

**KALEVALA HAMMER**  
WARHAMMER FANTASY ROLEPLAY  
UNOFFICIAL RULE EXPANSION

# Old World Animals

by Jackdays



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**Note:** When there is [NEW] –sign in the career profile this means that career, skill or talent is new and found inside this document.



# 1. New Rules for Animals

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Original rules for WFRP2 animals are divided between multiple different sourcebooks (*Core Rulebook*, *Old World Bestiary*, *Old World Armoury*...etc.). This is why this document was created in the first place. Then some changes needed to be done with the animal stats. And finally some common animals were missing. First of all I created new system for animal Intelligence which just seem to be too wild. Then some skills for smaller animals needed to be revised. Because smaller animals have too low Characteristics it becomes almost impossible to some animals actually be any good with some natural skills (like Scale Sheer Surfaces or Outdoor Survival). With the help of few new Special Rules I created more bonuses to these skills. Finally, then there was matter of Carry Capacity, which just doesn't work. But there is simple solution for fixing it for the Dray Animals (found below).

## 1.1 Animal Skills

Following skills, talents/traits are most common for the animals. They are counted in creation of these animals found on this document. If you are creating new animal, these abilities should always be checked. Others (skills, talents/traits) can be used also, but they are more rare.

### Common Animal Skills:

- Concealment (small animals & predators)
- Dodge Blow (fast moving, flying and small animals are hard to hit)
- Follow Trail (trackers).
- Navigation (more rare skill, but some animals have extremely strong sense of navigation).
- Outdoor Survival (domestic animals have +0% bonus, wild animals have +20% bonus).
- Perception (all animals).
- Scale Sheer Surfaces (most animals have it, natural climbers & agile animals have +20% bonus).
- Silent Move (most animals have it).
- Swim (swimming animals)

### Common Animal Talents/Traits:

- Keen Senses (almost all animals have extremely sharp senses).
- Natural Weapons (all bigger animals, especially predators, have this).
- Night Vision (almost all animals actually can see better in the dark).
- Animal Survival Instinct (natural bonuses for some skill tests)

## 1.2 Animal Intelligence

Different types of animal intelligence and Intelligence Characteristic.

### Animal Intelligence (Int) Levels:

- Extremely High (Dolphins, Primates – Apes...): 16
- High (Whales, predatory mammals: Bears, Rats, Raccoons, Squirrels...): 14
- High Intermediate (Whales, Gulls, Birds of Prey...): 12
- Intermediate (grazing mammals: Deers, Cows, Seals, Small Birds...): 10
- Low (carnivorous reptiles: Crocodiles...): 8
- Very Low (Lizard, Amphipians, Fish, Social Insects...): 5
- No Intelligence (Most Insects, Arthropods...): 0

### 1.3 Dray Animal Carry Capacity

**Carry Capacity for Dray Animals:** Is revised to handle encumbrance values equal to their Strength Characteristic x 55 (original number is Strength Characteristic x 30).

Revised Sturdy talent (check Animal Talents & Traits), with revised Carry Capacity, is needed to create working rules for Dray animals. With Revised Sturdy and new Carry Capacity War Horses may actually be able to carry fully armoured rider and their own armour.

### 1.4 Experienced Animal

These career schemes are created for animals. GM can actually give animals more xp and buy some advances to them. Characteristics don't change that much, but they can grow little. Two different schemes are for different size of animals. It is GM decision which scheme animal can follow.

**Common Animals:** Rat, Cat, Birds, Lizard...

- Elder Small Animal Advanced Scheme -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+5%	-	+5%	+10%	+20%	+5%	+10%	-
Secondary Profile							
A	W	SB	TH	M	Mag	IP	FP
+1	+4	-	-	+1	-	-	-

**Skills:** Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surfaces, Silent Move

**Talents:** Lighting Reflexis, Orientation, Resistance to Disease, Resistance to Poison

**Common Animals:** Boar, Bear, Dog, Horse, Shark, Wolverine...

- Elder Large Animal Advanced Scheme -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
+15%	-	+10%	+10%	-	+5%	+10%	-
Secondary Profile							
A	W	SB	TH	M	Mag	IP	FP
+1	+5	-	-	+1	-	-	-

**Skills:** Dodge Blow, Outdoor Survival, Perception, Scale Sheer Surfaces, Silent Move

**Talents:** Lighting Reflexis, Orientation, Resistance to Disease, Resistance to Poison



## Animal Talents & Traits #1:

Following talents & traits are used in this document. Amphibious can be found originally from *The WFRP Companion* (WFRP2 sourcebook), Bear Hug from the *Realm of the Ice Queen* (WFRP2 sourcebook), Expert Climber from the *Tome of Corruption* (WFRP2 sourcebook), Thick Skin and Hideous Strenght are Special Rule found originally from *Old World Bestiary* and *The WFRP Companion* (WFRP2 sourcebook). Burst of Speed, Claw Rake and Peerless Hunter are traits given originally in official WFRP2 forum for Wild Cats. Rest are other common traits for animals in this document.

### Amphibious [Trait] (WC)

**Description:** Amphibious creatures are suited for life in and out of water. They can either breathe underwater or hold their breath for sufficiently long periods that, as far as the rules are concerned, they cannot drown. Further, they may take actions as normal while underwater, and do not halve their statistics (including Movement) while swimming.

### Aquatic [Trait]

**Description:** Underwater is natural environment to these creatures. They can breathe underwater and cannot drown, but do not survive long outside water. Also these creatures have good underwater movement and there is no penalty in underwater movement (they do not halve their statistics) while swimming.

### Animal Survival Instinct [Trait]

**Description:** Animals are naturally good in some skills. Survivor instinct. This special rule gives +20% bonus to Follow Trail, Navigation, Outdoor Survival and Perception Tests.

### Bear Hug [Talent] (RotIQ)

**Description:** You can pin large opponents with your massive bulk and powerful strenght. You gain a +10 bonus on Grapple Tests and a total of +20 bonus on tests made to maintain the grapple and to damage the grappled opponent. Finally, your Strenght Bonus counts as one higher when dealing damage on a grapple.

