

Creatures

No fantasy setting would be complete without fantastic and magical creatures roaming the world. We have attempted to keep our mythological creatures as historically accurate as possible. Not all the creatures below are mythological, as there are creatures in reality that have the potential to be fascinating and/or dangerous encounters as well.

While there are a vast number of creatures available in history, we didn't feel they all have a place within this game. Some creatures are either too obscure or too specific for our purposes. We have especially tried to avoid any creature that could be described as "the" whatever, such as Medusa. Keepers are welcome to use unique creatures, but we discourage you from using them more than once.

Creatures Types

Below are the creatures in Boundless. While they are intended to be playable, make sure to obtain Keeper approval before you begin to roll your Specialist with a certain creature type.

Changelings

Description

A changeling is any creature or object used to replace any living child.

Some changelings are replicas of children, carved from enchanted, living wood. The enchantments that give these changelings life are short-lived, and the "child" appears to become sickly and die shortly after the switch is made.

Some changelings are actually troll or fae children, swapped with another child for various reasons, typically to prevent in-breeding, or because being raised by the new parents is looked upon as "luxurious". If undetected, these children either grow up thinking they are genuine members of their new family, or they remember their true nature, and will return to their original family later in life.

Some changelings are elderly fae, nearing the end of their lives. These changelings are exchanged so the elderly fae can live out their final days being pampered by their "new parents".

Any changeling that lives more than a short while will act as any child would in its place for as long as it stays with its new parents.

Available creature traits

Shape-shifter

Fae

Elemental (Earth/ Wood)

Dwarfs

Description

All dwarfs are wise, industrious crafters. Dwarfs are typically gruff and abrasive in their interactions with other creatures, and show respect only to beings they deem worthy of high praise, typically beings which humans would describe as “angelic” or “godly”. Dwarfs happily do the bidding of these “angelic” or “godly” creatures without asking for anything in return. There are two types of dwarf.

Earth dwarfs live deep underground near sources of molten rock. These dwarfs use the heat of the molten rock to forge strong metals, and mysterious artifacts. Earth dwarfs tend to have little hair and dark, leathery skin, due to their perpetual proximity to intense heat. These dwarfs have trouble seeing in normal lighting conditions, preferring instead the bright illumination provided by molten rock. For this reason, earth dwarfs rarely venture away from their sources of molten rock. Some earth dwarfs live in volcanoes as well. While volcanoes can be tall, like mountains, the dwarfs inhabiting them are still considered earth dwarfs, and are not to be confused with their cold-weather cousins, the mountain dwarfs.

Mountain dwarfs live underground, high up in the mountains. Due to the very cold nature of their homes, mountain dwarfs tend to be heavyset, having a lot of body fat to insulate their warmth, and very hairy, and often sport long, thick beards. Just like earth dwarfs, mountain dwarfs are craftsmen, though they tend to avoid intense heat, as it may cause avalanches. Instead, they work with more malleable metals, such as gold and silver. Mountain dwarfs also develop the ability to see in complete darkness. While their eyes can adjust to normal lighting conditions, the process takes a while leaving the mountain dwarf effectively blinded during the transition. In very hot seasons, when the mountain snow melts, mountain dwarfs often venture outside and cold-forged iron weapons are feared by most fae creatures.

Available creature traits

Stat bonus: Stamina and Proficiency

Stat penalty: Looks and Charisma

Hirsute (Mountain dwarf) – aesthetic, automatic

Hairless (Earth dwarf) – aesthetic, automatic

Night vision – automatic

Thick hide (Mountain dwarf) – automatic

Stout – automatic

Ghouls

Description:

Ghouls are demons, appearing to be gaunt, pale, hairless humans. Ghouls subsist on a diet of human flesh and bones. While they prefer fresh corpses, they aren’t terribly picky, and are known to eat the remains of long-dead, rotten corpses. Ghouls live underground, typically in the desert, and always near a source of corpses, such as recent battlefields, or cemeteries. Ghouls are known to shape-shift into hyenas to hunt. Though sunlight isn’t harmful to ghouls, they tend to avoid sunlight, as their coloring is more suited to hunting at night. Ghouls have long claws, and maws full of long, sharp, jagged teeth. Ghouls use their claws and powerful muscles for digging,

tunneling, ripping open coffins, and tearing the living into pieces, either in defense or offense. Ghouls also have large mouths, and powerful jaws, capable of biting through and chewing bone and flesh alike.

Available creature traits

Unnatural hunger (dead and/or rotting flesh) –automatic
Ghastly – automatic
Putrid – automatic
Demonic – automatic
Night vision
Claws – automatic
Toothy maw – automatic
Shape-shifter (hyena)
Non-tasting (No taste) – automatic

Goblins

Description:

Goblins are ugly creatures that are anything but likeable. They range from the size of young children to full grown adult humans. At best, goblins are mischievous, and at worst, they are malevolent. The term “goblin” doesn’t refer to a particular species, but instead is used to refer to any of the more unfriendly fae. The fae kingdom deals in dichotomy, meaning for every good type of faerie, there is a similar, often grotesque version. Some goblins are known to steal human children, and replace them with changelings. If these stolen children are of a mischievous nature, they are typically raised to become goblins themselves. If the children are pure and innocent, they are usually either corrupted, to be raised as goblins, or they’re consumed by the goblins in one fashion or another.

