

#	{Random} CF=6 Generated Races	Str	Dex	Con	Int	Wis	Chr	Cml	AT	hp	TH	Div.	System	Size	Move	Ref.
1	Panthera (big cats)	+12	-2	+5	-9	-10	-3	-12	+6	+25	-2	÷1	multi	G	21"	RDM
2	Felis (small cats)	+4	-8	+0	+11	-11	+2	-8	+1	+20	+2	÷1	dual	T	6"	RDM
3	Alouatta (howler monkeys)	-11	-2	+5	-7	+9	+0	-4	-6	+22	+3	÷1	dual	F	1"	RDM
4	Sylvilagus (cottontails, American rabbit)	-2	-1	+4	+5	-1	+7	+3	+3	+16	-5	÷1	multi	L	15"	RDM
5	Ictonyx (zorilla, African polecat)	+1	-1	-5	+10	-5	+12	+7	-6	+34	+10	÷1	either	F	1"	RDM
6	Capra (goats)	+0	+12	-4	+7	-4	+2	+12	-2	+27	+11	÷1	either	C	24"	RDM
7	Aplodontia (mountain beaver)	-2	-9	-7	-2	-8	+5	+0	-10	+28	+11	÷1	single	L	15"	RDM
8	Cannomys (bay (or lesser) bamboo rat)	-8	+10	+4	+3	-11	+8	-4	-1	+14	-2	÷1	dual	F	1"	RDM
9	Castor (beavers)	+6	+10	-2	-11	-10	+8	+9	+9	+17	+1	÷1	single	F	1"	RDM
10	Pedetes (spring hare, springhaas)	+5	+4	-4	-7	+12	-2	+7	+7	+19	+10	÷1	single	C	24"	RDM
11	Mephitis (hooded skunk and striped skunk)	-1	-6	+12	+8	-6	+6	-4	-2	+31	-4	÷1	multi	F	1"	RDM
12	Macropus (kangaroos, wallabies)	-2	-0	-7	-6	+10	-2	-11	+12	+26	+4	÷1	dual	C	24"	RDM
13	Enhydra (sea otter)	+9	-12	+12	-5	-0	-11	-5	-5	+32	-3	÷1	single	G	21"	RDM
14	Hemiechinus (steppe hedgehogs)	+0	+9	+2	-1	+10	+11	+8	-1	+24	-6	÷1	either	F	1"	RDM
15	Ochotona (pikas)	+30	-7	-4	+0	+11	-5	+5	-0	+19	-2	÷1	dual	G	21"	RDM
16	Saguinus (tamarins)	+11	+2	-1	+9	+2	-2	-0	+0	+34	+5	÷1	dual	M	12"	RDM
17	Elaphodus (tufted deer)	+1	+0	+4	+8	+0	+0	-10	+5	+20	+8	÷1	either	C	24"	RDM
18	Perodicticus (potto)	-9	+1	+7	-6	+4	+8	+11	+2	+32	+4	÷1	multi	T	6"	RDM
19	Muntiacus (muntjacs, barking deer)	+3	-12	+0	-12	-5	+11	+10	+12	+30	+2	÷1	either	M	12"	RDM
20	Aepyceros (impala)	-12	-0	-12	+11	-3	+10	-6	+12	+13	-9	÷1	multi	D	3"	RDM
21	Cannomys (bay (or lesser) bamboo rat)	-10	-5	-5	+5	-8	-3	+12	-7	+22	-1	÷1	either	C	24"	RDM
22	Bradypus (three-toed sloths)	+2	+1	-1	+0	-10	+1	+12	+4	+12	+6	÷1	single	C	24"	RDM
23	Cricetus (common (or black-bellied) hamster)	-12	+9	-9	-12	+3	-5	+10	+1	+25	-12	÷1	single	C	24"	RDM
24	Sarcophilus (Tasmanian devil)	+5	+11	+1	-7	-54	+0	+2	-6	+30	+0	÷1	either	G	21"	RDM
25	Rangifer (reindeer, caribou)	+5	-8	-10	+7	+4	+6	-7	+4	+17	-3	÷1	either	H	18"	RDM
26	Equus (horses etc.)	+10	+36	+2	-9	+11	-9	+2	+4	+15	-10	÷1	dual	M	12"	RDM
27	Petaurus (lesser gliding possums)	-6	-9	+7	+5	-10	+42	-7	-9	+24	-6	÷1	single	F	1"	RDM
28	Dolichotis (maras, Patagonian cavies)	+4	+6	+1	+9	+7	+9	-0	-9	+19	-9	÷1	multi	D	3"	RDM
29	Cebus (capuchin monkeys)	-1	+7	-2	+2	-5	+3	-1	-11	+28	-5	÷1	either	L	15"	RDM
30	Phacochoerus (wart hog)	+9	+10	-8	-6	+6	-6	-8	-4	+34	+11	÷1	either	F	1"	RDM
31	Praomys (African soft-furred rats)	-2	-0	-5	-7	+11	+11	-7	+5	+17	+3	÷1	dual	G	21"	RDM
32	Ailurus (lesser panda)	-11	+7	-10	-2	-9	-1	+5	+3	+26	+6	÷1	either	L	15"	RDM
33	Tarsius (tarsiers)	-1	+2	-1	-5	+1	+2	+4	-8	+24	-1	÷1	either	C	24"	RDM
34	Sciurus (palearctic and American tree shrews)	+10	+4	-11	+3	-0	+3	-1	-9	+19	+11	÷1	single	S	9"	RDM
35	Jaculus (desert jerboas)	-6	-10	-0	+6	-1	-5	-11	-1	+33	-6	÷1	dual	T	6"	RDM
36	Felis (small cats)	+10	-4	+1	+10	-0	+9	+5	+11	+32	-6	÷1	single	D	3"	RDM
37	Wallabia (swamp wallaby)	+2	+2	-8	-6	-2	+4	+1	+8	+18	-1	÷1	single	L	15"	RDM