### Burst of Speed [Trait] (forum)

**Description:** Once per combat, a animal can double its Movement until the end of its next turn.

### Claw Rake [Trait] (forum)

**Description:** If a animal hits with at least 2 attacks when taking the Swift Attack action, it automatically deals an additional 1d10 damage.

### Climber [Trait]

**Description:** These creatures are natural climbers. +20% bonus to any Scale Sheer Surfaces Tests.

### Expert Climber [Trait] (ToC)

**Description:** Creatures with this talent may use the Scale Sheer Surface skill as a half action. They may also use this skill as a full action to climb a number of yards equal to their Movement Characteristic for each successful test.

### Hideous Strenght [Trait]

**Description:** All the attacks done by these creatures count as having the Armour Piercing and Impact Qualities.

### Peerless Hunter [Trait] (forum)

**Description:** In areas of underbrush, forest, or any other type of natural growth, animal gains a +10 bonus on Concealment Tests.

## Animal Talents & Traits #2:

### **Sturdy – Revised [Trait]**

**Description:** You have a rawny physique. You are used to move in armour. Halve the armour encumbrance values while wearing them. This doesn't negate Agility minuses caused by Medium Armour.

### **Thick Skin [Trait]**

**Description:** Due to their unusually thick skin, reduce the Critical Values of Critical Hits against them by 1.

### **Tracker [Trait]**

**Description:** These creatures are breed or naturally good to hunt down and track prey. Their ability to track is superior. +20% bonus to any Follow Trail or Perception Tests to track.

### **Swimmer [Trait]**

**Description:** These creatures are natural swimmers. This trait gives +20% bonus to Swim Tests.

### **Very Small Attack [Trait]**

**Description:** Because these creatures are so tiny, any damage they cause bigger (over ten times bigger) creatures is with -2 penalty.



## 2. Animal Descriptions, Revised

New animal descriptions use rules above. So, more skills and talents have been added to animals. Also there are new Special Rules, and some Characteristics may have changed. For Carry Capacity both new and old amount is mentioned for Dray Animals.

All the bonuses from the talents and Special Rules have been added to Characteristics with the marker (\*). Skill bonuses are automatic (+0%, +10% or +20%) for that type of animal and don't count any talent or Special Rule bonuses. Example: Normal Bat has **Outdoor Survival** +20%, but when skill is tested Bat gets total +40% bonus (+20% skill bonus plus Animal Survival Instinct bonus which is +20%) for the Test.

More accurate information (coloring, hair, heights, weights...etc.) about different animals can be found from other sources. Only WFRP2 rules are given here.

### Bat, Normal

**Habitat:** Forest, cave, ruin

**Range:** All Old World, Norsca

#### - Bat, Normal Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
24	0	5 (0)	10 (1)	18	10	10	0

**Skills:** Dodge Blow (Ag +20), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Flier, Keen Senses, Night Hearing

##### Combat

**Attacks:** 1; **Movement:** 1 or fly 6; **Wounds:** 2

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Bite (1d10-4)

**Slaughter Margin:** Very Easy

##### Night Hearing

As Night Vision, but doesn't even require starlight or equilevalent.

### Bear, Large (Ice/Polar Bear, Northern Grizzly)

**Habitat:** Tundra, mountainous area, seacoast

**Range:** Norsca, World Edge Mountains, Kislev (winter), The Sea of Chaos (on ice), The Frozen Sea (on ice)

#### - Bear, Large Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
39	0	59 (5)	53 (5)	30	14	35	0

**Skills:** Concealment (Ag +20), Follow Trail (Int), Intimidate (S +10), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S), Swim (S +20)

**Talents:** Bear Hug [NEW], Strike Mighty Blow\*, Strike to Injure\*\*

**Traits:** Animal Survival Instinct [NEW], Frenzy, Keen Senses, Natural Weapons (Claws), Thick Skin\*\*\* [NEW], Unsettling

##### Combat

**Attacks:** 2; **Movement:** 4; **Wounds:** 28

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*)

**Weapons:** Claws (1d10+6\*; CV+1\*\*)

**Slaughter Margin:** Hard

### Bear, Medium (Brown)

**Habitat:** Forest, mountainous area

**Range:** All Old World, Norsca (spring, summer, autumn)

#### - Bear, Medium Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	0	52 (5)	47 (4)	25	14	25	0

**Skills:** Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +10), Swim (S +20)

**Talents:** Bear Hug [NEW], Strike Mighty Blow\*, Strike to Injure\*\*

**Traits:** Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Claws), Thick Skin\*\*\* [NEW], Unsettling

##### Combat

**Attacks:** 2; **Movement:** 4; **Wounds:** 20

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*)

**Weapons:** Claws (1d10+6\*; CV+1\*\*)

**Slaughter Margin:** Average

### Bird, Bird of Prey (Falcon, Hawk, Owl, Buzzard)

**Habitat:** Forest, lake, mountain, coast

**Range:** All Old World, Norsca

#### - Bird, Bird of Prey Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	0	10 (1)	10 (1)	38	12	24	0

**Skills:** Dodge Blow (while flying) (Ag), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)

**Talents:** Orientation, Strike to Injure\*

**Traits:** Animal Survival Instinct [NEW], Excellent Vision, Flier, Hunter, Keen Senses, Night Vision, Poor Daylight Vision (only Owl)

##### Combat

**Attacks:** 2; **Movement:** 1 or fly 8; **Wounds:** 6

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Beak & Talons (1d10-1; CV+1\*; fast)

**Slaughter Margin:** Very Easy

##### Hunter

The raptors talons and beak cause SB-2 damage with the Fast Quality.

##### Poor Daylight Vision

Owls have poor daylight vision. -20% penalty to any vision based Tests during the daylight hours.