Available creature traits

Ghastly – automatic
Putrid
Size
Fae – automatic
Stat penalty: Looks and Charisma
Claws
Toothy maw

Harpies

Description:

Harpies are medium sized creatures with the heads and torsos of beautiful women, and the wings, tails, and feet of large birds of prey. The word “harpy”, roughly translated, means “snatcher”.

Harpies, as a species, have adapted survival techniques that involve luring and seducing human or humanoid males into mating with them. Not all harpies are evil or malevolent by nature, though all are fierce when threatened. Harpies are loathed by hunters, as the harpies tend to release captured animals from snares and other traps.

Available creature traits

Wings – automatic

Hover – automatic
No arms/hands – automatic
Gender – Female – automatic
Stat bonus: Looks, Charisma
Claws
Feathers - aesthetic
Light-weight

Imps

Description:

Imps are small, ugly creatures that feed on laughter, either the laughter of others or their own laughter. Imps are lonely, having a tendency to make friends by playing jokes on them. Any friend the imp makes doesn't stay a friend very long though, as the imp continues to play jokes and pranks on their new friends. While the jokes imps play aren't particularly malicious or harmful, they are often very annoying. Some imps have wings, while others don't. Some imps are capable of shapeshifting into small animals, such as toads, weasels, or cats. Only winged imps can shapeshift into winged creatures, though a winged imp may assume the form of a non-winged creature.

Available creature traits

Demonic – automatic
Size (Tiny) – automatic
Light-weight
Stat penalty: Looks
Winged
Shape-shifter (small animals)
Prehensile tail
Unnatural hunger (laughter) – automatic

Kelpie

Description:

Kelpies, or water horses, appear as white, grey, or black ponies. Kelpies lure victims away, drag them underwater, and devour them. Most children are easily lured by the appearance of kelpies, as children mistake them for ponies, and want to go for a ride. Once the child touches the kelpie, the kelpie's skin becomes adhesive, instantly bonding to the child. The adhesive is so strong, only severing the attached part will free a victim from the kelpie. Kelpies can choose to make their skin adhesive or non-adhesive at will. To lure men, kelpies are known to shapeshift into beautiful women to entice them. Regardless of the form a Kelpie takes, its mane, or hair, always appear to be dripping wet, and may appear to have seaweed in it.

Available creature traits

Four legs – automatic
Tail – automatic
Unnatural hunger (humanoids) – automatic
Amphibious – automatic
Shape-shifter (humanoid)
Mucus – adhesive (skin) – automatic

Kappa

Description:

Kappa are small, humanoid creatures with the shells and beaks of turtles, and webbed fingers and toes, with skin colors ranging from blue to yellow to green. Kappa are generally tricksters, though some may be friendly, and others may be fiendish, depending on their mood at the time. Kappa have small divots in their heads, called the sara, which holds water from their home whenever they're on land. It is said that tricking a kappa into emptying this sara is the easiest way to defeat him. If this sara is emptied, the kappa is paralyzed, and begins to dry out. Even a dried-out kappa may be restored to life by placing water from his home in the sara. In the water, kappa swim as quickly and nimbly as fish and able to hold their breath for extended periods of time.

Kappa are fond of wrestling and other shows of strength and skill. It is said kappa can't resist a challenge, and when challenged, will follow the challenge to the letter. It is also said that Kappa are insistent upon being courteous, and will return any gesture of respect shown them. Kappa are also known for drowning and devouring small children, or opponents that lose challenges. The only food kappa enjoy more than small children is cucumber.

Available creature traits

Size (small) – automatic

Beak – automatic

Shell (turtle) – automatic

Webbed hands/feet – automatic

Unnatural hunger (children, cucumber) – automatic

Knockers

Description:

Knockers, also known as tommyknockers, are small, grizzled humanoid figures. They are typically found in mines, and usually wear miniature versions of mining gear. Knockers got their name from the knocking sound they make on the walls of mines just before cave-ins. Some believe the knockers do this as a warning. Others believe they do this with malicious intent, and cause the cave-ins. Regardless of whether the knocking is viewed as a warning or an attack, miners keep a wary ear out in the tunnels for the knocking, and dread the sound of it.

Available creature traits

Size (small) – automatic

Stat penalty: Looks

Fae – automatic

Kraken

Description:

Kraken, also known as giant squid, are sea dwelling creatures that typically live in the deepest depths of the oceans, and surface on rare occasion either to feed, or to respond violently

to disturbances. Kraken can grow to be massive, with tentacles capable of crushing seagoing vessels, and beaks capable of biting through them.

