

THE HERO SYSTEM BESTIARY



**HERO
SYSTEM**
SIXTH EDITION



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THE HERO SYSTEM BESTIARY

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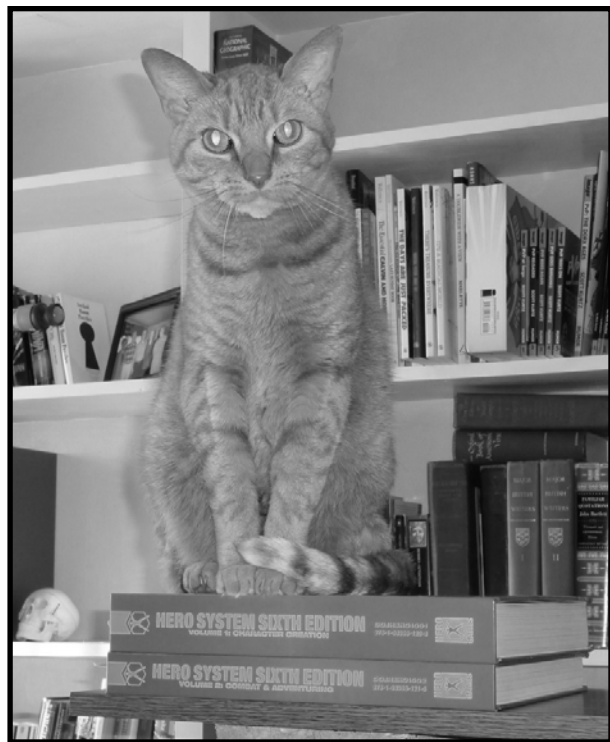
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DEDICATION

To Osiris, the Small Fuzzy Guardian of the Universe, who continues to catch all the naps so I can keep writing.

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INTRODUCTION



From gigantic apes encountered by Pulp-era explorers, to strange alien creatures inhabiting distant planets, to ferocious “pets” supervillains use to attack superheroes, to the seemingly endless variety of mundane and fantastic beasts fought by Fantasy adventurers, animals are an important part of just about every roleplaying genre. To help *HERO System* GMs use monsters, animals, and creatures in their games, and create others unique to their own campaigns, *The HERO System Bestiary* presents over 300 of them with complete character sheets and descriptions, plus numerous option packages and Templates.

The *Bestiary* includes six chapters. The first, *Creatures In Your Game*, begins with a look at the role of animals in roleplaying game scenarios

— what they are, how they function within your game, and their uses by both players and GMs. Next, there’s an extensive discussion of how to create animals. This section not only goes over the Characteristics, Skills, Powers, and other game elements of the *HERO System* and describes how you can use them to build a monster or animal in game terms, it also provides numerous Templates you can add to a creature to alter it. Want to build a dragon that lives in icy arctic wastes, a cybernetically modified guard dog, a horse trained for battle, a demonic griffin, or a hawk with fire powers? Just add the appropriate Template and you’re ready to go. (There’s a separate set of Templates for humanoid monsters, too.) Lastly, Chapter One covers how to use creatures in

ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

6E1: *The HERO System 6th Edition, Volume I: Character Creation*

6E2: *The HERO System 6th Edition, Volume II: Combat And Adventuring*

APG: *The HERO System Advanced Player’s Guide*

HSMA: *HERO System Martial Arts*



combat, including extensive rules on creating Hit Location Tables for animals (with several sample tables to get you started).

Chapter Two, *Monsters And Fantastic Creatures*, covers wondrous beasts and beast-like creatures, such as griffins, harpies, gargoyles, and unicorns.

Chapter Three, *Humanoid Monsters*, features the human-like monsters so common to many Fantasy worlds and other settings: orcs; ogres; giants; trolls; the undead; dark elves; and much, much more. The Humanoid Templates in Chapter One make it easy to create just the right humanoid opponent for your PCs.

Chapter Four, *Monsters From Other Cultures*, describes strange creatures from cultures other than the “generic Western European” seen in most Fantasy settings and related games. It includes Celtic/British Isles faerie-folk and similar monsters, and monsters from many parts of Asia (including China, India, and Japan).

Chapter Five, *Science Fiction, Horror, And Movie Monsters*, presents a grab-bag of favorite critters from movies, novels, comic books, and the like. It includes giant fire-breathing dinosaurs, starship-devouring space amoebae, hunter-seeker robots, evil brains kept alive in tanks of organic fluid, and more.

Chapter Six, *Mundane Beasts*, focuses on real-world creatures adventurers often encounter — things like birds of prey, gorillas, bears, snakes, and even dinosaurs. These creatures were chosen because they were likely to play some role in adventure stories. Many, such as wolves and tyrannosaurs, are often fought or hunted by adventurers; some, like poisonous serpents, are used in traps; others are important as food, pets, or templates for characters with shapeshifting abilities.

HOW TO USE THIS BOOK

The most common, and most obvious, use for *The HERO System Bestiary* is as a source of opposition for the PCs. The GM selects an appropriate creature — say, a giant tarantula for a strange Western Hero campaign, or a roc for a Fantasy game — and brings it into conflict with the PCs. Maybe it’s hunting them, or they’re hunting it, or it poses some sort of obstacle to their ability to accomplish the goals of the story. This is straightforward, fun, and easy, and there’s nothing wrong with that. Gamemasters who want to go a little bit further have plenty of options, though. Besides the suggestions for using creatures in the first part of Chapter One, they can also change or improve the basic creatures listed in this book by applying a Template (see Chapter One), or otherwise alter the write-ups from this book to suit the stories they want to tell.

For the clever and imaginative Hero gamer, this book actually contains hundreds more creatures than the ones described. All you have to do is take one of the write-ups from this book and change the name (and perhaps one or two things on the character sheet), and *voilà!* — new creature. For example, the *Bestiary* has write-ups for “Small/Medium Dog” and “Wolf” but not for a coyote or a hyena. If you need a hyena write-up, you can just use the Wolf character sheet (maybe with a few adjustments based on research you do). If you need a coyote, you can take the Wolf sheet and weaken it appropriately, or beef up the Dog a little. Some other possibilities along these lines include:

- using the Fire Elemental for a strange energy being in a Star Hero campaign
- using the Manticore or Griffon for other beast hybrids
- using the Minotaur for other animal-headed humanoids
- using the Gargoyle for an evil wizard’s minor demonic servants

The potential for adapting creatures is endless. The only restrictions are the type of campaign you play in and your imagination!

