

#	{Random} CF=6 Generated Races	Str	Dex	Con	Int	Wis	Chr	Cml	AT	hp	TH	Div.	System	Size	Move	Ref.
1	Stenella (bridled or spotted dolphins)	-7	+9	+4	-5	+5	-4	+2	-6	+23	+6	+3	either	L	15"	RDM
2	Alouatta (howler monkeys)	-4	-9	-0	+3	+8	+10	+10	-10	+16	-8	+3	either	T	6"	RDM
3	Paradoxurus (palm civets)	-2	+4	-6	+8	-6	+5	+5	+1	+25	+11	+3	dual	S	9"	RDM
4	Wallabia (swamp wallaby)	-5	-3	+9	-5	+5	-6	+6	-7	+30	-6	+3	single	M	12"	RDM
5	Setifer (greater hedgehog tenrec)	-7	+10	+0	-3	+2	-8	-11	-18	+16	-10	+3	either	M	12"	RDM
6	Dactylopsila (striped possums)	-9	-9	-5	+7	-5	+8	+6	-0	+16	+10	+3	multi	S	9"	RDM
7	Phascolarctos (koala)	-7	-2	-3	+6	-5	-12	+2	-12	+21	-0	+3	dual	G	21"	RDM
8	Callicebus (titis)	+11	-7	-10	+12	+12	-11	+11	-1	+21	+1	+3	dual	F	1"	RDM
9	Nandinia (two-spotted palm civet, Afri)	-5	+10	-0	+3	+8	-8	-2	+10	+19	-6	+3	multi	G	21"	RDM
10	Phacochoerus (wart hog)	-7	+12	+0	+1	+5	+6	-10	-6	+20	-3	+3	multi	F	1"	RDM
11	Crocidura (white-toothed shrews)	+0	-5	-4	+12	-6	+8	+2	+7	+24	+10	+3	dual	S	9"	RDM
12	Rhombomys (great gerbil)	-10	+8	-5	-12	-7	-11	+11	-6	+12	-7	+3	multi	H	18"	RDM
13	Spilogale (spotted skunks)	+11	+1	-12	+36	-4	+3	+0	+8	+13	+4	+3	multi	M	12"	RDM
14	Marmota (marmots)	-2	+12	-9	-8	+4	+11	+10	+9	+13	+7	+3	dual	L	15"	RDM
15	Ovis (sheep)	+8	+11	-4	+6	-10	-3	+3	+2	+28	-0	+3	multi	C	24"	RDM
16	Mandrillus (forest baboons)	-2	+0	+5	-6	-2	+8	+8	+7	+35	+3	+3	dual	M	12"	RDM
17	Choloepus (two-toed sloths)	-5	-3	-4	+6	-10	+1	-3	+10	+14	-8	+3	either	F	1"	RDM
18	Theropithecus (gelada (baboon))	+4	+11	-3	-9	+1	+7	-7	+11	+33	-11	+3	multi	H	18"	RDM
19	Phoca (hair seals)	+6	-3	+12	+2	-11	-0	+3	+10	+33	+12	+3	either	M	12"	RDM
20	Hystrix (short tailed porcupines)	+2	-3	+9	-0	-3	-7	-7	-11	+27	-11	+3	multi	C	24"	RDM
21	Aotus (night (or owl) monkeys, dourou)	-11	+4	-4	+6	-2	+11	+9	-4	+13	+1	+3	either	H	18"	RDM
22	Thryonomys (cane rats)	-0	+1	-1	+11	-3	+9	+12	-4	+33	+3	+3	either	C	24"	RDM
23	Jaculus (desert jerboas)	+1	-4	+0	+4	+11	+4	-9	-7	+25	-1	+3	either	G	21"	RDM
24	Suricata (suricate, meerkat, stokstert)	+11	-3	-12	+11	-1	-6	-6	+7	+36	-1	+3	dual	T	6"	RDM
25	Viverra (civets)	+10	-9	+6	+1	-3	+10	-9	+4	+23	-2	+3	single	D	3"	RDM
26	Ondatra (muskrat)	+12	-4	+10	-7	+10	+8	-11	+1	+18	-5	+3	dual	H	18"	RDM
27	Capricornis (serows)	+2	-4	-8	+1	+3	-12	-12	+10	+35	-3	+3	single	D	3"	RDM
28	Cebus (capuchin monkeys)	+10	-1	-0	+2	-8	-4	-2	-5	+25	-11	+3	dual	M	12"	RDM
29	Castor (beavers)	+7	+4	+3	+8	-0	-1	+6	+0	+33	+12	+3	multi	G	21"	RDM
30	Wallabia (swamp wallaby)	+6	-5	+0	+8	-9	+11	+7	-4	+16	-5	+3	dual	M	12"	RDM
31	Martes (martens, sables)	-7	+10	-4	+4	-7	-0	+12	+9	+15	+7	+3	dual	S	9"	RDM
32	Jaculus (desert jerboas)	-5	+7	-3	-12	+5	-0	+1	+12	+31	+5	+3	either	D	3"	RDM
33	Callithrix (marmosets)	-12	+1	+8	+11	-8	-8	+9	-1	+29	-7	+3	multi	D	3"	RDM
34	Dinomys (pacarana)	+8	-7	-3	-0	-7	-2	+6	-8	+28	-7	+3	single	H	18"	RDM