Available creature traits

Invertebrate – automatic

Beak – automatic

Tentacles, eight – automatic

Size (gigantic) – automatic

Water breathing – automatic

Night vision – automatic

Imposing – automatic

Mindless

Kirin/Qilin

Description:

Kirin are very similar to Qilin, but with a few differences; primarily the body of the Qilin is that of an ox, whereas the body of a Kirin is that of a deer. Kirin and Qilin both have the head of a dragon. Kirin has the tail of an ox, while Qilin has the tail of a lion. Kirin have deer like antlers on their heads, while Qilin have only a single antler-like horn. Both Kirin and Qilin have manes that appear fiery, and are covered in scales which resemble the scales of a snake or fish.

Despite their physical differences, Kirin and Qilin are nearly identical in their actions. Both have the ability to walk without trampling grass or flowers underfoot, and both live on diets devoid of meat. They can also exhale blasts of flame, and have a roar as loud as thunder.

Kirin and Qilin are also closely associated with sages, and exemplary people. It is said a Kirin heralded the birth of Confucius, carrying a scroll stating a baby to be born would exemplify all that is good in men. Late in Confucius' life, he was informed that an "elk" had been injured, and when he went to help the animal, he discovered that it was actually a Kirin that had been mortally wounded. Because of this story, it is believed that only those with pure hearts can see Kirin or Qilin for what they truly are.

Available creature traits

Four legs – automatic

Horns – automatic

Scales – automatic

Tail – automatic

Imposing

Leprechaun

Description:

Leprechauns come in two sorts; troup ing and solitary. Trouping leprechauns wear green finery, whereas their solitary brethren wear red. Leprechauns typically appear as small middle-aged to elderly men no larger than a young child. Leprechauns enjoy revelry, and are known to party much of the time. They also enjoy pranks, and have a reputation for being tricksters. Leprechauns are neither wholly good, nor wholly evil, but are somewhere between. Leprechauns are capable of becoming invisible at will, and are very hard to spot.

Leprechauns are known for having a secret crock of gold, which they hide at the end of a rainbow. If a Leprechaun is ever captured, they can grant the one who captured them a single wish. Rumors say they can grant three wishes, but this is likely based on the story of a king who fell asleep on the beach, and awoke to find himself being dragged into the ocean by three leprechauns, each of whom granted the king a wish in exchange for their freedom. The captor of a leprechaun may, instead of a wish, demand the leprechaun's crock of gold, though such an action will forever put the captor and all descendants of the captor at odds with leprechauns, who will forever go out of their way to make life miserable for the family, until such time as all the gold is back where it rightfully belongs.

Available creature traits

Size (small) – automatic
Fae – automatic

Manticore

Description:

Manticores are odd creatures with the bodies of red lions, the head of a man with three rows of sharp teeth, and the tail of a scorpion. Some accounts of Manticores would claim them to have wings, though this is likely due to their ability to leap great distances. Very old Manticores grow horns like those of a goat. Manticores can shoot barbs from their tails, which are coated in a potent paralytic poison. When Manticores eat their prey, they devour them in their entirety, including clothing and equipment, which it digests thoroughly. Manticores also have a loud, trumpet-like roar. Manticores prefer their food to be living, and will ignore undead prey, unless provoked.

Available creature traits

Size (large) – automatic
Toothy maw – automatic
Four legs – automatic
Claws – automatic
Tail – automatic
Venomous (tail) – automatic
Wings – scalable
Imposing

Merfolk

Description:

Merfolk are aquatic fae, with tails of fish from the waist down, and humanoid features from the waist up. While they are capable of breathing in air, they don't like being out of water too long in their aquatic form, though they have a sea-skin which they can remove to appear human. If their sea-skin is ever misplaced or stolen, they will spend the rest of their lives looking for it.

Merfolk emotions are foreign to surface dwellers, and often difficult to understand. Mermen are notoriously ugly, and avoid the surface altogether. Mermaids, on the other hand, are notoriously beautiful, and very curious of the surface. Some mermaids are simply curious, and

benign, and find surface dwellers beautiful compared to mermen. As a result, some mermaids fall in love with surface dwellers. Other mermaids are angry and vengeful of surface dwellers encroaching on the sea, and do whatever they can to cause the death of seafarers. Some simply lure fishermen into the water, and drown them, while others are able to cause violent sea storms capable of capsizing entire ships.

Available creature traits

- Fae – automatic
- Stat bonus: Looks (female)
- Stat penalty: Looks (male)
- Gills – automatic
- Amphibious
- No legs (fish tail) – automatic
- Scales (waist down) – automatic

Phoenix

Description:

Phoenix are large, brightly colored birds of prey. Their cry is melodious, like a song sung by a choir. A phoenix has very oily, golden feathers. When viewed in the light, the iridescent nature of the phoenix oil makes the phoenix appear to be aflame. The strong magical nature of the phoenix makes them aware when a very powerful artifact is created by the earth or mountain dwarfs. Phoenix are strongly attuned to all artifacts, and protect them at all costs. A phoenix lives roughly 500 years, during which time it is capable of gliding perpetually. A phoenix only ever touches down if provoked, such as by a great tragedy, or by an artifact being tampered with. At the time of the phoenix's death, it bursts into flames, and violently explodes, reducing anything in a 30 foot radius to ash, and sending a mushroom cloud into the sky. Once the mushroom cloud and smoke subside, the egg of a new phoenix rests in the center of the crater, and hatches within minutes. The egg of a phoenix is nearly impossible to steal, as it hatches before the area round it is cool enough for most creatures to survive.