38	Lagidium (mountain viscachas)	-1	-1	-0	+1	+1	+9	-10	-6	+23	-1	÷1	single	F	1"	RDM
39	Stenella (bridled or spotted dolphins)	+9	+10	-6	+5	-8	-9	+6	+5	+31	+6	÷1	single	D	3"	RDM
40	Bos (oxen)	+8	-7	+2	+12	+2	+11	-1	+2	+25	+7	÷1	single	T	6"	RDM
41	Suricata (suricate, meerkat, stokstert)	-9	+8	+0	-10	+12	+0	-0	+1	+12	+7	÷1	dual	S	9"	RDM
42	Aepyceros (impala)	+8	+7	-7	+0	-12	-2	-8	-1	+31	+6	÷1	either	S	9"	RDM
43	Callosciurus (Oriental tree squirrels)	-9	-1	-7	+3	+9	+11	+5	+8	+12	-0	÷1	multi	M	12"	RDM
44	Elaphodus (tufted deer)	+10	-1	+6	-11	-4	-9	+10	-11	+24	+6	÷1	single	G	21"	RDM
45	Rousettus (rousetttes, dog fruit bats)	-6	-10	-1	+11	-12	-10	+6	-4	+33	-11	÷1	multi	S	9"	RDM
46	Aepyceros (impala)	-10	-11	-6	-1	+9	+9	-12	-6	+15	-3	÷1	multi	T	6"	RDM
47	Viverra (civets)	+11	+0	+0	+12	+2	+1	-10	-7	+23	-2	÷1	either	F	1"	RDM
48	Macropus (kangaroos, wallabies)	-7	-5	-3	+4	-1	+9	+30	-11	+18	+4	÷1	single	H	18"	RDM
49	Spilogale (spotted skunks)	-0	-12	-10	-10	-4	+2	+7	+9	+17	-5	÷1	multi	M	12"	RDM
50	Stenella (bridled or spotted dolphins)	-6	+12	-1	-7	-11	+8	+12	+66	+29	-9	÷1	multi	H	18"	RDM
51	Erythrocebus (patas monkeys)	-12	+0	+10	+2	+5	+6	-10	-0	+23	-7	÷1	dual	T	6"	RDM

52	Cebus (capuchin monkeys)	+5	+1	-11	-4	+11	-12	-11	-9	+23	+8	÷1	multi	T	6"	RDM
53	Enhydra (sea otter)	-4	+10	-11	-1	-10	-5	-12	+5	+31	-7	÷1	dual	S	9"	RDM
54	Tayassu (collared peccary, chaco pecca	-0	+3	-2	+12	-5	+4	+3	-3	+19	+9	÷1	dual	M	12"	RDM
55	Bassariscus (ringtails)	+5	+6	+2	+3	+1	+11	-9	-9	+28	+6	÷1	dual	L	15"	RDM
56	Cynictis (yellow mongoose, red meerk	+6	-12	+11	+3	-11	+8	+12	-7	+27	-11	÷1	dual	L	15"	RDM
57	Tenrec (common tenrec)	-6	-4	+4	+2	+3	+9	-11	+6	+19	+9	÷1	single	S	9"	RDM
58	Dasypus (long-nosed armadillos)	-2	+4	-1	-11	-8	-0	-1	+12	+25	+5	÷1	dual	L	15"	RDM
59	Nycticebus (slow lorises)	+6	-11	+6	+2	+9	-42	+12	+2	+12	-5	÷1	single	C	24"	RDM
60	Potos (kinkajou)	+5	-0	+6	-6	-10	+4	+1	+2	+14	-8	÷1	dual	M	12"	RDM
61	Tursiops (bottle-nosed dolphin)	+7	-9	-2	+7	+3	-3	-5	-11	+23	-2	÷1	either	L	15"	RDM
62	Praomys (African soft-furred rats)	+6	+1	+9	-12	-8	+7	+11	-2	+22	-1	÷1	either	D	3"	RDM
63	Cricetus (common (or black-bellied) ha	+2	-5	+9	-10	-6	+36	-7	-1	+33	+9	÷1	single	D	3"	RDM
64	Martes (martens, sables)	-9	-3	-12	-7	+2	-10	+6	+0	+35	-2	÷1	either	M	12"	RDM
65	Cynocephalus (flying lemurs)	+2	+6	+11	-8	-0	+11	-3	+4	+14	-9	÷1	dual	C	24"	RDM
66	Cynictis (yellow mongoose, red meerk	-3	+5	-9	-8	+12	+2	+4	+12	+20	+6	÷1	single	T	6"	RDM
67	Agouti (pacas)	-11	-5	+5	-6	-6	+2	-2	-7	+17	-72	÷1	dual	D	3"	RDM
68	Aepyprymnus (rufous rat kangaroo or r	-7	-5	-3	+12	+9	+4	-4	-8	+31	+0	÷1	multi	D	3"	RDM
69	Dasypus (long-nosed armadillos)	-10	+1	-10	-1	-8	-11	-11	+11	+26	+6	÷1	multi	F	1"	RDM
70	Crocota (spotted (or striped, laughing)	-6	-5	+11	-6	-12	+5	+0	-9	+25	-3	÷1	multi	L	15"	RDM
71	Lemur (lemurs)	+0	-6	-4	-3	+11	-1	-8	+6	+23	+2	÷1	single	F	1"	RDM
72	Ellobius (mole-voles)	+6	+10	-8	+0	-11	+3	-10	+5	+28	+2	÷1	single	L	15"	RDM
73	Meles (Eurasian (or European) badger)	+2	-11	-9	-1	-10	-10	-10	-11	+36	+8	÷1	single	F	1"	RDM
74	Acomys ((African) spiny mice)	+9	-2	-11	+5	+3	+4	-10	-10	+25	-10	÷1	either	F	1"	RDM
75	Aepyprymnus (rufous rat kangaroo or r	+11	-11	-5	+2	-6	-7	-2	-2	+29	-48	÷1	dual	S	9"	RDM