### Bird, Chicken

**Habitat:** Farmland

**Range:** All Old World, Norsca

#### - Bird, Chicken Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
10	0	8 (0)	8 (0)	50	10	12	0

**Skills:** Outdoor Survival (Int), Perception (Int)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Hoverer, Keen Senses, Very Small Attack\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 1 or hover 4; **Wounds:** 2

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Beak (1d10-6\*)

**Slaughter Margin:** Very Easy

### Bird, Eagle

**Habitat:** Seacoast, river, lake, dense forest, mountainous forest

**Range:** All Old World, Norsca

#### - Bird, Eagle Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
38	0	20 (2)	20 (2)	38	12	24	0

**Skills:** Navigation (Ag +20), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)

**Talents:** Orientation, Strike to Injure\*

**Traits:** Animal Survival Instinct [NEW], Excellent Vision, Flier, Keen Senses, Natural Weapon (Beak, Talons), Night Vision

##### Combat

**Attacks:** 1; **Movement:** 1 or fly 8; **Wounds:** 8

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Beak & Claws (1d10+2; CV+1\*)

**Slaughter Margin:** Easy

### Bird, Game Birds (Mallard/Duck, Goose, Pheasant, Peafowl/Peacock)

**Habitat:** Varies - Coast, marshes, woodland, fields

**Range:** All Old World, Norsca

#### - Bird, Game Birds Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	0	10 (1)	10 (1)	40	10	18	0

**Skills:** Dodge Blow (while flying) (Ag), Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag), Swim (only for swimming birds) (S +20)

**Talents:** Orientation

**Traits:** Animal Survival Instinct [NEW], Flier, Keen Senses, Swimmer [NEW]

##### Combat

**Attacks:** 1; **Movement:** 1 or fly 7 or Swim 4; **Wounds:** 4

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Beak (1d10-3)

**Slaughter Margin:** Very Easy



**Bird, Medium (Raven, Albatross, Seagull, Turkey, Pelican)****Habitat:** Varies - Coast, marshes, oceanic, open country, farmland**Range:** All Old World, Norsca**- Bird, Medium Birds Statistics -****Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
38	0	16 (1)	20 (2)	38	12	24	0

**Skills:** Dodge Blow (while flying) (Ag), Navigation (Int +10), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)**Talents:** Orientation**Traits:** Animal Survival Instinct [NEW], Flier, Keen Senses**Combat****Attacks:** 1; **Movement:** 1 or fly 8; **Wounds:** 4**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)**Weapons:** Beak (1d10-3)**Slaughter Margin:** Very Easy**Bird, Small (Songbirds, Pigeon)****Habitat:** Varies - Woodland, river, lake, marsh, farmland**Range:** All Old World, Norsca**- Bird, Small Birds Statistics -****Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
10	0	5 (0)	5 (0)	50	10	12	0

**Skills:** Dodge Blow (while flying) (Ag +20), Navigation (Int +10), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag)**Talents:** Orientation**Traits:** Animal Survival Instinct [NEW], Flier, Keen Senses, Very Small Attack [NEW]\***Combat****Attacks:** 1; **Movement:** 1 or fly 7; **Wounds:** 4**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)**Weapons:** Beak (1d10-6\*)**Slaughter Margin:** Very Easy**Boar, Giant (Warthog, Razorback)****Habitat:** Forest**Range:** All Old World, Norsca**- Boar, Giant (Warthog, Razorback) Statistics -****Main Profile**

WS	BS	S	T	Ag	Int	WP	Fel
33	0	36 (3)	42 (4)	30	14	15	0

**Skills:** Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag), Swim (S)**Talents:** Strike Mighty Blow\***Traits:** Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Tusks), Night Vision, Sturdy - Revised [NEW], Thick Skin\*\* [NEW], War Boars**Combat****Attacks:** 1; **Movement:** 7; **Wounds:** 15**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*)**Weapons:** Tusks (1d10+4\*)**Slaughter Margin:** Average**War Boars**

Boars are sometimes used as ride animals by Orcs. They can carry this way 1980pts (1080pts) Encumbrance.





### Boar, Normal

**Habitat:** Forest

**Range:** All Old World, Norsca

#### - Boar, Normal Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	30 (3)	40 (4)	30	14	15	0

**Skills:** Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +10), Swim (S)

**Talents:** Strike Mighty Blow\*

**Traits:** Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Tusks), Night Vision, Thick Skin\*\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 7; **Wounds:** 12

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*)

**Weapons:** Tusks (1d10+4\*)

**Slaughter Margin:** Routine

### Bull (Ox)

**Habitat:** Farmland

**Range:** All Old World, Norsca

#### - Bull (Ox) Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	45 (4)	46 (4)	30	10	20	0

**Skills:** Outdoor Survival (Int), Perception (Int), Swim (S)

**Talents:** Strike Mighty Blow\*

**Traits:** Animal Survival Instinct [NEW], Dray Animal, Horns, Keen Senses, Natural Weapons (Horns & Trample), Night Vision, Thick Skin\*\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 18

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*)

**Weapons:** Horns & Trample (1d10+5\*; impact)

**Slaughter Margin:** Average

##### Dray Animal

Used usually as dray animal. They can carry this way 2475pts (1350pts) Encumbrance.

##### Horns

When a Bull makes a charge attack, its tusks count as having the Impact Quality.



## Cow

**Habitat:** Farmland

**Range:** All Old World, Norsca

- Cow Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
15	0	40 (4)	41 (4)	25	10	10	0

**Skills:** Outdoor Survival (Int), Perception (Int), Swim (S)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Dray Animal, Horns, Keen Senses, Natural Weapons (Horns & Trample), Night Vision

### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 13

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Horns & Trample (1d10+4\*)

**Slaughter Margin:** Easy

### Dray Animal

Used usually as dray animal. They can carry this way 2200pts (1200pts) Encumbrance.

## Deer (White Tailed, Reindeer)

**Habitat:** Forest, swamp, open brush land, tundra

**Range:** All Old World (White Tailed), Norsca (both)

- Deer Statistics -							
Main Profile							
WS	BS	S	T	Ag	Int	WP	Fel
25	0	31 (3)	35 (3)	35	10	10	0

**Skills:** Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +20), Swim (S +10)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Domestic Reindeer, Flee!, Horns, Keen Senses

### Combat

**Attacks:** 1; **Movement:** 7; **Wounds:** 12

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Horns (1d10+1)

**Slaughter Margin:** Easy

### Domestic Reindeer

Sometimes Reindeer is raised as domestic (half-wild) animal. This way it can be used to pull sledges and similar items (especially during the winter-time). They can carry this way 1705pts (930pts) Encumbrance.

