its name, "chasm lizard"). Its head has DR 5, but its neck and shoulders have DR (1d-1, minimum 2). This frill cannot be used to Block attacks. Chasmosaurus' skin is dotted with small knobs of bone, which may give it a spotted appearance.

There are four species of Chasmosaurus, the main differences being in the proportions of their three horns. Some have very small horns but most have either a large nasal horn or long brow horns.

A Chasmosaurus can charge at up to 25 mph (40km/h), with no penalty to hit. It can trample, or bite at -4 to hit.

### Animal (Dinosaur)

**ST:** 35      **HP:** 35      **Speed:** 6.50  
**DX:** 13      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 10      **Weight:** 2-3 tons  
**HT:** 13      **FP:** 13      **SM:** +5 (12 hexes)

**Dodge:** 10      **Parry:** —      **DR:** 5/2

**Bite (9):** 3d+2 crushing. Reach C.  
**Horn strike (13):** 5d-1 pi *or* impaling. Only front hexes, Reach C.  
**Trample (13):** 4d-1 crushing. Reach C.  
**Traits:** DR 5 (Head and neck only); DR 2; Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal  
**Skills:** Brawling-12; Running-10.  
**Habitat:** Plains  
**Source:** GURPS Dinosaurs  
**Origin:** Prehistory (Creataceous)

## Cockroach, Giant

Cockroaches first appeared in the Mississippian and still exist today. They have ranged in size from a fraction of an inch to 13" (33cm) long, with the most common being between 3" and 6" (7.5 - 15cm) long; stats are for the very largest. Cockroaches are not poisonous, though a few modern species carry disease; GMs should feel free to invent infections for prehistoric cockroaches (and ticks, fleas and mosquitoes) to transmit, especially in a cinematic campaign.

Someone with Squeamishness or a phobia of insects encountering a giant cockroach must make a Fright Check at -3; -9 for a swarm.

### Animal (Vermin)

**ST:** 1      **HP:** 1      **Speed:** 6.75  
**DX:** 13      **Will:** 10      **Move:** 1  
**IQ:** 2      **Per:** 10      **Weight:** <1 lbs.  
**HT:** 15      **FP:** 15      **SM:** -6  
**Dodge:** 9      **Parry:** —      **DR:** —

**Traits:** Insect; Wild Animal.

**Climate:** Tropical, Subtropical, Temperate

**Habitat:** Forest, Swamp, Jungle

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Mississippian - Cretaceous)

## Coelophysis

Coelophysis ("hollow form") is a lightly-built long-necked theropod with a small head, strong jaws, and sharp teeth. Its forearms are also long and powerful, and end in large taloned hands which rake at 1-hex reach. It grows up to 9' (2.7m) long, and stands 4' to 5' (1.2 - 1.5m) tall.

Coelophysis travels in large packs: hundreds of Coelophysis fossils, ranging from hatchlings to full-grown adults, have been found in one "dinosaur graveyard" at Ghost Ranch. All were apparently killed and preserved by one catastrophe (probably a flood). Evidence of solitary Coelophysis has also been discovered, so any number (i.e., as many as the GM wants) may be encountered at one time.

Coelophysis eat any prey they can catch, including the young of other Coelophysis. Their long snake-like necks are also admirably suited for eating carrion, and a few dozen Coelophysis can make short work of the largest dinosaur carcasses.

A solitary Coelophysis might not attack humans, but time travelers who stand between a large pack and food are in grave danger.

## Animal (Dinosaur)

**ST:** 12      **HP:** 12      **Speed:** 6.75  
**DX:** 15      **Will:** 10      **Move:** 12  
**IQ:** 3      **Per:** 12      **Weight:** 80 - 150 lbs.  
**HT:** 12      **FP:** 12      **SM:** +5 (15 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (15):** 1d+1 cutting. Reach C.

**Claws (15):** 1d-1 cutting *or* impaling. Reach 1.

**Traits:** Biting ST+5; Enhanced Move 1; Sharp Teeth; Talons; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## Coelurosauravus

Coelurosauravus is a small (16', 4.8m long) insectivorous winged lizard, similar to the modern "flying dragon," *Draco volens*. Its bite does no damage; if surprised, it flies away. It can glide for 200' (60m), losing only 6' (1.8m) of height. Speed on the ground is 4; Dodge is 6.

### Animal (Reptile)

**ST:** 1      **HP:** 1      **Speed:** 6.25  
**DX:** 13      **Will:** 10      **Move:** 6, A18  
**IQ:** 3      **Per:** 12      **Weight:** <1 lbs.  
**HT:** 12      **FP:** 12      **SM:** -5  
**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (13):** 1d-7 cutting. Reach C.

**Traits:** Reptile; Winged Flight (Gliding); Wild Animal

**Skills:** Flight-13

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Desert

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Permian)

## Compsognathus

Compsognathus ("elegant jaw") is one of the smallest known dinosaurs. It grows to barely 40" (1m) long and 1' (30cm) high, with a 2½" (6cm) skull, powerful hind legs, and tiny forelimbs. It eats small lizards (and, no doubt, large insects, small mammals, and carrion) and is unlikely to attack a conscious adult human unless either human or compy is very badly wounded.

In a "lost realm" where cats never evolved, Compsognathus might be domesticated as vermin-catchers.

### Animal (Dinosaur)

**ST:** 5      **HP:** 5      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 12      **Weight:** 6-13 lbs.  
**HT:** 12      **FP:** 12      **SM:** -3  
**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 1d-5 cutting. Reach C.

**Traits:** Sharp Teeth; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

**Origin:** Prehistory (Jurassic)

## Creodont

Creodonts were early mammalian carnivores that flourished 60 million years ago. They were the deadliest beasts of their day, though slow by modern carnivores' standards.

They resemble a cross between a puma and a wolf, with a slightly bearish cast to the face. Their hunting tactics are unknown, but they aren't built for long chases. Assume that they are solitary or paired nocturnal animals which will attack humans on sight.

### Animal (Mammal)

**ST:** 14      **HP:** 14      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 7  
**IQ:** 3      **Per:** 10      **Weight:** 300 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** 1 (TS)

**Bite (11):** 2d-2 cutting. Reach C.

**Traits:** Quadruped; Wild Animal

**Climate:** Temperate, Subtropical

**Habitat:** Plains

**Source:** Internet

**Origin:** Prehistoric

## Crocodile

Crocodiles and alligators are archosaurs ("ruling reptiles"), the only other surviving members of the superorder which includes the dinosaurs, pterosaurs, and birds.

Adult crocodiles range from 6' to 30' (1.8 – 9m) long, depending on their species, with the average being 13' to 16' (2.9 – 4.8m). They feed mainly on fish, but also catch animals (and sometimes humans) that come to the water to drink;

If fighting on land (usually to defend their nests, of which they are extremely protective), they attack by biting and by whipping with their tails. The tail-whip can easily break human legs, and is intended to knock opponents to the ground so they can more easily be bitten.

On land, a crocodile can sprint for short distances at Speed 4. It has DR 4 everywhere except its underbelly, which has DR 2.

All crocodiles have the following attack:

**Grabbing Teeth (DX):** After biting, crocodiles hold on with their teeth, and attempt to drown their victims by pulling them under water. Prying open their jaws requires a regular Contest of ST. To hold them shut, however, requires a Contest of ST versus only one-quarter of the crocodile's ST.

### Chasmatosaurus

Chasmatosaurus is the earliest known crocodile-like reptile, a small (6' to 7' [1.8 – 2.1m] long), lightly armored, sharp-toothed proterosuchian similar to the fresh-water crocodiles still found in Australia.

### Animal (Reptile)

**ST:** 9      **HP:** 9      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** G2(4), W8  
**IQ:** 3      **Per:** 12      **Weight:** 100-200 lbs.

**HT:** 10      **FP:** 10      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** 3 (Flexible)

**Bite (14):** 1d-1 cutting. Reach C.

**Tail (14):** 1d-1 crushing. Reach 1; Cannot Parry.

**Traits:** Biting ST+7; Quadruped; Wild Animal

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Swamp, Fresh Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Phobosuchus

Phobosuchus ("Horror Crocodile," also known as *Deinosuchus*, "Terrible Crocodile") grows to a length of 50' (15m), with a 7' (2.1m) skull. It ambushes dinosaurs that come to the water to drink, biting with a 1-hex reach; its tail-whip has a 4-hex reach. Treat it as a modern crocodile in most other respects.

### Animal (Reptile)

**ST:** 21      **HP:** 21      **Speed:** 6.75  
**DX:** 13      **Will:** 11      **Move:** 8  
**IQ:** 3      **Per:** 12      **Weight:** 5 tons  
**HT:** 14      **FP:** 14      **SM:** +8

**Dodge:** 9      **Parry:** N/A      **DR:** 4

**Bite (14):** 2d+1 crushing. Reach C, 1.

**Tail (14):** 2d+2 crushing. Reach C-3.

**Traits:** Amphibious; Cold-Blooded (50° F); Night Vision 5; Peripheral Vision; Quadruped; Striker (Tail; Crushing; Long +2; Cannot Parry; Weak); Striking ST +6 (Bite only); Wild Animal.

**Skills:** Brawling-14; Intimidation-10; Running-14; Stealth-14; Swimming-14; Tracking-15.

**Source:** GURPS Big Lizzie, p. 19.

**Origin:** Prehistory

### Rutiodon

Rutiodon is not a true crocodile, but a long-snouted fish-eating phytosaur. It is almost identical to the modern Indian gavial except for the placement of its nostrils (near the eyes; chasmatosaurs and true crocodiles have them at the tip of the snout).

### Animal (Dinosaur)

**ST:** 14      **HP:** 14      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** G2(4), W8  
**IQ:** 3      **Per:** 12      **Weight:** 200-350 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1 (4 hexes)

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 1d-1 cutting. Reach C.

**Tail (14):** 1d+1 crushing. Reach 1; Cannot Parry.

**Traits:** Biting ST+7; Quadruped; Wild Animal

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Fresh Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Teleosaurus

Teleosaurus is a 10' (3m) long crocodile with a narrow snout, similar to the modern gavial but with shorter legs. It has Speed 1 on land, and sprints at 2. It has DR 4 everywhere except its underbelly, which

has DR 2. Its tail-whip has Reach 1, and is intended to knock opponents to the ground so they can more easily be bitten.

### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** G1 (2), W8  
**IQ:** 3      **Per:** 10      **Weight:** 200-300 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (4 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 4, 2 (Underbelly)

**Bite (14):** 1d-1 cutting. Reach C.

**Tail (14):** 1d+1 crushing. Reach 1; Cannot Parry.

**Traits:** Quadruped; Reptile; Wild Animal

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Fresh Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Cryptocleidus

Cryptocleidus is a 13' (3.9m) long plesiosaur, an air-breathing marine reptile (not a dinosaur) with a long neck and large oarlike flippers. Its teeth are long, sharp and curved; they form a trap for catching small fish and shrimp, but also let it bite larger prey.

Like most plesiosaurs, Cryptocleidus is built for maneuverability rather than speed. If it ever ventures onto land, which is unlikely (though it is possible that plesiosaurs, like modern sea turtles, came ashore to lay their eggs), its Speed would be ½ hex per turn.

### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** W7  
**IQ:** 3      **Per:** 12      **Weight:** 250-400 lbs.  
**HT:** 14      **FP:** 14      **SM:** +2

**Dodge:** 10      **Parry:** —      **DR:** 1 (Flexible)

**Bite (14):** 1d-1 impaling. Reach C, 1.

**Traits:** Marine Mammal; Wild Animal

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Cymbospondylus

Cymbospondylus is a large, serpentine ichthyosaur, growing up to 33' (10m) long. Unlike most ichthyosaurs, it has no fin on its back, and its tail is long and snake-like, rather than fishlike. Its snout is relatively short, but it can still bite.

### Animal (Dinosaur)

**ST:** 21      **HP:** 21      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** W8  
**IQ:** 3      **Per:** 10      **Weight:** 1-3 tons  
**HT:** 11      **FP:** 11      **SM:** +4 (8-11 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (12):** 2d-1 cutting. Reach C.

**Traits:** Ichthyoid; Pressure Support 2; Sharp Teeth; Wild Animal.

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Cynognathus

Cynognathus ("dog jaw") is a heavily-built synapsid, similar to a *wolverine* in appearance. Its skull is nearly a third of the length of its body, and its jaws are very heavily muscled, able to open wide. Cynognathus preys on other mammal-like reptiles, including the larger *Kannemeyeria*. It will probably attack time travelers without hesitation.

### Animal (Reptile)

**ST:** 11      **HP:** 11      **Speed:** 5.5  
**DX:** 11      **Will:** 11      **Move:** 7  
**IQ:** 3      **Per:** 12      **Weight:** 35-70 lbs.  
**HT:** 11      **FP:** 11      **SM:** -1

**Dodge:** 8      **Parry:** —      **DR:** —

**Bite (13):** 1d cutting. Reach C.

**Traits:** Biting ST+4; Sharp Teeth; Quadruped; Wild Animal.

**Climate:** Subtropical, Tropical

**Habitat:** Plains, Desert

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Dacentrurus

Dacentrurus, the first stegosaur to be described, grows up to 15' (4.5m) long. The plates on its back are smaller than those of *Stegosaurus*, and end at its hips. After that, it has a long row of paired tail spikes, from 14" to 18" (35 – 45cm) long. Large predators such as *Megalosaurus* may receive the benefit of four or more pairs of spikes.

### Animal (Dinosaur)

**ST:** 23      **HP:** 23      **Speed:** 5.5  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 7,000 lbs.  
**HT:** 12      **FP:** 12      **SM:** +3 (7 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 4

**Tail strike (10):** 3d-1 piercing. Only rear hexes, Reach C.

**Traits:** DR 4; Quadruped; Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Skills:** Running-9.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Forest, Plains, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Jurassic)

### Daspletosaurus

Daspletosaurus ("frightful reptile") is a heavily-built 30' (9m) long theropod. It has large triangular bones above its eyes, and a smaller pair of horns behind them.

Daspletosaurus is a slower runner than the more lightly built *Albertosaurus*. Its two-clawed forelimbs are slightly longer than those of most Cretaceous

tyrannosaurs, and rake, but their main use is for grappling its prey.

It lives in the marshlands near streams and rivers, and ambushes slower-moving herbivores as they came to the water to drink – including ceratopsians, and the boneheaded pachycephalosaurs.

### Animal (Dinosaur)

**ST:** 28      **HP:** 28      **Speed:** 6.75  
**DX:** 13      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 12      **Weight:** 3-5 tons  
**HT:** 14      **FP:** 14      **SM:** +4 (10m)

**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (13):** 2d+2 impaling. Reach C.

**Grapple/Claw (13):** 3d-1 cutting. Reach C.

**Traits:** DR 2; Fangs; Wild Animal

**Skills:** Brawling-13.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

### Deinocheirus

Deinocheirus ("terrible hand") is a giant ornithomimid growing up to 40' (12m) long. Its arms are 8' (2.4m) long, and slender, and end in huge hands with three long claws. It slashes at up to 3-hex range.

### Animal (Dinosaur)

**ST:** 28      **HP:** 28      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** 13  
**IQ:** 3      **Per:** 12      **Weight:** 1-2.5 tons  
**HT:** 14      **FP:** 14      **SM:** +4 (10m)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (14):** 2d+2 impaling. Reach C.

**Talons (14):** 3d-1 cut or impaling. Reach 3.

**Traits:** DR 2; Fangs; Talons; Wild Animal

**Skills:** Brawling-14.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

### Deinonychus

Deinonychus is only 8' to 10' (2.4 – 3m) long including a rigid tail, and stood around 3½ (1m) feet high, but it can bring down large prey such as *Tenontosaurus* by using pack tactics, speed, and the claws for which it was named.

Deinonychus has a 5" (12.5cm) long sickle-shaped claw on the second toe of each hind foot, which is held up off the ground to keep it sharp. Treat the feet as the main weapon, kicking at reach 1 for 1d+2 impaling damage. Deinonychus attacks large prey by leaping at up to 2-hex range, increasing damage to 2d+1 impaling, and holding on with its teeth and foreclaws, then slashing with its hind feet. Against smaller opponents (such as time travelers), it stands on one leg to kick with the other. Anyone entering the Deinonychus' front hex may be kicked without that kick counting as an action.

Deinonychus hunts in packs of six or more. It has large eyes, and may be active at night as well as by day: treat vision as 16+ (possibly with Night Vision), Smell and Hearing at 14+, and Stealth at 15+. It can high-jump 6 feet with a running start, or broad-jump 5 yards.

Deinonychus is often depicted as having tiger stripes or leopard spots. While there is no evidence for this (nor for the idea that it was covered with feathers or fur), such a color scheme would certainly suit its style. If it is a night hunter, something in basic black would be appropriate.

Common in the Cretaceous, it inhabited dry flood plains and river banks.

### Animal (Dinosaur)

**ST:** 16      **HP:** 16      **Speed:** 7  
**DX:** 16      **Will:** 11      **Move:** 13  
**IQ:** 3      **Per:** 12      **Weight:** 160 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (3 hexes)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (13):** 1d cutting. Reach C.

**Claws (13):** 1d+2 cutting. Reach C. See text.

**Tail (13):** 1d+1 crushing. Only rear hexes.

**Traits:** Acute Senses (14); Acute Vision (16); DR 1; Sharp Teeth; Sharp Claws; Striker (Claw); Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Skills:** Brawling-13; Jumping-14; Running-14; Tracking-14.

**Habitat:** Plains, Forest

**Source:** GURPS Lands Out of Time, p. 26

### Desmotosuchus

Desmotosuchus is not a dinosaur, but a fairly close relative. It resembles a heavily-armored crocodile with a small snout and sharp, horn-like curved spikes projecting up and out from its shoulders . . . but it is a herbivore, with weak, peglike teeth, and lives on land.

If attacked, Desmotosuchus whips with its tail like a crocodile.

### Animal (Reptile)

**ST:** 17      **HP:** 17      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 500-700 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (3-6 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 5

**Bite (14):** 1d+1 cr. (Reach C)

**Tail Swipe (14):** 2d-1 crushing. Reach 1. Anyone knocked down by this attack should roll DX; on a critical failure, they fall onto one of the spikes, taking 1d impaling damage.

**Traits:** Quadruped; Wild Animal.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Plains, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## Diadectes

The short-legged and bulky Diadectes is one of the first known herbivores, and one of the largest land animals of its time, growing up to 10' (3m) long and 3' (0.9m) wide. It resembles an enormous lizard without scales; its only defense against reptilian predators such as *Dimetrodon* and *Ophiacodon* is to retreat to the water.

### Animal (Reptile)

**ST:** 13      **HP:** 13      **Speed:** 5  
**DX:** 9      **Will:** 10      **Move:** 5  
**IQ:** 2      **Per:** 10      **Weight:** 200-500 lbs.  
**HT:** 11      **FP:** 11      **SM:** +2

**Dodge:** 8      **Parry:** —      **DR:** 1

**Bite (14):** 1d-1 crushing. Reach C.

**Traits:** Amphibious; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Swamp, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Permian – Triassic)

## Diatryma

The diatryma was a large flightless bird of 50 million years ago. It stood 7 feet tall, and its head was as large as a horse's. It was decidedly carnivorous, and was probably diurnal. From the fossil remains, diatrymas seem to have hunted in groups.

Their wings are small for the birds' size - about a foot long each - and are quite useless. The feet are used for kicking like an ostrich, but the main weapon is undoubtedly the beak. The beak does 2d+1 impaling damage; a kick does 2d impaling damage. Both have a 1-hex reach.

Some fantasy novels describe diatrymas being used as mounts! Give the rider or trainer a -4 to any training, Riding or Animal Handling rolls - these birds are not bright, and have nasty tempers.

### Animal (Bird)

**ST:** 17\*      **HP:** 17      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 14  
**IQ:** 3      **Per:** 10      **Weight:** 600 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0

**Dodge:** 9      **Parry:** 10(7)      **DR:** 0

**Beak (14):** 1d+2 pi+ (Reach C)

**Kick (12):** 1d+2 imp (Reach C)

**Traits:** No Manipulators; Wild Animal

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

**Origin:** Prehistoric

\*ST range 16-18 depending on weight

## Dicraeosaurus

Dicraeosaurus is a 40' to 45' (12 – 13m) long dipodocid with a relatively short neck, hind legs nearly twice as long as the front legs, and a ridge of tall spines along the neck and back down as far as the hips. These spines could have discouraged predators from attacking the otherwise vulnerable neck; Di-

craeosaurus may also be able to swing its neck and slash large opponents with its spines. Its tail-whip has a five-hex reach; it can also trample. It probably wasn't large enough to use the special *trampling* rules.

### Animal (Dinosaur)

**ST:** 42      **HP:** 42      **Speed:** 5.25  
**DX:** 9      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 8-11 tons  
**HT:** 12      **FP:** 12      **SM:** +6 (20+ hexes)

**Dodge:** 8      **Parry:** —      **DR:** 2 (TS)

**Neck Slash (9):** 2d Cutting.

**Trample (9):** 4d+2 crushing. Reach C.

**Tail (9):** 4d+2 crushing. Reach 5.

**Traits:** DR 2 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Dilophosaurus

Dilophosaurus ("two-crested lizard") is known only from the skeletons of some 20' (6m) long subadults, and some footprints. Adults may grow as large as *Allosaurus*.

Dilophosaurus' crested skull and long sharp teeth are too delicate for delivering a killing bite to large prey, but its forelimbs are longer and stronger than those of later theropods; it claws at 2-hex range. It travels in packs, and might use pack tactics to run down herbivores, slashing at them and waiting until they collapse or bleed to death.

### Animal (Dinosaur)

**ST:** 25      **HP:** 25      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 12  
**IQ:** 3      **Per:** 12      **Weight:** 6-13 lbs.  
**HT:** 12      **FP:** 12      **SM:** -3

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 2d+1 cutting. Reach C.

**Claw (14):** 2d+2 cutting. Reach 2.

**Traits:** Enhanced Move 1; Sharp Teeth; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e, Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Dimetrodon

Dimetrodon ("two kinds of teeth") is a sprawling, lizardlike carnivorous synapsid. It is 10' (3m) long, with the fin or sail on its back up to 4' (1.2m) high. This sail might work as a solar panel, enabling Dimetrodon to raise its body temperature and become active earlier in the day than most of its prey, or to lower its body temperature to enable it to survive in hot environments (as elephants do with their ears).

Dimetrodon is the most common large animal in its environment, and the dominant predator of its

time, chasing such large prey as *Diadectes*, *Eryops* and *Ophiacodon*. It kills and gorges itself rarely, and spends days or even weeks sleeping off its meals.

### Dimetrodon

#### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 5.75  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 11      **Weight:** 100-250 lbs.  
**HT:** 13      **FP:** 13      **SM:** +2  
**Dodge:** 8      **Parry:** —      **DR:** 2

**Bite (13):** 1d-1 cut (Reach C)

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Plains, Swamp

**Source:** GURPS Bestiary 3e, Dinosaurs

**Origin:** Prehistoric (Permian)

### Dimorphodon

Dimorphodon is a fish-eating pterosaur, 3' (0.9m) long with a 4' to 5' (1.2 – 1.5m) wingspan. Its legs are powerful and fairly long, suggesting that it can run fairly quickly on its hind legs, with its wings and long tail counterbalancing its large head.