76	Atelerix (African hedgehogs)	-5	-4	+9	-7	+1	+0	+1	-7	+23	+5	÷1	single	S	9"	RDM
77	Pteromys (Eurasian flying squirrels)	-6	-7	-6	-1	-1	+6	-6	-6	+16	-2	÷1	either	M	12"	RDM
78	Acomys ((African) spiny mice)	+0	+4	-72	+3	+10	-11	+7	-7	+29	+6	÷1	multi	T	6"	RDM
79	Nannospalax (blind mole-rats)	-3	+11	-5	+10	-5	+10	+1	-8	+28	-4	÷1	multi	D	3"	RDM
80	Alopex (Arctic fox)	-1	+8	-8	-12	+3	+0	-0	+1	+18	-6	÷1	multi	L	15"	RDM
81	Lagidium (mountain viscachas)	+4	-1	+7	-2	-72	-10	+2	+8	+15	+7	÷1	either	F	1"	RDM
82	Equus (horses etc.)	-8	-12	-8	+1	-12	+6	+8	-11	+14	+6	÷1	dual	G	21"	RDM
83	Microtus (grass (or meadow) voles)	+2	-0	-3	-10	-3	-5	-1	-9	+16	+12	÷1	multi	C	24"	RDM
84	Ellobius (mole-voles)	-11	+6	-9	-11	+9	-6	-4	+4	+32	-7	÷1	single	D	3"	RDM
85	Oryctolagus (European rabbits)	+6	-8	+0	-11	-12	+9	+10	+3	+30	-11	÷1	dual	T	6"	RDM
86	Macrosclides (short-eared (or black ea	+1	+3	-1	+9	+1	-8	-9	+7	+25	-4	÷1	either	S	9"	RDM
87	Rousettus (rousettes, dog fruit bats)	+9	+4	+0	-8	+2	-3	-10	+10	+25	-4	÷1	single	G	21"	RDM
88	Phoca (hair seals)	+7	+2	+8	+10	-5	-6	+10	+0	+22	+6	÷1	dual	L	15"	RDM
89	Pan (chimpanzees)	+10	+7	+7	-0	-11	-11	-0	+10	+24	+0	÷1	dual	L	15"	RDM
90	Glirulus (Japanese dormouse)	+6	+8	+1	-1	-8	-12	-7	+9	+14	+12	÷1	single	T	6"	RDM
91	Trichosurus (brushtailed possum)	-4	-4	-8	-10	-2	-7	+3	+8	+31	-10	÷1	multi	M	12"	RDM
92	Cricetus (common (or black-bellied) ha	-8	-0	+9	-7	+9	+8	-3	+4	+33	-4	÷1	either	H	18"	RDM
93	Bradypus (three-toed sloths)	+4	-2	+6	+3	+9	-11	-1	+12	+34	+1	÷1	multi	F	1"	RDM
94	Jaculus (desert jerboas)	-3	+9	+4	+6	-8	+1	-4	+3	+27	+5	÷1	multi	C	24"	RDM
95	Psammomys (fat sand rats)	+5	-8	+2	+8	-9	-2	-5	-10	+28	-3	÷1	dual	L	15"	RDM
96	Hippopotamus (hippopotamus)	-5	-4	+6	+10	-0	-10	+0	-4	+12	-2	÷1	either	F	1"	RDM
97	Dasyuroides (kowari)	+6	+2	+6	+10	-12	-8	-7	+4	+14	-7	÷1	single	L	15"	RDM
98	Tamandua (collard anteaters)	+3	+11	+2	+10	+3	+3	-4	-12	+26	-0	÷1	single	M	12"	RDM
99	Aepyprymnus (rufous rat kangaroo or r	+8	-8	+9	-12	+3	+0	+10	-11	+23	+2	÷1	multi	M	12"	RDM
100	Oryctolagus (European rabbits)	+5	+9	-5	+12	-4	+10	+10	+6	+13	-5	÷1	either	F	1"	RDM

#	Race	Abilities
1	Panthera (big cats)	Barbarian Chr bonus [Stat-14, x2] 3 for 2 of ability scores 1F, Perception check: tracking via heat signatures
2	Felis (small cats)	Barbarian Cml bonus [Stat-14, x2] Burrow 20ft 30ft land movement
3	Alouatta (howler monkeys)	Extra Barbarian Str bonus [Stat-16, x5/2] +1 ML in a psi class +2 to saves vs death effects, disease, fear effects, and poison
4	Sylvilagus (cottontails, American rabbits)	Exceptional Str bonus [Stat-12] Females get no save vs your effects Swim 25ft
5	Ictonyx (zorilla, African polecat)	Super Barbarian Cml bonus [Stat-18, x3] +2 arms(can't attack CF=3: can attack) 1V:Shapechange
6	Capra (goats)	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) Ferrokinesis (Tk for iron) Can always "take 10" on athletics checks in zero gravity
7	Aplodontia (mountain beaver)	Intermediate Dex bonus [Stat-13, x3/2] Can bull rush when rolled up with no penaltys. 1V, Perception check: +2*Wis mod dmg to a construct