### Horns

Deer/Reindeer horns cause SB-2 damage.





### Dog, Normal (Hunting, Herd)

**Habitat:** Rural area, farmland

**Range:** All Old World, Norsca

#### - Dog, Normal Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	21 (2)	21 (2)	30	14	30	0

**Skills:** Follow Trail (Int +20), Outdoor Survival (Int), Perception (Int +20), Silent Move (Ag), Swim (S)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Tracker [NEW]

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 6

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+2)

**Slaughter Margin:** Easy

### Dog, The Bretonnian Truffle Hound

**Habitat:** Rural area, farmland

**Range:** Bretonnia

#### - Dog, Bretonnian Truffle Hound Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	32 (3)	32 (3)	35	14	43	0

**Skills:** Follow Trail (Int +20), Outdoor Survival (Int), Perception (Int +20), Silent Move (Ag), Swim (S)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Paranoid Rage, Tracker [NEW]

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 8

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+3)

**Slaughter Margin:** Easy

##### Paranoid Rage

Bretonnian Truffle Hounds are very special dogs that can smell a buried truffle from over a hundred feet away (you may use +20% bonus to any Test), and, if possible, they immediately rush to the spot, dig the fungus up, and devour it. If they do this, then they become extremely paranoid about possible male rivals. After this they brutally attack any males (which ever race) for few rounds trying to bite especially to the groin area. If they score any Body Critical Effect of 7+ their hit have been very succesful and very bad for the victim.



### Dog, War

**Habitat:** Rural area, farmland

**Range:** All Old World, Norsca

#### - Dog, War Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
41	0	32 (3)	38 (3)	30	14	43	0

**Skills:** Follow Trail (Int +10), Outdoor Survival (Int), Perception (Int +20), Silent Move (Ag), Swim (S)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Tracker [NEW]

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 10

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+3)

**Slaughter Margin:** Routine

### Dolphin

**Habitat:** Oceanic

**Range:** Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

#### - Dolphin Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	34 (3)	34 (3)	40	16	40	0

**Skills:** Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

**Talents:** Orientation

**Traits:** Animal Survival Instinct [NEW], Aquatic [NEW], Flee!, Keen Senses, Night Vision, Swimmer [NEW]

##### Combat

**Attacks:** 1; **Movement:** Swim 10; **Wounds:** 10

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Head/Nose Butt (1d10-1)

**Slaughter Margin:** Easy

### Elk (Great Northern Elk, Oblast Elk)

**Habitat:** Forest, swamp, open brush land, tundra

**Range:** Northern Empire, Kislev, Norsca

#### - Elk Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	36 (3)	40 (4)	30	10	12	0

**Skills:** Concealment (Int), Outdoor Survival (Int +20), Perception (Int +20), Silent Move (Ag +10), Swim (S)

**Talents:** Strike Mighty Blow\*

**Traits:** Animal Survival Instinct [NEW], Keen Senses, Natural Weapon (Antlers & Hooves), Night Vision, Thick Skin\*\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 7; **Wounds:** 18

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*)

**Weapons:** Horns (1d10+4\*)

**Slaughter Margin:** Average





### Feline, Common Cat

**Habitat:** Rural area, farmland (wild cats also forest)

**Range:** All Old World, Norsca

#### - Feline, Common Cat Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	10 (1)	10 (1)	40	12	10	0

**Skills:** Dodge Blow (Ag +10), Concealment (Ag), Outdoor Survival (Int), Perception (Int +10), Scale Sheer Surfaces (S +20), Shadowing (Ag +10), Silent Move (Ag +20), Swim (S +10)

**Talents:** Alley Cat

**Traits:** Animal Survival Instinct [NEW], Burst of Speed [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Night Vision, Peerless Hunter [NEW]

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 4

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10-3)

**Slaughter Margin:** Very Easy

### Feline, Great Forest Cat (Cougar, Puma)

**Habitat:** Forest, mountain, scrub

**Range:** Northern Empire, Kislev, Norsca

#### - Feline, Great Forest Cat Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	30 (3)	40 (4)	40	12	30	0

**Skills:** Concealment (Ag), Dodge Blow (Ag), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Shadowing (Ag +10), Silent Move (Ag +20), Swim (S +10)

**Talents:** Rover

**Traits:** Animal Survival Instinct [NEW], Burst of Speed [NEW], Claw Rake [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter [NEW]

##### Combat

**Attacks:** 3; **Movement:** 8; **Wounds:** 18

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+3)

**Slaughter Margin:** Average

### Feline, Lynx

**Habitat:** Forest, mountain forest, scrub

**Range:** Northern Empire, Kislev, Norsca

#### - Feline, Lynx Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	28 (2)	28 (2)	40	12	20	0

**Skills:** Dodge Blow (Ag), Concealment (Ag), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

**Talents:** Rover

**Traits:** Animal Survival Instinct [NEW], Burst of Speed [NEW], Claw Rake [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter [NEW]

##### Combat

**Attacks:** 2; **Movement:** 7; **Wounds:** 10

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+2)

**Slaughter Margin:** Routine



### Frog/Toad

**Habitat:** Pond, marsh, swamp, lake

**Range:** All Old World, Norsca

#### - Frog/Toad Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
10	0	3 (0)	5 (0)	20	5	10	0

**Skills:** Dodge Blow (Ag +10), Outdoor Survival (Int +20), Perception (Int +10), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Climber [NEW], Keen Senses, Night Vision, Swimmer [NEW], Very Small Attack\* [NEW]

#### Combat

**Attacks:** 1; **Movement:** 1 or Swim 3; **Wounds:** 1

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Bite (1d10-6\*)

**Slaughter Margin:** Very Easy

### Horse, Small (Donkey/Ass, Mule)

**Habitat:** Rural area, farmland

**Range:** All Old World

#### - Horse, Small Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	36 (3) / 40 (4)	38 (3) / 40 (4)	30	11	15	0

**Skills:** Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

**Talents:** -

**Traits:** Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses, Mule

#### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 12

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Hooves (1d10+1 / 1d10+2)

**Slaughter Margin:** Easy

#### Dray Animal

Used usually as dray animal. Donkey can carry this way 1980pts (1080pts) and Mule 2200pts (1200pts) Encumbrance.

