

Here are a few samples from the upcoming Bestiary. These are cleaned up versions of the "cheater cards" we use when refereeing a game. The cards are like miniature character sheets. I include the most common Action Rolls; the rest of them you can average the 2 rows, round up (e.g. for Athletics use Physical + Skill and divide by 2... Ape 10+5/2 = 8).

Some of the items may not make sense, just wing it until the book is released.

<b>Ape</b> (animal)		CB: 100	Move: 35/105			
Physical 10	Alert 5	<b>2 Attacks*</b> <b>Keen Smell</b> <b>Natural Athlete</b> <b>-Affected by 'human' spells*</b>	Battle Cry 10			
Mind 4	Balance 10		Climbing 10			
Skill 5	Evade 5					
Charm 5	Thought 4					
Mystery 4	V Death 5		Crushing Blow P			
Init +2	Bulk +3	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 4 4 4 4
<b>Fist</b>	15 10	3d6+6	5	Natural Toughness, Fur		
<b>Bite</b>	12	4d6+4	12			
				42	16	L M H
				LF	WP	3 14 29

<b>Goblin Heavy</b> (humanoid)		CB: 15	Move: 17/51			
Physical 6	Alert 5	<b>Active Shield</b> <b>Bruiser</b> <b>Darksight</b>	Battle Cry 5			
Mind 3	Balance 6		Negate Armor 3			
Skill 8	Evade 6					
Charm 0	Thought 3					
Mystery 4	V Death 3		Active Shield P			
Init +1	Bulk -1	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 7 8 8 8
Javelin	9 7	4d6+3	5	Quilt, Studded Hard Leather, Med. Shield		
Shield, Medium	5 10	4d6+3	5			
Javelin, Thrown	7	4d6+3	5			
				23	10	L M H
				LF	WP	2 8 16

<b>Bear, Brown</b> (animal)		CB: 150	Move: 30/140			
Physical 10	Alert 5	<b>Multiple Attacks*</b> <b>Stun Resistant</b> (+5 to Stun Rolls)	Berserk 3			
Mind 2	Balance 6		Intimidate 10			
Skill 6	Evade 0		Tracking 10			
Charm 3	Thought 5					
Mystery 0	V Death 8		Crushing Blow P			
Init +2	Bulk +0	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 2 1 4 4
<b>Claw</b>	14 8	4d6	8	Fur		
<b>Bite</b>	12	5d6	12			
				58	20	L M H
				LF	WP	4 19 39

<b>Goblin Skirmisher</b> (humanoid)		CB: 12	Move: 20/60			
Physical 5	Alert 5	<b>Bruiser</b> <b>Darksight</b> <b>Double Daggers</b>	Concealment 10			
Mind 3	Balance 6		Negate Armor 7			
Skill 6	Evade 6		Stealth 10			
Charm 0	Thought 3		Hidden Attack P			
Mystery 7	V Death 3		Sneak Attack P			
Init +2	Bulk -1	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 4 3 3 6
Dagger	8 8	4d6	6	Soft Leather, Studded Soft Leather		
Double Dagger	8 6	6d6	6			
Bow, Light	10	3d6	5			
				20	10	L M H
				LF	WP	1 7 15

<b>Fungus, Blue</b> (Fungus)		CB: 10	Move: 5/5 R100*			
Physical 4	Alert 5	<b>Mindless (does not roll d20 for Defense)</b> <b>Rush*</b>	Bluff* 16			
Mind 0	Balance 20		Stealth 10			
Skill 10	Evade 10		Neg Armor 31			
Charm 3	Thought -					
Mystery 3	V Death 3					
Init +1	Bulk 2	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 0 10 0 5
Rush (engulf)	20 10	1d6+3	0	Natural Toughness		
Tendrils (critical result 2x damage, +10 Stun DIFF)	10 10	1d6+3	10			
				40	0	L M H
				LF	WP	2 10 20

<b>Goblin Skulk</b> (humanoid)		CB: 12	Move: 20/60			
Physical 5	Alert 5	<b>Darksight</b> <b>Mechanical</b> <b>Genius</b> <b>Shadowy</b>	Concealment 12			
Mind 3	Balance 6		Find Traps 12			
Skill 6	Evade 6		Lock Picking 12			
Charm 0	Thought 3		Remove Traps 12			
Mystery 7	V Death 3		Stealth 12			
Init +2	Bulk -1	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 2 2 2 6
Dagger	8 8	3d6	6	Soft Leather, Soft Leather		
Dagger (throw)	8	3d6	6			
				20	10	L M H
				LF	WP	1 7 15

<b>Ghoul</b> (undead humanoid)		CB: 20	Move: 25/75			
Physical 4	Alert 5	<b>2 Attacks</b> <b>Disease Carrier (from bite)</b> <b>Semi-Sentient</b>	Negate Armor 5			
Mind 0	Balance 5					
Skill 5	Evade 5					
Charm -5	Thought 0					
Mystery 0	V Death 0					
Init +0	Bulk 0	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 3 3 3 3
Claw (CH)	12 10	3d6	5	Magical Toughness		
Bite (TH)	10	2d6	10			
				35		L M H
				ES	WP	2 8 17

<b>Skeleton</b> (Undead)		CB: 30	Move: 27/81			
Physical 5	Alert 7	<b>+5 Defense vs Thrust*</b> <b>Allvision</b> <b>Immune to Disruption*</b> <b>Semi-Sentient*</b> <b>Vulnerable: Breaks*</b>				
Mind 5	Balance 3					
Skill 7	Evade 6					
Charm 0	Thought 5					
Mystery 10	V Death 0					
Init +1	Bulk 0	<b>A</b>	<b>D</b>	<b>DAM</b>	<b>C</b>	Armor 2 8 0 5
Long Sword	11 9	4d6	6	Magical Toughness		
Medium Shield	8 12	3d6	6			
Heavy Bow	11 9	4d6	6			
				32	0	L M H
				ES	WP	2 8 16