8	Cannomys (bay (or lesser) bamboo rat)	Intermediate Wis bonus [Stat-13, x3/2] Don't need to breathe, eat or drink Choose: fly, burrow, climb, or swim 20ft
9	Castor (beavers)	Double Strike (You attacks as 1/2 a P action.) 1Z, LVL/d: half your weapon dmg is Choose one: acid, cold, electricity, or fire for 1rd +2 to saves vs death effects, disease, fear effects, and poison
10	Pedetes (spring hare, springhaas)	Exceptional Con bonus [Stat-12] 1/d: +4 to allys initiative w/in 50ft Know 2*int bonus languages
11	Mephitis (hooded skunk and striped skunk)	First Strike (You may use your P action for the round on segment 0.) Half gem traits -2 legs, +1 serpentine lower body

12	Macropus (kangaroos, wallabies)	Changeling (This thing counts as all racial subtypes.) +2 Stat points +2 to saves vs illusion spells
13	Enhydra (sea otter)	Intermediate Int bonus [Stat-13, x3/2] Vulnerable cold +2 to saves vs bleed, disease, and poison
14	Hemiechinus (steppe hedgehogs)	Exceptional Int bonus [Stat-12] You know MTG black and red and green spells Fear Aura: (LVL*10)ft fear
15	Ochotona (pikas)	Lifelink (Damage you deal causes you to be cured that much.) Dr 5/- Immune DNA Scrambled
16	Saguinus (tamarins)	Super Barbarian Wis bonus [Stat-18, x3] Level 1: choose a sl=0 spell to cast at will Can breather water/air
17	Elaphodus (tufted deer)	Extra Barbarian Str bonus [Stat-16, x5/2] +2 to Bluff, Culture, and Diplomacy checks 3 for 2 of ability scores
18	Perodicticus (potto)	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) Cod piece's P: breath gold water (e=5, dmg=current hp, save 1/2) MTG Protection from Spirits
19	Muntiacus (muntjacs, barking deer)	Fear (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that evil.) +2 to Engineering and Mysticism checks. Can go 1hr w/out breathing
20	Aepyceros (impala)	Barbarian Con bonus [Stat-14, x2] +1 to saves Go w/out water for 3d + con hrs
21	Cannomys (bay (or lesser) bamboo rat)	Defender (You cannot physically attack.) Rotating truename +2 to Engineering and Mysticism checks.
22	Bradypus (three-toed sloths)	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) Can be treated as a mount 1/d, while ally w/in 10ft: Reroll an attack or save

23	Cricetus (common (or black-bellied hamster)	Barbarian Dex bonus [Stat-14, x2] Females get no save vs your effects +1 skill point
24	Sarcophilus (Tasmanian devil)	Barbarian Cml bonus [Stat-14, x2] Can go 1hr w/out breathing bonus feat
25	Rangifer (reindeer, caribou)	Exceptional Chr bonus [Stat-12] Females get no save vs your effects You can't be backstabbed
26	Equus (horses etc.)	Horsemanship (Your attacks can't be interposed/parried by anyone without Horsemanship.) Hydrokinesis (Tk for h2o) +1V action if you are colored red
27	Petaurus (lesser gliding possums)	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) 1S: Share all resistances to adj allys for 8hrs x2 movement when running
28	Dolichotis (maras, Patagonian cavies)	Intermediate Int bonus [Stat-13, x3/2] Darkvision 60ft +4 to Athletics checks to climb/swim
29	Cebus (capuchin monkeys)	Melee N (Whenever you attack, you get +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp this segment for each group attacked this combat. N = LVL/2, round down.) can be turned as a construct 1M, 1/d: charm person