#### Hooves

Hooves cause SB-2 damage.

#### Mule

Mules are crossbreed of Donkey and Horse. They have inherited best traits from both sides. This gives them Will Power and surefootedness of Donkey and size and stamina of Horse (change: S 40, T 40).







### Horse, Pony

**Habitat:** Rural area, farmland

**Range:** All Old World, Norsca

#### - Horse, Pony Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	35 (3)	35 (3)	35	10	10	0

**Skills:** Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

**Talents:** -

**Traits:** Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 12

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Hooves (1d10+1)

**Slaughter Margin:** Easy

##### Dray Animal

Used usually as dray animal. They can carry this way 1925pts (1050pts) Encumbrance.

##### Hooves

Ponies hooves cause SB-2 damage.

### Horse, Draft or Pack

**Habitat:** Rural area, farmland

**Range:** All Old World

#### - Horse, Draft or Pack Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	42 (4)	35 (3)	30	10	10	0

**Skills:** Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

**Talents:** -

**Traits:** Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses

##### Combat

**Attacks:** 1; **Movement:** 8; **Wounds:** 12

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Hooves (1d10+2)

**Slaughter Margin:** Average

##### Dray Animal

Used usually as dray animal. Normal Breed can carry this way 2310pts (1260pts) Encumbrance.

##### Hooves

Riding Horse hooves cause SB-2 damage.





### Horse, Riding (Normal, Kislevite)

**Habitat:** Rural area, farmland

**Range:** All Old World, Norsca

#### - Horse, Riding Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	38 (3) / 37 (3)	38 (3) / 42 (4)	30	10	10	0

**Skills:** Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

**Talents:** Stout-Hearted

**Traits:** Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Hooves, Keen Senses, Kislevite Breed

##### Combat

**Attacks:** 1; **Movement:** 8; **Wounds:** 12

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Hooves (1d10+1)

**Slaughter Margin:** Routine

##### Dray Animal

Used usually as dray animal. Normal Breed can carry this way 2090pts (1140pts) and Kislevite Breed 2035pts (1110pts) Encumbrance.

##### Hooves

Riding Horse hooves cause SB-2 damage.

##### Kislevite Breed

Kislevite Riding Horses are smaller and hardier than other Old World breeds and have thicker manes and broader chests (change: S 37, T 42).





### Horse, Light Warhorse (Coursers, Kislevite)

**Habitat:** Rural area, farmland

**Range:** All Old World

#### - Horse, Light Warhorse Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	40 (4) / 37 (3)	40 (4) / 48 (4)	30 / 35	10	10	0

**Skills:** Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

**Talents:** Stout-Hearted, Strike Mighty Blow\*

**Traits:** Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Keen Senses, Kislevite Breed, Natural Weapons (Hooves), Sturdy - Revised [NEW], Warhorse

##### Combat

**Attacks:** 1; **Movement:** 8; **Wounds:** 16

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Hooves (1d10+5\* / 1d10+4\*)

**Slaughter Margin:** Average

##### Dray Animal

Used usually as dray animal. Normal Breed can carry this way 2200pts (1200pts) and Kislevite Breed 2035pts (1110pts) Encumbrance.

##### Kislevite Breed

Kislevite warhorses have a bad temper. Although smaller than the other breeds they are tougher and can subsist on very little sustenance (change: S 37, T 48, Ag 35).

##### Warhorse

These animals has been bred to withstand the horrors of war (to remain cool on the battle-field with smell of blood and the sounds of fighting). They gain a +30% special bonus on Fear and Terror (and any other similar) battle-field related tests.

### Horse, Medium Warhorse (Destriers)

**Habitat:** Rural area, farmland

**Range:** All Old World

#### - Horse, Medium Warhorse Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
30	0	45 (4)	45 (4)	30	10	10	0

**Skills:** Outdoor Survival (Int), Perception (Int), Silent Move (Ag), Swim (S)

**Talents:** Stout-Hearted, Strike Mighty Blow\*

**Traits:** Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Keen Senses, Natural Weapons (Hooves), Sturdy - Revised [NEW], Warhorse

##### Combat

**Attacks:** 1; **Movement:** 8; **Wounds:** 18

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Hooves (1d10+5\*)

**Slaughter Margin:** Average

##### Dray Animal

Used usually as dray animal. They can carry this way 2475pts (1350pts) Encumbrance.

##### Warhorse

These animals has been bred to withstand the horrors of war (to remain cool on the battle-field with smell of blood and the sounds of fighting). They gain a +30% special bonus on Fear and Terror (and any other similar) battle-field related tests.



### Horse, Heavy Warhorse (Bretonnian Charger)

**Habitat:** Rural area, farmland

**Range:** Bretonnia

#### - Horse, Heavy Warhorse Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	45 (4)	45 (4)	30	10	10	0

**Skills:** Outdoor Survival (Int), Perception (Int), Swim (S)

**Talents:** Stout-Hearted, Strike Mighty Blow\*

**Traits:** Acute Hearing, Animal Survival Instinct [NEW], Dray Animal, Keen Senses, Natural Weapons (Hooves), Sturdy - Revised - Revised [NEW], Warhorse

##### Combat

**Attacks:** 1; **Movement:** 9; **Wounds:** 18

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Hooves (1d10+5\*)

**Slaughter Margin:** Average

##### Dray Animal

Used usually as dray animal. They can carry this way 2475pts (1350pts) Encumbrance.

##### Warhorse

These animals has been bred to withstand the horrors of war (to remain cool on the battle-field with smell of blood and the sounds of fighting). They gain a +30% special bonus on Fear and Terror (and any other similar) battle-field related tests.