Phoenix are intelligent, and are capable of being reasoned with, or even tricked. The tears of a phoenix can cure any ailment, be it poison, disease, or even death, but the tears only work for the specific ailment and person for which the phoenix weeps, and only when applied directly from the eyes of the phoenix. If the tears touch anything else, they lose their purity, and no longer work.

Available creature traits

- Elemental (fire) – automatic
- Wings – scalable – automatic
- Feathers – automatic
- Beak – automatic
- Claws – automatic

Pixie

Description:

Satyr

Description:

Sandman

Description:

Siren

Description:

Skin Walker

Description:

Succubus

Description:

Tree Folk

Description:

Troll

Description:

Wendigo

Description:

Werewolf

Description:

Will O' Wisp

Description:

Wyvern

Description:

Zombie

Description:

Angels – positive elementals. These beings are always intelligent, and seen as having feathered wings. Their actual appearance varies, depending on the spell elements that they have access to. For example, a very weak positive elemental that had access only to the positive element might be seen as a softly glowing young child with large feathered wings. A strong positive elemental that had access to the fire element as well as the positive element could be seen as a middle aged man, with fire for hair, feathered wings, and a large flaming sword. The more powerful that a positive elemental is, the more imposing they appear, and the more spell elements they have access to.

Demons – negative elementals. These beings are always intelligent, and seen as having bat wings. Their actual appearance varies, depending on the spell elements that they have access

to. For example, a very weak negative elemental that had access only to the negative element might be seen as a twisted figure, with legs of a goat and large bat-like wings. A strong negative elemental that had access to the fire element as well as the negative element could be seen as a large scaled creature with a flaming mane, large bat-like wings, and a large flaming whip. The more powerful that a negative elemental is, the more imposing they appear, and the more spell elements they have access to.

Basilisk – a large snake-like lizard. These reptiles have a “crown” of spines around the crest of their head. [killing glare, poisonous breath]

Centaur – Has the torso of a human, and the body of a horse.

Chimera – A lion possessing the head of a goat and a tail of a snake. [fire breathing]

Cockatrice – a large chicken-like creature, with the body of a small dragon. [petrification gaze/ touch/breath, power still active after death]

Succubus – supernatural being that can look like an attractive female of any species.

They seduce men, and in the act of reproduction, drain vitality from their victims.

Incubus – supernatural being that can look like an attractive male of any species. They seduce women, and in the act of reproduction, drain vitality from their victims.

Goblin – Small mischievous creatures. Goblins can be from a few inches tall to 5' tall, with varying colors of green skin. Goblins are a minor type of Faerie creature with no innate magical abilities.

Elves –

Dwarves -

Halflings

Humans

Gnomes

Satyr

Animen

Trolls

Goblins

Harpy (Harpies) – Essentially large bird-like creatures with the heads and torsos of beautiful women. Capable of speech, lure men to reproduce, they always give birth to female Harpies. While capable of true flight, Harpies only hover in combat, and can attack with their claws. Harpies are capable of spell-casting as well.

Zombies (Magical/Disease/Curse) – Cursed zombies (Voodoo) don't infect others, they have had their souls removed. They are mostly still intelligent, but unable to assert control over their own actions as they are under the control of the one who cursed them. Magical/Disease zombies move slowly and work solely on instinct. The Disease zombies natural attacks infect their opponents so that unless cured, upon death they are re-animated as the same type of zombie that infected them.

Creature Traits

The various creature traits available in Boundless are listed below. As always, if it's not on the list, ask your Keeper to work with you to implement it.

Creature trait list

The table below lists all traits available in Boundless. Items listed as vestigial may be taken as a useless version of the trait, such as vestigial wings.

Traits may be beneficial or detrimental to general campaigns, aquatic campaigns, or both. Traits listed as beneficial cost Exp. to purchase. Traits listed as detrimental “give” extra Exp. for Specialist creation. All such points must be spent on creation, and may not be banked toward future abilities.

Scalable items may be improved upon with further expenditure of Exp.