35	Camelus (camels)	-4	-4	+4	-4	-3	-11	+1	-2	+18	+2	+3	single	M	12"	RDM
36	Bradypus (three-toed sloths)	-5	-11	+5	-1	-3	-8	+11	-9	+12	-12	+3	either	F	1"	RDM
37	Otocyon (bat-eared (or Delandi's) fox)	+1	-11	+2	-0	-12	-8	-6	+11	+23	-2	+3	either	C	24"	RDM
38	Nandinia (two-spotted palm civet, Afri)	-5	-2	-3	-2	+1	-10	+6	-7	+32	-12	+3	multi	F	1"	RDM
39	Tursiops (bottle-nosed dolphin)	+3	-12	-11	-7	+3	+4	-10	+7	+35	+11	+3	either	G	21"	RDM
40	Rangifer (reindeer, caribou)	+5	-7	-2	+5	-6	+12	-9	-1	+30	-11	+3	single	C	24"	RDM
41	Crocuta (spotted (or striped, laughing))	-1	-11	-1	+8	-8	-12	+10	+7	+23	+8	+3	multi	G	21"	RDM
42	Trichosurus (brush-tailed possum)	-7	-9	-12	+3	+2	-6	-3	+3	+27	-9	+3	single	S	9"	RDM
43	Antilope (blackbuck)	+0	+9	+0	+8	+10	+3	-12	-10	+27	-0	+3	single	M	12"	RDM
44	Paradoxurus (palm civets)	+6	+10	-10	+0	-3	+0	-0	+6	+25	+7	+3	multi	M	12"	RDM
45	Saguinus (tamarins)	-5	+7	-6	-3	-4	-5	-4	-3	+21	-10	+3	multi	D	3"	RDM
46	Suricata (suricate, meerkat, stokstert)	+7	+7	-12	-8	+5	-12	-9	+1	+13	-7	+3	either	L	15"	RDM
47	Aplodontia (mountain beaver)	+1	-7	-1	+12	+12	-10	-5	+9	+15	+7	+3	single	L	15"	RDM
48	Dinomys (pacarana)	+6	+9	+4	+0	-3	+1	-12	-12	+34	-3	+3	either	D	3"	RDM
49	Callithrix (marmosets)	+4	+0	+2	+5	-10	+4	-3	-3	+18	+2	+3	single	S	9"	RDM
50	Tamandua (collard anteaters)	-10	+10	+6	+8	-2	+10	+11	+1	+32	-6	+3	single	T	6"	RDM
51	Hemicentetes (streaked tenrec)	+2	+0	-11	+11	-4	-0	-3	+8	+14	-0	+3	multi	M	12"	RDM

52	Ictonyx (zorilla, African polecat)	+5	-6	-3	+8	-3	+1	+5	-10	+33	-4	+3	multi	T	6"	RDM
53	Lagothrix (woolly monkeys)	-4	-9	-1	-10	+8	-11	-11	+9	+32	+2	+3	either	D	3"	RDM
54	Cercopithecus (guenons)	-11	-12	+6	+11	+3	+5	-8	+6	+15	+9	+3	single	L	15"	RDM
55	Troglodytes (complex-toothed flying squirrel)	+9	-5	+2	+3	-2	+5	+8	-6	+12	+9	+3	either	G	21"	RDM
56	Antidorcas (springbok)	+7	+0	+6	+11	+10	+0	+2	-0	+29	+4	+3	dual	L	15"	RDM
57	Tamiasciurus (American red squirrels)	-2	+1	-9	-6	-1	-0	+9	-8	+21	-9	+3	dual	H	18"	RDM
58	Alopex (Arctic fox)	+11	+6	-3	+10	-9	+10	+9	+8	+28	-7	+3	multi	H	18"	RDM
59	Mustela (weasels, stoats)	-5	+3	+7	+11	-6	+7	-5	-7	+12	-7	+3	single	S	9"	RDM
60	Aepyceros (impala)	+4	+6	+3	+11	+1	-3	+12	-5	+14	+10	+3	multi	D	3"	RDM
61	Rattus (Old World rats)	+3	+8	-8	-7	+0	+7	+8	+10	+15	+11	+3	single	D	3"	RDM
62	Potos (kinkajou)	-9	-11	-11	-10	+8	-7	-7	-6	+20	-4	+3	multi	T	6"	RDM
63	Theropithecus (gelada (baboon))	+7	-12	+9	-8	-0	+0	-9	+10	+14	+7	+3	dual	H	18"	RDM
64	Tapirus (tapirs)	+8	+9	-6	+11	-9	+24	+11	-12	+21	+9	+3	dual	G	21"	RDM
65	Hemicentetes (streaked tenrec)	-3	-7	+10	-4	+9	-4	-0	+6	+20	-6	+3	multi	G	21"	RDM
66	Spilogale (spotted skunks)	-9	+8	+9	+3	+10	-2	-2	-4	+33	-10	+3	single	M	12"	RDM
67	Felis (small cats)	+11	-3	+1	-0	+0	-8	-8	+11	+26	-8	+3	dual	G	21"	RDM
68	Camelus (camels)	-6	+9	+3	-2	-10	-3	-4	-5	+22	-11	+3	multi	F	1"	RDM
69	Martes (martens, sables)	+2	-5	-10	+8	+8	+4	+4	-1	+31	+5	+3	either	G	21"	RDM