30	Phacochoerus (wart hog)	Absorb N (If a source would deal damage to you, prevent 10*N of that damage. N = LVL/2, round down.) +4 to Stelth checks in dim light Fire and cold resistance 5
31	Praomys (African soft-furred rats)	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) Cryokinesis (Tk for ice) +10 to Stealth checks when standingstill
32	Ailurus (lesser panda)	Intermediate Int bonus [Stat-13, x3/2] +2 to saves vs illusion spells Whenever you reroll an attack, save, or skill check get +2 on reroll
33	Tarsius (tarsiers)	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) Blindsense (emotion) 10ft Ferocious charge

34	Sciurus (palearctic and American tree squirrels)	Melee N (Whenever you attack, you get +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp this segment for each group attacked this combat. N = LVL/2, round down.) 1M, 1/d: Disguise self or Supercharge weapon (+4d6 dmg if single target/+2d6 dmg if group on ne: attack) 1d3 bludgeoning unarmed
35	Jaculus (desert jerboas)	Barbarian Chr bonus [Stat-14, x2] Limbs regen in 1d4hrs +1 built-in cybernetic component w/TechL=LVL/2
36	Felis (small cats)	Shroud (No target from any effects (including your own).) +2 to saves vs poisons, spells, spell-like abilities +2 to Survival checks
37	Wallabia (swamp wallaby)	Exceptional Str bonus [Stat-12] Immune disease Can manipulate an object with techf=lv1*2 or less
38	Lagidium (mountain viscachas)	Deathtouch (Any nonzero amount of melee and/or ranged damage this creature deals to a target sla: (Fort Save to negate; DC =10+dmg dealt).) can be turned as a construct Immune charm and +2 saves vs enchantment spells when wearing a mask
39	Stenella (bridled or spotted dolphins)	Super Barbarian Wis bonus [Stat-18, x3] Ambidextrous Know 2*int bonus languages
40	Bos (oxen)	Barbarian Dex bonus [Stat-14, x2] Weapons are vorpal branded You know MTG black spells
41	Suricata (suricate, meerkat, stokstert)	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) +2 to Life Science and Medicine checks +4 to saves vs radiation
42	Aepyceros (impala)	Protection from Blah (Pick a color or subtype. You can't be damaged, enchanted, interposed, or targeted by any source that matches your protection.) +2 to saves vs bleed, critical hit effects, paralysis, sleep, and stunning When you take energy dmg, may take extra 1d4+1d4*lv1/8. if you do, next attack does +extra amt t
43	Callosciurus (Oriental tree squirrels)	Changeling (This thing counts as all racial subtypes.) 1V, take 10% current hp dmg: Regenerate Low-light vision
44	Elaphodus (tufted deer)	Protection from Blah (Pick a color or subtype. You can't be damaged, enchanted, interposed, or targeted by any source that matches your protection.) P,S, or B natural weapons Light blindness

45	Rousettus (rousetttes, dog fruit bats)	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random instead. Roll a d6 to determine which stat it goes to.) +4 saves vs crits Can use life science instead of mysticism checks to identify creatures