Trait	Prerequisite	Vestigial	Beneficial	Detrimental	Scalable
Amphibious gills	Gills/water breathing	No	Both	No	No
Beak	None	No	No	General	No
Claws	None	No	General	No	No
Cycloptic	None	No	No	Both	No
Deaf	None	No	No	Both	No
Elemental ¹	None	No	Both	No	Yes
Emotionless	None	No	No	Both	No
Exoskeleton	None	Yes	Both	No	Yes
Extra arms	None	Yes	Both	No	Yes
Extra legs	None	No	Both	No	No
Fangs	None	No	Both	No	No
Feathers ²	None	Yes	General	Aquatic	Yes
Fins	None	Yes	Aquatic	No	No
Ghastly	None	No	No	Both	Yes
Gills/Water breathing ³	None	No	Aquatic	General	No
Hairless	None	No	No	No	No
Heavy	None	No	General	Aquatic	No
Hirsute	None	No	General	Aquatic	No
Horns	None	Yes	Both	No	Yes
Hover ⁴	Wings or Wingless flight	No	Both	No	No
Imposing	None	No	Both	No	Yes
Incorporeal ⁵	None	No	No	Both	No
Incorporeal touch	Incorporeal	No	Both	No	Yes
Invertebrate	None	No	Aquatic	General	No
Light-weight	None	No	General	Aquatic	No
Mindless	None	No	No	Both	No
Mucus	None	No	Yes	No	No
Multi-optic ¹	None	Yes	Both	No	Yes
Night vision	None	No	Both	No	Yes
Non-tactile	None	No	Both	No	No
Non-tasting	None	No	No	Both	No
Poisonous	None	No	Both	No	Yes
Prehensile tail	Tail	Yes	Both	No	Yes

Putrid	None	No	No	Both	Yes
Resistance ¹	None	No	Yes	No	Yes
Scales	None	Yes	Both	No	Yes
Scent	None	No	Both	No	Yes
Scentless	None	No	No	Both	No
Shapeless	Invertebrate	No	Aquatic	General	No
Shape-shifter	None	No	Both	No	Yes
Shell	None	No	Both	No	Yes
Sightless/blind	None	No	No	Both	No
Size ¹	None	No	Both	No	Yes
Speechless	None	No	No	Both	No
Stat bonus	None	No	Both	No	Yes
Stat penalty	None	No	No	Both	Yes
Stout	Heavy	No	Both	No	No
Sunlight allergy	None	No	No	Both	No
Tail	None	Yes	Both	No	No
Telepathic	None	No	Both	No	Yes
Tentacles	None	Yes	Aquatic	No	Yes
Thick hide	Heavy	No	Both	No	Yes
Toothy maw	None	No	Both	No	No
Tusks	None	Yes	Both	No	No
Undead	None	No	No	Both	No
Unnatural hunger	None	No	No	Both	No
Venomous	None	No	Both	No	Yes
Weakness ¹	None	No	No	Yes	Yes
Webbed fingers/toes	None	No	Aquatic	No	No
Wingless flight	Incorporeal	No	Both	No	Yes
Wings	None	Yes	General	Aquatic	Yes

¹ Scalable, but must be fully scaled at Specialist creation.

² Beneficial aquatic for penguins only.

³ Gills/water breathing is considered beneficial on land if paired with amphibious gills.

⁴ Only incorporeal creatures may hover in aquatic environments.

⁵ Incorporeal is considered beneficial if paired with incorporeal touch.

Creature trait descriptions

Listed below are descriptions and information about using the various creature traits in Boundless.

Amphibious gills

Amphibious gills allow a creature to breathe equally as well in air or water. Amphibious gills work for either salt water or fresh water. If your keeper allows it, you may take this trait twice; once for salt water, and once for fresh water.

Beak

A beak takes the place of lips and nose on the face of some creatures. Beaks make it difficult to talk in many cases, and as such, are a detriment. Beaks may be used to peck instead of a bite.

Claws

Claws are sharp, hard protein growths at the end of fingers and/or toes. Specialists with claws may train in their use like any other weapon, either as slashing or piercing.

Cycloptic

Cycloptic creatures are those with but a single eye.

Deaf

Deaf creatures are those that lack the ability to hear, or have suffered extensive hearing damage (such as from listening to their music too loud).

Elemental

Elemental creatures are those comprised partly or entirely of elemental substance and/or energy, such as fire or water.

Emotionless

Emotionless creatures are unable to feel any sort of sympathy or remorse. Creatures that are sentient and emotionless find it impossible to connect with other creatures on any level.

Exoskeleton

Exoskeletons are hard dermal plates that encompass a creature and keep its shape, instead of internal bones found in mammals. Exoskeletons may be scaled to provide increased damage reduction, but are always treated as plate mail. Specialists may take armor training ranks for their exoskeleton. Without armor training, Specialists take the normal untrained armor penalty.

Extra arms

Extra arms are exactly that... Additional appendages, typically in pairs, and each having hands at the end. Extra arms may be vestigial, or may be scaled up to match the Toughness and Proficiency scores of the primary arms.

Vestigial arms have a Toughness and Proficiency scores of 0. Each additional rank increases the maximum Toughness and Proficiency score of a set of extra arms by 10. Multiple sets of extra arms are tracked separately, each having their own individual ranks.