70	Cynocephalus (flying lemurs)	-4	+12	-2	-12	-0	-3	-6	-1	+19	+11	+3	multi	G	21"	RDM
71	Mustela (weasels, stoats)	+7	+12	+12	-7	+2	-6	-6	+9	+17	+1	+3	dual	M	12"	RDM
72	Pteromys (Eurasian flying squirrels)	-4	+12	-7	-2	-4	+3	+12	+7	+14	+9	+3	either	F	1"	RDM
73	Nasua (coatis, coatimundis)	+4	-11	+0	+11	-6	+11	+12	-5	+27	-5	+3	either	G	21"	RDM
74	Felis (small cats)	-4	+5	-9	-11	-8	-9	-11	-2	+35	-5	+3	either	D	3"	RDM
75	Vulpes (foxes)	-4	+10	-6	-0	+12	+8	-11	+5	+35	+6	+3	dual	T	6"	RDM
76	Cercopithecus (guenons)	-10	-9	-9	+8	+0	+5	-5	+6	+33	-9	+3	multi	M	12"	RDM
77	Martes (martens, sables)	+3	-10	-12	+2	-11	+10	-11	-7	+23	-4	+3	either	H	18"	RDM
78	Tamandua (collared anteaters)	-6	-5	-10	-5	-10	+4	-4	+0	+19	+3	+3	either	H	18"	RDM
79	Antelope (blackbuck)	+10	-11	-1	-11	-11	+10	+0	-5	+16	-1	+3	either	S	9"	RDM
80	Callithrix (marmosets)	+4	+6	+9	+7	-8	-1	+4	-6	+29	-6	+3	multi	G	21"	RDM
81	Mandrillus (forest baboons)	-11	+0	-12	+3	+11	+11	-4	-2	+34	+9	+3	either	M	12"	RDM
82	Cynictis (yellow mongoose, red meerkat)	-5	+5	+0	+11	-6	-5	+6	-10	+22	-8	+3	multi	S	9"	RDM
83	Stenella (bridled or spotted dolphins)	-0	-9	+12	+1	-5	+6	+4	-7	+21	+1	+3	either	M	12"	RDM
84	Perodicticus (potto)	-1	-2	-7	+3	-4	+4	+12	-9	+32	+11	+3	either	G	21"	RDM
85	Martes (martens, sables)	-2	+0	+2	+2	-1	-4	+2	+4	+12	-11	+3	dual	D	3"	RDM
86	Pteropus (flying foxes)	-1	-6	+9	+11	+2	-1	-10	+8	+35	+6	+3	single	T	6"	RDM
87	Loris (slender loris)	-0	-6	+2	-12	-12	-0	-10	-0	+24	+5	+3	multi	S	9"	RDM
88	Mandrillus (forest baboons)	+12	+5	-8	+8	-0	+1	+1	+2	+23	-2	+3	either	F	1"	RDM
89	Panthera (big cats)	-1	+3	+2	-6	+11	-6	+12	-6	+34	-4	+3	multi	L	15"	RDM
90	Epomophorus (epauletted fruit bats)	-8	+3	-8	+8	-0	+9	+11	+10	+19	-1	+3	multi	F	1"	RDM
91	Pedetes (spring hare, springhaas)	-5	-6	+11	-2	-1	-6	+3	+1	+30	+1	+3	single	G	21"	RDM
92	Paguma (masked palm civet)	+6	+8	+2	-7	+3	+9	-4	+5	+35	-10	+3	multi	L	15"	RDM
93	Giraffa (giraffe)	+8	+6	+5	+12	-4	+8	+1	+0	+30	+9	+3	multi	M	12"	RDM
94	Lagidium (mountain viscachas)	+9	-1	-3	-1	-6	-12	-2	+0	+20	-11	+3	either	D	3"	RDM
95	Pongo (orangutan)	-5	-7	-1	+7	-0	-4	-0	-7	+16	+9	+3	dual	S	9"	RDM
96	Tamandua (collared anteaters)	+1	+5	+8	-5	-6	+8	-4	-7	+29	-2	+3	single	T	6"	RDM
97	Theropithecus (gelada (baboon))	-12	-3	-4	-1	+10	-12	-3	+6	+29	-12	+3	single	S	9"	RDM
98	Antelope (blackbuck)	+8	+3	-4	+0	-3	-10	+10	+3	+36	-8	+3	multi	D	3"	RDM
99	Cavia (guinea pigs, cavies)	+2	+12	+3	+8	-4	-8	-2	-8	+13	+11	+3	single	H	18"	RDM
100	Bradypus (three-toed sloths)	-5	+4	-1	-9	-5	-8	+3	+4	+12	+1	+3	multi	S	9"	RDM

#	Race	Abilities
1	Stenella (bridled or spotted dolphins)	Hexproof (No target from opponents' targeted effects.) Immune to x0 effects. Immune to x1 effects of SL 0 to ALVL. Immune to x2 effects of SL 0 to ALVL/5, round down. MF/PF/TF cannot be raised within sight of you. 1X, defile MF/PF/TF in the area by 1: Capital F Fi self.