### Lizard, Small

**Habitat:** Forest, hill, mountain

**Range:** All Old World (summer), Norsca (spring, summer, autumn)

#### - Lizard, Small Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	12 (1)	20 (2)	25	5	20	0

**Skills:** Concealment (Ag +20), Dodge Blow (Ag +20), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

**Talents:** Rover

**Traits:** Animal Survival Instinct [NEW], Climber [NEW], Expert Climber [NEW], Flee!, Keen Senses, Night Vision, Swimmer [NEW], Very Small Attack\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 3 or Swim 5; **Wounds:** 4

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Bite (1d10-5\*)

**Slaughter Margin:** Very Easy





### Octopus, Giant "Devil Fish"

**Habitat:** Oceanic

**Range:** Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

#### - Octopus Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
35	0	64 (6)	66 (6)	54	14	46	0

**Skills:** Concealment (Ag +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

**Talents:** Strike to Injure\*, Strike Mighty Blow\*\*

**Traits:** Animal Survival Instinct [NEW], Aquatic [NEW], Drowner, Frightening, Grappler, Ink Cloud, Keen Senses, Natural Weapons (Tentacles), Swimmer [NEW], Tentacles, Thick Skin\*\*\* [NEW], Short Tentacles

##### Combat

**Attacks:** 4; **Movement:** Swim 6; **Wounds:** 18

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*)

**Weapons:** Tentacles (1d10+7\*\*; CV+1\*)

**Slaughter Margin:** Hard

##### Drowner

If a Octopus successfully grapples a victim, it tries to drown him. If the victim fails an Opposed Strength Test, he is dragged under any available water. See the *Core Rulebook* or *WFRP Companion* for rules for drowning. The Kraken releases the victim if the grappling tentacle takes 1 Wound of more.

##### Grappler

Any successful grapple attempt does not render a Octopus incapable of taking actions as normal, nor does it confer +20% Weapon Skill bonuses to other outside attackers. Further, the Octopus need only spend a half action to maintain or cause damage to all grappled opponents, instead of a full action. However, a Octopus does lose 1 Attack from its profile per grappled victim.

##### Ink Cloud

Creature can spray an ink cloud into the water. Ink covers a 1d10x10 foot radius. Everyone in that radius will be blinded for the duration of that ink. Ink dissipates in 1d10+2 minutes.

##### Short Tentacles

Even Octopus has 8 tentacles they are very short and they are considered to attack in pairs. That is why it only has four attacks.

##### Tentacles

All hand-to-hand strikes against a Octopus are considered to hit its tentacles unless the attacker uses a half action to make an Average Agility Test to reach the head/body. A Critical Effect 1-4 on the tentacles results in the loss of 1 of the Octopus Attacks next round. A Critical Effect of 5+ cuts a tentacle off entirely. Cutting every two tentacles (there are 8) causes a permanent loss of 1 Attack. Tentacle Critical Effects cannot kill a Octopus.



## Pig

**Habitat:** Farmland

**Range:** All Old World, Norsca

### - Pig Statistics -

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
23	0	36 (3)	42 (4)	30	14	15	0

**Skills:** Outdoor Survival (Int), Perception (Int), Swim (S)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Keen Senses, Night Vision, Tusks

#### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 11

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Bite & Tusks (1d10-1)

**Slaughter Margin:** Easy

#### Tusks

When a Pig makes a charge attack, its tusks count as having Natural Weapons. Usually people don't let these grow.

## Raccoon or Bandit

**Habitat:** Forest, near water and swamps

**Range:** All Old World, Norsca

### - Raccoon or Bandit Statistics -

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	25 (2)	35	12	20	0

**Skills:** Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Sleight of Hand (Ag +20), Swim (S +20)

**Talents:** Rover

**Traits:** Animal Survival Instinct [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Natural Thief, Night Vision

#### Combat

**Attacks:** 1; **Movement:** 5 or Swim 6; **Wounds:** 6

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+1)

**Slaughter Margin:** Very Easy

#### Natural Thief

Very intelligent and resourceful creature. They have small articulated hands that enable them to open sliding and flip locks, bottles, cork caps...etc. That why they can actually palm objects and even pick pocket.





### Rodents & Mustelids, Badger

**Habitat:** Open grassland, arid, forest

**Range:** All Old World, Norsca

#### - Rodents & Mustelids, Badger Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	20 (2)	25 (2)	30	12	20	0

**Skills:** Follow Trail (Int +10), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +10), Silent Move (Ag +20)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Digger, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

##### Combat

**Attacks:** 1; **Movement:** 5; **Wounds:** 6

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+2)

**Slaughter Margin:** Easy

##### Digger

Can dig very fast (5 feet per minute).

### Rodents & Mustelids, Beaver

**Habitat:** Rivers, lakes with wooded banks

**Range:** Empire, Kislev, Norsca

#### - Rodents & Mustelids, Beaver Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
22	0	20 (2)	25 (2)	35	10	30	0

**Skills:** Concealment (Ag +10), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +10), Swim (S +20)

**Talents:** -

**Traits:** Amphibious [NEW], Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW]

##### Combat

**Attacks:** 1; **Movement:** 2 or Swim 6; **Wounds:** 8

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Bite (1d10+2)

**Slaughter Margin:** Very Easy

### Rodents & Mustelids, Rabbit

**Habitat:** Prairie, forest, scrub

**Range:** All Old World, Norsca

#### - Rodents & Mustelids, Rabbit Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	0	8 (0)	8 (0)	40	10	10	0

**Skills:** Concealment (Ag), Dodge Blow (Ag +10), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +20)

**Talents:** Rover

**Traits:** Animal Survival Instinct [NEW], Flee!, Keen Senses, Night Vision, Very Small Attack\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 4

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Bite (1d10-6\*)

**Slaughter Margin:** Very Easy



### Rodents & Mustelids, Rat

**Habitat:** Anywhere

**Range:** All Old World, Norsca

#### - Rodents & Mustelids, Rat Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
16	0	10 (1)	10 (1)	14	14	10	0

**Skills:** Dodge Blow (Ag +20), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Keen Senses, Night Vision, Rat Endurance, Resistance to Disease, Resistance to Poison, Very Small Attack\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 2; **Wounds:** 4

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10-5\*)

**Slaughter Margin:** Very Easy

##### Rat Endurance

Natural survivor even small and weak. +20% to any Resistance to Disease, Resistance to Poison, Scale sheer surfaces and Swim checks.