#### Animal (Dinosaur)

**ST:** 4      **HP:** 4      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** A12  
**IQ:** 2      **Per:** 10      **Weight:** 3-10 lbs.  
**HT:** 14      **FP:** 14      **SM:** -1 ( )  
**Dodge:** 10      **Parry:** —      **DR:** —

**Beak (12):** 1d-6 pi+ (Reach C)

**Claws (12):** 1d-5 cut (Reach C)

**Traits:** Acute Vision 1; Bad Temper (9); Flight (Winged; Cannot Hover; Air Move 12; Costs Fatigue 2); No Fine Manipulators; Sharp Beak; Sharp Claws; Wild Animal

**Skills:** None.

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Dinohyus

Dinohyus is a giant pig-like animal that flourished 25 million years ago. It is only distantly, if at all, related to the modern pig. It is 12 feet long and 6 feet high at the shoulder. Its head is 3 feet long. Treat it as a wild boar (p. 38) doing 1d+1 crushing damage to a trample or 2d+1 cutting damage in a tusk-slash.

#### Animal (Mammal)

**ST:** 24\*      **HP:** 24      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 8  
**IQ:** 3      **Per:** 10      **Weight:** 1,800 lbs  
**HT:** 12      **FP:** 12      **SM:** +2 (4 hexes)  
**Dodge:** 10      **Parry:** 10(7)      **DR:** 2 (TS)

**Combat Traits:** Combat Reflexes

**Trample (12):** 2d+3 cr

**Tusks (12):** 2d+3 cut (Reach C, 1)

**Traits:** Hooves\*; Quadruped; Wild Animal

**Habitat:** Forest, Plains

**Source:** GURPS Bestiary 3e

**Origin:** Prehistoric

\*ST range 23-25 depending on weight; technically not hooves, but equally combat effective for trampling

### Diplodocus

Diplodocus is one of the longest dinosaurs, but it is much more lightly built than most sauropods. Nearly half of its 90' (27m) length comes from its whiplike tail, which has a 12-hex reach and can swing 12 hexes per turn (movement is measured by the tip of the tail). Diplodocus can also trample. It has strong jaws but only a few teeth, and doesn't bite in self-defense.

By rearing up onto its hind legs and anchoring itself with its tail, Diplodocus can reach 50' (15m) into the treetops to eat new branches; it also browses on the ground for ferns.

Diplodocus has nostrils just above its eyes, just as whales and elephants do. This is partly responsible for the idea that the sauropods lived under water (which is extremely unlikely); it has also been suggested that Diplodocus had a trunk like that of an elephant – or at least a short proboscis, like that of a tapir. GMs who want a 90' long sauropod that can pick pockets, please note.

#### Animal (Dinosaur)

**ST:** 56      **HP:** 56      **Speed:** 5.5  
**DX:** 11      **Will:** 10      **Move:** 5  
**IQ:** 2      **Per:** 11      **Weight:** 22 tons  
**HT:** 11      **FP:** 11      **SM:** +7 (30 hexes)  
**Dodge:** 8      **Parry:** -      **DR:** 2 (TS)

**Tail Strike (11):** 6d crushing. Only rear hexes, Reach 10. The tail automatically hits anything more than 5' (1.5m) tall; anyone within the affected area must make a Dodge roll to avoid being hit. Assess knockback as from a slam.

**Trample (11):** 6d crushing. Reach C.

**Traits:** DR 2 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** None.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Forest, Plains

**Source:** GURPS Lands Out of Time, p. 23.

**Origin:** Prehistoric (Jurassic)

### Doedicurus (Glyptodont)

The glyptodont was a prehistoric animal, related to the armadillo, that died out over one million years ago. Glyptodonts were of many sizes, the largest being represented here.

This creature is 6 feet high, 15 feet long (4 feet is tail!), and 6 feet wide in the body. It resembles armored dinosaurs like the ankylosaurus, but is a true mammal. The skull is broad, more like a turtle's than an armadillo's.

Glyptodonts will never attack. If threatened, their usual reaction is to withdraw into their shells and swing their tails (1-hex reach into all back hexes)

until left alone. For roost purposes, their DX is 9; for the tail-swing, though, DX is 12.

They are solitary nocturnal animals. They have powerful claws (used only for digging) and only molars-no biting teeth.

### Doerdicus

#### Animal (Mammal)

**ST:** 25\*      **HP:** 25      **Speed:** 5.5  
**DX:** 9      **Will:** 10      **Move:** 3  
**IQ:** 3      **Per:** 10      **Weight:** 2,000 lbs.  
**HT:** 13      **FP:** 13      **SM:** +2

**Dodge:** 6      **Parry:** 7(4)      **DR:** 3 (Flexible)

**Tail (9):** 2d+4 cr (Reach C, 1; Limited Arc, rear)

**Traits:** Quadruped; Wild Animal

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

**Origin:** Prehistoric

\*ST range 23-27

### Dragonfly, Giant

Paleozoic dragonflies, the biggest true insects ever discovered, grew up to 15" (38cm) long with 30" (75cm) wingspans. The largest known Jurassic specimens have 7.5" (19cm) wingspans (not the six feet described in the novel *Jurassic Park*). Dragonflies are harmless, though they will give a nasty scare to anyone with a phobia of insects, and might bite *hard* if you tried to catch one. Use *Giant Cockroach* statistics, above.

**Habitat:** Swamp, Jungle

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Pennsylvanian – Permian)

### Dromaeosaurus

Dromaeosaurus ("swift-running lizard") is a 6' (1.8m) long relative of *Deinonychus*, with a 3" (7.5cm) killing claw. Like *Deinonychus*, it is agile and fast, and may hunt in packs. Treat as a small *Deinonychus* in most respects.

#### Animal (Dinosaur)

**ST:** 11      **HP:** 11      **Speed:** 6.5  
**DX:** 15      **Will:** 10      **Move:** 14  
**IQ:** 3      **Per:** 12      **Weight:** 35-45 lbs.  
**HT:** 11      **FP:** 11      **SM:** 0 (2m)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (15):** 1d-2 cutting. Reach C.

**Talons (15):** 1d-1 cutting. Reach C.

**Traits:** DR 1; Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

**Skills:** Brawling-15; Jumping-14; Running-14; Tracking-14.

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

### Dromiceiomimus

The ostrich-like *Dromiceiomimus* ("emu mimic") may be the fastest dinosaur on two legs, able to run at

40 mph (64km/h); some paleontologists estimate its top speed at over 50 mph (80km/h, Move 22). *Dromiceiomimus* has no other means of defense; its beak is toothless, its jaw muscles weak, its claws small, and its fingers lack the strength for grasping large prey. If threatened, it runs; if it has to fight, it can kick or bite for crushing damage, or claw. It eats insects, eggs, mammals and reptiles small enough to swallow whole, and carrion.

*Dromiceiomimus* grows to 12' (3.6m) long, and stands 7' (2.1m) tall. Its head is small, but its eyes are nearly three inches wide (Vision-16). Some scientists think its pelvic structure indicates it gave birth to live young.

#### Animal (Dinosaur)

**ST:** 13      **HP:** 13      **Speed:** 7.25  
**DX:** 15      **Will:** 10      **Move:** 18  
**IQ:** 3      **Per:** 10/16      **Weight:** 200-225 lbs.  
**HT:** 14      **FP:** 14      **SM:** +1 (3m)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (13):** 1d-3 crushing. Reach C.

**CKick (13):** 1d crushing. Reach C.

**Traits:** Acute Vision (16); DR 1; Weak Bite; Wild Animal.

**Skills:** Running-15.

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

### Dryosaurus

*Dryosaurus* is a lightly-built bipedal herbivore, 10' to 12' (3.6m) long, with hollow bones and small forelimbs. It has large eyes, and teeth adapted for chewing tough plants. If threatened, it runs away; if cornered, it can bite.

#### Animal (Dinosaur)

**ST:** 11      **HP:** 11      **Speed:** 6.25  
**DX:** 15      **Will:** 10      **Move:** 12  
**IQ:** 3      **Per:** 12 (15)      **Weight:** 80-150 lbs.  
**HT:** 10      **FP:** 100      **SM:** 0 (2-3 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 1 (TS)

**Bite (14):** 1d-2 crushing. Reach C.

**Traits:** Acute Vision (15); DR 1 (Tough Skin); Wild Animal.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Dryptosaurus

The first carnivorous dinosaur discovered in North America, *Dryptosaurus* ("tearing lizard," previously known as *Laelaps*) is a lightly-built 20' (6m) long theropod with unusually long forelimbs and at least one very large claw (over 9" [22.5cm] long) on each hand. These claws may have been used for prying armor plates from ankylosaurids – a more useful tool for a scavenger than a predator. *Dryptosaurus* is

also fast enough to run down hadrosaurids, and its claws are a formidable weapon.

### **Dryptosaurus**

#### **Animal (Dinosaur)**

**ST:** 16      **HP:** 16      **Speed:** 7.00  
**DX:** 16      **Will:** 11      **Move:** 10  
**IQ:** 3      **Per:** 12      **Weight:** 130 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0  
**Dodge:** 10      **Parry:** N/A      **DR:** 1

**Bite (13):** 1d cutting. Reach C.

**Claw (13):** 1d cutting. Reach C.

**Tail Swipe (13):** 1d+1 crushing. Reach 1.

**Traits:** Sharp Claws; Sharp Teeth; Striker (Tail; Crushing; Cannot Parry; Long, SM +1; Limited Arc, Rear Only; Weak); Wild Animal.

**Skills:** Running-14; Tracking-14.

**Source:** GURPS Big Lizzie, Dinosaurs.

### **Edmontonia**

Edmontonia is a 23' (7m) long nodosaurid, with no tail club. Its back is well armored (DR 5), and adorned with horizontal spikes near the shoulders; these do damage to anyone it sideswipes. Edmontonia's only other form of defense is to trample.

As with most nodosaurids, Edmontonia's legs and belly aren't armored; DR 2.

#### **Animal (Dinosaur)**

**ST:** 19      **HP:** 19      **Speed:** 6.5  
**DX:** 11      **Will:** 10      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** 3-5 tons  
**HT:** 15      **FP:** 15      **SM:** +12 (12 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 5 (back); 2

**Trample (11):** 2d-1 crushing. Reach C.

**Sideswipe(11):** 2d-1 crushing. Only side hexes.

**Traits:** DR 9; Quadruped; Striker (Shoulder Spikes; Cannot Parry; Limited Arc, side hexes); Wild Animal.

**Skills:** None.

**Habitat:** Mountains, Forest, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric

### **Edmontosaurus**

Edmontosaurus is a large (40', 12m long) late *hadrosaur*. It has no crest, but there is a low frill down the spine, along the back and tail, and its skin is studied with horny bumps (DR 1d-2, minimum 1). It lives in forests, eating conifer needles and twigs.

#### **Animal (Dinosaur)**

**ST:** 26      **HP:** 26      **Speed:** 6.50  
**DX:** 14      **Will:** 10      **Move:** 11  
**IQ:** 3      **Per:** 10      **Weight:** 3 - 4 tons  
**HT:** 12      **FP:** 10      **SM:** +4 (20-25 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 1+ (TS)

**Trample (14):** 2d+2 crushing. Reach C.

**Traits:** DR 1 (Tough Skin); Quadruped; Wild Animal.

**Habitat:** Forest, Plains.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric (Late Cretaceous).

### **Elasmosaurus**

See *Plesiosaurus*.

### **Elasmotherium**

Elasmotherium is an extinct type of rhinoceros, even larger than modern rhinos, with a very long horn. It stands 13 feet tall at the shoulder and is about 7 yards long. The horn is over two yards long - Elasmotherium can reach at up to 2-hexes, doing 3d+2 damage.

Like the modern rhino, it is a solitary animal, active from dawn to dusk. It will flee humans unless wounded or protecting young. Treat it as a rhinoceros in all respects not otherwise covered here.

#### **Animal (Mammal)**

**ST:** 40\*      **HP:** 40      **Speed:** 5.5  
**DX:** 9      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 10      **Weight:** 3-5 tons  
**HT:** 13      **FP:** 13      **SM:** +3  
**Dodge:** 8      **Parry:** 7(4)      **DR:** 3 (TS)

**Horn (9):** 4d+5 imp (Reach 1-3; Limited Arc, forward only)

**Trample (9):** 4d+5 cr

**Traits:** Quadruped; Wild Animal

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 36-43 depending on weight

### **Elk, Irish (Megaloceros)**

This giant member of the deer family died out just a few thousand years ago; humans were probably a leading cause of its extinction. It stood 6 feet at the shoulder and had enormous antlers, with spreads up to 10 feet being common.

Like all deer, Irish elk were undoubtedly shy of humans, but may have been dangerous in the fall, their mating season. Treat them as moose (p. 24) in all respects not given here.

#### **Animal (Mammal)**

**ST:** 20      **HP:** 20      **Speed:** 5.25  
**DX:** 10      **Will:** 10      **Move:** 10  
**IQ:** 4      **Per:** 10      **Weight:** 1,000+ lbs.  
**HT:** 11      **FP:** 11      **SM:** +2  
**Dodge:** 8      **Parry:** N/A      **DR:**

**Antlers (10):** 2d+1 imp (Reach 1)

**Trample (10):** 2d+1 cr

**Traits:** Quadruped; Wild Animal

**Habitat:** Plains, Swamp

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

### **Eogyrinus**

Eogyrinus is a long-bodied (15' [4.5m] with a 6' [1.8m] tail) but shortlegged predator, similar to a

crocodile but without armor. A powerful swimmer, it has Speed 1 on land (sprints at 2), and rarely leaves the swamps or rivers. It eats mostly fish and other amphibians, but might attack a human wading or swimming in its territory.

### Eogyrinus

#### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 6.25  
**DX:** 13      **Will:** 10      **Move:** 1, W6  
**IQ:** 3      **Per:** 11      **Weight:** 200-300 lbs.  
**HT:** 12      **FP:** 12      **SM:** +3

**Dodge:** 8      **Parry:** —      **DR:** 1

**Bite (13):** 1d-1 cutting. Reach C.

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Fresh Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Mississippian - Permian)

### Eoraptor

Eoraptor, a 3' (0.9m) long biped with small fore-arms, is one of the earliest dinosaurs known. It has the serrated teeth of a theropod, but lacks the hinged lower jaw that enables theropods to swallow large prey whole. It eats all kinds of animal material, anything it can get its nimble claws on and run away with - including carrion, eggs, and small animals. Despite its name, it has no "raptor claw."

#### Animal (Dinosaur)

**ST:** 5      **HP:** 5      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 12      **Weight:** 160 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (3 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 1

**Bite (14):** 1d-3 cutting. Reach C.

**Traits:** Wild Animal.

**Skills:** Brawling-14; Tracking-14.

**Climate:** Subtropical, Tropical

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Eryops

Eryops is a thick-set, short-legged semi-aquatic predator with a large head and mouth. Its teeth are sharp but its jaw is nearly flush with the ground, requiring Eryops to raise its head to open its mouth. A poor swimmer, it lurks in swamps and shallow waters. Its usual prey is smaller amphibians; it would probably not attack a conscious human.

#### Animal (Reptile)

**ST:** 13      **HP:** 13      **Speed:** 5.25  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 2      **Per:** 11      **Weight:** 200-600 lbs.  
**HT:** 11      **FP:** 11      **SM:** +2

**Dodge:** 8      **Parry:** —      **DR:** 2

**Bite (13):** 1d-1 cutting. Reach C.

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Fresh Water, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Mississippian - Permian)

### Erythrosuchus

Erythrosuchus is a heavily-built quadruped, 15' to 16' (4.5 - 4.8m) in length, with a skull 3' (0.9m) long. It is not a dinosaur . . . it is more closely related to *Chasmosaurus*. It bites at close range, and preys on heavily-armored herbivorous reptiles.

#### Animal (Reptile)

**ST:** 24      **HP:** 24      **Speed:** 5.5  
**DX:** 10      **Will:** 10      **Move:** 7  
**IQ:** 3      **Per:** 12      **Weight:** 1.5-3 tons  
**HT:** 12      **FP:** 12      **SM:** +3 (10 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 1

**Bite (12):** 2d cutting. Reach C.

**Traits:** Quadruped; Wild Animal.

**Skills:** Brawling-12.

**Climate:** Subtropical, Tropical

**Habitat:** Plains, Desert

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Estesia

The 12' (3.6m) Estesia is not a dinosaur but a varanid lizard, very similar to the modern Komodo dragon, with poison sacs like those of a Gila monster. Like a Gila monster, it has no hollow fangs, but has to bite and hold on for several seconds while venom flows out of its mouth and into the victim's bloodstream.

#### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 7.5  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 10      **Weight:** 200-300 lbs.  
**HT:** 16      **FP:** 16      **SM:** +2 (4m)

**Dodge:** 10      **Parry:** —      **DR:** 2

**Bite (15):** 1d-1 cutting. Reach C, follow-up Venom.

**Venom:** 2d+2 toxic. Anyone bitten by an Estesia has 1d+1 seconds to pry open its jaws before the venom takes effect; this requires a regular Contest of ST. If this fails, the person bitten must make a roll against HT-6; a failed roll means that the victim takes 2d+2 damage, a critical failure means death. Anyone taking damage will also be nauseated and dizzy for 1d hours (-3 to all attribute checks and skills); anyone who makes their HT-6 roll takes no damage, but suffers from the side effects for 3d minutes.

**Traits:** DR 2; Reptile; Quadruped; Sharp Teeth; Sharp Claws; Toxic Attack (Follow-Up after 1d+1 seconds in jawhold \*, Fangs; Resistible, HT-6, critical failure means death); Wild Animal.

**Skills:** Brawling-14.

**Habitat:** Desert, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## **Eudimorphodon**

Eudimorphodon is a fish-eating pterosaur with a 3' (0.9m) wingspan, a 3" (7.5cm) skull filled with sharp teeth, a long rudder-like tail, and strong claws on its wings. The claws enable it to climb trees (like the modern hoatzin) or hang onto seaside cliff faces.

It will not attack anything as large as a human, except perhaps in defense of its nest. Running on the ground on all fours, its Speed is 2, Dodge is 5.

### **Animal (Dinosaur)**

**ST:** 3      **HP:** 3      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** G2, A11  
**IQ:** 3      **Per:** 12      **Weight:** 3-10 lbs.  
**HT:** 12      **FP:** 12      **SM:** -1

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 1d-6 cutting. Reach C.

**Traits:** Acute Vision 2; Flight (Winged, Air Move 11); No Fine Manipulators; Sharp Teeth.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Triassic)

## **Euoplocephalus**

Euoplocephalus ("well protected head") is a 16½' long, 6' wide ankylosaur with an enormous tail club. Its back, sides, head, shoulders, tail and limbs are armored with bony plates and occasional spikes (DR 5); only its underside is unarmored (DR 2). It is very similar to *Ankylosaurus*, and may have been its ancestor. It is also the most common North American ankylosaur.

### **Animal (Dinosaur)**

**ST:** 17      **HP:** 17      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** 2-4 tons  
**HT:** 12      **FP:** 12      **SM:** +4 (12 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 5 (back); 2

**Trample (12):** 2d-1 crushing. Reach C.

**Tail Club (12):** 2d-1 crushing. Only back or adjacent to back hexes.

**Traits:** DR 5; Quadruped; Striker (Tail Club; Cannot Parry; Limited Arc, rear hexes); Wild Animal.

**Skills:** None.

**Habitat:** Mountains, Forest, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric

## **Eurhinosaurus**

Eurhinosaurus is a 7' (2.1m) ichthyosaur with a snout like that of a modern sawfish. Its upper jaw is more than twice as long as its lower, and edged with sharp teeth. This saw is used for probing in sand or mud, and can also be an impressive weapon, slashing. Given a 6-hex "running start," even more.

### **Animal (Dinosaur)**

**ST:** 14      **HP:** 14      **Speed:** 6.5  
**DX:** 12      **Will:** 10      **Move:** 11 (Water)  
**IQ:** 3      **Per:** 10      **Weight:** 100-250 lbs.  
**HT:** 14      **FP:** 14      **SM:** +1

**Dodge:** 9      **Parry:** N/A      **DR:** 1

**Slashing (12):** 1d-1 cutting. Reach C.

**Ramming (12):** 1d+3 pi+. Reach C.

**Traits:** DR 1; Acute Vision 2; Ichthyoid; Sharp Teeth; Large Piercing Striker (only with 6m running start); Wild Animal.

**Skills:** Brawling-12.

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## **Euskelosaurus**

The 30' long Euskelosaurus is one of the largest known prosauropods. A long-necked, heavy-bodied, small-headed quadruped, it resembles later sauropods such as *Apatosaurus*. It lacks the long claws of more lightly built prosauropods (including *Plateosaurus* and *Massospondylus*, below). Its tail has a 3-hex reach. It is plentiful, and probably travels in large herds.

Smaller prosauropods similar to the early Jurassic *Anchisaurus* were probably common during the Triassic; *Anchisaurus* stats can also be used for juvenile Euskelosaurus and other prosauropods.

### **Animal (Dinosaur)**

**ST:** 22      **HP:** 22      **Speed:** 5.5  
**DX:** 11      **Will:** 10      **Move:** 6  
**IQ:** 3      **Per:** 10      **Weight:** 1.5-2 tons  
**HT:** 12      **FP:** 12      **SM:** +3 (10-12 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 1

**Trample (11):** 2d crushing. Reach C.

**Tail (11):** 2d+2 crushing. Reach 3.

**Traits:** Quadruped; Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## **Eustreptospondylus**

Eustreptospondylus is a lightly-built European theropod which grows from 16' to 23' (5 – 7m) long. It is similar to *Allosaurus* in appearance and behavior, and may have been its ancestor.

### **Animal (Dinosaur)**

**ST:** 24      **HP:** 24      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 12  
**IQ:** 3      **Per:** 10      **Weight:** 1-2 tons.  
**HT:** 12      **FP:** 12      **SM:** +4 (9 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (13):** 2d impaling. Reach C.

**Tail (13):** 2d+1 crushing. Only rear hexes.

**Traits:** DR 2; Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Wild Animal

**Skills:** Brawling-13; Tracking-13; Running-13.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Gallimimus

Gallimimus ("chicken mimic") is a 13' to 17' (3.9 – 5.1m) long bird-like dinosaur, similar to *Dromiceiomimus* in appearance and lifestyle. It has a long, flexible neck and a very long toothless beak, and lives on large insects and small vertebrates rather than hunting large prey. It has good peripheral vision but poor depth perception, and is hunted by medium-sized theropods. If cornered, it can kick, bite or claw for cutting damage (its hands are even smaller than those of *Dromiceiomimus*).

Some paleontologists have speculated that Gallimimus may have been able to run at over 50 mph (80 km/h, Move 24).

### Animal (Dinosaur)

**ST:** 15      **HP:** 15      **Speed:** 7.5  
**DX:** 15      **Will:** 10      **Move:** 17  
**IQ:** 3      **Per:** 16/10      **Weight:** 400-500 lbs.  
**HT:** 15      **FP:** 15      **SM:** +2 (5m)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (13):** 1d crushing. Reach C.