2	Alouatta (howler monkeys)	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).) 1M: Create Any x2 Monster Astro [Effect]: One of your effects have a LVL% chance to erase the being from history
3	Paradoxurus (palm civets)	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.) Immune x1-x2 Ego Domination; Resist Tech items You can summon, control, and comprehend Elementals of any DL, even past DL X. (Assuming yo have sufficient spells to do so.)
4	Wallabia (swamp wallaby)	36th-ary Barbarian Con bonus [Stat-82, x19] Spirited Away: You are saved from destruction (Avoid Fate once per day) +LVL "Level:" picks from Priest group of your HNCL+LVL or lower.
5	Setifer (greater hedgehog tenrec)	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) 1M: LVLd60 dmg, E=LVL element, one target (no save, use XR to resist) Loop-Reality Stability
6	Dactylopsila (striped possums)	26th-ary Barbarian Int bonus [Stat-62, x14] Interdimensional: You have a 75% chance of avoiding any attack or spell 0, 1/r: Any 3rd-7th level Priest spell
7	Phascolarctos (koala)	Reach (You can interpose/parry attacks from flying creatures.) 0, 1/r: Any 0th-6th level Warrior or Monster spell 0,1/r: Lower all effects on you
8	Callicebus (titis)	33th-ary Barbarian Cml bonus [Stat-76, x35/2] 1M: All x2 and lower effects on one target are dropped, even if they can't normally be dispelled/instantaneous/disjuncted. 2F: Lower the "Time Reality Stability" ability on another person (iER to resist as if reducible ER)
9	Nandinia (two-spotted palm civet, African palm civit)	Intermediate Cml bonus [Stat-13, x3/2] 1P: Target loses next segment of actions (No Resistance) 0,Lower Mult by 1: Target's Mult lowers by LVL
10	Phacochoerus (wart hog)	Lifelink (Damage you deal causes you to be cured that much.) Immune to Pixelation LVL*10' radius (can selectively drop it or not affect some people) 35% MR; +4 TH; Your attacks are poisoned (sleep 1d6 d); Detect Invisible; Camouflage
11	Crocidura (white-toothed shrews)	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.) Immune to anything that gives a PP save Transattack Period: Your attacks double each round

12	Rhombomys (great gerbil)	Massive Barbarian Cml bonus [Stat-26, x5] Set Int = LVL^2. Anti-Concordant Shell: Immune to and cannot use 0th and 1st level Concordant effects
13	Spilogale (spotted skunks)	23th-ary Barbarian Int bonus [Stat-56, x25/2] One weak "Level 1:" ability from a class 0, sacrifice a potion, while casting a spell: This potion is considered an element of $E=(XP \text{ value})/10$ for the purposes of this spell.
14	Marmota (marmots)	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.) 1M, 1/d: Cast 11th lvl Wiz or 9th lvl Pri spell 1M: A group gets -LVL isaves
15	Ovis (sheep)	Fear (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that evil.) 1M, LVL/d: Avoid Fate at $x(LVL/2)$ Cunning Mind: +(Int bonus) TH
16	Mandrillus (forest baboons)	19th-ary Barbarian Str bonus [Stat-48, x21/2] 1V, 1/d: You CACKLE EVILVLY as a defense/immunity on an object/person doesn't function. TH cannot be resisted. 1M: Dispel Concordant Spell, 100% success
17	Choloepus (two-toed sloths)	Ultra Barbarian Str bonus [Stat-22, x4] 1M: A group gets -LVL isaves You are considered a x2 being.
18	Theropithecus (gelada (baboon))	Hexproof (No target from opponents' targeted effects.) Burn $(SL+1)^2$ hp: Cast a level SL spell you know $+10*LVL\%$ iRR that can't be ignored
19	Phoca (hair seals)	Barbarian Wis bonus [Stat-14, x2] 0, 1/r: Any psionic major $LVL*2\%$ iGR; works even in section [X].
