Mechanic: stealth (stat): if you haven’t taken damage since the previous round, you have a chance to crit, up to your stealth stat. If your stealth stat is >100%, the stealth stat increases critical damage instead. Critical hits ignore defensive buffs.  
This works to provide a counter to stall strategies, but from a balance perspective, it must be used sparingly (like on lizards or glass cannons).

1. Beast
   1. Canis - pack mentality - youngsters called “pups”
      1. Vulpine
      2. Hound
      3. Hyena
      4. Wolfus
      5. Coyote
   2. Felis - high stealth - multi-attack - youngsters called “kits”
      1. Leo
      2. Tigris
      3. Cheetah
      4. Jaguar
      5. Housecat (for lulz?)
   3. Ursa - high power - youngsters called “cubs”
      1. Grizzly
      2. Polar
      3. Black
      4. Panda
      5. Koala
      6. Kodiac
   4. Behemoth - tank - youngsters called “calves”
      1. Elephant
      2. Rhino
      3. Yox (cow; support)
      4. Hog
      5. Horse
      6. Hippo
2. Reptile
   1. Lizard - Agile, low power, tail-based - Tail detachment (when HP hits 0, instead cut all stats in half and “revive”)
      1. Gekko
      2. Changer (Chameleon; always crits on first hit because stealth = 100%;   
         Move: perfect camouflage: attacks targeting this Monster miss for the remaining turn)
      3. Komodo (powerful poison bites)
      4. Iguana
   2. Slithkin - High stealth - Grapple
      1. Viper
      2. Boa
      3. Alligator
      4. Gar
   3. Turterra - Magic Shell (elemental attacks do half damage)
      1. Sea Turtle
      2. Tortoise
      3. Snapping Turtle
3. Piscine
   1. Cartilaginous - quick
      1. Goldfish (for lulz)
      2. Shark
      3. Eel
      4. Glider (Ray)
   2. Calcidons - Hard-Shelled (physical damage cut in half)
      1. Crustus (Crab)
      2. Molluski (Mollusks)
      3. Bivalve
   3. Amorphous
      1. Heptopod (Move: perfect camouflage)
      2. Cnidarius Rex
   4. Blubbarians
      1. Orcus
      2. Dolphin
      3. Walrus
      4. [Other typical whale looking thing]
4. Insectoid
   1. Arachnae
      1. Taranch
      2. Skorpid
      3. Widow
5. Avian