

Player Character Animal Extras

For Mutazoids3e^Ö

Animals excluded from the Mutazoids3eTM Player's Guide and Handbook

Created By

Moses 'Wolfy' Wildermuth

Assisted By

John 'Leaghe' Shaw, and others

Layout By

Paul 'GammaHammer' Williams

Art From

The GIFS Galore Second Edition, CD.

This material converted from the Standard Reference Document for use in Mutazoids3eTM Player Character Animal Extras for Mutazoids3eTM, Copyright, MT Enterprises 2004.

	Bookmarks
Chapter 01 – Mutant Animal Stocks	1
Animal Base Species	2
Common Abilities	4
Chapter 02 - Open Game License	6

This material, except the Title Page and the License, is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a

To find out more about the Mutazoids3eTM RPG click on the link below

<http://www.vvm.com/~wolf1/Mutazoids3e/>

To Join the Mutant Revolution and to discuss all matters mutant click on the following link

<http://games.groups.yahoo.com/group/Mutazoids3e/>

Chapter 01 - Mutant Animal Stocks

Size and Type:

This is used to determine the character's Animal type and approximate Size if non-Humanoid.

Size

Small Size: +1 Size bonus to AC, +1 Size bonus to attack rolls, +4 Size bonus to Hide Skill checks. One-half carrying capacity.

Must use Smaller weapons, -1 HD penalty.

Large Size: -1 Size penalty to AC, -1 Size penalty to attack rolls, -4 Size penalty to Hide Skill checks. Double carrying capacity. May use Larger weapons, +1 HD bonus..

Type

Amphibian: Low-light Vision, Able to breathe in both air and water.

Arachnoid / Insectoid: Cold-blooded, Darkvision 60 feet, Immune to Mental Attacks except from other Insectoids, Exoskeleton (+3 to AC, can use shields but not wear Armor).

Avians: Warm-blooded, Low-light Vision, Cannot use claw attacks unless able to fly.

Mammals: Warm-blooded, Low-light Vision.

Reptilians: Cold-Blooded, Darkvision 60 feet, Scales (+2 to AC, can use shields but not wear Armor).

Starting Ability Score Modifiers

These modifiers are added to 4d4 to determine the character's starting ability scores.

Base Speed

This determines the character's base speed for various natural movement rates, including Humanoid.

Natural Attacks

Any natural attack forms that the character may possess, see also common abilities below.

Natural Abilities

This refers to any natural abilities of this Animal type.

Bonus Feats

This lists Feats common to Animals of this type, if any. Characters may ignore the normal prerequisites for bonus Feats, provided the character is employing the associated natural attack.

Racial Skills

Animal and Plant characters have a few Skills designated as Racial Skills, Skills at which that particular Animal or Plant excels. These Skills cost 0 Skill Points for the character to gain Rank 1, but otherwise are treated as additional Professional Skills for the character.

Any additional Skill modifiers are listed last.

Animal Base Species

Armadillo

Small Size Mammal.
Starting Ability Score Modifiers: +2 Strength, +2 Dexterity, +2 Constitution .
Base Speed: 30 feet, 20 feet with Humanoid stance, burrow 10 feet.
Natural Attacks: Claw/Claw/Bite (d4/d4/d4).
Natural Abilities: +4 Racial bonus to AC (Shell), Scent.
Racial Skills: Listen.

Bobcat or House Cat

Small Size Mammal.
Starting Ability Score Modifiers: +2 Strength, +5 Dexterity, +1 Constitution, +1 Charisma
Base Speed: 30 feet, 20 feet with Humanoid Stance.
Natural Attacks: Claw/Claw/Bite (d4/d4/d4)
Natural Abilities: Scent.
Bonus Feat: Weapon Finesse (claws, bite)
Racial Skills: Balance, Climb, Hide, Listen, Move Silently, Spot. +4 Racial bonus to Hide and Move Silently checks and a +8 Racial bonus to Balance checks. They use their Dexterity modifier for Climb checks. *In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Fly

Small Size Insectoid.
Starting Ability Score Modifiers: +3 Strength, +4 Dexterity, +3 Constitution, -3 Charisma
Base Speed: 20 feet (assumed Humanoid Stance). Fly speed is 60 feet (good).
Natural Attack: Acid Spit 1d6 damage/ 1 point of splash damage.
Acid Spit: A fly's only natural attack form is an acidic digestive enzyme that they can regurgitate onto their victim once per 4 hours. Range- 6 ft., Area of Effect 3 ft.
Natural Abilities: Scent.
Racial Skills: Spot, Climb. +4 Racial bonus to Climb Skill checks.



Fox, Coyote or Small Dog

Small Size Mammal.
Starting Ability Score Modifiers: +1 Strength, +2 Dexterity, +2 Charisma
Base Speed: 40 feet, 30 feet with Humanoid Stance.
Natural Attacks: Bite for 1d4 damage.
Natural Abilities: Scent.
Racial Skills: Listen, Spot, Swim, Wilderness Lore. Receive a +8 Racial bonus to Wilderness Lore checks when tracking by scent, and +4 Racial bonus to Listen Skill checks.