20	Hystrix (short tailed porcupines)	Tera Barbarian Con bonus [Stat-32, x13/2] 1M: Annihilation 30' radius (save vs. PPD at $-LVL*10$), from 30' to 60' radius take a Destruction (s vs. PPD) 0, 1/r: Drop Time-Reality Stability on one target for 1 round
21	Aotus (night (or owl) monkeys, douroucoulis)	Ultimate Barbarian Con bonus [Stat-42, x9] 0, 1/r: Any 7th-11th level Priest spell Immune to Forbiddance Zones, Alignment Change, Opposition
22	Thryonomys (cane rats)	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) 1M: A group gets -LVL ihp Immune Cold; 1P: Find the Path

23	Jaculus (desert jerboas)	Intermediate Wis bonus [Stat-13, x3/2] x3 CL You defend as a x8 being (this effect cannot be dispelled/twisted)
24	Suricata (suricate, meerkat, stokstert)	Hexproof (No target from opponents' targeted effects.) 0, LVL/d: Anti-Concordant Shell (0th-3rd) You have a MOST ANNOYING CONSULTANT, you take 2 sets of actions each segment and pick better result.
25	Viverra (civets)	Changeling (This thing counts as all racial subtypes.) Annihilation by touch (cannot be Avoid Fated) +LVL QA actions (1QA=1QV, 2QA=1QP, 3QA=1QM)
26	Ondatra (muskrat)	Annihilator N (When you attack, the attacked target sacrifices N items, subordinates, or prepared effects. N = LVL/2, round down.) You adjust all irreducible BlahR by -5*level% and all reducible BlahR to 0%. Eternal Freedom: You are immune to spells and effects which impede movement
27	Capricornis (serows)	Fear (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that evil.) Immune to anything that gives a PP save Everyone else within 100 yards (friendly or not) loses LVL to their number of segments per round, may be "turned off".
28	Cebus (capuchin monkeys)	Ultra Barbarian Chr bonus [Stat-22, x4] Mouth's X: Pixelate a target (XR to resist) Wide Angle Vision (you can't be backstabbed); Water Breathing
29	Castor (beavers)	Tera Barbarian Str bonus [Stat-32, x13/2] LVL of your non-Conc classes are put to level 36 Add 1 to number of HD per level in one Concordant class (+1d+0)
30	Wallabia (swamp wallaby)	Intermediate Dex bonus [Stat-13, x3/2] Truename is unreadable to mult = to LVL or less xx1.3 ML in one class. (doesn't stack with lower versions of this in X21)
31	Martes (martens, sables)	30th-ary Barbarian Int bonus [Stat-70, x16] Immune Water; +F*4 TH vs. Psi-using (F=#Freq.) Immune to Pixelation LVL*10' radius (can selectively drop it or not affect some people)
32	Jaculus (desert jerboas)	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).) Immune to Hero level number of [C] section effects Mouth's X: Pixelate a target (XR to resist)
33	Callithrix (marmosets)	Extra Barbarian Dex bonus [Stat-16, x5/2] 1M: Capital E Extract, or steal actions of one type (no save, use XR to resist) Night Vision; Superior Hearing; Detect Noise 100%

34	Dinomys (pacarana)	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if target has acted.) 0, 1/r: Any 7th-12th level Wizard spell Mime Ability Score: You can copy one single ability score of an opponent
35	Camelus (camels)	Changeling (This thing counts as all racial subtypes.) One 3rd-4th level Hero or Lich or Villain spell Ignore all forms of XP divisors.
36	Bradypus (three-toed sloths)	First Strike (You may use your P action for the round on segment 0.) You can trade 2 of an action type for 1 Quick version of that action type. Superior Summoning: Hit Dice of summoned creatures increases by 50%
37	Otocyon (bat-eared (or Delandi's) fox)	Super Barbarian Cml bonus [Stat-18, x3] Anaretic: Your attacks are Mordenkainen's Disjunction branded All your Psi are range = same plane
38	Nandinia (two-spotted palm civet, African palm civet)	Tera Barbarian Wis bonus [Stat-32, x13/2] Transilient Fortitude: You always succeed in Fortitude saves (+1 PSave) You ignore other people's immunities and resistances
39	Tursiops (bottle-nosed dolphin)	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.) With unarmed attacks: ignore stonelines, ironskins, uberskins, WR, iWR, DR, +blah weapon need displaced, inertial barrier 0,LVL/d: Ignore someone's Immunity to something
40	Rangifer (reindeer, caribou)	Exceptional Int bonus [Stat-12] Spell Abatement: You ignore the effects of a non-Concordant spell the first time it is used upon you Vanguard Fortitude: Allies within in your group can use your fortitude saving throw
41	Crocuta (spotted (or striped, laughing) hyena)	Haste (You can attack and use abilities immediately after being summoned.) 1M,1/d: Cast 10th lvl Wiz or 8th lvl Pri spell 1M: Create Any x2 Monster
42	Trichosurus (brush-tailed possum)	Inordinate Barbarian Int bonus [Stat-44, x19/2] 1M: Reverse Concordant (can cast a Concordant effect's reverse within 1 round, even if the reverse not known) 1M: Annoy/Taunt a god (no resistance)
43	Antelope (blackbuck)	Provoke (Whenever you attack, you may force a target to interpose in front of your attacks even if target has acted.) +1 Luck (the ability score) Command: Can lie even under Detect Lie / Truthhear / Ring of Truth; 1M: Force someone to roll a (Wis)% chance they will believe what you say, no matter how outrageous.