46	Aepyceros (impala)	Shadow (Your attacks can't be interposed/parried by anyone without shadow, and anyone without shadow can't be interposed/parried by anyone with shadow.) Gem traits 1P, one attack that hits: Target is SEL=3 "laced" (body stretched into a lacey string and wound thro a solid object), PP save
47	Viverra (civets)	Skulk (You can't be interposed/parried by creatures with greater offensive DL.) +4 to AC vs bull rush, grapple, reposition, and trip May wear 2 Chestplates
48	Macropus (kangaroos, wallabies)	Bushido N (Whenever you interposes or parries an attack, it gets +10*N to hit, melee and/or ranged dmg, AC, Saves, and hp. N = LVL/2, round down.) 1/level: May undo one level's worth of feat/skill/class decisions and rechoose 1/d, when making chosen skill check: +2 to roll
49	Spilogale (spotted skunks)	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if t target has acted.) MTG Vigilance +1 built-in cybernetic component w/TechL=LVL/2
50	Stenella (bridled or spotted dolphins)	Intermediate Int bonus [Stat-13, x3/2] 1Z: arm to crystal lance 1d3 piercing unarmed +1 arm(can't attack CF=3: can attack)
51	Erythrocebus (patas monkeys)	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and ranged dmg, AC, Saves, and hp until end of the segment.) +LVL/2 (round down) Mouths Fly 60ft in a vacuum
52	Cebus (capuchin monkeys)	Flying (You can fly with maneuverability A.) +2 to Acrobatics checks 1M, 1/d: Mind Thrust(SL=1)
53	Enhydra (sea otter)	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) You don't need to sleep, eat, or breathe 0,1/s:Reroll a dice
54	Tayassu (collared peccary, chaco peccary)	Extra Barbarian Con bonus [Stat-16, x5/2] Invisibility 1S, 1/t: Will save or choose one: target off-target, target dances, target's Z actions locked down for
55	Bassariscus (ringtails)	Rampage N (You get +10*N to hit, melee and or ranged dmg, AC, Saves, and hp until the end of th segment for each creature attacking you in your group. N = LVL/2, round down.) +2 to Life Science and Medicine checks 1F: Add +LVL*100 XPV to a weapon/armor as plusses or flags. Can do only once per weapon/arm

56	Cynictis (yellow mongoose, red meerkata)	Barbarian Dex bonus [Stat-14, x2] Blindsight (vibration) 60ft 1M: psychokinetic hand or telepathic message
57	Tenrec (common tenrec)	Intermediate Con bonus [Stat-13, x3/2] Blindsense (vision) 60ft while on crystal or metal surface 4 for 5 trading
58	Dasypus (long-nosed armadillos)	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) Compress to 1/8 size when moving Blindsense (emotion) 30ft
59	Nycticebus (slow lorises)	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if target has acted.) +4 arms(can't attack CF=3: can attack) +2 to Computers and Engineering checks
60	Potos (kinkajou)	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if target has acted.) MTG Fear Fly 30ft
61	Tursiops (bottle-nosed dolphin)	Barbarian Chr bonus [Stat-14, x2] Ignore penaltys when charging 1M: Energy ray (acid)
62	Praomys (African soft-furred rats)	Super Barbarian Con bonus [Stat-18, x3] +1 Feat 1S: +2 to Stealth checks
63	Cricetus (common (or black-bellied) hamster)	Flying (You can fly with maneuverability A.) Dr 5/- Move through marshes and swamps at full speed
