

Fuller

~~DM~~ ~~typ~~ ~~Site~~

1d6  
column

Prairie

+4

-

Rough

~~\*~~-

-

Broken

+3

+3

Mountain

-

-

at trees

Desert

+3

-3

+2

Ruins

-3

-

-1 = +1

Cave

-4

+1

Chasm

-1

-3

Crater

-

-1

scavenger → pacific (2)

intimidator 2D

attack 8

F-3 size (flyer)

flee 5

size

speed 101

weight 1 hit 10/0 -2D

horns + teeth, armor <sup>no</sup> ~~armor~~ 5

omni → pacific (1)

hunter [1], no armor, 15/17

weight 25 hit 50/30 wounds +1d

thrasher, no armor

attack 2, Flee 7, speed 1x66

13 " 6  
x x x

Ruins → scavenger (5)

can't enter (ldb), no attributes

weight 200, <sup>25</sup>5d/3d, <sup>6</sup>+1d wounds

horns & teeth, ~~armor~~ mesh +1

attack 8, flee 7, speed 1\*

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Ruins → herbivore

filter (i), no attributes

weight <sup>100</sup>12, ~~5d/2d~~ <sup>14/6</sup>2d/2d, no wound mod

horns & teeth, no armor

attack if possible, flee 3, speed 0

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Ruins → omnivore

(4)

enter (2d), no attributes

weight 25 <sup>3/4</sup>3d/2d no wound mod

claws, no armor

attack 4, flee 5, speed 1\*

over  
↳

Ruins → carnivore

Bouncer (1), Flyer size - 3

weight 100 5d/2d, <sup>17/4</sup> no sound and

weapon = body p. 360, <sup>no</sup> armor

attack if surprise, flee if surprise, speed 1

8	7	13
X	X	X

crater → scavenger (6)

carrier (1d), no attributes

weight 50,  $4d^{17}/2d^{12}$ , no wound mod

hooves, no armor

attack 5, Flee 4, speed 3x

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crater → herbivore (8)

grazer (2d), no attributes

weight 25,  $3d^{15}/2d^9$ , no wound mod

hooves, no armor

attack 5, Flee 1, speed 2x

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crater → omnivore (5)

hunter (1d), no attributes

weight 25,  $3d^{12}/2d^9$ , no wound mod

claws, no armor

attack 6, Flee 5, speed 1x

crater → carnivore

chaser (1), no attributes

weight 1600, 8<sup>31</sup>/30<sup>10</sup>, +4d wound

~~claw~~ <sup>claw</sup> teeth, no armor

attack if move, flee 8, speed 3x

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carriance → prairie

⑨

class 3d, no attributes

weight 12 2d/2d <sup>4/8</sup> wounds -

weap only as pike, no arrows

attack: F move, flee 7, speed 2

herbivore  $\rightarrow$  prairie

Grazing 4d

(12)

no attributes

size/height/weight

size/weighting  $\pm 0$  so for,  $-3$  for <sup>weight</sup> herbivore

~~weight 6 1d/2d = 1d/2d~~  $+2$  for arms

to

14/5

weight 50 4d/2d ~~no weight~~ need

herbs + teeth, no arms

attach  $1d+2$ , ~~free~~  $1d+0$  <sup>2</sup> speed  $\times$