44	Paradoxurus (palm civets)	27th-ary Barbarian Wis bonus [Stat-64, x29/2] Spell Reflection: Spells that do not penetrate your spell resistance are reflected +LVL set Wis. You may rewrite your Racial Stat Modifiers as you wish, so they sum up to +LVL.

45	Saguinus (tamarins)	27th-ary Barbarian Int bonus [Stat-64, x29/2] 1M,1/d: Cast 12th lvl Wiz or 10th lvl Pri spell +1QQX action
46	Suricata (suricate, meerkat, stokstert)	25th-ary Barbarian Dex bonus [Stat-60, x27/2] Duplicate a Level: ability of a non-Concordant class 1M, LVL/d: Gate in a DL=LVL (max 10) Outer planar creature; your choice of AL; it is not under your control (not your summon).
47	Aplodontia (mountain beaver)	Shroud (No target from any effects (including your own).) 0, LVL/d: Anti-Concordant Shell (0th-3rd) Steal all psionics by touch
48	Dinomys (pacarana)	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) +LVL Summon slots for Elementals. 1X: Summon a DL=10+LVL Elemental that you can comprehend and control. +LVL QOpp actions
49	Callithrix (marmosets)	Double Strike (You attacks as 1/2 a P action.) 1F,1/h: Speak with Person at any point in time Avoid Fate @ x6 multiplier, LVL/d
50	Tamandua (collard anteaters)	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.) Touch: Energy Drain 2xLVL levels Rectify: Anyone slain by you is completely erased from ever existing
51	Hemicentetes (streaked tenrec)	Rampage N (You get +10*N to hit, melee and or ranged dmg, AC, Saves, and hp until the end of the segment for each creature attacking you in your group. N = LVL/2, round down.) Transilient Will: You always succeed in Will saves (+1 MSave) xx2 AC (true double AC, no shift from 10)
52	Ictonyx (zorilla, African polecat)	Intermediate Chr bonus [Stat-13, x3/2] Genocide: Kills all of a race on a single plane (can reduce area) +LVL QZ actions, can transfer 1QZ -> 1hZ or 1QZ -> 1bZ
53	Lagothrix (woolly monkeys)	26th-ary Barbarian Int bonus [Stat-62, x14] 0, 1/t: Counter an effect that targets you +WLVL iAC
54	Cercopithecus (guenons)	Ancillary Barbarian Wis bonus [Stat-24, x9/2] Duplicate a Level: ability of a non-Concordant class 0: Duplicate any 0th-4th level Concordant spell until next reset. You can have up to 18 spell levels total running.
55	Troglodytes (complex-toothed flying squirrel)	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.) All your psi cost 0 actions (limit = LVL/r). Immune Pixelation

56	Antidorcas (springbok)	Lifelink (Damage you deal causes you to be cured that much.) 1M: Duplicate magic/psi effect in area +1 [X7] minor
57	Tamiasciurus (American red squirrels, chickarees)	20th-ary Barbarian Int bonus [Stat-50, x11] 1X, may borrow: Capital I Insist Your multiplicative sources of damage fully stack (instead of using the sum and subtract 1 formula)
58	Alopex (Arctic fox)	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) Get LVL Resets per Reset (doesn't stack w/self) 0, 1/r: Any 3rd-8th level Wizard spell
59	Mustela (weasels, stoats)	Skulk (You can't be interposed/parried by creatures with greater offensive DL.) +LVL-9 Specialty Priest picks. Can pick from any pantheon. Trade 12 of an action type for 1 Instantaneous (I) of that action type.
60	Aepyceros (impala)	34th-ary Barbarian Cml bonus [Stat-78, x18] Set Int = LVL^2. All psionic progressions get +1 in each category (minor, major, grand, etc.) if you have at least a "0 there.
61	Rattus (Old World rats)	Giga Barbarian Str bonus [Stat-28, x11/2] Mime Spell: You can copy any non-Concordant spell used against you per reset Your non-Conc classes' spells/psi cost only 1/2M
62	Potos (kinkajou)	Exceptional Cml bonus [Stat-12] 1F,1/h: Speak with Person at any point in time Everyone has a SENSE OF IMPENDING DOOM, they waste 1 action (any type) per segment marvelling at your evilness.