Extra legs

Extra legs are exactly that... Additional appendages, typically in pairs, on which a creature may walk. Unlike extra arms, extra legs are considered natural, and are all used for ambulation. Creatures with extra legs find it difficult or impossible to walk on only two of them.

Fangs

Fangs are elongated, sharp canine teeth. Creatures with canines excel at biting and draining blood or tearing flesh of other creatures. Specialists may train with fangs as piercing and/or slashing weapons.

Feathers

Feathers are found on aviary creatures instead of fur or hair. Typically, they're light-weight and hollow. Creatures with feather may go through a molting phase from time to time.

Fins

Fins may be vestigial, or they may replace arms/legs/hands/feet. Vestigial fins have no effect on land creatures, but those that replace appendages make movement difficult. In aquatic environments, fins aid in propulsion and guidance.

Ghastly

Ghastly creatures are very ugly or frightening. Weak-willed creatures may panic and/or run away when met with a ghastly visage.

Gills/Water breathing

Gills and water breathing allow creatures to extract their air from aquatic environments in order to breathe. Creatures with gills are unable to breathe in open air environments, unless they are amphibious.

Hairless

Hairless creatures are those that have little or no bodily hair. Generally hairless creatures come from hot environments. Hairless creatures often have thick hides, helping to protect them from the environment.

Heavy

Heavy creatures are those that have dense skin, muscle and/or bones. Heavy creatures are more difficult to knock over, but excel at knocking over other creatures. Heavy creatures get a bonus of 10 to all rolls involving Wrestling and Tripping Attack, as well as defensive actions versus Tripping Shot/Throw attacks.

Hirsute

Hirsute creatures are covered in hair or fur. Many hirsute creatures can withstand temperatures others would consider extreme by virtue of their natural coat. Keepers may require Specialists to choose cold or hot weather as their natural environment. Hirsute creatures get a bonus of 10 on rolls to protect against temperature conditions of their native environment.

Horns

Horns are calcium or protein growths which protrude from under the skin of creatures. Horns may be single, such as a rhinoceros, or come in pairs, like those of a ram. Specialists with horns may train in them as blunt or piercing weapons.

Hover

Hovering is the ability of a flying creature to stay aloft without forward momentum.

Imposing

Imposing creatures are those of great stature or repute, which can strike fear into the hearts of onlookers. Imposing creatures get a bonus of 10 per rank to opposed Charisma rolls (but not the Charisma score or charisma based skill checks).

Incorporeal

Incorporeal creatures are those that lack physical form. Incorporeal creatures are able to pass through solid objects as easily as corporeal creatures pass through air. For incorporeal creatures, movement in any direction is equally easy, as they don't rest on solid surfaces. Incorporeal creatures are blocked by magical barriers, and can be harmed by magical energies.

Incorporeal touch

Incorporeal touch allows incorporeal creatures to summon up their will and interact briefly with the physical world. Interacting with the physical world is strenuous for incorporeal creatures, and drains their Magic pool. Each rank of Incorporeal touch decreases the magic point cost for each second of interaction with the physical world. At 1st rank, Incorporeal touch costs 45 magic points per second to use, 35 points per second at 2nd rank, 25 at 3rd, 20 at 4th, 15 at 5th, 10 at 6th, 8 at 7th, 6 at 8th, 4 at 9th, and a minimum of 2 points per second at 10th rank. (The costs are the equivalent of working backwards from high advanced to middle simple in point costs.)

Invertebrate

Invertebrate creatures are those that have no spines (and generally no bones to speak of). Examples of invertebrate creatures are octopi, jellyfish, and clams.

Light-weight

Light-weight creatures are those with less dense tissues and bones. Generally, they're more buoyant than other creatures. Some are able to jump higher, walk across snow without sinking into it, and float on water with ease, walk across rice paper without tearing it, and many other great feats. Many aviary creatures are also light-weight, helping them to stay airborne with ease.

Mindless

Mindless creatures are those that lack the ability to think and reason. Even animals often have the ability to think and reason to some extent. Automata and other animated creatures, such as zombies, are mindless. Mindless creatures lack the ability to flee from threats, and generally fight until they are destroyed.

Mucus

Mucus producing creatures generate mucus either constantly or at-will. Mucus may be adhesive causing creatures and/or objects to stick firmly to it as in the case of a Kelpie or slick causing things to be difficult to grasp when coated.

Multi-optic

Multi-optic creatures are those that have multiple sets of eyes, generally in pairs. Multi-optic Specialists get a bonus of 10 on all Search and Spot checks for each pair of eyes beyond the first.

Night vision

Night vision allows creatures to see in conditions of poor illumination. At 60,000 lux and below, creatures without night vision begin to have difficulty seeing. Each rank of night vision decreases the minimum lux a creature needs to see normally by 5,000 (55,000 lux at 1st rank, 50,000 at 2nd rank, and so on.)