Horse

Large Size Mammal.
Starting Ability Score Modifiers: +4 Strength, +2 Dexterity, +2 Constitution, +3 Charisma
Base Speed: 60 feet, 40 feet with Humanoid Stance.
Natural Attacks: Kick for 1d4 damage.
Natural Abilities: Scent.
Racial Skills: Listen, Spot. Characters without Humanoid stance may use natural attack modes while carrying a rider, but the rider cannot also attack unless they succeed at a Ride Check versus a DC 10.

Owl

Small Size Avian.
Starting Ability Score Modifiers: +1 Strength, +4 Dexterity, +2 Constitution, +1 Charisma
Base Speed: 10 feet (assumes Humanoid Stance), Fly 40 feet (average)
Natural Attacks: Claw/Claw (d4/d4)
Bonus Feat: Weapon Finesse (claws)
Racial Skills: Listen, Move Silently, Spot. +8 Racial bonus to Listen checks, and a +14 to Move Silently checks. +8 Racial bonus to Spot checks in dusk and darkness.

Porcupine

Small Size Mammal.
Starting Ability Score Modifier: -2 Charisma
Base Speed: 15 feet, 10 feet with Humanoid Stance, Burrow 10 feet.
Natural Attack: Bite 1d4 damage.
Special Attack: Quills. This is similar to *Physical Change - Quills*, except the porcupine's quills are not capable of ranged attacks.
Racial Skills: Listen, Spot.

Raccoon

Small Size Mammal.
Starting Ability Score Modifiers: +2
Dexterity, +1 Charisma
Base Speed: 20 feet, 15 feet with Humanoid
Stance.
Natural Attack: Bite 1d4 damage.
Natural Abilities: Paws are manipulative (-4
Racial penalty to all actions involving
technological items, including weapons).
Racial Skills: Listen, Spot.

Sheep, Bighorn

Medium Size Mammal.
Starting Ability Score Modifiers: +2 Strength,
+4 Dexterity, +1 Constitution
Base Speed: 35 feet, 25 feet with Humanoid
Stance.
Natural Attacks: Head Butt inflicts 1d6
damage.
Bonus Feat: Spirited Charge (Head Butt).
Racial Skills: Balance, Wilderness Lore,
Spot. +4 Racial bonus to Wilderness Lore in
Cold, dry conditions.

Skunk

Small Size Mammal.
Starting Ability Score Modifier: -1 Charisma
Base Speed: 20 feet; or 16 feet with
Humanoid Stance.
Natural Attack: Bite 1d4 damage.
Natural Abilities: Noxious Gas (once per 4
hours).
Noxious Gas: Treat as a poison attack (DC
13) in a 10 ft. Diameter. Affected characters
are nauseated until they leave the area of
effect and remain outside the area for at
least 5 rds + 1rd./pt. rolled under the
required poison save.
Racial Skills: Listen, Spot.

Snake

Medium Size Reptilian.
Starting Ability Score Modifiers: +3 Strength,
+2 Dexterity, -2 Charisma
Base Speed: 20 feet (considered Humanoid
Stance), climb 20 feet, swim 20 feet.
Natural Attacks: Bite for 1d4 damage, plus
poison.
Natural Abilities: Scent, Poison Bite (DC 11,
1d6/1d6 Con).
Bonus Feat: Weapon Finesse (bite).
Racial Skills: Balance, Climb, Hide, Listen,
Spot. +4 Racial bonus to Hide, Listen, and
Spot checks and a +8 Racial bonus to
Balance checks. They can use either their
Strength or Dexterity modifier for Climb
checks, whichever is better.

Squirrel or Flying Squirrel

Small Size Mammal.
Starting Ability Score Modifiers: +5
Dexterity, +3 Charisma
Base Speed: 20 feet, 15 feet with Humanoid
Stance. Climb speed 20 feet.
Natural Attack: bite 1d4 damage.
Natural Abilities: Arm Membranes Flying
Squirrel only - As *Physical Change*.
Bonus Feat: Weapon Finesse (bite).
Racial Skills: Climb, Hide, Jump, Spot.
+4 Racial bonus to Jump checks, Use their
Dexterity modifier (not Strength) for Climb
checks.

Weasel

Small Size Mammal.
Starting Ability Score Modifiers: +2 Strength,
+4 Dexterity, +1 Charisma
Base Speed: 30 feet, 20 feet with Humanoid
Stance, Climb is 20 feet.
Natural Attacks: Bite for 1d4 damage.
Natural Abilities: Scent, Attach.
Attach: If the character hits with a bite
attack, it uses its powerful jaws to latch onto
the opponent's body and automatically deals
bite damage each round it remains attached.
When attached they have a penalty to their
AC of -2.
Bonus Feat: Weapon finesse (bite).
Racial Skills: Balance, Climb, Hide, Move
Silently, Spot. +4 Racial bonus to Move
Silently checks and a +8 bonus to balance
checks. They use their Dex modifier for
climb checks.