64	Martes (martens, sables)	Double Strike (You attacks as 1/2 a P action.) Your dl= lvl/2 round down (max 10*multiplier) +1 Fort saves
65	Cynocephalus (flying lemurs)	Exceptional Cml bonus [Stat-12] Immune dazzed +2 AC vs trip
66	Cynictis (yellow mongoose, red meerkata)	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) +1 skill point Weapons are vorpal branded

67	Agouti (pacas)	Shroud (No target from any effects (including your own).) Invisibility Light blindness
68	Aepyprymnus (rufous rat kangaroo or rufous bettong)	Super Barbarian Str bonus [Stat-18, x3] +2 to grapple 1F, 1 attack: Roll dmg + LVL/2 dmg. Useful 1/creature
69	Dasypus (long-nosed armadillos)	Intermediate Wis bonus [Stat-13, x3/2] 1V, Perception check: +2*Wis mod dmg to a construct Can always buy Demolitionist weapons
70	Crocuta (spotted (or striped, laughing) hyena)	Barbarian Str bonus [Stat-14, x2] Choose one: indigo (stealth, keen senses), crimson (diplomacy, share language), gray (survival, wis ally). +2 to skill and 1m: cast chosen spell. Acid, cold, electricity resistance 5
71	Lemur (lemurs)	Trample (Excess melee and/or ranged damage you deal may be dealt to another target within your reach.) Continuous DPZ and Nondetection to psionics MTG Vigilance
72	Ellobius (mole-voles)	Exceptional Cml bonus [Stat-12] Can be turned Talons 1d3 piercing natural weapons
73	Meles (Eurasian (or European) badger)	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) +2 to Culture, Acrobatics and Athletics skill checks. 1P:Build a Psi8 item of TechL=Up tp LVL
74	Acomys ((African) spiny mice)	Exceptional Int bonus [Stat-12] Bond w/ally for telepathy 100ft and higher initiative roll of both. Vulnerable silver
75	Aepyprymnus (rufous rat kangaroo or rufous bettong)	Lifelink (Damage you deal causes you to be cured that much.) Ferrokinesis (Tk for iron) Amorphous body
76	Atelerix (African hedgehogs)	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random instead. Roll a d6 to determine which stat it goes to.) +2 to Engineering and Mysticism checks. 1M: Detect magic or Token spell
77	Pteromys (Eurasian flying squirrels)	Double Strike (You attacks as 1/2 a P action.) Can be treated as a mount Fusion w/ other Namekians

78	Acomys ((African) spiny mice)	Super Barbarian Con bonus [Stat-18, x3] +2 to Bluff, Culture, and Diplomacy checks Land movement 40ft
79	Nannospalax (blind mole-rats)	Indestructible (You are immune to Disintegrate and other effects that would destroy your body.) -1 saves vs mind-affecting and +1dmg per die from mind-affecting effects Cryokinesis (Tk for ice)
80	Alopex (Arctic fox)	Barbarian Con bonus [Stat-14, x2] Telepathy Immune inhaled poisons
81	Lagidium (mountain viscachas)	Trample (Excess melee and/or ranged damage you deal may be dealt to another target within your reach.) Continuous DPZ and Nondetection to psionics +2 to Life Science and Medicine checks
82	Equus (horses etc.)	Intermediate Chr bonus [Stat-13, x3/2] can be turned as a construct +2 to Engineering checks
83	Microtus (grass (or meadow) voles)	Super Barbarian Cml bonus [Stat-18, x3] 1M: Daze or Telepathic message 1M, 1/d: Disguise self or Supercharge weapon (+4d6 dmg if single target/+2d6 dmg if group on ne attack)