**Kick (13):** 1d+1 crushing. Reach C.

**Traits:** Acute Vision-16; DR 1; Weak Bite; Wild Animal.

**Skills:** Running-15.

**Habitat:** Desert, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## Gasosaurus

The 12' (3.6m) long Gasosaurus ("gas lizard," discovered by employees of a gas company) is a mid-sized theropod. It preys on small herbivores; anything human-sized would be ideal prey for it. It also eats carrion, including the remains of *Shunosaurus*.

This is a particularly suitable predator for a "lost realm" adventure. Small species often thrive (or evolve) on islands where there isn't enough food for a breeding population of full-sized individuals (see *Dwarf Elephant*).

### Animal (Dinosaur)

**ST:** 17      **HP:** 17      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 10      **Weight:** 700-1000 tns  
**HT:** 11      **FP:** 11      **SM:** +2 (4-6 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 1

**Bite (12):** 1d+1 cutting. Reach C.

**Traits:** DR 1; Sharp Teeth; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Giganotosaurus

*Tyrannosaurus rex* has now been dethroned as the world's largest predatory dinosaur. The first, nearly-complete specimen of Giganotosaurus ("giant southern lizard") unearthed in Argentina was slightly bigger, and much more heavily built, than any *T. rex* yet found. Giganotosaurus lived 30 million years before *T. rex*. It seems to have been more closely related to *Allosaurus*, and probably looked like an enormous (46 feet, 14m!) version of that creature.

It stands 21' (6.3m) high; its skull has DR 5. Its three-clawed arms have ST 14-15. Treat it in other ways like a slightly bigger *T. rex*.

### Animal (Dinosaur)

**ST:** 48      **HP:** 48      **Speed:** 5.75  
**DX:** 11      **Will:** 11      **Move:** 5  
**IQ:** 2      **Per:** 12      **Weight:** 7 tons  
**HT:** 12      **FP:** 12      **SM:** +5 (15 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 2 (Skull 5)

**Tail Strike (13):** 6d+1 crushing. Only rear hexes, Reach C, 7.

**Bite (13):** 5d-1 piercing. Reach C, 5.

**Claw (13):** 5d-1 cutting. Reach C.

**Traits:** DR 2 (Skull DR 5); Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Sharp Claws; Wild Animal.

**Skills:** Brawling-13.

**Habitat:** Plains, Forest

**Source:** GURPS Lands Out of Time, Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## Hadrosaurus (Duckbilled Dinosaur)

Typical duckbills, or ornithopods, included *Trachodon*, *Corythosaurus* and *Parasaurolophus*. Many duckbills had hollow crests on their heads, which might have been used to produce mating calls. They stood upright to feed from trees, and traveled on all fours, near-to-the ground, feeding on herbs and bushes.

Duckbills would be found in herds in swamps and deltas, along lakes and rivers, and on wet flood plains. They range from 30 to 40 feet (9 – 12m) in length, their usual defense is fleeing, though some species have claws; the latter can claw in close combat for 1d-2 cutting damage.

### Animal (Dinosaur)

**ST:** 30      **HP:** 30      **Speed:** 6.5  
**DX:** 14      **Will:** 9      **Move:** 6  
**IQ:** 1      **Per:** 11      **Weight:** 2 tons.  
**HT:** 12      **FP:** 12      **SM:** +4 (5 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 3

**Bite (14):** 3d-1 crushing. Reach C.

**Tail Swipe (13):** 3d+3 crushing. Reach 5.

**Traits:** Quadruped; Striker (Tail); Crushing; Cannot Parry; Long, +1 to SM; Limited Arc, rear hexes); Wild Animal.

**Skills:** Brawling-14; Running -11; Swimming-14.

**Habitat:** Plains, Forest.

**Source:** GURPS Lands Out of Time, Big Lizzie, Dinosaurs.

**Origin:** Prehistoric.

## Herrerasaurus

Herrerasaurus is an early predatory dinosaur, a probable ancestor of *Allosaurus* and *Tyrannosaurus*. At least 12' (3.6m) long, it is one of the largest predators of its time, and fast enough to run down any herbivores in its world. Its forearms are longer than those of most later theropods, enabling it to grapple large herbivores such as Riojasaurus. Its taloned feet may be used to pin down smaller prey (Contest of ST), or trample. Its double-hinged jaws enable it to swallow lumps of meat larger than its own head, and it has 2" (5cm) long serrated teeth.

Herrerasaurus has acute hearing. Unlike later, larger theropods, it is likely to consider human-sized prey large enough to be worth the effort of chasing.

### Animal (Dinosaur)

**ST:** 15      **HP:** 15      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 12 (15)      **Weight:** 500-1500 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (3-5 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 1 (Skull 4)

**Bite (14):** 1d impaling. Reach C, 1.

**Claw (14):** grappling, followed by bite.

**Trample (14):** 1d+1 crushing. Reach C.

**Traits:** Acute Hearing (15); DR 1 (Skull DR 4); Fangs; Sharp Claws; Wild Animal.

**Skills:** Brawling-14.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## Heterodontosaurus

Heterodontosaurus is a 3' (0.9m) long herbivorous dinosaur with upward-pointing tusks and stabbing canine teeth in the front of its mouth. These, like its strong clawed fingers, are used for digging up roots as well as defense: the rest of its teeth are better suited to chopping up plants rather than meat. It may be an omnivore, eating insects and small animals as well as plants, or an aggressive vegetarian like the wild boar. It can rake with its claws or bite.

Heterodontosaurus can sprint on its slender hind legs, or walk on all fours while cropping plants. Its eyes are relatively large (Vision-14), and it may have the Night Vision advantage.

### Animal (Dinosaur)

**ST:** 5      **HP:** 5      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 14/10      **Weight:** 20-40 lbs.  
**HT:** 12      **FP:** 12      **SM:** -1

**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (14):** 1d-5 crushing. Reach C.

**Claw Rake (14):** 1d-4 cutting. Reach C.

**Traits:** Acute Vision (14); Wild Animal.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic - Jurassic)

## Hipparion

Hipparion resemble tiny horses with short manes and two small toes next to their hooves.

### Animal (Mammal)

**ST:** 18      **HP:** 18      **Speed:** 5.25  
**DX:** 10      **Will:** 11      **Move:** 7  
**IQ:** 3      **Per:** 11      **Weight:** 800 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1  
**Dodge:** 8      **Parry:** N/A      **DR:** 0

**Bite (10):** 1d-1 crushing. Reach C.

**Kick (10):** 1d+3 crushing. Reach C.

**Traits:** Domestic Animal; Enhanced Move 1 (Ground Speed 14); Hooves; Peripheral Vision; Quadruped; Weak Bite.

**Skills:** Brawling-10; Mount-12\*.

**Source:** GURPS Big Lizzie, p. 22.

\* Wild toe ponies do not have Mount.

## Huayangosaurus

Huayangosaurus is 14' (4.2m) long, barely half the length of the better-known *Stegosaurus*, and stands about 6' (1.8m) high. Its back is protected by two rows of narrow, heart-shaped plates and spikes, and males also have small horns near their eyes. Six spikes adorn the end of its tail.

*Huayangosaurus* is the earliest known stegosaur, and its forelimbs are as long as its hind legs; it can run faster than *Stegosaurus*, but can't rear up on its hind legs. Like *Stegosaurus*, it can lash out with its spiked tail;

### Animal (Dinosaur)

**ST:** 22      **HP:** 22      **Speed:** 5.5  
**DX:** 11      **Will:** 10      **Move:** 8  
**IQ:** 2      **Per:** 10      **Weight:** 1 ton  
**HT:** 11      **FP:** 11      **SM:** +2 (5-6 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** 4

**Tail strike (11):** 2d+2 piercing. Only rear hexes, Reach C. On a roll of 11 or less (modified for the opponent's size), three spikes hit for 2d+2 impaling damage; on a 12-13, 2 spikes for 1d+2; on a 14, one for 1d-1. Anything in any back hex, or hex adjacent to the back hexes, may be hit.

**Traits:** DR 4; Quadruped; Striker (Tail); Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Skills:** Running-9.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs  
**Origin:** Prehistory (Jurassic)

## Hylaeosaurus

Hylaeosaurus is a fairly small but heavily-armored nodosaur, only 13' to 15' (3.9 – 4.5m) long and 4' (1.2m) high. It has seven pairs of spikes protruding horizontally from its neck, shoulders and back, a heavy bony plate over its back, and slabs of bone down its tail. Its legs and underside aren't armored (DR 2). Its spikes do damage to anyone it sideswipes, and it can trample.

### Animal (Dinosaur)

**ST:** 19      **HP:** 19      **Speed:** 6.5  
**DX:** 12      **Will:** 10      **Move:** 6  
**IQ:** 3      **Per:** 10      **Weight:** 3-5 tons  
**HT:** 12      **FP:** 12      **SM:** +12 (12 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 5 (back); 2

**Trample (11):** 1d+1 crushing. Reach C.

**Sideswipe(11):** 1d+2 cutting. Only side hexes.

**Traits:** DR 5; Quadruped; Striker (Shoulder Spikes; Cannot Parry; Limited Arc, side hexes); Wild Animal.

**Skills:** None.

**Habitat:** Forest, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric

## Ichthyosaurus

Ichthyosaurus ("fish lizard") is a streamlined, short-snouted marine reptile (not a dinosaur), 6' or 7' (1.8 – 2.1m) long – very similar to a modern dolphin, but with a vertical tail. It hunts small prey, mostly fish and squid; it has better senses than sharks, and competes successfully with them. *Riding (Ichthyosaur)* defaults to *Riding (Dolphin)* at -3; they are far less intelligent and cooperative.

Hundreds of complete Ichthyosaurus skeletons have been discovered, including some killed at the moment of giving birth. Even their pigment cells have been fossilized, revealing that they are a dark reddish-brown color.

### Animal (Dinosaur)

**ST:** 13      **HP:** 13      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** W10  
**IQ:** 2      **Per:** 11 (13)      **Weight:** 250 lbs.  
**HT:** 11      **FP:** 11      **SM:** 0

**Dodge:** 8      **Parry:** N/A      **DR:** 1

**Bite (14):** 1d-1 cutting. Reach C.

**Traits:** DR 1; Acute Vision 2; Enhanced Move 1 (Water Speed 20, Costs Fatigue 3) Ichthyoid; Sharp Teeth; Wild Animal.

**Skills:** Brawling-14.

**Habitat:** Salt Water

**Source:** GURPS Lands Out of Time, Dinosaurs.

**Origin:** Prehistoric (Jurassic)

## Iguanodon

Iguanodon, the second dinosaur ever described, was also one of the most widespread; its footprints and remains have been found in North America, Europe and Asia, from wetlands to deserts. Six species are known, with adults ranging from 20' (6m) to 33' (10m) in length: all have spiked thumbs and rather horse-like heads. On its hind legs and leaning on its tail, Iguanodon can stand up to 16' (5m) high; it is normally slow-moving, but can run on its hind legs at Speed 10 for short distances.

If threatened, Iguanodon stabs with its thumbs, or bites.

### Animal (Dinosaur)

**ST:** 20      **HP:** 20      **Speed:** 6.50  
**DX:** 14      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 10      **Weight:** 1 – 5 tons  
**HT:** 12      **FP:** 12      **SM:** +4 (17-22 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 2 (TS)

**Thumb Stab (14):** 2d-1 pi+. Reach C, 1.

**Bite (14):** 1d+2 crushing. Reach C.

**Traits:** DR 2 (Tough Skin); Quadruped; Wild Animal.

**Habitat:** Forest, Plains, Swamp, Desert.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric (Early Cretaceous).

## Kannemeyeria

Kannemeyeria is a heavily-built, rather pig-like herbivorous therapsid (an advanced synapsid), with short but powerful legs. It grows up to 10' (3m) long, and stands 4' (1.2m) high. It has large eyes and nostrils (Vision-15, Smell-15), and a powerful beak which bites at close range.

### Animal (Reptile)

**ST:** 17      **HP:** 17      **Speed:** 5.25  
**DX:** 10      **Will:** 10      **Move:** 6  
**IQ:** 3      **Per:** 15 (10)      **Weight:** 20-40 lbs.  
**HT:** 11      **FP:** 11      **SM:** -1

**Dodge:** 8      **Parry:** —      **DR:** 2

**Bite (14):** 1d+1 pi+. Reach C.

**Traits:** Acute Vision (15); Acute Smell (15); Quadruped; Wild Animal.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## Lambeosaurus

Lambeosaurus ranges in size from 30' (9m) long to giants 51' (15m) long standing 23' (7m) high: statistics above are for the largest (use typical hadrosaur statistics for smaller individuals). Its crest resembles a plow blade, with a long spike at the back; shape varied by age and sex. Its hide is randomly dotted with large bony bumps (DR of 1d-3, minimum 1), and its backbone is protected with a ridge of spines up to 19" (50cm) long (shorter on the neck). Smell-17, Vision and Hearing-14.

## Lambeosaurus

### Animal (Dinosaur)

ST: 28      HP: 28      Speed: 6.25  
DX: 14      Will: 10      Move: 11  
IQ: 3      Per: 14/17      Weight: 3 – 10 tons  
HT: 12      FP: 12      SM: +4 (20-25 hexes)

Dodge: 9      Parry: —      DR: 1+ (TS)

**Trample (14):** 3d-1 crushing. Reach C.

**Traits:** Acute Senses-14; Acute Smell-17; DR 1 (Tough Skin); Quadruped; Wild Animal.

**Habitat:** Forest, Plains.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric (Late Cretaceous).

## Lesothosaurus

Lesothosaurus is a 40" (1m) long bipedal omnivore, living mostly on plants but also eating insects and carrion. It has a partially opposable thumb, with a spike; its toothed beak can also bite. If threatened, it runs. It has large eyes and may have been nocturnal.

### Animal (Dinosaur)

ST: 5      HP: 5      Speed: 6.25  
DX: 14      Will: 10      Move: 11  
IQ: 3      Per: 12 (14)      Weight: 15-20 lbs.  
HT: 11      FP: 10      SM: -2

Dodge: 8      Parry: —      DR: —

**Claw (14):** 1d-4 cutting. Reach C.

**Bite (14):** 1d-5 pi+. Reach C.

**Traits:** Acute Vision (14); Sharp Claws; Sharp Beak; Wild Animal.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Limnoscelis

Limnoscelis is a very advanced amphibian with many reptilian features, including strong narrow jaws and long daggerlike teeth. It resembles a 6' (1.8m) monitor lizard, has few specializations for swimming (Speed in water is only 4), and may be able to lay eggs on land like a reptile. It eats smaller amphibians and reptiles, and will probably not attack anything as large as a human adult unless it is safely unconscious.

### Animal (Reptile)

ST: 9      HP: 9      Speed: 6  
DX: 12      Will: 10      Move: 6, W4  
IQ: 3      Per: 11      Weight: 100-150 lbs.  
HT: 12      FP: 12      SM: 0

Dodge: 8      Parry: —      DR: 1

**Bite (13):** 1d-3 cutting. Reach C.

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Pennsylvanian - Permian)

## Lion, Cave

These large cats lived during the Pleistocene and were frequently hunted by humans. Little is known about their habits. Assume that they behave similarly to modern lions, although it is likely that they do not fear humans.

### Animal (Mammal)

ST: 17\*      HP: 17      Speed: 6  
DX: 12      Will: 11      Move: 9  
IQ: 4      Per: 12      Weight: 600 lbs.  
HT: 12      FP: 12      SM: +1 (2 hexes)

Dodge: 9      Parry: 10(7)      DR: 1 (TS)

**Bite (14):** 1d+2 cut (Reach C)

**Claws (14):** 1d+2 cut (Reach C, 1)

**Traits:** Night Vision +5; Quadruped; Temperature Tolerance 1; Wild Animal

**Habitat:** Plains, Jungle, Desert, Mountain

**Source:** GURPS Bestiary 3e\*

**Origin:** Ice Age

\*ST range 16-18 depending on weight; this entry is greatly changed from the original.

## Liopleurodon

Liopleurodon is a pliosaur, a marine reptile descended from the plesiosaurs but with a much shorter neck, larger head, and better streamlining.

The 39' (12m) long Liopleurodon resembles a toothed whale with large flippers and a short tail, and chases its prey – mostly large squid and ammonites – into deeper waters than the surfaceskimming plesiosaurs.

### Animal (Reptile)

ST: 28      HP: 28      Speed: 6  
DX: 9      Will: 10      Move: W9  
IQ: 3      Per: 12      Weight: 2-3 tons  
HT: 15      FP: 15      SM: +4

Dodge: 9      Parry: —      DR: 2 (Flexible)

**Bite (10):** 2d+2 impaling. Reach C.

**Traits:** Marine Mammal; Wild Animal

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Lycaenops

Lycaenops ("wolf-face") is a lightly-built carnivorous synapsid. Three to four feet long, it resembles a monitor lizard with long, straight legs and fang-like canine teeth. The fastest runner of its time, it hunts in packs of up to 30 individuals, chasing larger and slower-moving prey such as *Moschops*.

### Animal (Reptile)

ST: 11      HP: 11      Speed: 5.75  
DX: 12      Will: 10      Move: 5  
IQ: 3      Per: 11      Weight: 25-50 lbs.  
HT: 11      FP: 11      SM: 0

Dodge: 8      Parry: —      DR: 1

**Bite (12):** 1d-2 imp (Reach C)

**Traits:** Reptile; Wild Animal  
**Climate:** Subtropical, Tropical  
**Habitat:** Desert, Forest  
**Source:** GURPS Dinosaurs  
**Origin:** Prehistoric (Permian)

## Madtsoia

Madtsoia is a large snake, 25' to 30' (7.5 – 9m) long when full grown. Like modern pythons, it attacks by constricting, "grappling" its prey, and then crushing with its coils until killed or forced off.

### Animal (Reptile)

**ST:** 15      **HP:** 15      **Speed:** 7  
**DX:** 13      **Will:** 10      **Move:** 4  
**IQ:** 3      **Per:** 10      **Weight:** 100-250 lbs.  
**HT:** 15      **FP:** 15      **SM:** +0 (10m long)  
**Dodge:** 10      **Parry:** —      **DR:** 2

**Constriction Attack (13):** 1d crushing/turn.

**Traits:** Vermiform; Wild Animal.  
**Skills:** Wrestling-13.  
**Climate:** Subtropical, Tropical  
**Habitat:** Forest  
**Source:** GURPS Dinosaurs  
**Origin:** Prehistoric (Cretaceous)

## Mamenchisaurus

Mamenchisaurus is a 80' to 90' (24 – 27m) long sauropod with a 35' (10.5m) neck – the longest of any animal known. Its tail is short and rather flat, like that of a *Camarasaurus*, and may carry a spiked club like that of *Shunosaurus*.

### Animal (Dinosaur)

**ST:** 50      **HP:** 50      **Speed:** 5.75  
**DX:** 11      **Will:** 9      **Move:** 6  
**IQ:** 3      **Per:** 9      **Weight:** 10-12 tons  
**HT:** 12      **FP:** 12      **SM:** +7 (38+ hexes)  
**Dodge:** 8      **Parry:** —      **DR:** 3 (TS)

**Trample (9):** 5d+2 crushing. Reach C.

**Traits:** DR 3 (Tough Skin); Quadruped; Weak Bite; Wild Animal.  
**Skills:** Running-10.  
**Climate:** Temperate, Subtropical, Tropical  
**Habitat:** Forest, Plains  
**Source:** GURPS Dinosaurs  
**Origin:** Prehistoric (Jurassic)

## Mammoth

Mammoths were Ice Age ancestors of the elephant, common to North America, Europe and Asia. Some species were covered with a thick, woolly hair. Despite the name, they were slightly smaller than modern elephants. They originated some 7 million years ago, and were hunted to extinction by humans who used the meat, tusks and hide extensively. There is no evidence that they were ever domesticated; assume that they can be, using the same techniques used on modern elephants.

Mammoths evolved from mastodons, and were larger, with higher skulls, shorter jaws and heavier hair. They also were found in a wider range of habitats. Their hard, high-crowned molars were designed to chew up prairie grasses and other tough vegetation that the mastodon could not eat.

Mammoths attack by trampling. Treat them as elephants in all respects not covered here.

### Animal (Mammal)

**ST:** 54      **HP:** 54      **Speed:** 6.00  
**DX:** 12      **Will:** 11      **Move:** 8  
**IQ:** 4      **Per:** 11      **Weight:** 7 tons  
**HT:** 12      **FP:** 12      **SM:** +4

**Dodge:** 9      **Parry:** 9 (Trunk or Tusk)      **DR:** 2

**Trample (13):** 5d+2 crushing. See *Trampling* (p. 20) for rules. Reach C.

**Trunk (13):** 5d+1 crushing. Reach C-2.

**Tusk Bash (13):** 5d+7 crushing. Reach 1.

**Traits:** Quadruped; Striker (Trunk; Crushing; Long, SM +1; Limited Arc, Front Only; Weak); Striker (Tusks; Crushing; Limited Arc, Front Only); DR 4 (Skull only); Wild Animal.  
**Skills:** Brawling-13; Mount-11\*; Running-12.  
**Source:** GURPS Big Lizzie, p. 21.  
**Origin:** Ice Age

## Massospondylus

Massospondylus is a moderate-sized, lightly-built prosauropod; adults range in length from 12' to 20' (3.6 – 6m), with neck and tail each making up a third of this. It resembles a small *Diplodocus*, but its front and hind feet have long toes with large claws. With these wickedly sharp sickleshaped claws that adorns its front feet, it pries up roots and tubers. As a defensive mechanism, the claw can gut a small carnosaur or an incautious human hunter.

Massospondyli live either alone or in mated pairs in the wild, and tend to prowl the shorelines of rivers, feasting from the plants just below the surface or growing overhead.

If threatened, it stands on its hind legs and claws at 1-hex range. It has a small, narrow head, with large eyes and nostrils.

### Animal (Dinosaur)

**ST:** 19      **HP:** 19      **Speed:** 5.5  
**DX:** 12      **Will:** 9      **Move:** 6  
**IQ:** 2      **Per:** 10 (14)      **Weight:** 900 lbs.  
**HT:** 10      **FP:** 10      **SM:** +2 (5 hexes)

**Dodge:** 8      **Parry:** -      **DR:** 1 (TS)

**Bite (12):** 1d-1 Crushing. Reach C

**Claws (12):** 2d+1 crushing. Reach C, 1.

**Traits:** Acute Vision (14); Acute Smell (14); DR 1 (Tough Skin); Quadruped; Weak Bite; Wild Animal.  
**Skills:** Running-12.  
**Habitat:** Plains, Forest  
**Source:** GURPS Lands Out of Time, Dinosaurs.  
**Origin:** Prehistoric (Triassic – Jurassic)

## Mastodon

Mastodons were early ancestors of the mammoth, originating some 25 million years ago and becoming extinct about 8,000 years ago. There were mastodons in North America when the first men crossed over from Asia.

They had long curved tusks and short reddish hair, and browsed the forests of the Pleistocene. They were smaller than mammoths, and also had a more limited habitat. Their teeth were adapted for chewing the soft leaves and twigs of open woodlands, whereas mammoths could deal with the tougher prairie grasses.

Treat mastodons as small elephants in all other respects.

