

| Smart Animals | Comp/GP | COG/√ | INT/√ | REF/√ | SAV/√ | SOM/√ | WIL/√ | INIT | TP | AV | DUR/WT/DR | LUC/TT/IR | Movement |
|---|---------|-------|-------|-------|-------|-------|-------|------|----|-----|-----------|-----------|-------------|
| Guard Dog | Min/1 | 5/15 | 15/45 | 20/70 | 10/30 | 20/70 | 10/30 | 10 | 1 | 4/5 | 30/6/45 | 20/4/40 | 4/20 Walker |
| Ware: Claws, Cybercortex, Dermal Armor, Enhanced Hearing, Enhanced Smell, Enhanced Vision, Mesh Inserts, Muscle Augmentation, Puppet Sock, Reflex Boosters • Skills: Athletics 30, Fray 40, Melee 50, Perceive 40, Provoke 30 (Intimidate 40) | | | | | | | | | | | | | |
| Police Baboon | Min/1 | 5/15 | 15/45 | 15/45 | 5/15 | 15/45 | 5/15 | 6 | 2 | 2/3 | 30/6/45 | 10/2/20 | 4/20 Walker |
| Ware: Bioweave, Cold Tolerance, Enhanced Respiration, Enhanced Vision, Novacardium, Toxin Filters • Skills: Athletics 50, Fray 40, Melee 50, Perceive 40, Provoke 40 (Intimidate 50) • Traits: Modified Behavior: Obedient (Level 2) | | | | | | | | | | | | | |
| Rust Hound | Min/1 | 5/15 | 15/45 | 15/45 | 10/30 | 15/45 | 15/45 | 6 | 1 | 2/3 | 30/6/45 | 30/6/60 | 4/20 Walker |
| Ware: Bioweave, Cold Tolerance, Enhanced Hearing, Enhanced Respiration, Enhanced Smell, Toxin Filters • Skills: Athletics 30, Fray 40, Melee 40, Perceive 50, Provoke 30 (Intimidate 40) | | | | | | | | | | | | | |
| Smart Hawk | Min/1 | 5/15 | 15/45 | 15/45 | 5/15 | 15/45 | 15/45 | 6 | 0 | — | 15/3/23 | 30/6/60 | 8/32 Winged |
| Ware: Claws, Enhanced Hearing, Enhanced Vision • Skills: Athletics 60, Fray 50, Infiltrate 30, Melee 40, Perceive 50 • Notes: Beak/claws DV 1d6, Small size | | | | | | | | | | | | | |
| Smart Monkey | Min/1 | 5/15 | 15/45 | 15/45 | 15/45 | 5/15 | 10/30 | 6 | 0 | — | 15/3/23 | 20/4/40 | 4/12 Walker |
| Ware: Grip Pads, Prehensile Feet, Prehensile Tail • Skills: Athletics 60, Exotic Skill: Sleight of Hand 50, Fray 40, Infiltrate 40, Melee 30, Perceive 40 • Notes: Bite DV 1d6, Small size | | | | | | | | | | | | | |
| Smart Raccoon | Min/1 | 5/15 | 15/45 | 10/30 | 5/15 | 10/30 | 10/30 | 5 | 0 | — | 15/3/23 | 20/4/40 | 4/12 Walker |
| Ware: Enhanced Hearing, Enhanced Smell, Grip Pads • Skills: Athletics 40, Fray 40, Infiltrate 50, Melee 30, Perceive 40 • Notes: Bite DV 1d6, Small size | | | | | | | | | | | | | |
| Smart Rat | Min/1 | 5/15 | 15/45 | 15/45 | 5/15 | 5/15 | 10/30 | 6 | 0 | — | 5/1/8 | 20/4/40 | 4/12 Walker |
| Ware: Enhanced Smell, Grip Pads, Prehensile Tail • Skills: Athletics 50, Fray 40, Infiltrate 60, Perceive 40 • Notes: Very Small size | | | | | | | | | | | | | |
| Swarm Cat | Min/1 | 5/15 | 15/45 | 15/45 | 5/15 | 15/45 | 15/45 | 6 | 1 | 4/5 | 30/6/45 | 30/6/60 | 4/20 Walker |

| Xenofauna | Comp/GP | COG/√ | INT/√ | REF/√ | SAV/√ | SOM/√ | WIL/√ | INIT | TP | AV | DUR/WT/DR | LUC/TT/IR | Movement |
|---|---------|-------|-------|-------|-------|-------|-------|------|----|-----|-----------|-----------|--------------------------|
| Clown Sprite | Rare/— | 5/15 | 15/45 | 20/60 | 15/45 | 5/15 | 5/15 | 7 | 1 | — | 20/4/30 | 10/2/20 | 8/32 Winged, 4/20 Walker |
| Ware: Chameleon Skin, Enhanced Hearing, Enhanced Smell, Grip Pads, Prehensile Feet, Prehensile Tail • Skills: Athletics 50, Fray 40, Infiltrate 60, Melee 30, Perceive 40 • Notes: Bite DV 1d6, Small size, Immune to land anemone venom | | | | | | | | | | | | | |
| Hexanewt | Rare/— | 5/15 | 15/45 | 10/30 | 5/15 | 15/45 | 15/45 | 5 | 1 | 2/3 | 30/6/45 | 30/6/60 | 4/20 Walker |
| Ware: Bioweave, Chameleon Skin, Cryogenic Protection, Gills • Skills: Athletics 50, Fray 30, Infiltrate 30, Melee 30, Perceive 60 • Notes: Bite DV 1d10 | | | | | | | | | | | | | |