### Rodents & Mustelids, Sable

**Habitat:** Forest

**Range:** Northern Empire, Kislev, Norsca

#### - Rodents & Mustelids, Sable Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	20 (2)	35	12	20	0

**Skills:** Follow Trail (Int +10), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 6

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+1)

**Slaughter Margin:** Very Easy







### Rodents & Mustelids, Skunk or Stinkers

**Habitat:** Woodland, grassland

**Range:** All Old World, Norsca

#### - Rodents & Mustelids, Skunk Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	15 (1)	30	12	20	0

**Skills:** Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +10), Swim (S +20)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Chemical Spray, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

##### Combat

**Attacks:** 1; **Movement:** 5; **Wounds:** 4

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10-4)

**Slaughter Margin:** Very Easy

##### Chemical Spray

The animal can shoot a chemical spray which has a terrible stench that is repugnant to most animals, including humans. The Range of spray is 10 feet, but the overwhelming stink is powerful within a 100 foot radius and can be smelled from five times that distant. The spray causes victims to gag and be nauseous. Penalties: -10% to **WS**, **BS**, **Ag** Tests and -30% to **Fel** Tests for about 2d10+12 rounds. Even after that the stench lasts 3d10+30 hours! Stench is so strong even then, that victim has -20% to *Concealment* and *Silent move* Tests and also to any **Fel** Tests.

### Rodents & Mustelids, Other (Ferret, Marten, Mink, Squirrel, Weasel)

**Habitat:** Woodland, farmland

**Range:** All Old World, Norsca

#### - Rodents & Mustelids, Other Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	15 (1)	15 (1)	30	12	20	0

**Skills:** Concealment (Ag +10), Dodge Blow (Ag +10), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20)

**Talents:** Rover

**Traits:** Animal Survival Instinct [NEW], Climber [NEW], Expert Climber [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Peerless Hunter [NEW]

##### Combat

**Attacks:** 1; **Movement:** 5; **Wounds:** 4

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+1)

**Slaughter Margin:** Very Easy





### Seal

**Habitat:** Coast, oceanic (ice)

**Range:** Sea of Claws, Sea of Chaos, The Frozen Sea

#### - Seal Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	30 (3)	30 (3)	30	12	25	0

**Skills:** Follow Trail (Int +10), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

**Talents:** -

**Traits:** Amphibious [NEW], Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin\* [NEW]

##### Combat

**Attacks:** 1; **Movement:** 1 or Swim 6; **Wounds:** 10

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*)

**Weapons:** Bite (1d10+3)

**Slaughter Margin:** Easy

### Shark, Great White

**Habitat:** Oceanic

**Range:** Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

#### - Shark, Great White Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55	0	53 (5)	50 (5)	40	5	50	0

**Skills:** Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag), Swim (S +20)

**Talents:** Strike to Injure\*, Strike Mighty Blow\*\*

**Traits:** Animal Survival Instinct [NEW], Aquatic [NEW], Frightening, Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin\*\*\* [NEW], Will of Iron

##### Combat

**Attacks:** 2; **Movement:** Swim 8; **Wounds:** 20

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*)

**Weapons:** Bite (1d10+6\*\*; CV+1\*)

**Slaughter Margin:** Challenging

### Shark, Mako

**Habitat:** Oceanic

**Range:** Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

#### - Shark, Mako Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	40 (4)	40 (4)	40	5	25	0

**Skills:** Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

**Talents:** Strike to Injure\*, Strike Mighty Blow\*\*

**Traits:** Animal Survival Instinct [NEW], Aquatic [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin\*\*\* [NEW], Unsettling

##### Combat

**Attacks:** 1; **Movement:** Swim 10; **Wounds:** 12

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*)

**Weapons:** Bite (1d10+5\*\*; CV+1\*)

**Slaughter Margin:** Routine







### Sheep Family, Domestic (Sheep, Goat)

**Habitat:** Farmland

**Range:** All Old World, Norsca

#### - Sheep Family, Domestic Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
15	0	18 (1)	20 (2)	40	10	20	0

**Skills:** Outdoor Survival (Int), Perception (Int)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Flee!, Goat Horns, Keen Senses, Night Vision

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 6

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Sheep Bite (1d10-4) / Goat Horns (1d10-1)

**Slaughter Margin:** Very Easy

##### Goat Horns

The Goat horns cause SB-2 damage.

### Sheep Family, Wild (Mountain Goat, Big Horn, Ram)

**Habitat:** Mountain

**Range:** World Edge Mountains, Vaults, Jotunheim Mountains (Norsca)

#### - Sheep Family, Wild Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
36	0	35 (3)	30 (3)	40	10	20	0

**Skills:** Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Climber [NEW], Expert Climber [NEW], Flee!, Horns, Keen Senses, Night Vision

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 11

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Horns (1d10+1)

**Slaughter Margin:** Easy

##### Horns

Horns cause SB-2 damage.



## Snake, Viper

**Habitat:** Anywhere

**Range:** All Old World, Norsca (spring, summer, autumn)

### - Snake, Viper Statistics -

#### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
25	0	10 (1)	5 (0)	40	8	10	0

**Skills:** Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +20), Silent Move (Ag +20), Swim (S +20)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Bite, Climber [NEW], Mild Venom, Swimmer [NEW], Very Small Attack\* [NEW]

#### Combat

**Attacks:** 1; **Movement:** 2; **Wounds:** 2

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Bite (1d10-5\*)

**Slaughter Margin:** Very Easy

#### Bite

When snake attacks first roll 1d10 for damage without any bonuses. If there is any damage after armour and Toughness, then victim is poisoned. Check Venom below. For actual Wound points subtract after this normal -5 penalty that snake has.

#### Mild Venom

Upon launching an attack that inflicts at least one Wound (which is not absorbed by armour or Toughness), the victim must make a **Challenging (-10%) Toughness Test** or suffer 1 additional Wound every ten minutes until 1d10/2 Wounds are taken.