### Animal

**ST:** 40\*      **HP:** 40      **Speed:** 5.75  
**DX:** 10      **Will:** 10      **Move:** 8  
**IQ:** 4      **Per:** 10      **Weight:** 3-5 tons  
**HT:** 13      **FP:** 13      **SM:** +2  
**Dodge:** 7      **Parry:** 8(5)      **DR:** 4 (TS)

**Trample (10):** 4d+1 cr (Reach C)

**Trunk (10):** 1d cr (Reach C, 1-2)

**Combat Skills:** Wrestling-10

**Traits:** Extra Arm (Trunk: Extra-Flexible; Long, +1 SM; Weak, ST 11); Peripheral Vision; Quadruped; Temperature Tolerance 2; Weak Bite; Wild Animal.

**Habitat:** Forest

**Source:** GURPS Bestiary 3e and B460 (Elephant)

**Origin:** Ice Age

\*ST range 36-43 depending on weight

## Megalodon

The megalodon prowls the deep seas of the World, and it can easily be found in the oceans of any similar world. If the setting is a mysterious island, visitors can count on seeing a fin as tall as a man cutting ominously through the water.

**ST:** 64      **HP:** 64      **Speed:** 5.5  
**DX:** 9      **Will:** 11      **Move:** 9 (Water)  
**IQ:** 1      **Per:** 13      **Weight:** 17 tons  
**HT:** 13      **FP:** 13      **SM:** +5 (15 hexes)  
**Dodge:** 8      **Parry:** N/A      **DR:** 1

**Snout Strike (12):** 9d cr (Reach C, 5)

**Traits:** Bad Temper (9); Combat Reflexes; Crushing Striker (Snout); Doesn't Breathe (Gills); Hard to Kill 4; Ichthyoid; Pressure Support 2; Sharp Teeth; Subsonic Hearing; Vibration Sense; Wild Animal.

**Skills:** Brawling-12; Survival (Open Ocean)-11.

**Habitat:** Salt Water

**Source:** GURPS Lands Out of Time

**Origin:** Ice Age

## Megalosaurus

Megalosaurus ("big lizard") is a large theropod, growing up to 26' (8m) long. It has a massive head, a thick neck, long jaws filled with double-edged teeth,

strong hind legs, and large sharp claws on its feet. It bites for 4d impaling damage at 1-hex reach, or tramples smaller prey for 2d crushing damage. Its forelimbs are thick and strong, but too short for effective combat.

Megalosaurus was one of the first dinosaurs to be discovered, nearly 20 years before the word "dinosaur" was coined. It was then thought to be a hump-backed short-necked lizardlike quadruped nearly 70' (21m) long.

### Animal (Dinosaur)

**ST:** 28      **HP:** 28      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 10      **Weight:** 1-1.5 tons  
**HT:** 12      **FP:** 12      **SM:** +4 (12+ hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (12):** 2d+2 impaling. Reach 1.

**Trample (14):** 3d-1 crushing. Reach C.

**Traits:** DR 2; Sharp Teeth; Sharp Claws; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Megatherium

Megatherium was a giant ground sloth that lived during the Ice Age. It had huge claws on its forefeet, was larger than the modern elephant, and could rear up on its hind feet to reach leaves 20 feet off the ground.

It had no biting teeth, only molars, but may have used its claws to defend itself from sabertoothed tigers and other carnivores. It was most likely a solitary nocturnal animal, occasionally found to pairs - at least this is true for the modern tree sloth.

It will leave humans alone, possibly even fleeing from them. If attacked, however, it will defend itself, swinging with its claws for at up to a 2-hex reach.

### Animal

**ST:** 50\*      **HP:** 50      **Speed:** 5.5  
**DX:** 9      **Will:** 10      **Move:** 3  
**IQ:** 3      **Per:** 10      **Weight:** 7-9 tons  
**HT:** 13      **FP:** 13      **SM:** +3 (5 hexes)  
**Dodge:** 8      **Parry:** 7(4)      **DR:** 3 (TS)

**Talons (9):** 5d+1 imp (Reach C, 1-2)

**Traits:** Quadruped; Wild animal.

**Habitat:** Desert, Forest, Plains

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 48-52 depending on weight.

## Minmi

Minmi is a lightly-built ankylosaur from Australia, 6' to 10' (1.8 - 3m) long. Its legs are longer than those of most other ankylosaurs, and it has small plates of armor on its belly as well as its back, head and tail. It was thought to be a nodosaur until a more complete skeleton with a tail club was found in 1992.

### Animal (Dinosaur)

**ST:** 14      **HP:** 14      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 7  
**IQ:** 2      **Per:** 10      **Weight:** 700 - 1,500  
lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (4-5 hexes)  
**Dodge:** 10      **Parry:** —      **DR:** 5 (back); 2

**Trample (12):** 1d crushing. Reach C.

**Tail Club (12):** 1d+2 crushing. Only back or adjacent to back hexes. Reach C, 1.

**Traits:** DR 5; Quadruped; Striker (Tail Club; Cannot Parry; Limited Arc, rear hexes); Wild Animal.

**Habitat:** Forest, Swamp.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric.

### Montanoceratops

Montanoceratops is only 6' to 7' (1.8 - 2.1m) long, and stands about 2' (0.6m) high - slightly smaller than the better known *Protoceratops*, but more robust. Unlike other very small ceratopsians, it has a prominent nose horn. Its frill protects its head and neck, giving it DR 4.

Montanoceratops will run or hide from large theropods, but males joust with each other, and they might charge small predators in defense of their nests. It bites in close combat.

Montanoceratops is small enough to hide in undergrowth and dash out without warning, presenting a very small target (-2 to hit). If it seems harmless compared to its larger relatives, think of it as a wild boar wearing football pads - less crafty, but just as short-tempered.

### Animal (Dinosaur)

**ST:** 17      **HP:** 17      **Speed:** 7  
**DX:** 13      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 10      **Weight:** 400-600 lbs.  
**HT:** 13      **FP:** 13      **SM:** +1 (3 hexes)  
**Dodge:** 10      **Parry:** —      **DR:** 4/2

**Bite (12):** 1d+1 crushing. Reach C.

**Horn strike (12):** 2d-1 impaling. Only front hexes, Reach C.

**Trample (12):** 1d+2 crushing. Reach C.

**Traits:** DR 4 (Head and neck only); DR 2; Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal

**Skills:** Brawling-12; Running-10.

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

### Moschops

Seventeen feet long and eight feet high at the shoulder, the herbivorous Moschops is the largest of the Paleozoic synapsids. Its thick skull (four inches thick, DR 8), powerful mammal-like back legs and sprawling forelegs are ideally suited for headbutting contests with very short run-ups. Treat this as a slam attack, costing the Moschops 1 point of fatigue; they are unlikely to head-butt anything as small as a hu-

man, but vehicles are another matter. They can bite, or trample smaller predators (such as *Titanosuchus*).

### Animal (Reptile)

**ST:** 45      **HP:** 45      **Speed:** 5.75  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 1 ton  
**HT:** 13      **FP:** 13      **SM:** +4 (10 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 3, head 8

**Bite (10):** 2d+2 crushing. Reach C.

**Trample (10):** 5d cr.

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Permian)

### Muraenosaurus

Muraenosaurus is an early elasmosaur, a plesiosaur with an extremely long neck. Half of its 20' (6m) length is neck, though its head is only a foot long. Muraenosaurus bites at up to 3-hex reach.

### Animal (Reptile)

**ST:** 16      **HP:** 16      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** W7  
**IQ:** 3      **Per:** 12      **Weight:** 400-600 lbs.  
**HT:** 14      **FP:** 14      **SM:** +2

**Dodge:** 10      **Parry:** —      **DR:** 1 (Flexible)

**Bite (12):** 1d cutting. Reach 3.

**Traits:** Marine Mammal; Wild Animal

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Nodosaurus

Nodosaurus ("lumpy lizard") is a powerfully-built 20' (6m) long herbivore with no tail club, spikes, or other forms of defense except for its armor: DR 6 on its back and tail, DR 3 elsewhere. It can trample in close combat.

### Animal (Dinosaur)

**ST:** 17      **HP:** 17      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** 1 - 4 tons  
**HT:** 12      **FP:** 12      **SM:** +3 (7-10 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 6/3

**Trample (12):** 1d+2 crushing. Reach C.

**Traits:** DR 6 (back and tail only, DR 3 elsewhere); Quadruped; Wild Animal.

**Habitat:** Mountains, Forest, Swamp.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric.

### Nothosaurus

Nothosaurus is an early marine reptile, ranging from 10' to 14' (6 - 7m) long. It resembles a plesiosaur, except for its legs, which end in webbed feet

rather than large flippers. Unlike the plesiosaurs, it lays eggs on land.

It has Speed 8 in the water, Speed 1 on land, but can probably "sprint" for short distances at Speed 2. Its neck is long and flexible, giving it a reach of 1. It eats fish.

### Nothosaurus

#### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** W8, G1 (2)  
**IQ:** 3      **Per:** 10      **Weight:** 200-300 lbs.  
**HT:** 12      **FP:** 12      **SM:** +2 (3-5 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 0

**Bite (12):** 1d-1 cutting. Reach C, 1.

**Traits:** Pressure Support 2; Reptile; Sharp Teeth; Wild Animal.

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Ophiacodon

Ophiacodon is a large, lizard-like carnivore with long and powerful jaws. It grows up to 12' (30cm) long – as long as a Komodo dragon, but more lightly built. A poor swimmer without the stamina for a long chase on land, it can sprint (Move 12 for two turns), or wait in ambush in shallow water (swamps or river deltas) or undergrowth for its prey – mostly smaller reptiles and amphibians. Ophiacodon is also prey for larger synapsids such as *Dimetrodon*.

#### Animal (Reptile)

**ST:** 10      **HP:** 10      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 11      **Weight:** 5 lbs.  
**HT:** 11      **FP:** 11      **SM:** +2 (4 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** 2

**Bite (12):** 1d-3 cut (Reach C)

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Swamp, Plains, Fresh Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Permian)

### Ophthalmosaurus

Ophthalmosaurus is an ichthyosaur with superb streamlining and huge eyes – up to four inches across. It grows up to 12' (3.6m) long, and may be the fastest creature *Ichthyosaurs* in the Jurassic seas. It is probably a night feeder, eating mostly squid and ammonites.

#### Animal (Reptile)

**ST:** 17      **HP:** 17      **Speed:** 6.5  
**DX:** 13      **Will:** 10      **Move:** 13 (Water)  
**IQ:** 3      **Per:** 12/16      **Weight:** 250 lbs.  
**HT:** 13      **FP:** 11      **SM:** 0  
**Dodge:** 8      **Parry:** N/A      **DR:** 1

**Bite (14):** 1d+1 cutting. Reach C.

**Traits:** DR 1; Acute Vision 4; Night Vision; Enhanced Move 1 (Water Speed 26, Costs Fatigue 3) Ichthyoid; Sharp Teeth; Wild Animal.

**Skills:** Brawling-14.

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Ornitholestes

Ornitholestes ("bird robber") is a very lightly-built and long-legged predator, ranging from 3' to 7' (0.9 – 2.1m) in length. Its skull is small, with large nostrils. It has three long and nimble fingers on each hand, and can claw and bite at 1-hex range.

Ornitholestes eats mostly small prey that it can grab with its hands and run away with – including the eggs and young of other dinosaurs – and carrion; its acute sense of smell and fast running speed might enable it to reach a dead dinosaur ahead of larger scavengers such as *Allosaurus*.

Ornitholestes is unlikely to attack anything as large as a human, but it might steal small items from a time traveler's camp – especially if, like some modern birds, it likes taking small, bright articles to decorate a nest as part of its courtship behavior.

#### Animal (Dinosaur)

**ST:** 12      **HP:** 11      **Speed:** 6.5  
**DX:** 16      **Will:** 10      **Move:** 13  
**IQ:** 3      **Per:** 12 (16)      **Weight:** 80-160 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0  
**Dodge:** 9      **Parry:** —      **DR:** —

**Bite (16):** 1d-2 cutting. Reach C, 1.

**Claw (16):** 1d-1 cutting. Reach C, 1.

**Traits:** Acute Smell (16); Enhanced Move 1; Sharp Teeth; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest, Mountains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Othnielia

Othnielia is a small hypsilophodont, growing up to 4½' (1.4m) long. It has no form of attack, but might make itself a nuisance by stealing items from time travelers' campsites.

#### Animal (Dinosaur)

**ST:** 9      **HP:** 9      **Speed:** 6  
**DX:** 14      **Will:** 10      **Move:** 11  
**IQ:** 3      **Per:** 10      **Weight:** 30-60 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0 (1-2 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** —

**Traits:** Wild Animal.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Oviraptor

Oviraptor ("egg robber") is a very lightly-built 6' (1.8m) long dinosaur with a crested skull, large eyes, and a short, toothless beak. Its hands are large, with well-developed four inch (10cm) claws that rake. Its bite can crack much tougher things than eggs.

Oviraptor eats small vertebrates, including fish and the young of other dinosaurs. While it also eats eggs when it can get them (most omnivores will), the famous fossilized eggs found near Oviraptor skeletons are now known to be Oviraptor eggs (not Protoceratops eggs, as is previously thought). And recent fossil discoveries show that Oviraptor guards its nests, sitting on the eggs to incubate them.

### Animal (Dinosaur)

**ST:** 11      **HP:** 11      **Speed:** 6.25  
**DX:** 15      **Will:** 10      **Move:** 13  
**IQ:** 3      **Per:** 10      **Weight:** 80-100 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0  
**Dodge:** 9      **Parry:** —      **DR:** 1

**Bite (13):** 1d-2 crushing. Reach C.

**Claws (13):** 1d-1 cutting. Reach C.

**Traits:** DR 1; Enhanced Move 1; Blunt Teeth; Wild Animal

**Habitat:** Desert, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## Pentaceratops

The 26' (8m) long Pentaceratops is one of the largest ceratopsians, and one of the most impressive looking. Despite its name ("five horn face"), it has only two brow horns and a nasal horn, all of them long; the other "horns" are protruding cheek bones.

Its heart-shaped frill is 7½' (2m) long, fringed with lumps of bone, and lightened with two long, narrow "windows:" its head and neck have DR 6, but its shoulders have DR (1d, minimum 2). This frill can be used to Block attacks as though its Shield skill were 12.

A Pentaceratops receives no -2 penalty to hit when it charges. It can also trample, or bite in close combat at -4 to hit.

### Animal (Dinosaur)

**ST:** 45      **HP:** 45      **Speed:** 6.50  
**DX:** 12      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 10      **Weight:** 4-5 tons  
**HT:** 14      **FP:** 14      **SM:** +5 (15 hexes)  
**Dodge:** 10      **Block:** 12      **DR:** 6/2

**Bite (8):** 5d-1 crushing. Reach C.

**Horn strike (12):** 6d+1 impaling *or* cutting. Only front hexes, Reach C. If it charges and causes a critical hit, it impales its target with two horns, inflicting damage on two locations, plus any other critical hit effects. On a critical hit against a large target – tyrannosaurs, ATVs, other ceratopsians – it impales with all three horns.

**Frill Edge (12):** 6d+1 cutting. Reach C.

**Trample (12):** 5d crushing. Reach C.

**Traits:** DR 6 (Head and neck only); DR 2; Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal

**Skills:** Brawling-12; Running-10; Shield-12.

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

## Pinacosaurus

Pinacosaurus is a relatively slender ankylosaur, 12' to 18' (3.6 – 5.4m) long. Unlike most ankylosaurs, it lives in deserts, has an acute sense of smell which helps it find food and water, and travels in family groups of 12 or more.

### Animal (Dinosaur)

**ST:** 16      **HP:** 16      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 7  
**IQ:** 2      **Per:** 10/16      **Weight:** ½ - 1 ton  
**HT:** 12      **FP:** 12      **SM:** +3 (5-7 hexes)  
**Dodge:** 10      **Parry:** —      **DR:** 4

**Trample (12):** 1d+1 crushing. Reach C.

**Tail Club (12):** 1d+2 crushing. Only back or adjacent to back hexes. Reach C, 1.

**Traits:** Acute Smell (16); DR 4; Quadruped; Striker (Tail Club; Cannot Parry; Limited Arc, rear hexes); Wild Animal.

**Habitat:** Desert, Plains.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric.

## Placoderms (Armored Fish)

Placoderms, or armored fish, are protected by large bony plates covering their heads and the front part of their bodies; the rest of their bodies to the tail are unarmored (DR 1) and flexible. Instead of teeth, they have sharp-edged plates designed for crushing hard-shelled creatures:

### Dinichthys

The dinichthys is one of the largest and most vicious fish known to exist. It is the most dangerous non-dinosaur ocean predator of its time. Its heavy armor protects it from most competitors its size or smaller, and its jaws can snap the spine of an ichthyosaur like a dried twig. Rarely, one will take to prowling the shorelines. Unlike the air-breathing dinosaurs, a dinichthys never needs to expose itself to the surface; it can lurk far below the surface, swimming upwards just long enough to grab a tasty biped and then drag its meal far down below.

Dinichthys (18' to 25', 5.4 – 7.5m long) has fang-like picks at the fronts of its jaws for holding and piercing prey while the plates chopped it up. The first bite by a dinichthys impales the victim on its huge fangs, doing 3d+1 impaling damage; then 3d+1 cutting damage until the victim escapes via a Contest of Strength.

(*Reality Check:* The dinichthys was extinct by the time of the earliest dinosaurs.)



## Protoceratops

### Dinosaur, Ceratopsian

ST: 14      HP: 14      Speed: 5.75  
DX: 13      Will: 10      Move: 10  
IQ: 2      Per: 10      Weight: 400 lbs.  
HT: 10      FP: 10      SM: +1 (2 hexes)

Dodge: 8      Parry: N/A      DR: 4 (Head, Neck)

**Bite (13):** 1d-1 cutting. Reach C.

**Head Charge (13):** 1d+1 crushing. Reach C.

**Traits:** DR 4 (Head and neck only); Quadruped; Teeth (Sharp Beak); Wild Animal.

**Skills:** Running-12.

**Habitat:** Desert, Plains

**Source:** GURPS Lands Out of Time, p. 24.

**Origin:** Prehistory

## Protodonata

This creature is more likely to upset Timelost than the natives. After all, insects tend to “squick” people even when they are small, and the protodonata is *not* small. It looks like a dragonfly with a two-foot wingspan, one of the largest flying insects known. Timelost entomophobes suffer a -3 on their control roll upon spotting one. A protodonata is almost harmless to humans, though.

ST: 2      HP: 2      Speed: 5.5  
DX: 13      Will: 10      Move: G2, A12  
IQ: 1      Per: 9      Weight: <1 lb.  
HT: 9      FP: 9      SM: -3

Dodge: 8      Parry: N/A      DR: -

**Bite (13):** 1d-9 cr (Reach C)

**Traits:** Flight (Winged; Air Move 12); No Fine Manipulators; Weak Bite; Tame or Wild Animal.

**Skills:** None.

**Source:** GURPS Lands Out of Time

## Pteranodon

Pteranodon was a winged reptile (*not* a dinosaur) common to the late Jurassic and the Cretaceous periods. It is the best-known member of the pterosaur family.

Some pterosaurs were as small as chickens, others were larger; Pteranodon had a wing-span of up to 35 feet, while Quetzalcoatlus (below) was larger yet. Some species ate insects; others ate fish. Some may have been carrion eaters.

While it was once thought that pterosaurs flew poorly, using the wings mainly for gliding, recent evidence shows that they were actually consummate aerialists. Some experts believe that they were also capable of running about on the ground on all fours. GMs who subscribe to this belief should give pterosaurs Moves of 3-4 on the ground; otherwise, they have Moves of 1-2.

### Animal (Dinosaur)

ST: 6      HP: 6      Speed: 6.25  
DX: 14      Will: 11      Move: G1, A12  
IQ: 2      Per: 11      Weight: 40 lbs.  
HT: 11      FP: 11      SM: +3 (7 hexes)

Dodge: 9      Parry: N/A      DR: -

**Bite (14):** 1d-5 large piercing (Reach C)

**Claw (14):** 1d-5 cut (Reach C)

**Traits:** Acute Vision 2; Flight (Winged; Air Move 12); Lifting ST +4; Sharp Beak; Sharp Claws; Wild Animal.

**Skills:** Brawling-14; Flight -17.

**Habitat:** Salt Water

**Source:** GURPS Lands Out of Time, Big Lizzie

**Origin:** Prehistory

## Pterodactylus kochi

Pterodactyls are probably the best known pterosaurs. Species currently assigned to the genus Pterodactylus range from the seagull-sized P. elegans (6" [15cm] long with a 10" [10cm] wingspan) to the vulture-sized P. grandii (3' [0.9m] long with an 8' [2.4m] wingspan). All have long necks, short tails, long beaks and small teeth. Pterodactylus are fisheaters and live near beaches, though smaller species and juveniles may also eat insects, and the largest might eat mammals and small reptiles or harry smaller fish-eaters out of their prey. On the ground, they crawl on all fours, rather like a bat.

### Animal (Dinosaur)

ST: 4      HP: 4      Speed: 5.75  
DX: 13      Will: 11      Move: G2, A10  
IQ: 2      Per: 12      Weight: 10 lbs.  
HT: 10      FP: 10      SM: -3

Dodge: 8, G4      Parry: N/A      DR: -

**Bite (14):** 1d-6 cutting. Reach C.

**Claw (14):** 1d-6 cutting. Reach C.

**Traits:** Acute Vision 1; Flight (Winged; Air Move 10); Enhanced Move 1 (Air Speed 20); No Fine Manipulators; Sharp Beak; Sharp Claws; Tame or Wild Animal.

**Skills:** Tracking-14.

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Quetzalcoatlus

Quetzalcoatlus was a winged reptile similar to the Pteranodon, but with a *much* larger wingspan. The only skeleton discovered to date (in Texas in 1972) shows a wingspan of 50-60 feet. Its head measures some eight feet to length, treat Quetzalcoatlus as a large Pteranodon (above).

The quetzalcoatlus was the largest flying creature known, and may be the largest flying creature possible.

The quetzalcoatlus is almost silent when it approaches, the only sound its wings cutting the air as it glides down, the only warning the sudden darkening of sky before its claws close and its great wings flap, lifting it upwards, its screaming victim clutched tightly beneath it. Those on the ground can only watch as the creature bends its massive head to pluck the prey from between its legs and devour it, then sails off again as silently as it arrived.

Its gripping claws are extremely strong; they can grip with Strength 15 for purposes of contests of Strength and for claw damage. The creature can lift up to 200 lbs. without losing the ability to fly. However, its overall strength is much lower, hence the low general Strength score given below.

#### Animal (Dinosaur)

**ST:** 13      **HP:** 9      **Speed:** 5.75  
**DX:** 12      **Will:** 11      **Move:** G2, A10  
**IQ:** 2      **Per:** 12      **Weight:** 95 lbs.  
**HT:** 11      **FP:** 11      **SM:** +5 (15 hexes)

**Dodge:** 9      **Parry:** N/A      **DR:** -

**Bite (13):** 1d-3 large piercing (Reach C)

**Claw (13):** 1d cut (Reach C)

**Grapple-and-Drop (15):** See *Bat Attacks* (below). Reach C.

**Traits:** Acute Vision 2; Flight (Winged; Air Move 10); No Fine Manipulators; Lifting ST +6; Sharp Beak; Sharp Claws; Weak Bite; Wild Animal.