84	Ellobius (mole-voles)	Reach (You can interpose/parry attacks from flying creatures.) +2 to Engineering, Perception, and Physical Science checks You can't be backstabbed
85	Oryctolagus (European rabbits)	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random instead. Roll a d6 to determine which stat it goes to.) +2 vs charm and compulsion Sense through crystal vision
86	Macroscelides (short-eared (or black eared) elephant-shrew)	Super Barbarian Cml bonus [Stat-18, x3] 1F, 1 attack: Roll dmg + LVL/2 dmg. Useful 1/creature Blindsense (vision) 60ft while on crystal or metal surface
87	Rousettus (rousetttes, dog fruit bats)	Intermediate Str bonus [Stat-13, x3/2] +2AC vs disarm +2 to Perception checks
88	Phoca (hair seals)	Extra Barbarian Dex bonus [Stat-16, x5/2] 3 for 1 of ability scores Continuous nondetection and invisibility

89	Pan (chimpanzees)	Exalted (Whenever a subordinate you control attacks alone, that creature gets +10 to hit, melee and ranged dmg, AC, Saves, and hp until end of the segment.) You have no gender Considered running start for athletics checks to jump
90	Glirulus (Japanese dormouse)	Changeling (This thing counts as all racial subtypes.) Breath weapon cold (E=2, 1/3r or 3/d, = current hp, BW save:½) Your Cod Piece has a spandex dmgng shield (100% melee/missile)
91	Trichosurus (brushtailed possum)	Barbarian Cml bonus [Stat-14, x2] Free alternate personality 1 CF lower Blindsense (thought) 30ft
92	Cricetus (common (or black-bellied) hamster)	Infect (Your unarmed dmg per P action is vile dmg. You may divide it by 10 to deal it to a random instead. Roll a d6 to determine which stat it goes to.) Construct traits 1/d, when rolling Engineering check: +1d6 to roll
93	Bradypus (three-toed sloths)	Intermediate Cml bonus [Stat-13, x3/2] Burrowing 5 Resistance 5 to acid, cold, electricity, and fire
94	Jaculus (desert jerboas)	Defender (You cannot physically attack.) +2 to saves vs illusion, paralysis, poison, polymorph, sleep, and stunning +3 to Athletics checks to climb
95	Psammomys (fat sand rats)	Exceptional Wis bonus [Stat-12] 30ft land movement Construct traits
96	Hippopotamus (hippopotamus)	Extra Barbarian Cml bonus [Stat-16, x5/2] You have a long neck (if have a bite/breath weapon, can bite/breath on +1 groups) +2 to Mysticism checks
97	Dasyuroides (kowari)	Frenzy N (Whenever you attack and aren't interposed and/or parried, you get +10*N to hit, melee and/or ranged dmg until end of the segment. N = LVL/2, round down.) +2 to Engineering checks Whenever you dmg a creature that creature loses LVL's worth of A actions
98	Tamandua (collard anteaters)	Intermediate Cml bonus [Stat-13, x3/2] 1d3 bludgeoning unarmed Vampire vulnerabilities
99	Aepyprymnus (rufous rat kangaroo or rufous bettong)	Changeling (This thing counts as all racial subtypes.) Fly 30ft Telepathy

100	Oryctolagus (European rabbits)	Defender (You cannot physically attack.) +2 to saves vs poison 1V: Roll into a ball and +5 w/ total defence action
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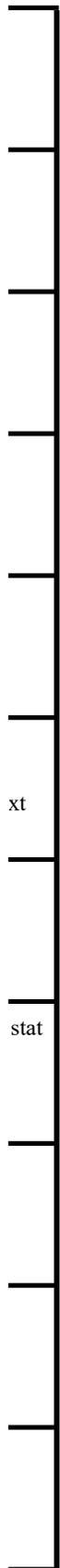




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