### Squid, Giant "Sea Demon"

**Habitat:** Oceanic

**Range:** Sea of Claws, Sea of Chaos, The Great Ocean, The Frozen Sea

#### - Giant Squid Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
55	0	84 (8)	86 (8)	44	14	56	0

**Skills:** Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

**Talents:** Orientation, Strike to Injure\*, Strike Mighty Blow\*\*

**Traits:** Animal Survival Instinct [NEW], Aquatic [NEW], Drowner, Frightening, Grappler, Ink Cloud, Keen Senses, Natural Weapons (Tentacles), Speed of Attack, Swimmer [NEW], Tentacles, Thick Skin\*\*\* [NEW], Unstoppable Blows, Will of Iron

##### Combat

**Attacks:** 10; **Movement:** Swim 12; **Wounds:** 28

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*)

**Weapons:** Tentacles (1d10+9\*\*; CV+1\*)

**Slaughter Margin:** Very Hard

##### Drowner

If a Squid successfully grapples a victim, it tries to drown him. If the victim fails an Opposed Strength Test, he is dragged under any available water. See the *Core Rulebook* or *WFRP Companion* for rules for drowning. The Kraken releases the victim if the grappling tentacle takes 1 Wound of more.

##### Grappler

Any successful grapple attempt does not render a Squid incapable of taking actions as normal, nor does it confer +20% Weapon Skill bonuses to other outside attackers. Further, the Squid need only spend a half action to maintain or cause damage to all grappled opponents, instead of a full action. However, a Squid does lose 1 Attack from its profile per grappled victim.

##### Ink Cloud

Creature can spray an ink cloud into the water. Ink covers a 1d10x10 foot radius. Everyone in that radius will be blinded for the duration of that ink. Ink dissipates in 1d10+2 minutes.

##### Speed of Attack

As long as the Squid has at least 6 Attacks left, it has so many tentacles flailing about that it can attack twice with a standard attack action instead of the normal once.

##### Tentacles

All hand-to-hand strikes against a Squid are considered to hit its tentacles unless the attacker uses a half action to make an Average Agility Test to reach the head/body. A Critical Effect 1-4 on the tentacles results in the loss of 1 of the Squids Attacks next round. A Critical Effect of 5+ cuts a tentacle off entirely, resulting in a permanent loss of 1 Attack. Tentacle Critical Effects cannot kill a Squid.

### Walrus

**Habitat:** Coast, oceanic (ice)

**Range:** Sea of Claws, Sea of Chaos, The Frozen Sea

#### - Walrus Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
33	0	50 (5)	50 (5)	30	10	25	0

**Skills:** Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (S +20)

**Talents:** Strike Mighty Blow\*

**Traits:** Amphibious [NEW], Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin\*\* [NEW]

##### Combat

**Attacks:** 2; **Movement:** 1 or Swim 6; **Wounds:** 20

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*)

**Weapons:** Bite (1d10+6\*)

**Slaughter Margin:** Challenging

### Whale, Killer

**Habitat:** Oceanic

**Range:** Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

#### - Whale, Killer Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69	0	60 (6)	55 (5)	35	14	44	0

**Skills:** Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

**Talents:** Orientation, Strike to Injure\*, Strike Mighty Blow\*\*

**Traits:** Animal Survival Instinct [NEW], Aquatic [NEW], Frightening, Hideous Strenght\*\*\* [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin\*\*\*\* [NEW], Will of Iron

##### Combat

**Attacks:** 2; **Movement:** Swim 10; **Wounds:** 26

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*\*)

**Weapons:** Bite (1d10+7\*\*; CV+1\*; armour piercing, impact\*\*\*\*)

**Slaughter Margin:** Hard

### Whale, Sperm

**Habitat:** Oceanic

**Range:** Sea of Claws (summer), Sea of Chaos (summer), The Great Ocean, Tilean Sea, The Black Gulf

#### - Whale, Sperm Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
69	0	60 (6)	55 (5)	35	14	44	0

**Skills:** Navigation (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Swim (S +20)

**Talents:** Orientation, Strike to Injure\*, Strike Mighty Blow\*\*

**Traits:** Animal Survival Instinct [NEW], Aquatic [NEW], Frightening, Hideous Strenght\*\*\* [NEW], Keen Senses, Natural Weapons (Bite), Night Vision, Swimmer [NEW], Thick Skin\*\*\*\* [NEW], Will of Iron

##### Combat

**Attacks:** 2; **Movement:** Swim 10; **Wounds:** 40

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0; CV-1\*\*\*\*)

**Weapons:** Bite (1d10+7\*\*; CV+1\*; armour piercing, impact\*\*\*\*)

**Slaughter Margin:** Very Hard



### Wild Canine, Fox

**Habitat:** Woodland, grassland, farmland

**Range:** All Old World, Norsca

#### - Wild Canine, Fox Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
20	0	18 (1)	18 (1)	35	14	30	0

**Skills:** Concealment (Ag +10), Dodge Blow (Ag), Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Silent Move (Ag +10), Swim (Int +20)

**Talents:** Rover

**Traits:** Animal Survival Instinct [NEW], Flee!, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 6

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+1)

**Slaughter Margin:** Very Easy

### Wild Canine, Wolf

**Habitat:** Tundra, steppe, open woodland, forest

**Range:** All Old World, Norsca

#### - Wild Canine, Wolf Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	30 (3)	30 (3)	40	14	25	0

**Skills:** Follow Trail (Int +20), Outdoor Survival (Int +20), Perception (Int +10), Silent Move (Ag +10), Swim (Int +10)

**Talents:** -

**Traits:** Animal Survival Instinct [NEW], Keen Senses, Natural Weapons (Fangs & Claws), Night Vision, Tracker [NEW]

##### Combat

**Attacks:** 1; **Movement:** 6; **Wounds:** 10

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+3)

**Slaughter Margin:** Easy

### Wolverine

**Habitat:** Forest, tundra

**Range:** Northern Empire, Kislev, Norsca

#### - Wolverine Statistics -

##### Main Profile

WS	BS	S	T	Ag	Int	WP	Fel
32	0	40 (4)	45 (4)	25	14	25	0

**Skills:** Follow Trail (Int), Outdoor Survival (Int +20), Perception (Int), Scale Sheer Surfaces (S +10), Silent Move (Ag), Swim (S)

**Talents:** Strike Mighty Blow\*

**Traits:** Animal Survival Instinct [NEW], Frenzy, Keen Senses, Natural Weapons (Fangs & Claws), Night Vision

##### Combat

**Attacks:** 2; **Movement:** 4; **Wounds:** 16

**Armour:** - (Head 0, Arms 0, Body 0, Legs 0)

**Weapons:** Fangs & Claws (1d10+5\*)

**Slaughter Margin:** Routine