Wolverine

Medium Size Mammal.
Starting Ability Score Modifiers: +3 Strength,
+3 Dexterity, +3 Constitution
Base Speed: 30 feet, 20 feet with Humanoid
Stance, burrow 10 feet, climb 10 feet
Natural Attacks: Claw/Claw/Bite d4/d4/d6
Natural Abilities: Scent.
Bonus Feat: Rage.
Racial Skills: Climb, Listen, Spot



Common Abilities

Mutant Animals and Plants may have certain abilities in common.

Blindsight

Some creatures have the extraordinary ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness (even darkness created by Mutation) irrelevant to the creature (though it still can't see out of phase creatures). This ability operates out to a range specified in the creature description. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with Blindsight. Blindsight does not subject a creature to gaze attacks. Blinding attacks do not penalize creatures using Blindsight. Deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum.

Climb

A character with a climb speed has the Climb Skill at no cost and gains a +8 Racial bonus to all Climb checks. The character must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. The character climbs at the listed speed while climbing. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty. Characters cannot use the run action while climbing.

Cold-blooded

Animals defined as Cold-blooded in their type definition suffer a -4 Racial penalty to all Fortitude saves to resist heat or cold related environmental effects.

Constrict

The creature crushes the opponent, dealing bludgeoning damage, after making a successful grapple check. The amount of damage is given in the creature's entry. If the creature also has the improved grab ability, it deals constriction damage in addition to damage dealt by the weapon used to grab.

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, to a range specified for the creature. Darkvision is black and white only. Darkvision does not allow characters to see anything that they could not see otherwise - invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, Darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil Darkvision.

Fly

The character can fly at the listed speed if carrying no more than a Medium load. All fly speeds include a parenthetical note indicating maneuverability. Flying characters may take off or land as part of their move-equivalent action, but not both.

Low-light Vision

Some Animals can see twice as far as a Human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions. Characters with Low-light Vision can see outdoors on a moonlit night as well as they can during the day.

Multi Attack

A character with more than 2 natural attacks gets the multi attack Feat for free, which means that his first and second attacks suffers no penalty, but any other attacks are made at a -2 penalty on the attack roll.

Poison Immunities

Creatures with natural poison attacks are immune to their own poison. Nonliving creatures and creatures without metabolisms are always immune to poison. Oozes and Plants are also immune to poison, although special poisons have been concocted specifically to harm them.

Rage

Temporarily gain +4 to Strength, +4 to Constitution, and a +2 morale bonus on Will saves, but suffers a -2 penalty to AC.

The increase in Constitution increases Hit Points by 2 points per level, but these Hit Points go away at the end of the rage when the Constitution score drops back to normal. While raging, a character cannot use Skills or abilities that require patience and concentration. He can use any Feat he might have except for Expertise, item creation Feats, and Skill Focus (if it's tied to a Skill that requires patience or concentration).

A fit of rage lasts for a number of rounds equal to 3 + the character's (newly improved) Constitution modifier. The character may prematurely end the rage voluntarily. At the end of the rage, the character is fatigued (-2 to Strength, -2 to Dexterity, can't charge or run) for the duration of that encounter (unless the character is 20th level, when this limitation no longer applies). The character can only fly into a rage once per encounter, and only once per day. Entering a rage takes no time itself, but the character can only do it during his action.



Scent

This extraordinary ability lets a character detect approaching enemies, sniff out hidden foes, and track by sense of smell. The character can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk, can be detected at three times these ranges. The character detects another character's presence but not its specific location. Noting the direction of the scent is a standard action. If it moves within 5 feet of the scent's source, the character can pinpoint that source.

The character can follow tracks by smell, making a Wisdom check to find or follow a track. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of characters, and the age of the trail. For each hour that the trail is cold, the DC increases by 2. The ability otherwise follows the rules for the Track Feat. Characters tracking by scent ignore the effects of surface conditions and poor visibility. Characters with the scent ability can identify familiar odors just as Humans do familiar sights. Water, particularly running water, ruins a trail. Water-breathing creatures such as sharks, however, have the scent ability and can use it in the water easily. False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify characters, and the base Wilderness Lore DC to track becomes 20 rather than 10.

Swim

A character with a swim speed can move through water at the listed speed without making Swim checks. It gains a +8 Racial bonus to any Swim check to perform some special action or avoid a hazard. The character always can choose to take 10, even if rushed or threatened when swimming. Characters can use the run action while swimming, provided they swim in a straight line.

Chapter 02- Legal

OPEN GAME LICENSE Version 1.0a
The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos,

names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Mutazoids3E Copyright 2001, MT Enterprises; <http://www.mutazoids.com>.

END OF LICENSE