Non-tactile

Non-tactile creatures are unable to feel physical stimuli such as hot, cold, pressure and pain. Non-tactile creatures are in constant danger, and generally learn quickly to recognize signs of danger by means other than nerve endings.

Non-tasting

Non-tasting creatures lack the ability to taste. While this may be helpful in certain rare cases, it is generally dangerous, as non-tasting creatures can't discern when something they're eating has rotted, or is poisonous.

Poisonous

Poisonous creatures are toxic for other creatures to eat. Such creatures either have toxic flesh, or secrete a layer of toxic mucous on their skin.

The ranks of poisonous determine how many symptoms the toxin will have. For example, if a Specialist has 13 ranks, the Specialist could choose 1 symptom from the 10-21 rank section and 1 from the 1-3 rank section, or any combination of lower rank symptoms less than or equal to 13. The symptoms chosen may change when a new rank is purchased, but once purchased, the symptoms remain the same until the next increase in rank.

Symptom progression for higher potency of poison should be logical, unless otherwise approved by your Keeper.

1-3 Ranks	Confusion, unconsciousness, pain, mild allergic reaction, nausea, diarrhea
4-9 Ranks	Disabled, immobilized, slowed, deafened, weakened, stiffness, moderate allergic reaction
10-21 Ranks	Blindness, paralysis, seizure, ataxia, suffocation, hemorrhaging, severe allergic reaction, sleep
22+ Ranks	Berserk, petrified, anaphylaxis, death

Prehensile tail

Prehensile tails are tails with the ability to grab, hold, lift, and otherwise assist their owner in various tasks, almost like an additional arm.

Vestigial prehensile tails have a Toughness and Proficiency scores of 0. Each additional rank increases the maximum Toughness score by 10 and the maximum Proficiency score by 5. The tail's maximum Proficiency score may never exceed $\frac{1}{2}$ of the owner's Proficiency score.

Putrid

Putrid creatures are those that emit foul odors constantly. Putrid creatures can range in foulness from mild to debilitating. Putrid creatures may be aware of their odor, but aren't affected by it.

Putrid creatures may attempt to sicken others with their putrescence. At first rank, the odor gives a bonus of 10 to sicken creatures within 1 movement unit who fail an opposing Endurance roll. Each rank increases the range of the odor by 1 movement unit, appropriately sized for the putrid creature, or increases the bonus to the creature's opposed Endurance roll to sicken others by 10.

Resistance

Resistance causes creatures to take less damage from the specified source. Each rank of resistance adds 10% to a creature's resistance. Creatures with 100% resistance to a damage type are immune to that damage type. Resistances often come with equal, but opposite weakness counterparts.

Scales

Scales are small, hard, overlapping plates that grow out of a creature's skin. Scales may be scaled to provide increased damage reduction, but are always treated as scale mail. Specialists may take armor training ranks for their scales. Without armor training, Specialists take the normal untrained armor penalty.

Scent

Scent, also known as hyperosmia, is an acute sense of smell. Creatures with the scent ability can detect even subtle changes in odor. Creatures with the Scent ability get a penalty of 10 per rank on opposed Endurance rolls versus putrid creatures. Other than that, creatures with scent

may be able to track other creatures, or even be able to use their nose in place of their eyes if they become blinded.

Scentless

Scentless creatures are unable to smell anything. They are immune to the odor of putrid creatures and all other smells.

Shapeless

Shapeless creatures lack a single, specific physical shape. A shapeless creature can squeeze through any opening larger than any solid body parts or gear they may have (for example, an octopus's beak).

Shape-shifter

A shape-shifter is a creature that has the ability to change its appearance. Each rank of shape-shifter grants a creature an additional shape into which it may shift, or the ability to shift into an additional size larger or smaller than itself.

Shell

A shell consists of one solid plate, or several interlocked plates which cover a large portion of a creature's body. Shells may be scaled to provide increased damage reduction, but are always treated as plate mail. Specialists may take armor training ranks for their shell. Without armor training, Specialists take the normal untrained armor penalty.

Sightless/blind

Sightless or blind creatures are those that lack, or have suffered severe damage to their optic organs. Sightless and blind creatures are unaffected by all visual stimuli, and are immune to light and darkness. Though such traits may seem beneficial, living without sight is still quite difficult. Sightless and blind creatures are forced to interact with the world via their other senses.

Size

Some creatures are larger or smaller than average humanoids. Being larger or smaller has its advantages. Smaller creatures are harder to see, and harder to hit with attacks, while larger creatures are often very strong and imposing.

Speechless

Speechless creatures are those that lack the ability to form words. Some speechless creatures are able to communicate in other ways, and may still make noises.

Stat bonus

A stat bonus is a racial bonus typically enjoyed by members of many species, such as toughness for many large creatures, and speed for many small creatures. Stat bonuses increase the maximum possible starting stat of a creature by 5. Each stat bonus also grants an additional 5 points to spend on starting stats.