**Skills:** Brawling-13; Flight-16.

**Habitat:** Forest, Plains, Swamp

**Source:** GURPS Lands Out of Time, Big Lizzie

**Origin:** Prehistory

*Bat Attacks:* A quetzalcoatlus may try to drag an opponent away. Treat this as a leg grapple; it rolls DX+3 to "hit." On subsequent turns, it attempts to lift the person into the air; the prey may make a ST roll each turn (ST +3 if he has a hand free) to resist. (This is passive; on the *victim's* turn, he may try to break free from the grapple by winning a Quick Contest of ST versus the bat's ST+7.) Once the prey fails a ST roll, the bat will fly away with him at Move 4, rising two yards per second, dropping him once it reaches 50 yards up. See p. B430 for falling damage, or just treat it as 7d damage.

The victim may continue to try breaking free once lifted, but he can only roll once every 10 seconds, and must win a Quick Contest of ST versus the bat's ST+12! Injury to the bat causes the usual shock or stun penalties, which helps to even the odds here.

#### Ramphorhynchus

Ramphorhynchus is a long-tailed pterosaur with impressive-looking needle-like teeth, which interlock when the jaws are closed - excellent for holding squirming fish. Wingspans range from 16" (40cm) to nearly 6' (1.8m): statistics above are for a large individual.

#### Animal (Dinosaur)

**ST:** 5      **HP:** 5      **Speed:** 6.75  
**DX:** 13      **Will:** 10      **Move:** A12  
**IQ:** 3      **Per:** 10      **Weight:** 5-15 lbs.  
**HT:** 14      **FP:** 14      **SM:** 0

**Dodge:** 9      **Parry:** —      **DR:** —

**Beak (11):** 1d-5 pi+. Reach C.

**Claws (11):** 1d-4 cutting. Reach C.

**Traits:** Acute Vision 1; Flight (Winged; Cannot Hover; Air Move 12; Costs Fatigue 2); No Fine Manipulators; Sharp Beak; Sharp Claws; Wild Animal

**Skills:** None.

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

#### Rhinoceros, Woolly

The woolly rhino was a common figure in prehistoric cave art. It stood about 4 yards long and 6 feet at the shoulder, with long shaggy fur. It was a solitary animal, probably active from dusk through dawn.

For all practical purposes, treat it as a modern rhino (p. 29), except that it inhabits a much colder climate. It will usually flee humans, but occasionally one will charge - especially a mother or wounded animal.

#### Animal

**ST:** 29\*      **HP:** 29      **Speed:** 5.5  
**DX:** 9      **Will:** 10      **Move:** 14  
**IQ:** 4      **Per:** 10      **Weight:** 1-2 tons  
**HT:** 13      **FP:** 13      **SM:** +2 (4 hexes)

**Dodge:** 8      **Parry:** 8(5)      **DR:** 4 (TS)

**Horns (10):** 3d+3 imp (Reach 1)

**Trample (10):** 3d cr (Reach C)

**Traits:** Quadruped; Temperature Tolerance 2; Wild Animal.

**Habitat:** Arctic, Plains

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 25-31 depending on weight

#### Riojasaurus

Riojasaurus is a 36' (11m) long, heavily-built, long-necked prosauropod herbivore, very similar to *Euskelosaurus* in most regards.

#### Animal (Dinosaur)

**ST:** 24      **HP:** 24      **Speed:** 5.5  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 2-3 ton  
**HT:** 12      **FP:** 12      **SM:** +4 (18+ hexes)

**Dodge:** 8      **Parry:** —      **DR:** —

**Trample (10):** 2d+1 cr. (Reach C)

**Tail (10):** 3d-1 cr. (Reach 3)

**Traits:** Quadruped; Weak Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Forest, Plains, Desert

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

#### Saichania

Saichania (Mongolian for "beautiful") is a 23' (7m) long heavily armored ankylosaur with small spikes on its flanks. Like *Pinacosaurus*, it lives in the arid Gobi desert, and has an acute sense of smell. Its armor gives it DR 5 on its head, back and tail, DR 4 on its belly.

## Saichania

### Animal (Dinosaur)

**ST:** 19      **HP:** 19      **Speed:** 5.75  
**DX:** 11      **Will:** 10      **Move:** 6  
**IQ:** 2      **Per:** 10/16      **Weight:** 2 - 4 ton  
**HT:** 12      **FP:** 12      **SM:** +4 (12-15 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 5/4

**Trample (11):** 2d-1 crushing. Reach C.

**Tail Club (11):** 2d+1 crushing. Only back or adjacent to back hexes. Reach C, 1.

**Traits:** Acute Smell (16); DR 5 (head only, DR 4 elsewhere); Quadruped; Striker (Tail Club; Cannot Parry; Limited Arc, rear hexes); Wild Animal.

**Habitat:** Desert.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric.

## Sauropelta

Sauropelta ("shield lizard") is a fairly common 19' (5.7m) long nodosaurid. Its back, neck and head are well armored (DR 6), and adorned with horizontal spikes near the shoulders, which do damage to anyone it sideswipes. The rest of its body is only lightly armored; DR 2.

### Animal (Dinosaur)

**ST:** 17      **HP:** 17      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 6  
**IQ:** 3      **Per:** 10      **Weight:** 1-3 tons  
**HT:** 12      **FP:** 12      **SM:** +4 (7-10 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 6 (back); 2

**Trample (12):** 1d+2 crushing. Reach C.

**Sideswipe(12):** 2d-1 cutting. Only side hexes.

**Traits:** DR 6 (back, neck and head only, DR 2 elsewhere); Quadruped; Striker (Shoulder Spikes; Cannot Parry; Limited Arc, side hexes); Wild Animal.

**Habitat:** Mountains, Forest, Swamp.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric.

## Saurornitholestes

The 6' (1.8m) long Saurornitholestes is similar to the better-known *Velociraptor* and *Dromaeosaurus*, with sickle claws on its hind feet and a rigid tail; however, it has a larger brain and a less developed sense of smell (Vision-16, Hearing-14, Smell-12).

### Animal (Dinosaur)

**ST:** 8      **HP:** 8      **Speed:** 6.25  
**DX:** 15      **Will:** 10      **Move:** 15  
**IQ:** 4      **Per:** 16/14/12      **Weight:** 30-50 lbs.  
**HT:** 10      **FP:** 10      **SM:** 0 (2 hexes)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Tail Strike (15):** 1d-2 crushing. Only rear hexes, Reach C.

**Bite (15):** 1d-4 cutting. Reach C.

**Claw (15):** 1d-3 cutting. Reach C.

**Traits:** Acute Vision-16; Acute Hearing-14; DR 1; Weak Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

**Skills:** Brawling-15; Jumping-15; Running-15; Track-15.

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

## Scutosaurus

Scutosaurus ("shield reptile") is a massive, heavily-built reptile, armored with bony plates embedded in its skin. Its skull is also thick (DR 6) and studded with spikes, with a small frill (DR 6) protecting the neck. It grows up to 10' (3m) long and stands 7' (2.1m) high at the shoulder. A peaceful herbivore, it relies on its armor for defense.

*Pareiasaurus* is very similar to Scutosaurus, but with lighter armor (DR 5 over the spine and skull). It lived in African and Europe during the Middle Permian (275 mya to 260 mya).

### Animal (Reptile)

**ST:** 17      **HP:** 17      **Speed:** 5.5  
**DX:** 10      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 1-3 tons  
**HT:** 12      **FP:** 12      **SM:** +2 (3-4 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 5

**Bite (12):** 1d+1 cr. (Reach C)

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Permian)

## Sea Scorpion (Eurypterid)

Sea scorpions, ancestors of modern spiders, live in both salt and fresh water at depths of up to 30 feet (9m). They are short-legged slow-swimming bottom-feeders, with well-protected gills which enable them to survive short periods on land. They grow to 10' (3m) long or more.

Sea scorpions are fierce predators, eating trilobites and other arthropods, including each other: PCs are unlikely to encounter more than one large one at a time. They attack by grasping with their pincers then bring their prey to their mouths to be bitten (contest of ST with victim).

If threatened or stepped on, sea scorpions lash out with their tail spines, which can sting anything in their own hex or any of their back hexes. Some species may have venom sacs (this is speculation, but certainly not impossible). Typical venom does 2d damage immediately if the victim fails a roll against HT-2, 1 point if the roll is successful.

### Animal (Vermin)

**ST:** 12      **HP:** 12      **Speed:** 6.25  
**DX:** 11      **Will:** 10      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** 150-250 lbs.  
**HT:** 14      **FP:** 14      **SM:** +2 (4 hexes)

**Dodge:** 8      **Parry:** 8(5)      **DR:** 4 (TS)

**Pincer (11):** 1d crushing. Reach 1, followed by bite.

**Bite (11):** 1d-1 pi++. Reach C.

**Traits:** Spider, Doesn't Breathe (Gills)

**Climate:** Any

**Habitat:** Fresh Water, Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Ordovician – Carboniferous)

## Seismosaurus

Seismosaurus ("earthquake lizard") is one of the longest dinosaurs known – its discoverer estimates its length at over 150 feet (45m), though other scientists think that a "mere" 100 feet (30m) is more reasonable. As with *Diplodocus* (to which it seems closely related), nearly all of this length is neck and whiplash tail; its body is relatively small. Its legs are short, helping to stabilize it, and it has become known as the dachshund of dinosaurs. Its tail has a 15-hex reach and it can also trample.

### Animal (Dinosaur)

**ST:** 55      **HP:** 55      **Speed:** 5.5  
**DX:** 10      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 30-50 tons  
**HT:** 12      **FP:** 12      **SM:** +8 (70+ hexes)

**Dodge:** 8      **Parry:** —      **DR:** 3 (TS)

**Trample (9):** 6d crushing. Reach C.

**Tail (9):** 6d crushing. Reach 15.

**Traits:** DR 3 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic – Cretaceous)

## Shantungosaurus

The heavily-built Shantungosaurus giganteus grows to at least 51' (15m) long, and is one of the largest animals ever to walk on two legs. Apart from its size, it is very similar to *Edmontosaurus* (above).

### Animal (Dinosaur)

**ST:** 30      **HP:** 30      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** 10  
**IQ:** 3      **Per:** 14/17      **Weight:** 3 – 10 tons  
**HT:** 12      **FP:** 12      **SM:** +4 (25+ hexes)

**Dodge:** 9      **Parry:** —      **DR:** 1+ (TS)

**Trample (14):** 3d crushing. Reach C.

**Traits:** DR 1 (Tough Skin); Quadruped; Wild Animal.

**Habitat:** Forest, Plains.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric (Late Cretaceous).

## Sharks

Sharks are one of evolution's greatest success stories. They have been dominant predators of the seas for nearly 400 million years. Many early sharks were small, living mostly in fresh water, and looked quite

bizarre, but apart from a blunter snout, fewer scales and slightly different fins, the late Devonian shark *Cladoseleche* was almost identical to its modern descendants. Sharks the size of the Great White (20' to 30' [6 – 9m] long, with jaws over 3' [0.9m] wide), first appeared in the early Pennsylvanian.

Sharks will try to eat anything that isn't big enough to eat them, including each other – or even parts of themselves, during a "feeding frenzy." Frenzies are caused by the taste of blood in the water; treat as *Berserk*, all-out attacking every turn until there is nothing left to eat. Sharks also Berserk if wounded. Shark attacks on humans are rare, and usually involve only one bite: apparently, sharks don't care for the taste of humans, particularly wet-suited humans. They attack suddenly from below (or above if the victim is a diver), removing a large chunk of flesh in a single bite. Very large sharks even attack boats.

A large amount of blood in the water may attract a pack of sharks: they can scent blood from 1,000 yards away (Smell/Taste rolls at 16; Vision and Hearing rolls at 9).

### Medium Shark

#### Animal (Fish)

**ST:** 16      **HP:** 16      **Speed:** 6.00  
**DX:** 13      **Will:** 10      **Move:** W9  
**IQ:** 3      **Per:** 9/16      **Weight:** 400-1,600 lbs.  
**HT:** 11      **FP:** 11      **SM:** +3 (3-5 hexes)

**Dodge:** 6      **Parry:** —      **DR:** 1

**Bite (12):** 1d cutting. Reach C.

**Traits:** Acute Taste/Smell +7; Ichtyoid; Sharp Teeth; Wild Animal.

**Skills:** Brawling-13

**Climate:** Any

**Habitat:** Salt Water, Fresh Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Late Silurian - Present)

### Large Shark

#### Animal (Fish)

**ST:** 21      **HP:** 21      **Speed:** 6.00  
**DX:** 12      **Will:** 10      **Move:** W9  
**IQ:** 3      **Per:** 9/16      **Weight:** 0.5 – 5 tons.  
**HT:** 11      **FP:** 11      **SM:** +4 (5-10 hexes)

**Dodge:** 6      **Parry:** —      **DR:** 1

**Bite (12):** 2d-1 cutting. Reach C.

**Traits:** Acute Taste/Smell +7; Ichtyoid; Sharp Teeth; Wild Animal.

**Skills:** Brawling-12

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Mississippian - Present)

## Shonisaurus

Shonisaurus is the largest known ichthyosaur, being nearly 50' (15m) long and barrel-chested. Its jaws are long and narrow, with teeth only at the end of its snout. It kills its prey by biting it with the toothed end

of its snout, holding it until it stops struggling, and finally swallowing it whole. Most human swimmers would be small enough to be eaten in this way.

### Shonisaurus

#### Animal (Reptile)

**ST:** 26      **HP:** 26      **Speed:** 5  
**DX:** 9      **Will:** 10      **Move:** W9  
**IQ:** 3      **Per:** 10      **Weight:** 20-40 tons  
**HT:** 11      **FP:** 11      **SM:** +8 (30-40 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 0

**Bite (12):** 2d+1 impaling. Reach C.

**Traits:** Ichthyoid; Pressure Support 2; Sharp Teeth; Wild Animal.

**Skills:** Brawling-12

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

### Shunosaurus

Shunosaurus is a 33' (10m) long sauropod with a heavy club, like that of an *Ankylosaurus*, at the end of its long tail. This tail-whip has a five-hex reach. The club also has two small spines that hit on a critical hit in addition to other critical effects.

Shunosaurus can also trample. Only the larger specimens would be massive enough to use the special *trampling* rules.

#### Animal (Dinosaur)

**ST:** 42      **HP:** 42      **Speed:** 5  
**DX:** 9      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 5-10 tons  
**HT:** 11      **FP:** 11      **SM:** +6 (20+ hexes)

**Dodge:** 8      **Parry:** —      **DR:** 2 (TS)

**Trample (9):** 4d+2 crushing. Reach C.

**Tail (9):** 5d+2 crushing *plus* 3d+1 cutting on critical. Reach 5.

**Traits:** DR 2 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Sinraptor

Sinraptor ("Chinese robber") is a heavily-built theropod, ranging from 22' to 33' (6.6 - 9.9m) long. Its forelimbs are too small to be useful in combat, but its skull is huge - 43" (1m) long and 27" (68cm) high, with a small crest on its snout. Its behavior is probably similar to that of *Allosaurus*.

#### Animal (Dinosaur)

**ST:** 30      **HP:** 30      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 11  
**IQ:** 3      **Per:** 10      **Weight:** 1-3 tons  
**HT:** 12      **FP:** 12      **SM:** +5 (12+ hexes)

**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (12):** 3d-1 impaling. Reach 1.

**Traits:** DR 2; Fangs; Wild Animal

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest, Desert

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

### Snake, Great

When encountering this large constricting snake, do not roll for range - it always attempts to drop around a random PC. (It does not suffer the normal -2 to attack from above.) Anyone except the victim firing on the snake is subject to *Striking Into a Close Combat* (p. B392); in particular, they are at an extra -2 and may hit the victim on a miss.

#### Giant Animal

**ST:** 19      **HP:** 19      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** 4  
**IQ:** 2      **Per:** 19      **Weight:** 300 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1

**Dodge:** 8      **Parry:** N/A      **DR:** 0

**Bite (13):** 2d-2 impaling. Reach C.

**Constriction Attack (13):** Quick Contest of snake's ST+1 vs. victim's ST or HT, whichever is higher + follow-up margin of victory. Reach C.

**Traits:** Cold-Blooded (50° F); Fangs; Vermiform; Wild Animal.

**Skills:** Stealth-12; Wrestling-13.

**Source:** GURPS Big Lizzie, p. 20.

### Sordes

*Sordes pilosus* ("hairy devil") is a short-beaked long-tailed pterosaur, similar in appearance to *Rhamphorhynchus*, with a 2' (0.6m) wingspan. (Scientists are still debating the evidence that led the discoverer to conclude that it was hairy, but it's a reasonable assumption; small fliers would need some insulation to avoid losing body heat.) Its teeth are few and short, and its eyes large. It eats large insects and small reptiles, and may be a dusk feeder, occupying the niche now filled by bats or owls. If so, *Sordes* might be as gregarious as bats, with dozens living in a cave or tree.

#### Animal (Dinosaur)

**ST:** 4      **HP:** 4      **Speed:** 7  
**DX:** 14      **Will:** 10      **Move:** A12  
**IQ:** 3      **Per:** 10      **Weight:** 3-8 lbs.  
**HT:** 14      **FP:** 14      **SM:** -2 (0.5m)

**Dodge:** 10      **Parry:** —      **DR:** —

**Beak (12):** 1d-6 pi+. Reach C.

**Claws (12):** 1d-5 cutting. Reach C.

**Swarm Attack:** A "swarm" would be about a dozen *Sordes*, with a move of 8. It would do 1d of biting damage per turn; armor protects with its normal DR. It takes 8 hits to disperse a swarm of *Sordes*.

**Traits:** Acute Vision 1; Flight (Winged; Cannot Hover; Air Move 12; Costs Fatigue 2); No Fine Manipulators; Sharp Beak; Sharp Claws; Wild Animal

**Skills:** None.

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Spider, Gargantuan

What could possibly prey on a yard-long dragon-fly? A threeyard-long spider, of course! This immense monster is not a web spinner; it is a jumper, capable of remaining hidden and motionless until a suitable meal walks or flies by, then leaping onto it, sinking its venomous fangs into its victim and, once the paralytic poison has taken effect, draining it of all life.

Timelost arachnophobes must make self-control rolls at -3 upon sighting this horror.

Humans have very little to do with these nightmares except to slay them when they can and flee them otherwise. They are relatively rare, which is good. However, they like to lay their egg sacs in dark, hidden, places – such as the backs of caves or the lower levels of buildings – and when they hatch, a swarm of thousands of spiderlings, each the size of a large tarantula, can flood through the area, killing few but sickening many.

### Animal (Vermin)

**ST:** 16      **HP:** 16      **Speed:** 6.25  
**DX:** 14      **Will:** 11      **Move:** 8  
**IQ:** 1      **Per:** 10      **Weight:** 125 lbs.  
**HT:** 11      **FP:** 11      **SM:** +1 (3 hexes)

**Dodge:** 9      **Parry:** 8(5)      **DR:** 4 (TS)

**Bite (13):** 1d cutting. Reach C, follow up paralysis.

**Traits:** Affliction (Paralysis) 3; Clinging; Extra Legs (4); Sharp Teeth; Quadruped; Wild Animal.

**Skills:** Brawling-13; Tracking-14.

**Climate:** Subtropical, Tropical

**Habitat:** Forest, Subterranean

**Source:** GURPS Lands Out of Time.

**Origin:** Fantasy

## Spider, Giant (Megarachnae)

This is the largest spider yet discovered, with a leg span of 20" (50cm). Little is known about its habits, but it is probably a hunter rather than a web-spinner, roaming about in search of prey, with a web strand paying out behind it. It doubles back to attack anything small enough that touches the web strand. A spider of this size could eat small amphibians, and is probably extremely venomous: something on the order of rattlesnake venom would be appropriate.

Anyone with a phobia of insects must make a Fright Check at -6 on encountering a Megarachnae.

### Animal (Vermin)

**ST:** 1      **HP:** 2      **Speed:** 6.25  
**DX:** 13      **Will:** 11      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** <1 lbs.  
**HT:** 12      **FP:** 12      **SM:** -2

**Dodge:** 6      **Parry:** -      **DR:** 0

**Bite (13):** 1d-4 impaling. Reach C, follow up venom.

**Traits:** Wild Animal.

**Climate:** Subtropical, Tropical

**Habitat:** Jungle

**Source:** GURPS Dinosaurs.

**Origin:** Prehistory (Pennsylvanian)

## Spinosaurus

Spinosaurus is a heavily-built theropod up to 40' (12m) long, with a huge sail on its back similar to that of Dimetrodon. This sail may be used to radiate excess heat (like the ears of elephants); it may also be used a sexual display, as a means of intimidating other theropods away from prey, or as a form of mimicry enabling Spinosaurus to mingle with the fin-backed herbivore *Ouranosaurus*. Spinosaurus is a scavenger rather than a predator; its sail is very vulnerable to attack and makes high-speed maneuvering very difficult, and its teeth lack serrated edges.

Spinosaurus is one of the largest theropods; only *Bruhathkayosaurus*, *Giganotosaurus* and some *tyrannosaurs* are bigger. Unlike *T. rex*, it has large forelimbs, that can grapple with its full strength. Its feet can pin down smaller or weakened prey (Contest of ST to pin; does 3d cutting damage), but its main attack is its bite.

### Animal (Dinosaur)

**ST:** 39      **HP:** 39      **Speed:** 7  
**DX:** 13      **Will:** 10      **Move:** 11  
**IQ:** 3      **Per:** 12      **Weight:** 3-4 tons  
**HT:** 15      **FP:** 15      **SM:** +5 (15 hexes)

**Dodge:** 10      **Parry:** —      **DR:** 3

**Bite (13):** 4d piercing. Reach C, 2.

**Claw (13):** 4d+1 cutting. Reach C.

**Traits:** DR 3; Fangs; Sharp Claws; Wild Animal.

**Skills:** Brawling-13; Tracking-15; Running-12.

**Habitat:** Desert, Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

## Staurikosaurus

Staurikosaurus is a lightly built herrerasaurid, 7' (2.1m) long with small forelimbs, long hind legs, and a long tail. It has no killing claws, but bites.

### Animal (Dinosaur)

**ST:** 13      **HP:** 13      **Speed:** 6.5  
**DX:** 14      **Will:** 10      **Move:** 14  
**IQ:** 3      **Per:** 12      **Weight:** 100-200 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0 (2-3 hexes)

**Dodge:** 9      **Parry:** —      **DR:** 1 (Skull 3)

**Bite (14):** 1d-1 impaling. Reach C, 1.

**Traits:** DR 1 (Skull DR 3); Fangs; Wild Animal.

**Skills:** Brawling-14.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## Stegosaurus

Stegosaurus is a herbivorous dinosaur with large rear legs, small front legs, a small head, a double row of plates along its back, and four long (up to 3'3", 1m) horizontal spikes at the end of its powerfully muscled tail. It grows up to 30' (9m) long; average length is about 20' (6m). Standing on its hind legs to eat, it is 12' to 15' (3.6 – 4.5m) tall.

If attacked or threatened, Stegosaurus drops to all fours and lashes out with its tail. Its eyes are arranged for peripheral vision, and its flexible neck enables it to look back and strike large attackers with reasonable accuracy.

Stegosaurus is armored as well as armed; the plates on its back protect its spine, and small armor plates scattered along the body raise its DR to 4. The plates on its back also add two feet to its height, help to control its body temperature, and may also be used to attract mates.