63	Theropithecus (gelada (baboon))	Flying (You can fly with maneuverability A.) Mouth's P: Breathe (any type); 1V: Escape; 1M: Divine Intervention 100% 1M, can borrow from future: Counter a Concordant or XR-based effect
64	Tapirus (tapirs)	Double Strike (You attacks as 1/2 a P action.) Shell 3: Anti-Concordant Shell (0th-3rd) Pick a single spell from any Concordant class. You may cast that spell as if it was on your Concordant class spell list.
65	Hemicentetes (streaked tenrec)	24th-ary Barbarian Dex bonus [Stat-58, x13] Defender 8: You defend as a x8 being (this effect cannot be dispelled/twisted) You may use borrowed or held actions to activate SL 0-14 (CSL 0-4) effects you have.
66	Spilogale (spotted skunks)	21th-ary Barbarian Int bonus [Stat-52, x23/2] +1 Speciality Priest god (if you qualify) 10F, tell an enemy Hero your MASTER LVLAN: Your Master Plan (no matter how bizarre) will actually do what you say.

67	Felis (small cats)	Mega Barbarian Dex bonus [Stat-20, x7/2] Astro [Effect]: One of your effects have a LVL% chance to erase the being from history +1 QX action
68	Camelus (camels)	Ultra Barbarian Str bonus [Stat-22, x4] Planar Stable (immune to effects of being on another plane). Immune ego domination
69	Martes (martens, sables)	Flying (You can fly with maneuverability A.) XR 3*LVL%. Pick one prefix for this: "i"=irreducible, "u"=unadjustable, "n"=non-ignorable. Lose LVLd4 stat pts by touch
70	Cynocephalus (flying lemurs)	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.) Summon all creatures from all Alleys within LVL*100 feet of current location; Alley Effect extend where you are 10*LVL% uIR (unadjustable InnateR, does shift, can't be lowered/halved)
71	Mustela (weasels, stoats)	Extreme Barbarian Wis bonus [Stat-30, x6] Trade 3 of an action type for 1 Borrowed (b) or Held (h) of that action type. +100% XP; another +100% XP in Legend
72	Pteromys (Eurasian flying squirrels)	Inordinate Barbarian Dex bonus [Stat-44, x19/2] 1M: Reset Pick a CSL (Concordant Spell Level). Lose 2 spells of that CSL and gain 1 spell of CSL+1 (even i chart)
73	Nasua (coatis, coatimundis)	Barbarian Cml bonus [Stat-14, x2] Superior Critical Multiplier: Your critical multiplier is quadrupled 1M, (lich level)/d: Gain +10 XP
74	Felis (small cats)	Giga Barbarian Con bonus [Stat-28, x11/2] +10*LVL% iRR that can't be ignored +LVL OppM or QQM actions
75	Vulpes (foxes)	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) Overwrite your base race to have +6 to all stats, AC, saves, hp, TH, and have the abilities of six [P3 races/adjectives. 1M: Contact Ultra Plane
76	Cercopithecus (guenons)	21th-ary Barbarian Int bonus [Stat-52, x23/2] Abilities as per Anti-Druid of half level 1V: Lower all x1 effects on 1 target
77	Martes (martens, sables)	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.) +10*LVL iER & iaER that can't be ignored QX Haste: You get +1QX action.

78	Tamandua (collard anteaters)	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.) xx3 hp (doesn't stack with lower versions of this in X21) 25% IR; Detect Good; Detect Magic; Regenerate 1 hp/r; 1/t: Invisibility; 1/d: Suggestion
79	Antilope (blackbuck)	Poisonous N (Whenever you deals melee and/or ranged damage to a target, that target gets "Poison xN. When N is 10, that target is slain. N = LVL/2, round down.) 0, 1/s: Choose one creature. He cannot use any F or S actions on his next segment. Immune Pixelation
80	Callithrix (marmosets)	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) Immune to Hold/Stun/Para/Summ.Sickness +10*LVL iPR that can't be ignored
81	Mandrillus (forest baboons)	21th-ary Barbarian Chr bonus [Stat-52, x23/2] 0, LVL/d: Anti-Concordant Shell (0th-3rd) Ignore non-racial immunity to fear, suggestion, possession, charm
82	Cynictis (yellow mongoose, red meerkata)	Inordinate Barbarian Cml bonus [Stat-44, x19/2] +1 11th in memorization in a Wizard group class (even if off right side of chart) Superior Hearing; Superior Olfactory power; Detect Danger 50% continuous
83	Stenella (bridled or spotted dolphins)	Skulk (You can't be interposed/parried by creatures with greater offensive DL.) 1M, LVL/d: Gate in a DL=LVL (max 10) Outer planar creature; your choice of AL; it is not under control (not your summon). 2F: Lower the "Time Reality Stability" ability on another person (iER to resist as if reducible ER)
84	Perodicticus (potto)	Extreme Barbarian Chr bonus [Stat-30, x6] Weapons: Ignore WR, iWR, aWR, iaWR, +needed to hit, DR, iDR, displacement, planar displacer pro. weapons, immunity to matter, skins of all types, inertial barrier 1M (can borrow): Counter a Divine Intervention
85	Martes (martens, sables)	Intimidate (Your attacks cannot be countered/interposed/parried/etc. except by constructs or enemies that share a class or alignment with you.) [Energy] Absorption: One type of energy heals you 1M, 1/d: Cast 12th lvl Wiz or 10th lvl Pri spell
86	Pteropus (flying foxes)	Vigilance (You get 1bP action for the round if you attacked. This action can't be used to physically attack.) Immune to 1st-3rd level Conc spells (except Bug) 1M, LVL/d: Deal 1 idmg to a creature without ihp
87	Loris (slender loris)	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.) No limit on sub-ability score "sleazing" Doppelganger: Shapechange into individuals, duplicating their innate/racial powers
88	Mandrillus (forest baboons)	Super Barbarian Wis bonus [Stat-18, x3] Luckstone; x2 P15Ps (Psi15) You can assume the form of any known dead/incursed/pixelated person or creature (this is like the Evil's ability). You don't have the person's abilities, but you do have their memories.