Stat penalty

A stat penalty is a racial penalty generally suffered by members of many species, such as speed for many large creatures, and toughness for many small creatures. Stat penalties decrease the maximum possible starting stat of a creature by 5, to a minimum of 5. Each stat penalty also reduces the initial stat points to spend by 5.

Stout

Stout creatures are those with dense musculature, capable of withstanding fatigue. While Stout creatures don't actually get a bonus to their Strength, the gear they wear counts as though it were 10 lbs. lighter than it actually is (minimum of 0).

Sunlight allergy

Creatures with sunlight allergies have various reactions from exposure to sunlight, ranging from temporary blindness, to combustion, to petrification. Most sunlight allergic creatures avoid the sun at all costs.

Tail

Tails are long protrusions, extending past the base of the spine. Tails may be vestigial, normal, or prehensile.

Telepathic

Telepathic creatures are able to communicate with other creatures mentally. The first rank of telepathy allows the telepathic creature to send (but not receive) messages within 10 movement units, appropriately sized for the telepathic creature. Additional ranks may add the ability to receive return messages, or increase the range by 10 movement units.

Tentacles

Tentacles are long, slender appendages, generally equipped with suction cups. Tentacles have the ability to grab, hold, lift, and otherwise assist their owner in various tasks, almost like an arm. Tentacles usually replace arms and/or legs.

At rank 1, then tentacles have a Toughness score of 10 and Proficiency score of 5. Each rank increases the maximum Toughness score by 10 and the maximum Proficiency score by 5. A tentacle's maximum Proficiency score may never exceed $\frac{1}{2}$ of the owner's Proficiency score.

Thick hide

Thick hides are exceptionally thick skin, which is tough to pierce. Thick hide reduces all physical damage taken by 1 point for each rank.

Toothy maw

Toothy maw is a large mouth filled with many teeth. Usually the teeth are long and sharp, or jagged. Specialists may train with toothy maw as piercing or slashing weapons.

Tusks

Tusks are bone-like protrusions from a creature's mouth. Specialists may train with tusks as a piercing attack.

Undead

Undead is the state of being animated, though not living. Most undead are easy to spot, as they often show signs of decay, lack body heat, and have gray skin. Some undead lack flesh altogether. Undead are healed by negative energy, and hurt by positive energy.

Unnatural hunger

Unnatural hunger is the craving for sustenance that most would find appalling. Generally, the hunger is for blood of the living, flesh of fresh corpses, and other macabre things. Failure to indulge this hunger can lead to temporary insanity until the hunger is sated.

Venomous

Venomous creatures have venom sacs which product toxic substances. These creatures generally either administer the toxin through a bite, via fangs, or through a spray or spitting the toxin out of their mouth. Other, more strange methods of envenomation exist, such as the horny toad's ability to squirt the toxin out of their tear ducts.

The ranks of poisonous determine how many symptoms the toxin will have. For example, if a Specialist has 13 ranks, the Specialist could choose 1 symptom from the 10-21 rank section and 1 from the 1-3 rank section, or any combination of lower rank symptoms less than or equal

to 13. The symptoms chosen may change when a new rank is purchased, but once purchased, the symptoms remain the same until the next increase in rank.

Symptom progression for higher potency of poison should be logical, unless otherwise approved by your Keeper.

1-3 Ranks	Confusion, unconsciousness, pain, mild allergic reaction, nausea, diarrhea
4-9 Ranks	Disabled, immobilized, slowed, deafened, weakened, stiffness, moderate allergic reaction
10-21 Ranks	Blindness, paralysis, seizure, ataxia, suffocation, hemorrhaging, severe allergic reaction, sleep
22+ Ranks	Berserk, petrified, anaphylaxis, death

Weakness

Weakness causes creatures to take increased damage from the specified source. Each rank of weakness adds 10% to a creature's weakness. Weakness often come with equal, but opposite resistance counterparts.

Webbed fingers/toes

Webbed fingers and/or toes have a flap of skin connecting the digits, which help to propel creatures through water. Webbed fingers and/or toes negates a creature's swim speed penalty, so long as the webbed digits are exposed. Covering the webbed digits, such as by wearing gloves or boots which cover the webbed digits prevents this negation.

Wingless flight

Wingless flight is the ability to gain altitude without the use of wings. Without the aid of a spell, only incorporeal creatures are capable of wingless flight. The first rank of wingless flight allows a creature to slow fall, as per the Slow Fall Flight energy. The second rank allows a creature to glide. The third rank allows a creature to soar at its base movement speed.

Wings

Wings are appendages designed for flight. Wings are either feathered, such as a bird, or webbed, such as a bat. Wings can take the place of arms, or can extend out of the back as additional appendages. The first rank of wings are vestigial. The second rank allows a creature to slow fall, as per the Slow Fall Flight energy. The third rank allows a creature to glide. The fourth rank allows a creature to soar at its base movement speed.

Creatures with wings must maintain forward momentum of at least one movement unit per turn to stay aloft, unless they also have the hover trait. Winged creatures must move 1 movement unit per 45 degrees while turning.

Building Creatures