Stegosaurus is notoriously small-brained for its size; its brain is smaller than a ping-pong ball and probably weighed less than three ounces. It was once thought to have enlarged nerve clusters near its tail, but these are more probably glycogen glands, storing energy for its tail and rear leg muscles.

Stegosaurus' snout is also very small for such a large creature, and toothless except for small cheek teeth. Like the sauropods, it eats almost constantly, and is peaceful unless actually attacked.

### Animal (Dinosaur)

**ST:** 38      **HP:** 38      **Speed:** 5.25  
**DX:** 10      **Will:** 10      **Move:** 4  
**IQ:** 1      **Per:** 10      **Weight:** 3.5 tons.  
**HT:** 11      **FP:** 11      **SM:** +3 (7 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 4

**Tail Swipe (10):** 4d+4 crushing. Reach 4. On a roll of 8 or less (modified for the opponent's size), two spikes hit for additional 5d impaling damage instead; on a 9, one spike hits for 3d. Anything in any back hex, or any hex adjacent to the back hexes, may be hit.

**Traits:** Quadruped; Striker (Tail; Crushing; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Skills:** Running-11.

**Note:** A stegosaur has a move of 7 when panicked.

**Habitat:** Forest, Plains, Swamp

**Source:** GURPS Lands Out of Time, Big Lizzie, Dinosaurs.

**Origin:** Prehistory (Jurassic)

## Struthiomimus

Struthiomimus ("ostrich mimic") is a 13' (3.9m) long dinosaur standing about 8' (2.4m) tall. It is very similar to *Dromiceiomimus* in appearance, with a long neck and small toothless head. Its forelimbs and fingers are longer and more powerful than those of *Dromiceiomimus*, with recurved claws. It can also kick or bite.

### Animal (Dinosaur)

**ST:** 13      **HP:** 13      **Speed:** 7.25  
**DX:** 15      **Will:** 10      **Move:** 15  
**IQ:** 3      **Per:** 10      **Weight:** 250-300 lbs.  
**HT:** 14      **FP:** 14      **SM:** +1 (3m)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (13):** 1d-1 crushing. Reach C.

**Claws (13):** 1d cutting. Reach C.

**Kick (13):** 1d crushing. Reach C.

**Traits:** DR 1; Blunt Teeth; Wild Animal.

**Skills:** Running-15.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Cretaceous)

## Styracosaurus

Styracosaurus ("spike lizard") is an 18' (5.4m) long heavily built ceratopsian with a long nasal horn, and two very small horns above its eyes. Its frill is 6½'(1.95) long, edged with long spikes, and made lighter by two rather small, hide-covered "windows." This frill gives head, neck and shoulders an effective DR of 5. In close combat, its nose horn does 2d+1 impaling damage, and the edge of its frill 2d+1 cutting damage; it can also Block as though its shield skill were 12.

A Styracosaurus receives no penalty to hit when it charges. It can trample, or bite in close combat at -4 to hit.

The styracosaurus is akin to the *triceratops* in behavior, but lives in smaller herds, more akin to extended families. Each dinosaur's array of horns can have many uses – weapons, digging tools, decoration, bracing for hide shields. The smaller knobs of bone which line the fringe of the crest make excellent spear tips when polished.

### Dinosaur, Ceratopsian

**ST:** 34      **HP:** 34      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** 9  
**IQ:** 2      **Per:** 9      **Weight:** 5,000 lbs.  
**HT:** 11      **FP:** 11      **SM:** +3 (6 hexes)

**Dodge:** 8      **Block:** 12      **DR:** 6 (head, neck)

**Bite (8):** 3d+1 cutting. Reach C.

**Horn strike (12):** 4d+1 piercing. Only front hexes, Reach C.

**Trample (12):** 3d+2 crushing.

**Traits:** DR 6 (Head and neck only); Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal.

**Skills:** Running-10; Shield-12.

**Habitat:** Plains

**Source:** GURPS Lands Out of Time, Dinosaurs.

**Origin:** Prehistory

## Supersaurus

Supersaurus is an enormous diplodocid, perhaps 120 feet (36m) long. It stands 27' (8m) high at the shoulder, and can reach up to 54' (16m) high to eat the tender shoots at the tops of trees; its largest vertebrae is 4½' (1.35m) high. Its tail-whip has a 12-hex reach, and it can trample.

### Animal (Dinosaur)

**ST:** 63      **HP:** 63      **Speed:** 5  
**DX:** 9      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 40-50 tons  
**HT:** 11      **FP:** 11      **SM:** +8 (40+ hexes)

**Dodge:** 8      **Parry:** —      **DR:** 3 (TS)

**Trample (9):** 7d crushing. Reach C.

**Tail (9):** 7d crushing. Reach 12.

**Traits:** DR 3 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Tarchia

Tarchia gigantea is the last and largest of the Asian ankylosaurs. It grows from 18' (5.4m, use Euoplocephalus statistics) to 29' (8.7m) long, and has a heavily armored back fringed with small spikes, an unusually large skull (its name is Mongolian for "brainy") with bull-like horns, and a particularly large tail club which does awful damage to any predator foolish enough to come within range.

### Animal (Dinosaur)

**ST:** 21      **HP:** 21      **Speed:** 5.50  
**DX:** 10      **Will:** 10      **Move:** 6  
**IQ:** 2      **Per:** 10      **Weight:** 3 - 5 ton  
**HT:** 12      **FP:** 12      **SM:** +5 (20+ hexes)

**Dodge:** 9      **Parry:** —      **DR:** 6/4

**Trample (10):** 2d+2 crushing. Reach C.

**Tail Club (10):** 3d-1 crushing. Only back or adjacent to back hexes. Reach C, 1.

**Traits:** Acute Smell (16); DR 6 (head only, DR 4 elsewhere); Quadruped; Striker (Tail Club; Cannot Parry; Limited Arc, rear hexes); Wild Animal.

**Habitat:** Desert, Plains.

**Source:** GURPS Dinosaurs.

**Origin:** Prehistoric.

## Temnodontosaurus

Temnodontosaurus is a 30' (9m) long ichthyosaur which cruises the coastal shallows hunting for large squid and ammonites. Its long, toothed beak bites in close combat.

### Animal (Reptile)

**ST:** 22      **HP:** 22      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 10 (Water)  
**IQ:** 3      **Per:** 12      **Weight:** 2-5 tons  
**HT:** 12      **FP:** 12      **SM:** +4

**Dodge:** 9      **Parry:** —      **DR:** 1

**Bite (10):** 2d-1 cutting. Reach C.

**Traits:** DR 1; Ichthyoid; Sharp Teeth; Wild Animal.

**Habitat:** Salt Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Therizinosaurus

Therizinosaurus ("reaper lizard") is a theropod with 8' (2.4m) arms which end in sickle-shaped claws. These claws are nearly a yard long. It can also bite.

No complete skeletons are known, and its habits are still in dispute. Some paleontologists have suggested that its large claws could be used for fishing, or for tearing apart termite nests. Others think it was an omnivore, or even a herbivore which used its claws to pull down branches like the giant sloth.

### Animal (Dinosaur)

**ST:** 20      **HP:** 20      **Speed:** 6.5  
**DX:** 11      **Will:** 10      **Move:** 6  
**IQ:** 3      **Per:** 12      **Weight:** 2-2.5 tons  
**HT:** 15      **FP:** 15      **SM:** +4 (10 hexes)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (11):** 2d+2 cutting. Reach C.

**Talons (11):** 2d+1 impaling. Reach C.

**Traits:** DR 1; Fangs; Talons; Wild Animal.

**Skills:** Brawling-11.

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

## Tianchisaurus

Tianchisaurus is the earliest known *ankylosaur*, and one of the smallest, measuring only 15' (4.5m) long, and standing about 3' (0.9m) high by 5' (1.5m) wide. It is heavily armored, with a clubbed tail that can be swung into any rear hex. It is too heavily constructed and short-legged to dodge; Dodge is 0.

### Animal (Dinosaur)

**ST:** 20      **HP:** 20      **Speed:** 5.75  
**DX:** 11      **Will:** 10      **Move:** 5  
**IQ:** 3      **Per:** 10      **Weight:** 1-2 tons  
**HT:** 12      **FP:** 12      **SM:** +4 (10 hexes)

**Dodge:** 0      **Parry:** —      **DR:** 5

**Tail (13):** 2d+1 crushing. Only rear hexes.

**Traits:** DR 5; Quadruped; Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Wild Animal.

**Skills:** None.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Plains, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## Ticinosuchus

Ticinosuchus is a lightly armored archosaur, resembling a short-snouted, long-legged crocodile. It grows up to 10' (3m) long, and is built for running on land. Its back is DR 3; elsewhere, it is DR 2. It bites at close range.

### Animal (Reptile)

**ST:** 14      **HP:** 14      **Speed:** 6.75  
**DX:** 14      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 12      **Weight:** 200-300 lbs.  
**HT:** 13      **FP:** 13      **SM:** +1 (4 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 2, 3 (back only)

**Bite (14):** 1d-1 cutting. Reach C.

**Traits:** Quadruped; Wild Animal.

**Climate:** Subtropical, Tropical, Temperate

**Habitat:** Fresh Water

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Triassic)

## Tiger, Sabertoothed (Smilodon)

The sabertoothed tiger, known scientifically as the *smilodon*, did not really resemble a tiger in anything but size. Its skeleton more closely resembles that of a lion, but the stabbing cats diverged from the biting cats so long ago that sabertooths are not closely related to any modern animal.

Sabertooths knew early humans, and were hunted by them. They probably returned the favor - some human skulls have been found with sabertooth-sized holes in them! It is believed that the sabertooth hunted the great mammals; its teeth were adapted for slicing through the thick skin to the jugular.

They are more solitary than lions, and will bite repeatedly rather than biting and holding. Treat them as lions (p. 21) in all other respects not covered here.

Their teeth (which sometimes measured 11 inches long) are serrated, and do extra damage for their ST - 2d+1 impaling in close combat.

### Animal

**ST:** 16\*      **HP:** 16      **Speed:** 6  
**DX:** 12      **Will:** 11      **Move:** 8  
**IQ:** 4      **Per:** 12      **Weight:** 500 lbs.  
**HT:** 12      **FP:** 12      **SM:** +1 (2 hexes)  
**Dodge:** 9+1      **Parry:** —      **DR:** 1 (TS)

**Serrated Fangs (14):** 2d+2 imp (Reach C)

**Traits:** Quadruped; Wild Animal.

**Habitat:** Desert, Forest, Plains

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 15-17 depending on weight

## Titanosuchus

Titanosuchus ("titanic crocodile") is neither titanic nor a crocodile, but an 8' (2.4m) long lizard-like synapsid with long sharp teeth - including fangs that protrude over the edge of its snout. Titanosuchus preys on slow-moving thick-skinned herbivorous synapsids such as *Moschops*, ambushing them from cover.

### Animal (Reptile)

**ST:** 10      **HP:** 10      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 6  
**IQ:** 3      **Per:** 11      **Weight:** 50-100 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0  
**Dodge:** 9      **Parry:** —      **DR:** 2

**Bite (12):** 1d-3 imp (Reach C)

**Traits:** Reptile; Wild Animal

**Climate:** Subtropical, Tropical

**Habitat:** Desert, Forest

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Permian)

## Titanotherium

Titanotherium was a prehistoric mammal of 40 million years ago. Its largest species were over 8 feet high at the shoulder and over 15 feet long. Titanotheria were built in the general shape of a rhinoceros, but the heads were decidedly different. Some had no horns, some had one, others two or more; none of the horns were sharp. These horns were undoubtedly used for mating battles, since the carnivores of the era were no threat to a creature this size.

Titanotherium is a herd animal, probably diurnal. Its reaction to humans would probably be cautious observation, attacking only if provoked. It attacks by trampling for 3d crushing damage.

The statistics given for titanotherium can be modified for similar prehistoric mammals. Uintatherium is somewhat smaller, the toxodont smaller yet, and baluchitherium is 1½ times larger than titanotherium.

### Animal

**ST:** 44\*      **HP:** 44      **Speed:** 5.75  
**DX:** 10      **Will:** 10      **Move:** 9  
**IQ:** 3      **Per:** 10      **Weight:** 4-7 tons  
**HT:** 13      **FP:** 13      **SM:** +3 (5 hexes)  
**Dodge:** 9      **Parry:** —      **DR:** 4 (TS)

**Trample (10):** 5d cr (Reach C)

**Traits:** Quadruped; Wild Animal

**Habitat:** Plains

**Source:** GURPS Bestiary 3e

**Origin:** Ice Age

\*ST range 40-48 depending on weight

## Torosaurus

Torosaurus is one of the largest and most heavily built ceratopsians, and its wedge-shaped skull is 8½' (8.5m) long - the largest of any land-dwelling animal known. As with most long-frilled ceratopsians, the frill is lightened by two small "windows;" it gives the Torosaurus' head, neck, shoulders and upper back DR 6.

Like the more common and better-known *Triceratops*, Torosaurus has two long, forward-pointing brow horns and a much smaller nasal horn. It Blocks as though its shield skill were 12. It tramples, or bites at -4 to hit.

## Torosaurus

### Animal

**ST:** 45      **HP:** 45      **Speed:** 6.25  
**DX:** 12      **Will:** 10      **Move:** 10  
**IQ:** 2      **Per:** 10      **Weight:** 5-6 tons  
**HT:** 13      **FP:** 13      **SM:** +15 (6 hexes)  
**Dodge:** 8      **Block:** 12      **DR:** 6 (head, neck)

**Bite (8):** 5d-1 cutting. Reach C.

**Head Butt (12):** 6d-1 crushing. Reach C.

**Horn charge (12/9):** 6d impaling. Only front hexes, Reach C. When charging small targets (such as humans), Torosaurus is at -3 to hit.

**Traits:** DR 6 (Head and neck only); Quadruped; Teeth (Blunt); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal.

**Skills:** Block-12; Running-10; Shield-12.

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory

## Triceratops

Largest, last and best known of the ceratopsians, *Triceratops horridus* ("rough three horn face") was the most common large herbivore in North America at the end of the Cretaceous era. Triceratops traveled in herds, living in swamps and along river deltas. An adult Triceratops grows from 25' to 30' (7.5 – 9m) in length, with brow horns more than 3' (0.9m) long. Its head, neck and shoulders are protected by a solid bony frill, up to 7' (2.1m) wide, with DR 6. It Blocks as though its shield skill were 12.

A Triceratops can charge at up to 25 mph (40km/h). Unlike most ceratopsians, Triceratops has blade-like teeth, which shear through palm fronds and cycads (at -4 to hit).

With its long horns and solid shield, a Triceratops would be an excellent mount for an alternate-world Hannibal. It can carry up to Medium encumbrance (1 ton!) on its back, and its brow horns might be augmented with metal points, increasing damage by 1 point per die. The riders would be 7' to 10' (2.1 – 3m) above any infantry, out of range of any hand weapon except polearms, and the howdah could be well stocked with ranged weapons: miniguns would be ideal, but slings and bows would do.

### Animal (Dinosaur)

**ST:** 47      **HP:** 47      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** 10  
**IQ:** 2      **Per:** 9      **Weight:** 13,000 lbs.  
**HT:** 11      **FP:** 11      **SM:** +4 (10 hexes)  
**Dodge:** 8      **Parry:** N/A      **DR:** 6 (head, neck)

**Bite (8):** 5d-1 cutting. Reach C.

**Head Butt (12):** 6d+1 crushing. Reach C.

**Horn charge (12/9):** 6d+1 pi. Only front hexes, Reach C. When charging small targets (such as humans), Triceratops is at -3 to hit.

**Traits:** DR 6 (Head and neck only); Quadruped; Teeth (Sharp Beak); Striker (Horns; Cannot Parry; Limited Arc, only straight ahead); Wild Animal

**Skills:** Running-10; Shield-12.

**Habitat:** Plains

**Source:** GURPS Lands Out of Time, Dinosaurs.

**Origin:** Prehistory

## Trilobite

Trilobites are arthropods, related (but not directly ancestral) to insects, crabs and lobsters. They range in size from a fraction of an inch to three feet (0.9m) long, and live in the shallows, among coral reefs, and in the ocean depths (but never on land). Some are blind, and burrow in search of food, but most species have large compound eyes (vision rolls at 14).

Trilobites aren't venomous, and are more likely to be eaten by time travelers than the reverse (+1 to Fishing rolls because of their low IQ), but they are capable of swarming, and a few kinds might attack a bleeding swimmer. A swarm of a few hundred small trilobites does from 1 point to 1 die of damage per turn, and can be dispersed by 15 hits.

The largest can be threats to some swimmers. There are dozens of different species, but, for stat purposes, they can be defined as "Small" and "Large."

### Small Trilobite (<6" long)

#### Animal (Fish)

**ST:** 2      **HP:** 2      **Speed:** 4.75  
**DX:** 10      **Will:** 10      **Move:** 1  
**IQ:** 1      **Per:** 9      **Weight:** 1 lb.  
**HT:** 10      **FP:** 10      **SM:** -6  
**Dodge:** 7      **Parry:** N/A      **DR:** -

**Bite (10):** 1d-9 cr (Reach C)

**Traits:** Doesn't Breathe (Gills); Horizontal; No Fine Manipulators; Weak Bite; Wild Animal.

**Skills:** None.

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Lands Out of Time, Dinosaurs

**Origin:** Prehistory (Cambrian – Permian)

### Large Trilobite (2-3 feet long)

#### Animal (Fish)

**ST:** 5      **HP:** 5      **Speed:** 4.75  
**DX:** 10      **Will:** 10      **Move:** 3  
**IQ:** 1      **Per:** 9      **Weight:** 1 lb.  
**HT:** 11      **FP:** 10      **SM:** -3  
**Dodge:** 7      **Parry:** N/A      **DR:** -

**Bite (10):** 1d-7 cr (Reach C)

**Traits:** Doesn't Breathe (Gills); Horizontal; No Fine Manipulators; Weak Bite; Wild Animal.

**Skills:** None.

**Climate:** Any

**Habitat:** Salt Water

**Source:** GURPS Lands Out of Time, Dinosaurs

**Origin:** Prehistory (Cambrian – Permian)

## Troodon

Troodon ("wounding tooth") is a man-tall, slender, nimblefingered, rather birdlike omnivorous dinosaur. It resembles *Deinonychus* in having a razor-sharp sickle-like claw on each hind foot which it keeps off the ground, but is more closely related to

the ornithomimids. It also has the largest brain-to-body-mass ratio of any Cretaceous creature, including the mammals it eats.

Troodon has huge eyes, turned forward like those of a human or cat. It may be a nocturnal hunter, stealthily taking eggs and young from herbivore nesting colonies while the adults are asleep.

Canadian paleontologist Dr. Dale Russell chose Troodon as the most likely candidate for evolving into an intelligent "dinosauroid" – an australopithecine-sized biped with a large head, an erect stance, three-fingered hands with opposable thumbs, and no tail.

### Troodon

#### Animal (Dinosaur)

**ST:** 13      **HP:** 13      **Speed:** 7.25  
**DX:** 16      **Will:** 10      **Move:** 11  
**IQ:** 4      **Per:** 12/18      **Weight:** 30-50 lbs.  
**HT:** 13      **FP:** 13      **SM:** +1 (3 hexes)  
**Dodge:** 10      **Parry:** —      **DR:** 1

**Bite (14):** 1d cutting. Reach C.

**Claws (14):** 1d+2 cutting. Reach C.

**Traits:** Acute Vision-18; DR 1; Night Vision; Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

**Skills:** Brawling-14; Jumping-14; Running-14; Stealth-16; Tracking-14.

**Habitat:** Plains, Forest, Swamp

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

### Turtle

Real name: *Archelon*. This 10' sea turtle has a horny beak. It fights to protect its egg grounds.

#### Animal (Reptile)

**ST:** 17      **HP:** 17      **Speed:** 6.50  
**DX:** 10      **Will:** 12      **Move:** 5G/10W  
**IQ:** 3      **Per:** 11      **Weight:** 2 tons  
**HT:** 16      **FP:** 16      **SM:** +2  
**Dodge:** 5      **Parry:** N/A      **DR:** 2

**Bite (10):** 1d+1 crushing. Reach C.

**Traits:** Amphibious; DR 4 (Back and belly); Quadruped; Wild Animal.

**Skills:** Swimming-14.

**Source:** GURPS Big Lizzie, p. 22.

### Turtle, Giant Land

Built along the lines of a snapping turtle, but 20 feet in length, this semi-amphibious horror normally confines itself to devouring fish, small mosasaurs, and very unlucky swimmers. During mating season, though, it emerges from the sea to hunt on land.

The jaws of the giant land turtle are extremely strong; it does 5d-3 cutting with a bite attack.

#### Animal (Reptile)

**ST:** 40      **HP:** 40      **Speed:** 5.25  
**DX:** 9      **Will:** 11      **Move:** 3  
**IQ:** 2      **Per:** 10      **Weight:** 8,000 lbs.  
**HT:** 12      **FP:** 12      **SM:** +3 (6 hexes)

**Dodge:** 8      **Parry:** —      **DR:** 10

**Bite (9):** 5d-3 cutting. Reach C.

**Traits:** Bad Temper (9); Sharp Teeth; Striker Strength +10 (Bite); Quadruped; Wild Animal.

**Skills:** None.

**Habitat:** Fresh Water

**Source:** GURPS Lands Out of Time, p. 31.

### Tyrannosaurus

Tyrannosaurus rex ("King of the Tyrant Lizards") is one of the most famous of dinosaurs, thanks largely to its major roles in films including *Fantasia*, *Jurassic Park* and *Caveman*. It was also one of the most widespread, and one of the last to become extinct. It grows up to 40' (12m) long, and stands 20' (6m) high; its massive skull (DR 4) is over 4' (1.2m) long, with 6" (15cm) saw-edged teeth, and its jaw is well-muscled, allowing it to rip off 500 pounds of meat in a bite. Its arms are less than three feet long, ending in two claws (not used in combat), and have ST 12. Its long and powerful hind legs and bird-like feet let it outrun most herbivores, and may also be used to pin down small or weak prey.

Tyrannosaurus has well-developed stereoscopic vision and good hearing, and probably an excellent sense of smell.

A huge Tyrannosaurus skeleton found in South Dakota in 1990 showed claw and tooth wounds that had healed, suggesting that T. rex is an aggressive hunter and killer, not merely a scavenger. Despite its great size, it was surprisingly graceful and fast. It had to be; it was going up against the most heavily-defended of all dinosaurs - the ankylosaurs and ceratopsians. It preys mostly on *hadrosaurs* and *ceratopsians*, and often chases smaller theropods away from their kills as lions do to hyena. Tyrannosaurus travel in small family groups, at least for part of the year. Tyrannosaurs lived on flood plains and in swamp forests and were common to the Cretaceous. They were solitary hunters.

Estimates of Tyrannosaurus running speeds vary from a conservative 15 mph (24km/h) to Bob Baker's 50 mph (80km/h, Move 24!).

In combat, the tyrannosaurus will usually bite and tear off a huge hunk of flesh, if the creature is too small to simply pick up in his mouth and chew. It can do this with any creature of SM 0 or smaller; roll a contest of Strength each turn to escape.