89	Panthera (big cats)	Flanking (Enemies without flanking that you attack get -10 to hit, melee and or ranged dmg, AC, Saves, and hp.) 1F or 1X: Duplicate any level 6 Concordant spell 0, LVL/d: Both you and a target get no actions; if you go below 0 hp this effect ends
90	Epomophorus (epauletted fruit bats)	28th-ary Barbarian Str bonus [Stat-66, x15] Immune Poison 2X: Cast a Wis-based [X] section power, with SL=3 (or SL=13 in the older copies of [X] that were SL=11 based).
91	Pedetes (spring hare, springhaas)	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) Steal all psionics by touch All your Psi are range = same plane
92	Paguma (masked palm civet)	Ingest (Whenever you deal melee and/or ranged damage to a target, that target loses its top prepared effect.) Pers.Combat: 1M, 1/d: Call a level=LVL/2 Beast Rider mount for yourself. Cosmic Inspiration (S): 1X: Duplicate a 0th-4th level Divine3 spell
93	Giraffa (giraffe)	28th-ary Barbarian Int bonus [Stat-66, x15] Loop Stability. You may pick this ability twice; the second time gives you Time/Reality Stability. Blood Strike: You can expend hit points to increase damage (max=LVL*LVL)
94	Lagidium (mountain viscachas)	Super Barbarian Str bonus [Stat-18, x3] Transient Fortitude: You always succeed in Fortitude saves (+1 PSave) You may "hold" actions of any type (assuming you have them).
95	Pongo (orangutan)	23th-ary Barbarian Chr bonus [Stat-56, x25/2] No limit on sub-ability score "sleazing" Immune detrimental effects potions/liquids
96	Tamandua (collard anteaters)	Battle Cry (Whenever you attack, each other attacking creature gets +10 to hit, melee and/or ranged dmg until end of the segment.) Divine Champion: Borrow an ability from another deity (must be willing) +(LVL+1)/3 ihp
97	Theropithecus (gelada (baboon))	Intermediate Dex bonus [Stat-13, x3/2] You see the ERROR OF YOUR WAYS, drop Villain class (and can never return), gain Hero with double your Villain XP. 0: Create Traps 15*LVL%
98	Antilope (blackbuck)	Ultra Barbarian Dex bonus [Stat-22, x4] You may "hold" actions of any type (assuming you have them). Lockdown G actions continuous
99	Cavia (guinea pigs, cavies)	32th-ary Barbarian Int bonus [Stat-74, x17] Adjuration (S): Can summon a DL=LVL monster and control and understand it 1F, 1/year: +LVL to your multiplier for 1 turn (once this is used this slot cannot be dropped for a y

100	Bradypus (three-toed sloths)	Ancillary Barbarian Con bonus [Stat-24, x9/2] 1F, 1/year: +LVL to your multiplier for 1 turn (once this is used this slot cannot be dropped for a y +1 MF 30' r
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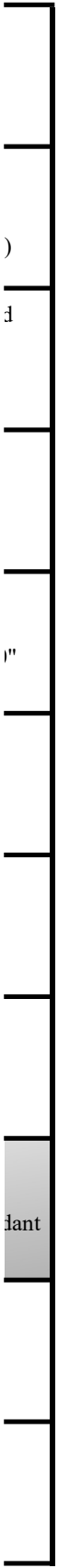


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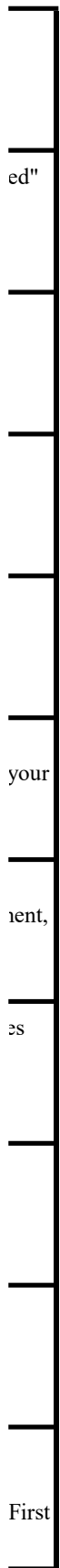


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