#### Animal (Dinosaur)

**ST:** 34      **HP:** 34      **Speed:** 7  
**DX:** 13      **Will:** 12      **Move:** 17  
**IQ:** 2      **Per:** 14      **Weight:** 2.5 tons  
**HT:** 14      **FP:** 14      **SM:** +5 (12 hexes)  
**Dodge:** 10      **Parry:** —      **DR:** 2 (Skull 4)

**Tail Swipe (13):** 3d+4 cr. Only rear hexes, Reach 6.

**Bite (13):** 3d+1 impaling. Reach C. Each turn the tyrannosaurus has prey in its mouth, it automatically inflicts 4d+1 impaling damage, with no "to hit" roll necessary.

**Leg Pin (13):** T. Rex may try to pin smaller prey under its clawed feet; contest of Strength to pin, and the pinned victim takes 4d+1 cutting damage.

**Traits:** DR 2 (Skull DR 4); Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Fangs; Sharp Claws; Short, Weak Arms (1/4 ST); Wild Animal.

**Skills:** Brawling-13; Tracking-15; Running-12.

**Habitat:** Forest, Plains

**Source:** GURPS Lands Out of Time, Big Lizzie

**Origin:** Prehistory (Cretaceous)

## Utahraptor

Utahraptor is very like *Deinonychus* in all respects but size; 20' (6m) long and standing 8' (2.4m) tall, with 15" (38cm) toe claws, it is the perfect dinosaur for a Horror adventure – a killing machine small enough to hide in alleys, sewers and subways.

Utahraptor's killing claw is held up off the ground to keep it sharp. Against small opponents, it stands on one leg to kick with the other; large prey are brought down with a flying strike. A small pack of Utahraptor can easily disembowel the largest sauropods.

### Animal (Dinosaur)

**ST:** 19      **HP:** 19      **Speed:** 7.5  
**DX:** 15      **Will:** 10      **Move:** 13  
**IQ:** 4      **Per:** 14      **Weight:** 600-800 lbs.  
**HT:** 15      **FP:** 15      **SM:** +2 (6 hexes)

**Dodge:** 10      **Parry:** —      **DR:** 2 (Skull 4)

**Tail Strike (15):** 2d+1 cr. Only rear hexes, Reach C, 1.

**Bite (15):** 1d+2 cutting. Reach C.

**Claw (15):** 2d-1 cutting. Reach C, 2.

**Flying Strike (15):** 2d+2 cutting. Leaping at large prey up to 3-hex range.

**Traits:** DR 1; Weak Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

**Skills:** Brawling-15; Jumping-15; Running-15; Track-15.

**Habitat:** Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

## Velociraptor

Velociraptor ("swift robber") is a 6' (1.8m) long predator. Like the slightly larger *Deinonychus*, to which it is related, it has a large, sickle-shaped claw on each hind foot, which is held up off the ground to keep it sharp. This "raptor claw" is used at close or 1-hex range; Velociraptor attacks by grappling with its sharp teeth and foreclaws, then slashing with its raptor claws. It can open its jaws wide enough to bite or swallow large prey; one fossilized Velociraptor was found locked in combat with a *Protoceratops* more than twice its weight.

Dangerous as it is, Velociraptor is smaller and probably slower-moving than the raptors of Jurassic Park, and there is no evidence to suggest that it is as intelligent as an ape; in fact, it has a smaller brain for its size than most other dromaeosaurs.

## Velociraptor

### Animal (Dinosaur)

**ST:** 8      **HP:** 8      **Speed:** 6.50  
**DX:** 15      **Will:** 10      **Move:** 15  
**IQ:** 4      **Per:** 14      **Weight:** 35-40 lbs.  
**HT:** 11      **FP:** 11      **SM:** -1

**Dodge:** 7      **Parry:** —      **DR:** 1

**Bite (17):** 1d-4 cutting. Reach C.

**Claw (17):** 1d-3 cutting. Reach C.

**Traits:** DR 1; Weak Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

**Skills:** Brawling-15; Jumping-15; Running-15; Track-15.

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistory (Cretaceous)

### Cinematic Velociraptor

Velociraptors are intelligent pack hunters with a matriarchal structure. A single female queen and a few younger female "princesses" dominate the smaller, more numerous, males. When a "princess" reaches breeding age, she will take a few of the younger males with her, mate, and lay her eggs. She then guards the nest while the males bring her food. When her children hatch, they join her and the rest of the pack in the hunt.

Velociraptor packs will take on almost anything, but they prefer easy kills. They have a special love of hadrosaurs, and usually wait in the high reeds by the rivers for the chance to lure off a lone specimen.

They have among the most sophisticated hunting patterns of any non-sentient species. They will use lone scouts to attract prey into an ambush, perform flanking maneuvers, or leap onto massive sauropods and tear at the neck until the creature collapses from blood loss.

In combat, a velociraptor will bite and then claw.

(*Reality check:* The velociraptor described here is stronger, heavier, faster, and much smarter than the real thing.)

### Animal (Dinosaur)

**ST:** 15      **HP:** 15      **Speed:** 7  
**DX:** 15      **Will:** 11      **Move:** 18  
**IQ:** 4      **Per:** 14      **Weight:** 150 lbs.  
**HT:** 13      **FP:** 13      **SM:** 0 (2 hexes)

**Dodge:** 10      **Parry:** —      **DR:** 1

**Tail Strike (17):** 1d+1 cr. Only rear hexes, Reach C, 1.

**Bite (17):** 1d cutting. Reach C.

**Claw (17):** 1d cutting. Reach C.

**Traits:** DR 1; Weak Crushing Striker (Tail; Cannot Parry; Long, SM+1; Limited Arc, rear hexes); Sharp Teeth; Sharp Claws; Striker (Claw); Wild Animal.

**Skills:** Brawling-17; Jumping-15; Running-15; Track-15.

**Habitat:** Forest, Plains

**Source:** GURPS Lands Out of Time.

**Origin:** Fantasy

## **Volkheimeria**

The 40' (12m) long Volkheimeria is a small, primitive brachiosaurid (these statistics may also be used for young brachiosaurs and ultrasaurs).

### **Animal (Dinosaur)**

**ST:** 22      **HP:** 22      **Speed:** 5.25  
**DX:** 10      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 2-3 tons  
**HT:** 11      **FP:** 11      **SM:** +5 (10-14 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** 1 (TS)

**Trample (9):** 2d crushing. Reach C.

**Traits:** DR 1 (Tough Skin); Quadruped; Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## **Vulcanodon**

The 20' (6m) long Vulcanodon may have been the earliest of the sauropods. Like Brachiosaurus, it has long forelimbs and high shoulders, but its tail is long and whip-like.

Vulcanodon statistics can also be used for juveniles of other sauropod species.

### **Animal (Dinosaur)**

**ST:** 22      **HP:** 22      **Speed:** 5.25  
**DX:** 10      **Will:** 9      **Move:** 5  
**IQ:** 3      **Per:** 9      **Weight:** 1 tons  
**HT:** 11      **FP:** 11      **SM:** +3 (4-8 hexes)  
**Dodge:** 8      **Parry:** —      **DR:** 1 (TS)

**Trample (10):** 2d crushing. Reach C.

**Tail (10):** 2d crushing. Reach 2.

**Traits:** DR 1 (Tough Skin); Quadruped; Weak Striker (Tail); Weak Bite; Wild Animal.

**Skills:** Running-10.

**Climate:** Temperate, Subtropical, Tropical

**Habitat:** Forest, Plains

**Source:** GURPS Dinosaurs

**Origin:** Prehistoric (Jurassic)

## **Wolf, Dire**

The dire wolf is the sturdy but slow precursor of the modern wolf. Dire wolves are active both day and night, traveling in packs ranging from four to 40 animals. Scavengers by nature, dire wolves prey upon animals in distress - the injured, the old, the abandoned young. They often attack animals trapped in mires, rock slides and tar pits. The La Brea tar pits contain more skeletons of dire wolves than of any other mammal.

Dire wolves have no fear of humans. The wolves will attack using pack tactics. They will not be driven off until they have suffered at least 50% casualties.

### **Animal (Mammal)**

**ST:** 12\*      **HP:** 12      **Speed:** 6  
**DX:** 12      **Will:** 10      **Move:** 7  
**IQ:** 4      **Per:** 10      **Weight:** 200 lbs.  
**HT:** 12      **FP:** 12      **SM:** 0

**Dodge:** 9      **Parry:** 10(7)      **DR:** 1 (TS)

**Bite (14):** 1d-2 cut (Reach C)

**Claws (14):** 1d-1 cr (Reach C)

**Traits:** Bad Temper (9); Discriminatory Smell; Night Vision +2; Temperature Tolerance 1.

**Skills:** Tracking-14

**Habitat:** Arctic, Forest, Mountains, Plains

**Source:** GURPS Bestiary 3e and B458 (adapted from Timber Wolf)

**Origin:** Ice Age

\*ST range 11-13 depending on weight

## **Wolverine, Ice Age**

### **Animal (Mammal)**

**ST:** 9\*      **HP:** 9      **Speed:** 5.75  
**DX:** 12      **Will:** 10      **Move:** 8  
**IQ:** 5      **Per:** 10      **Weight:** 50-100 lbs.  
**HT:** 11      **FP:** 11      **SM:** -1

**Dodge:** 8      **Parry:** 10(7)      **DR:** —

**Bite (14):** 1d-2 cut (Reach C)

**Claws (14):** 1d-2 cut (Reach C)

**Traits:** Bad Temper (9); Quadruped; Wild Animal

**Habitat:** Arctic, Forest, Mountain

**Source:** GURPS Bestiary 3e

\*ST range 7-11 depending on weight

# CREATING CREATURES

Just about *any* creature from *any* **GURPS** supplement can work as an adversary or beast. If it wasn't designed for your type of campaign, simply change the special effects. For instance, an alien that zips

through space, blasting people with psionic pyrokinesis, becomes a demon that flies through the air, blasting people with magic fireballs. Simple!

## CREATURE STATS

Creatures aren't built with character points, they only need a few stats to represent their abilities. The Stats below follow the outline from the bestiary template (<http://e23.sjgames.com/includes/template-beiary.doc>).

### Name

### Class

**ST:**            **HP:**            **Speed:**  
**DX:**            **Will:**           **Move:**  
**IQ:**            **Per:**           **Weight:**  
**HT:**           **FP:**            **SM:**  
**Dodge:**      **Parry:**       **DR:**

**Attack (Skill or Resistance):** For instance, "Bite (14): 1d+2 cutting" or "Death Gaze (15 vs. HT): Heart Attack (p. B429)." See "Damage for Animals", B460.

**Traits:** Advantages and disadvantages, most of them important to encounters and combat (like resistances, invulnerabilities, weaknesses and vulnerabilities).

**Skills:** Relevant skills, also important in encounters.

**Notes:** Any description that's specifically relevant to the stats rather than to the creature's origins, habitat, or whatever.

**Author:** The Author of the specific beast if source was internet.

**Source:** This is the book where the Creature comes from.

**Origin:** This entry is for all creatures that are either from Prehistory, Ice Age, Mythic Lore (ML) or plain Fantasy.

**Climate:** This is the creature's preferred climate. See Creature Ecology chapter.

**Habitat:** This is where the creature usually is found. see Creature Ecology chapter.

### Creature Class

Usually appears above statistics. Every creature belongs to a specific class which defines its abilities and how some game-mechanics work on them. Sometimes the class is also a Meta-Trait Template.

**Animal:** Has the *Animal Meta-Trait*. Especially big animals are *Giant Animals*, mutated or otherwise strange animals are *Dire Animals*. Animals are further divided into birds, dinosaurs\*, fish, mammals, reptiles and vermin which is important for animal spells (see M29).

**Construct:** A Construct is *Indomitable* and cannot be influenced by mind control spells.

**Demon:** A Demon is a hostile extradimensional creature subject to banishment spell.

**Divine Servitor:** Subject to banishment spells.

**Elder Thing:** An Elder Thing is a hostile extradimensional creature **not** subject to banishment spells.

**Elemental:** An Elemental can be controlled by the respective Control Elemental spell and can be banished likewise.

**Faerie:** A Faerie is a freewilled magical creature. It depends on mana.

**Hybrid:** A Hybrid is an animal that shares the traits of two or more beasts and is subject to hybrid spells. Magical Animals also belong to this class.

**Mundane:** Anything that does not belong to one of the other classes.

**Plant:** A Plant is subject to Plant spells.

**Sentient:** A sentient creature can be influenced by mind control spells. It is not subject to animal spells.

**Slime:** A slime is a *diffuse* creature and is immune to most Animal and Plant spells.

**Spirit:** A supernatural being, usually insubstantial. Subject to spirit-control spells, pentagram and banishment.

**Undead:** An Undead can be *turned* and is subject to *True Faith*.

\* Dinosaur is a new category of animals. A long time it was thought that dinosaurs were reptiles, but they lived even in subarctic climates. Current (2009) state of research indicates that theropods may be related to birds.

The GM can rule that dinosaurs belong to birds or to reptiles, but a new category will suit them fine.

### Abbreviations

A = Air Move  
DX = Dexterity Attribute  
FP = Fatigue Points Secondary Attribute  
G = Ground Move  
HP = Hit Points  
HT = Health Attribute  
IQ = Intelligence Attribute  
ML = Mythic Lore  
Per = Perception Secondary Attribute  
SM = Size Modifier  
ST = Strength Attribute  
TS = Tough Skin (In DR entrance).  
W = Water Move

Will = Will Secondary Attribute

## Move Information

Move information is usually simple to indicate, but in some cases an entry will have multiple movement types. In such cases, a letter will appear in front of each number to simplify the reference.

G = Ground Move

A = Air Move

W = Water Move

Enhanced Move variants will appear in parentheses. So, for example, a creature with Ground Move 6, Enhanced Ground Move 12 and Air Move 12 would be represented as: G6(12)-A12

Entries that have only a Ground Move will not have a letter, and most aquatic entries will not have W before the Move number if that is the only movement type available to it. Entries with Enhanced Moves will generally not have this trait indicated under Traits.

## Reach and Parry

The size of a creature can affect its Reach, but not all of its innate weapons will benefit from this. Bite attacks, for example, regularly do not have extended Reach based on the creature's size, since the creature's head usually cannot be extended.

Frequently, an entry's parry score will be listed with two numbers, one of them in parentheses. The first number refers to an unarmed parry against an unarmed opponent. The second number refers to an unarmed parry against an armed opponent. Bite attacks do not parry.

## REPRESENTING INNATE ABILITIES

Many of the creatures in this *Encyclopedia* have innate abilities that are not covered by standard attacks or skills, but are also not in the strictest sense "powers" (i.e., magical, psionic, etc.). In some cases, however, I model them as if they were true power-based abilities. I make this clear by putting the power source in parentheses after the ability name. I do this mainly to indicate that the ability can be counteracted by another ability or spell that "jams" the power source.

Every power ability and innate ability appears individually below the list of traits, set off from the rest of the entry by a bullet (•) before the name of the ability. Abilities that require a roll to activate will have the skill roll in parentheses. (Innate Attacks are represented only by their type: breath, gaze, etc.) Follow-Up abilities will be identified with (F) instead of a skill roll number. Aura- and Emanation-based abilities will have (A) or (E). Maledictions, which use Will rolls instead of skill rolls, are indicated by (M). Defensive abilities that do not require rolls (such as Spines) are indicated by (D); note that such abilities may often be used offensively in the manner of an Aura. Skills that are fully covered by bulleted abilities (such as most Innate Attacks) will *not* appear in the Skills section.

## POISONS

The poison types from Third Edition have been simplified and modified to fit the Affliction and Innate Attack advantages from 4e. Because of the complexity of these attacks, they are treated like templates. GURPS Third Edition classified poisons by types. In this *Encyclopedia*, they will be identified by the same type classifications but will be described as power abilities. Note that for Cyclic attacks, the victim may attempt to resist once per cycle. Successful resistance ends all further cycles.

### Poison Templates

All attacks have Follow-up unless otherwise specified in the creature entry. (Not all of these types are found in the current version of this document.)

Many of the original poisons have what amounts to Secondary effect: Heart Attack. Since most poisons do toxic damage, they must be Innate Attacks, which cannot take Secondary. Side Effect and Symptoms do not allow Heart Attack as an option. Since Innate Attack is significantly cheaper than Affliction, allowing a Secondary like Heart Attack in an Innate Attack effectively cheats the system. (Why would anyone bother taking Affliction if the intended goal is Heart Attack and it can be added to an Innate Attack?) As a result, these poisons require two separate attacks, both tied to the original delivery as Follow-Ups. The first attack is the expected Toxic Attack. The second is an Affliction with a usually nominal primary effect and a much nastier Secondary that kicks in on a critical failure. Because the Affliction requires a standard HT roll to resist, it is actually harder to suffer the Heart Attack effect than it would be if the roll were lower: if the victim's effective HT were 6 or below, the critical failure window would be larger.

At the GM's option, the two resistance rolls can be consolidated: the victim rolls once and the result applies to both the Toxic Attack and the Affliction.

### Type A

Toxic Attack (Cyclic, 1 day for 4 cycles; Follow-Up; Onset, 15 minutes; Resist HT-4)

Affliction 1 (HT; Follow-Up; Moderate Pain; Secondary on critical failure, Heart Attack)

The Cyclic enhancement adds three cycles to the attack, but since each one is Resistible, the cost is halved. The Follow-Up cost assumes that the poison is being delivered in a natural attack, such as a snake's fangs. The conditional modifiers to the HT roll that appear in the original version (physical activity, venom sucked out, antivenin, etc.) can be applied as the GM sees fit.

### Type B

Toxic Attack (Cyclic, 1 day for 4 cycles; Follow-Up; Resist HT-5; Symptoms: 1/3 HP, Attribute Penalty, -2 DX)

Affliction 1 (HT; Attribute Penalty, -2 DX; Extended Duration, x1000; Follow-Up; Secondary on critical failure, Heart Attack)

This Toxic Attack has Symptoms: if the victim takes damage equal to or greater than 1/3 of his basic

HP, he takes a -2 DX attribute penalty until the injury is healed. The Affliction has an Extended Duration that effectively turns each minute of affliction into nearly 17 hours. The Affliction is dispelled if the victim succeeds on any subsequent HT-5 resistance roll for the Cyclic Toxic Attack.

The same conditional modifiers that appeared in the original Type A apply here as well.

### **Type C**

Toxic Attack (Follow-Up)

Toxic Attack (Follow-Up; Resist HT-5; Symptoms after 1/3 HP, Attribute Penalty, -4 DX)

Affliction 1 (HT; Moderate Pain; Secondary on critical failure, Heart Attack)

The original version of this poison does half damage if the victim wins the HT roll. In Fourth Edition terms, that means two Toxic Attacks: the first is not Resistible, the second is. The two attacks divide the listed damage between them. So, a 1d Type C attack would automatically do 1d-3, and another 1d-3 on a failed HT roll. For simplicity, the GM may wish to ignore the first Toxic Attack and resolve this as a standard Resistible attack. In that case, the damage listed in the entry applies entirely to the Resistible Toxic Attack.

### **Type D**

Affliction 3 (HT-2; Extended Duration, x100; Follow-Up; Paralysis; Secondary on critical failure, Coma)

This one is easy, a textbook Affliction. The Extended Duration has the result that for every point by which the victim failed the HT roll, he is paralyzed for just over an hour and a half. The original poison set the duration at 6 hours; this new Type D is more flexible, possibly more forgiving and occasionally nastier. However, in the original version, a success results in paralysis for 3d minutes. The only way to guarantee at least this result is to use a Resistible Innate Attack with Symptoms, but the cost is too high for the intended effect.

### **Type E**

Toxic Attack (Cyclic, 1 day for 2 cycles total; Follow-Up; Resist HT-5; Symptoms at 1/2 HP, Disadvantage: One Arm)

This poison is significantly different from its Third Edition counterpart. The exact symptoms of Type E poison are complex and quite difficult to model using advantages. The result would be overly complex. The One Arm disadvantage listed here is the most expensive result. If the victim was struck on the hand or leg, apply the appropriate disadvantage instead of One Arm. This represents the onset of gangrene, which disables the limb and can only be healed medically. What started out as a toxic poison attack effectively becomes a toxic disease attack once the Symptom sets in.

### **Type F**

Toxic Attack (Follow-Up; Resist HT-5)

Affliction 1 (HT; Attribute Penalty, -3 all attributes; Extended Duration, x100; Follow-Up; Nauseated; Secondary on critical failure, Heart Attack)

Similar to the Type D poison, the original has a nausea effect even on a success, but the cost is too high for the intended effect.

### **Type G**

Fatigue Attack (Follow-Up; Resist HT-2)

Toxic Attack 1 point (Follow-Up; Resist HT-2)

Affliction 1 (HT; Follow-Up; Moderate Pain; Secondary on critical failure, Coma)

The damage listed in the entry should be applied to the Fatigue Attack, not the Toxic Attack.

### **Type H**

Toxic Attack (Follow-Up; Onset, 1 hour; Resist HT-2)

This poison cannot be modeled exactly with Fourth Edition advantages. In the case of a critical failure on the HT roll, the GM should apply maximum damage to mimic the original Type H critical failure effects.

### **Type J**

Toxic Attack (Follow-Up)

Toxic Attack (Follow-Up; Resist HT-3; Symptoms at 1/3 HP, Low Pain Threshold)

The original version of this poison does half damage if the victim fails the HT roll. Resolve this in the same fashion as with Type C. In the original Type J, the victim can make the HT roll once per day to stop the effects. To do that here would require an expensive Affliction, however. My solution keeps the Low Pain Threshold on the victim until the wound is healed.

### **Type K**

Toxic Attack (Follow-Up; Onset, 1 hour; Resist HT-2; Symptoms at 1/3 HP, Unconsciousness)

Affliction 3 (HT-2; Disadvantages: Berserk or Phobia (any) or Delusions or Phantom Voices; Extended Duration, x10; Follow-Up)

The original version of the Type K poison induced the effects of the Madness spell. For this version, the GM should insert one of the disadvantages listed above and calculate the cost accordingly. The original also had a minor stun effect, not modeled here. The Unconsciousness effect is slightly different in the original. To mimic that effect more precisely, apply the Onset of the Toxic Attack to the Symptoms only; the damage takes effect immediately.

### **Type S**

Affliction 1 (HT; Blindness; Severe Pain)

Because Type S only applies to spitting attacks, it does not have a Follow-Up enhancement. In addition, it cannot be a Toxic Attack, since it does not do enough damage to warrant the Symptoms a Toxic Attack would require. To model the original, this poison would be an Affliction 5, but according to point costs it would be too powerful. The GM should scale the Affliction to suit her needs.

# META-TRAIT TEMPLATES

A "meta-trait" is a collection of traits that are typical of a particular mental, physical, or supernatural state. In game terms, it functions much like a regular advantage or disadvantage. A metatrait can be part of the traits of a creature. It is recorded in the creature entry *instead* of its components. Sometimes it is also mentioned as the **Class** of the creature.

In all cases, *do not* adjust the creatures attributes and secondary characteristics based on its template, as that has already been done.

Traits that can be deduced from other parts of an entry (for example, Enhanced Ground Move) will generally not be included in the traits section. However, if an advantage is enhanced or limited in some way that cannot be determined from the rest of the entry, the advantage will appear in the trait list.

The following meta-trait templates appear throughout the *Bestiary*. Some are from other Fourth Edition books, others are new.

## Animal Meta-Traits

*Arachnoid* - Extra Legs (total 6 [front 2 count as arms]); Injury Tolerance (No Neck); No Fine Manipulators; Semi-Upright

*Bird* - Flight (winged, cannot hover; basic flight speed will be indicated after Ground Move); No Fine Manipulators

*Fish* - Ichthyoid + Doesn't Breathe (Gills)

*Flying Insect* - Insect + Flight (Winged)

*Insect* - Doesn't Breathe (Oxygen Absorption); Extra Legs (total 6; Cannot Kick); High Pain Threshold; Horizontal; Injury Tolerance (No Vitals); No Fine Manipulators

*Marine Mammal* - Ichthyoid + Doesn't Breathe (Oxygen Storage, x100)

*Plant* - Blindness; Deafness; Detect Light; Doesn't Breathe; Injury Tolerance (Homogeneous; No Blood); No Legs (Sessile); No Manipulators

*Raptor* - Flight (winged, cannot hover; basic flight speed will be indicated after Ground Move); Foot Manipulators (Short; Temporary disadvantage (Legless); see p. B53); Ham-Fisted (-6)

*Reptile* - Quadruped + Cold-Blooded (50°)

*Spider* - Arachnoid + Clinging; Night Vision 9; Peripheral Vision; Vibration Sense

*Vermiform Reptile* - Vermiform + Cold-Blooded (50°)

## Elemental Meta-Traits

**Variable, see B262**

Elemental creatures whose bodies are made of an "element" use one of the Elemental Meta-Traits from B262.

## Machine

**25 Points, see B262**

Although this is a bestiary, this Meta-Trait can be used for "constructs". See B262 for the features of this Meta-Trait.

## Mentality Meta-Traits

**Variable, see B262**

Mentality Meta-Traits are used to simulate the behaviour of a creature. See B262 for the features of these Meta-Traits.

*AI*: A fully sentient artificial mind.

*Automaton*: This Meta-Trait is useful for mindless creatures like constructs, hive-creatures or undead.

*Domestic Animal*: For all animals that have been domesticated by man. Cats, cattle, dogs and the like.

*Wild Animal*: For all other wild beasts.

## Morphology Meta-Traits

**Variable, see B262**

These meta-traits are used for nonhuman bodies like fishes or quadrupeds.

*Ichthyoid*: A fish-like body without manipulators.

*Quadruped*: A four-legged creature without manipulators.

*Vermiform*. A snake-like body without manipulators.

## Plant Meta-Traits

**Variable, see M165**

*Body of Wood*: A body made of wood, but not like Pinocchio (Pinocchio is a construct).

*Body of Slime*: A body made of nonsolid plant material like algae.

## Spirit

**Variable, see B262 and F134**

As the name suggests, this meta-trait is for ghosts, beings of pure thought, etc. See *GURPS Fantasy* for options for spirits.

*Astral Entity*: An astral entity cannot materialize, but can speak.

*Unmanifested Spirit*: An immaterial spirit who

## (Corporeal) Undead Traits

**Variable, see F133**

Corporeal Undead are the opposite of spirits. They have bodies, but sometimes they lack a spirit.

*Intact Undead*: An undead who is not long dead and who is mostly intact.

*Rotting Undead*: The standard zombie body.

*Skeletal Undead*: After all the flesh of a zombie has rotted away, the skeleton is all that remains.

*Mummified Undead*: A dead body that has dried out. It is vulnerable to fire.

## CONDITIONAL TEMPLATES

These templates are more specific templates for conditions of creatures used elsewhere in this book.

### **Amorph Template, Basic**

**Basic Attribute Modifiers:** ST -9; IQ -9

**Injury Tolerance:** Homogeneous; No Blood

**Susceptibility:** Disease

**Vulnerability:** Acid; Fire

**Traits:** Blindness; Cold-Blooded (50<sup>o</sup>); Deafness; Detect Life (Precise); Doesn't Breathe (Oxygen Absorption); Doesn't Sleep; Invertebrate; Mute; No Legs; No Manipulators; Sexless; Slippery; Supernatural Durability; Unaging; Unkillable 2 (Achilles' Heel, Acid and Fire)

**Mental Traits:** Hidebound; Indomitable

**Features:** Reproduction by division

**Description:** The majority of amorphs have intelligences just above plant level and are exceptionally weak (hence the ST and IQ scores). Blind and deaf, they are able to detect prey by other means (Detect Life).

**Source:** Internet

### **Amorph: Jelly Lens**

**Susceptibility:** also Poison

**Traits:** Increased Consumption 1; Payload; Stretching 1; Universal Digestion; Vibration Sense

**Mental Traits:** Uncontrollable Appetite

**Description:** Jellies are semi-solid creatures.

**Source:** Internet

### **Amorph: Ooze Lens**

**Immunity:** Metabolic Hazards

**Traits:** Reduced Consumption; Stretching 3; Temperature Tolerance 1

**Source:** Internet

### **Amorph: Slime Lens**

**Immunity:** Metabolic Hazards

**Traits:** Stretching 2

**Description:** Slimes are the most fluid of the three basic amorphs; some may even be fluid enough to take Diffuse instead of Homogeneous Injury Tolerance.

**Source:** Internet

### **Amorph: Fungus lens**

**Basic Attribute Modifiers:** DX -10

**Susceptibility:** also Poison

**Traits:** No Legs (also Sessile)

**Features:** Spore reproduction

**Description:** This lens assumes a relatively "natural" fungus that is incapable of movement. For a mobile fungus, do not use this lens. Instead, add Susceptible (Poison) to the basic amorph template.

**Source:** Internet

## NEW META-TRAITS

### **Dire Animal**

**Basic Attribute Modifiers:** ST +20% [varies]; HT +2 [20]

**Mental Traits:** Bad Temper (9) [-15]

**Description:** Dire animals (like the dire wolf) are larger, meaner versions of the basic animal. In reality, only the dire wolf existed in nature, and it was a prehistoric wolf species.

**Total Cost:** Variable (35 if original ST 10)

**Source:** Internet

### **Rabies, Realistic**

•**Infection:** Affliction 4 (HT-3; Follow-Up, carrier bite, +0%; Hallucinating, +50%; Hydrophobia (9), +30%; Linked, +10%; Onset, 2d weeks, -40%; Paranoia, +10%; Severe Insomnia, +15%; Unfit, +5%) [72] linked with Affliction 6 (HT-5; Attribute Penalty, -7 IQ, +70%; Linked, +10%; Onset 2d days + previous Onset, -40%; Secondary, Death, +60%) [120]

•**Infectiousness:** Infectious Attack (Carrier bite; Accessibility, only when the two Afflictions are successful, -40%) [-3].

**Description:** Use this template to simulate the transfer of rabies from one animal to another. Some animals (like raccoons) do not react to the disease in the same way, so some elements of this template may be discarded. The Afflictions presented here reflect the human response to the disease, although the template itself belongs to the rabies virus, not to the carrier. The infectious attack (i.e., the virus) transfers this rabies template to the victim only if the two Afflictions are successful.

The second resistance roll (HT-5) is being exceptionally generous. In all of recorded history there is only one known case of rabies in which the victim survived and did not suffer significant brain damage. The victim dies in the vast majority of untreated modern cases, and in every case prior to the advent of modern (20th century) medicine.

**Total Cost:** 189 points.

**Source:** Internet

### **Rabies, Supernatural**

•**Infection:** Infectious Attack (Bite; Onset, 2d weeks, -40%) [-3]

**Mental Traits:** Hydrophobia (9) [-30]; Paranoia [-10]; Severe Insomnia [-15]; Unfit [-5]

**Total Cost:** -63 points.

**Description:** This is a supernatural version of the rabies template. Instead of functioning like a disease, it works more like vampirism and is not progressive or fatal.

**Notes:** A compromise between this and the previous template would add Draining [-5] to Supernatural Rabies. The necessary substance would be some kind of drug or herb.

**Total cost:** -33 points.

**Source:** Internet

## ***Were-Creature: Classical***

**Notes:** The basic template for any were-creature can be derived from the one on p. F112. However, even with the errata included, it can be unclear how the point totals are figured. Here is a breakdown of the process:

- 1) Find the total cost of the primary racial template without the Alternate Form. The primary racial template in the example on p. F112 is standard human (0 points) plus the disadvantages and quirks that the lycanthropy adds to the human form. The total here is -19.
- 2) Find the total cost of the secondary racial template. In this example it is the Wolf Form (25).
- 3) Calculate the difference between the two. In this example it is 44 points. Then take 90%, resulting in 39.6, rounded up to 40.
- 4) Add the limitations to the base Alternate Form cost of 15. Since in the Werewolf template these come out to -50%, the result is 7.5, rounded up to 8.
- 5) Now add the results of Step 3 to the results of Step 4. This produces a total of 48 points for Alternate Form in the example on p. F112.

The rationale behind adding Compulsive Behavior to the template appears to be that it forces the character into the alternate form. The Trigger in Alternate Form is not sufficient, since it only permits the change, it doesn't force the change.

GURPS Powers offers a less complex solution to this problem on p. P106: Uncontrollable Trigger. In the case of the Werewolf template, this would be Uncontrollable Trigger (Rare, Full Moon) [0]. A template built using Uncontrollable Trigger would be as follows:

**Advantages:** Alternate Form (Wolf; Nuisance Effect: Partial Amnesia, -10%; Trigger: Full Moon, -40%; Uncontrollable Trigger: Full Moon, 0)

**Quirks:** Unnatural Feature (Any one classic mark of lycanthropy) [-1]

The Wolf Form is still 25 points, but the primary template is only -1 without the Alternate Form included. The difference minus 10% is 23.4, rounded up to 24. The base cost of Alternate Form is 8 after limitations and rounding, bringing the final Alternate Form cost to 32. Subtract the quirk for a total template cost of 31. Thus, this less complex version of the template is 2 points more expensive than the one on p. F112. The advantage is that there is no possible resistance to the transformation (i.e., no resistance roll from Compulsive Behavior), which is more in line with the "classic horror movie werewolf."

Be aware that in both cases the assumption is that the primary template is only the Werewolf tem-

plate—that is, the character is human. Other species will produce different results, especially if their species ("racial") templates raise the primary template cost above that of the alternate form.

These two templates present a werewolf whose alternate form is not actually that of a wolf; it is something of an intermediate morphism. The next two entries present alternatives. They do not assume only a wolf alternate form, and as such cannot be calculated beforehand.

**Source:** Based on F112

## ***Were-Creature: Dimorphic***

**Traits:** Alternate Form (Select form; Nuisance Effect: Partial Amnesia, -10%; Trigger: Full Moon, -40%; Uncontrollable Trigger: Full Moon, 0) [minimum 8]

**Notes:** This template has no Unnatural Feature quirks. The base cost of the template is 0 points without the Alternate Form (but don't forget to add any relevant species/racial templates). Use this template when creating a were-creature that transforms from a sapient species to a non-sapient one, such as an actual wolf. The alternate form's template should be constructed by determining the animal's point cost and altering IQ to barely sapient level.

**Source:** Internet

## ***Were-Creature: Trimorphic***

**Traits:** Alternate Form (expensive form; Nuisance Effect: Partial Amnesia, -10%; Trigger: Specific Moon Phase, -40%; Uncontrollable Trigger: Specific Moon Phase, 0) [minimum 8]; Alternate Form (cheap form; Nuisance Effect: Partial Amnesia, -10%; Trigger: Specific Moon Phase, -40%; Uncontrollable Trigger: Specific Moon Phase, 0) [flat 8].

**Notes:** Some were-creatures have three forms: the primary species, the animal species and an intermediate form that is a mix of the traits of the other two. This third form typically activates when the moon is 3/4 full, which occurs on either side of the full moon (or, alternatively, at the new moon).

If a standard human has a weak full alternate form (most small animals), the expensive form will be the intermediate one. If, however, the full alternate form is more powerful than the standard human (like bears, tigers and ice worms), the intermediate form is likely to be the cheaper of the two.

**Source:** Internet

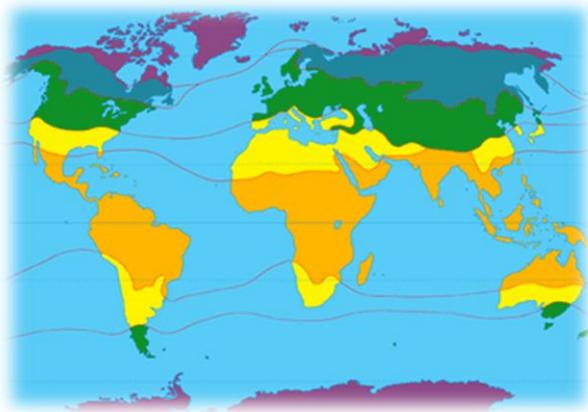
# CREATURE ECOLOGY

The only interesting aspect of a creature's ecology for roleplaying games is where the creature lives and where it can be encountered. This is specified by the habitat entry in the creature's stats in this bestiary. It contains information about the climate and the habitat.

## CLIMATE

Climate is divided into zones as it is done in the real world. The picture below shows how the zones are distributed around the real world.

Domestic animals often lack a climate entry as this depends on its owner.



- Tropical
- Subtropical
- Temperate
- Subpolar
- Polar

## Tropical

This zone is located around the equator and goes up to 23,5° latitude on earth. Seasons have minimal thermal influence, mean annual temperatures are above 25° Celsius. It is a daytime climate: daily temperature differences are bigger than seasonal ones. The constitutive element of tropical climate is the existence of rain. Although there are relatively dry areas in this zone, it's more wet than subtropical climate.

Aside from the hot tropical climate there is a cold tropical climate that can be found in mountain ranges. It is specified by its constant seasonal temperatures.

## Subtropical

This zone is located in belts that go from 23,5° to 40° latitude. Middle temperature around the year is above 20° Celsius, but middle temperature of the coldest month is below 20° Celsius. Temperature differences between day and night are high. This zone is more dry than the tropical zone. On earth, a lot of deserts exist in subtropical zones.

## Temperate

This zone is located in belts that go from 40° to 60° latitude. It has big seasonal differences that increase as one gets closer to the poles. Another defining characteristic are the differences between night and day. They also increase as one gets closer to the poles. Daylength differs from 8 hours in winter to 16 hours in summer.



## **Subpolar**

This zone is located in belts that go from 60° to 66,5° (the arctic circle) latitude. It's a transitional zone between temperate and polar.

## **Polar**

This zone is located around the poles and goes down to 66,5° latitude, the arctic circles. Temperatures around the year are below freezing and precipitation is low.

# **HABITATS**

The habitats used here are only a rough classification. Habitats tend to cross over into each other.

## **Arctic**

Ice floes occur in regions next to the polar icecaps where the size of the icecap fluctuates with the seasons, growing larger during winter and shrinking in the summer as the ice melts and large ice floes break off from the edges of the caps and follow the ocean currents. The cold oceans near the poles are often extremely rich in nutrients and can support an abundance of life forms. The ice floes form a platform for many marine semi-aquatic vertebrates such as polar bears, pinnipeds, and birds.

The far north and south are covered by permanent ice that covers both land and sea. Some of these icecaps are miles thick. Though no plant life grows on the ice, a variety of animals still eke out a living in these regions.

## **Civilization**

Urban areas include cities, towns, and villages. A number of animal species have adapted to living in these regions, often scavenging off human leftovers.

## **Desert**

Deserts exist in arid locations having less than 2 inches of rain a year and where the water quickly evaporates. The scarcity of water means that little plant life can survive, so deserts are characterized mainly by rock, dirt, and sand. Plant life is sparse with only occasional shrubs and plants. Typical plants include succulents (like cactus) and sagebrush. Deserts are often very hot during the day but cold at night. The soil quality is poor and animal life is sparse, usually being restricted to insects, arachnids, reptiles, and birds. Animal life is often nocturnal.

Semi-deserts exist in arid and semi-arid locations that receive a modest but reliable level of rainfall each year. Semi-desert will often have a good deal of plant cover especially after rain. Plant life is mainly small shrubs, stunted trees, and other plants specially adapted for dry climates such as cacti. There will also be seasonal plants that grow after the rains and then die back. Some semi-deserts are warm or hot throughout the year, while others can be cold during the winter and at night. Animal life is moderately plentiful and diverse and will typically include mam-

mals, birds, insects, reptiles, and other classes of animal.

## **Domestic**

Farmland consists of areas that have been adapted for agriculture. Farmland consists of both lands adapted for crop-growing, and lands used to graze domestic herd animals. Other habitats such as forest are frequently cleared to convert the land to arable use. Farmland exists in subpolar, temperate, subtropical, and tropical climates. Farmland is frequently divided up into fields by fences, walls, or hedges.

## **Forest**

Forests exist in subarctic, temperate, subtropical, and tropical regions and have different characteristics according to the climate.

In subarctic regions forests are known as Taiga or coniferous forests. The plant life of Taiga forests is dominated by conifers. Taiga occurs in regions that receive adequate rainfall and are cool year-round. The soil is poor or rocky. Animal life is plentiful and includes mammals, birds, reptiles, and insects.

In temperate regions, forests are mixtures of coniferous and deciduous trees, coniferous trees dominating as the climate gets colder. Temperate forests occur in areas with moderate rainfall and where there is both a cool and wet season. They grow in fertile soil and are home to many animals including mammals, birds, reptiles, and insects.

In moist tropical regions forests become dense rainforests, and the semi-tropical regions are dominated by seasonal monsoon forest. Rainforests are very wet year-round while monsoon forests are seasonally very wet and moderately wet. The temperature is always warm, and the soil is poor and thin. Rainforests and monsoon forests have many animals and plants, being richer in life forms than any other habitat.

## **Fresh Water**

Rivers form where rainfall runs down from higher elevations seeking lower ground. Some rivers reach the ocean. Others instead run into freshwater lakes and ponds. These freshwater habitats are home to an ecosystem quite distinct from that of the oceans and dependent on the climate of the area in which they exist are often home to a rich selection of animal and plant life.

## **Mountain**

Mountain habitats exist worldwide and frequently have a climate and ecological system quite distinct from that of the surrounding region. For instance, Mount Kilimanjaro in Africa rises in the tropical climate of Tanzania, yet its peak (which rises to 19,341 feet) is permanently covered with an icecap. This is due to the fact that temperatures become lower at higher altitudes. The higher elevations just below the snow line form alpine or highland climates, which are very similar to tundra. Mountains are often wetter than lower regions surrounding them, which encour-

ages thicker vegetation at their lower altitudes. Each side of the mountain may also have its own climate and habitat. The side facing the sun may be warm and moist, while the side in the shadow may be cold and windy.

## **Plains**

Grasslands are regions of large flat land or hilly land, covered with grass and only a few scattered trees. Grasslands occur in environments that are characterized by fairly low rainfall but with a wet season and a dry season. They occur in temperate-to tropical climates, and the particular characteristics will differ according to the climate in which they occur. In temperate climates, grasslands are known as steppes or prairies. In tropical and subtropical climates, grasslands are known as savannas. Depending on how much rain falls, the grass may be short (below 20 inches), mixed (20–60 inches), or tall (growing as high as 10 feet). Grasslands are frequently home to large herds of grazing animals and their predators. Many other classes of animal such as birds, insects, and reptiles are also plentiful. The soil is fertile.

Scrublands are located in regions with hot dry summers and cool moist winters. Scrub is characterized by grass, bushes, rock, and bare earth. Trees are limited to bushes and short scrub trees. Tall trees are rare due to the severe heat and dryness of the summer. The soil is poor. Animal life is moderately plentiful and is specially adapted to handle drought.

Located in arctic regions with short summers and long, cold, dark winters, tundra is usually carpeted by snow in winter. The soil in tundra habitats consists of a layer of topsoil that remains frozen through much of the year, thawing to varying depths during summer, and a layer of permanently frozen subsoil known as permafrost. Despite these harsh conditions, tundra habitats are home to a surprising variety and number of animal and plant life. Tundra habitats receive relatively little annual rainfall, and they are frequently blasted by strong arctic winds, ensuring that few tall plants can survive. Plant life is dominated by lichens; mosses; and small, perennial plants and shrubs that carpet the land when the snow melts in summer. No trees grow in tundra habitats except a few dwarf varieties. Animal life consists of many large vertebrates such as musk ox, caribou, reindeer, and many smaller vertebrates, along with a variety of predatory animals. These large animals are migratory. They move to milder regions during winter. Birds and some species of insects such as mosquitoes, black flies, beetles, and grasshoppers are also abundant during the warmer seasons.

## **Salt Water**

Coral reefs are found in climates where the sea temperature never drops below 64°F and where the ocean is relatively clear and shallow allowing plenty of light to reach the coral surface. Coral reefs are formed by hard coral that is made up of the hard shells of dead coral animals. There are 3 types of coral reef: Atolls, which are ring-shaped reefs formed

around an oceanic island; barrier reefs, which occur near coasts but are separated from the coast by a deep channel that may extend for miles in width; and fringing reefs, which form close to the shore. Reefs are very rich environments supporting a wide variety of organisms.

Coastal habitats occur in all climates where the land meets the sea. Coastal habitats are made up of 3 zones: the supralittoral, the littoral and the infralittoral. The highest zone is the supralittoral, which includes areas just beyond the waterline but still affected by salt spray. The next zone is the littoral, which is regularly covered by tidal water. The lowest zone is the infralittoral, which is always submerged even at lowest tide. Coastal geology may be dominated by mud, sand, pebbles, or rocky coasts. Animal and plant life can be scarce or plentiful dependent on local climactic conditions. Animal life is often adapted to survive both on land and in the sea.

Inshore habitats occur near coasts. They are characterized by relatively shallow salt water to depths of about 245 feet. In inshore waters, light can often reach the seabed, promoting the growth of plant life that allows inshore waters to support a rich variety of animal life.

Pelagic oceans exist in areas with deep waters. Light cannot reach the ocean bed. The majority of animal life lives in the brightly lit surface zones. Relatively few animals live in the deep-sea zones where darkness and high pressure are constant.

## **Subterranean**

Caverns and tunnels are an underground habitat. Caverns consist of underground hollows or passages formed mainly by water erosion. Tunnels are artificial underground hollows or passages. They are frequently dug by humans to allow extraction of mineral wealth such as coal or metals. Abandoned mines may become unstable when the artificial supports originally put in place to support mining efforts deteriorate. Caverns and tunnels occur all over the earth, and may run for great distances and to great depths. The climate of a cavern or tunnel is typically cool. They can be wet or dry depending on local conditions. Caverns have rock floors, few animals, and almost no plants. Those caverns that have easily accessible openings to the outside often serve as shelters for animals. At greater depths, caverns support their own distinct life forms that have become especially adapted for the continual darkness of underground existence.

Crypts are structures that are largely or wholly underground and used for burial purposes. They can exist in any climate and will usually be found in or near urban environments or ruins.

## **Swamp**

A wetland is a waterlogged or flooded habitat with a covering of water plants. Wetlands contain fresh water, and these habitats include marshes, bogs, and swamps. Wetlands frequently shrink and expand during the seasons, some areas drying up in the dry seasons, but looking more like lakes in the wet sea-

sons. The soil is nutrient-rich, and both plant and animal life are plentiful.

Mangrove swamps only occur in tropical and subtropical regions. They exist in coastal areas on muddy salt flats that are exposed to fluctuating tides, and they are formed by halophytes (plants that have adapted to surviving in salty intertidal mud), with a predominance of mangrove trees.

