

Potential Pets

"I shall adopt it and call it Chipper!"

—Discoverer of the first piranhasaur, shortly before untimely demise.

1. Airpig

Level 1 / Life 6

#animal #chimera #mammal

bossy, intelligent, revolutionary

A six-limbed creature with such a powerful reality-distortion organ in its brainstem that it flies graceful as a peacock, even though its primitive membranous wings should not support it.

Ha 9 / +3 nasty bite 1d4+1

Ka 17 / —

Ba — / +5 liquid humiliation 1d8

Distorted reality • Nearby and adjacent gullible creatures (thought 0 or less) succumb and find themselves capable of usually impossible feats. The feats may still be very difficult.

2. Amphibious Goldfish

Level 0 / Life 3

#animal #magic

bubbly, shiny, dangerous

Is it just a newt pretending to be a goldfish?

Ha 6 / +2 bubbles 1

Ka 13 / —

Amphibious • Survive on land for a few hours. Very poor walker.

Wannabe genie • One tiny wish per day, such as rerolling a die.

3. Baby Dragon

Level 2 / Life 13

#animal #labmyth

curious, cute, sinuous

A lovely little flying serpent of vast potential and little wisdom. Surprisingly fond of boxes.

Ha 9 / +4 sharp teeth 1d4

Ka 17 / —

Ba 9 / +3 preen 1d4

Fiery burp • Can spend 1d4 life to vomit a small cloud of fire (strikes 2d6 nearby creatures). Deals damage equal to its remaining life.

Growing • Voracious appetite to help it grow quickly.

4. Battle Panda

Level 2 / Life 13

#animal #mammal

bored, masticating, regal

The monochrome bear.

Ha 7 / +5 paw swipe 1d6+2

Ka 11 / +3 adorable gaze 1d4

Bear hug • Grabs swiped target in a carrying and crushing bear hug. Target suffers [-] to tests and takes auto damage. Moderate test to escape.

5. Big Bear

Level 3 / Life 17

#animal #magnificent

hot, fuzzy, honey

By the power of honey, what a bear!

Ha 7 / +5 thunder paw 1d8+2

Ka 11 / +3 roar 1d6+2

Bear hug • Grabs struck target. It suffers [-] to tests and takes auto damage. Moderate test to escape.

Big • [+] to damage against creatures less than half its size.

Honey-lover • Regains 1d8+1 life points each time it eats a 1 stone pot of honey.

6. Big Dog

Level 1 / Life 9

#animal #mammal

slobbering, swift, terrified

Addicted to snacks and treats.

Ha 7 / +3 crunching jaws 1d8

Ka 4 / +4 truly scary bark 1d8

Enthusiastic bound • Bowls target over in a spray of drool and paws. Large targets make an easy test with [-] to stay upright.

Transport • Can carry 1 sack.

7. Blithe Badger

Level 1 / Life 5

#animal #mammal

cuddly, relentless, furball

A child of ancient wrestling gods, the badger is entirely immune to magic and commands. But is very fond of holes.

Ha 10 / +3 relentless bite 1d6

Ka 5 / —

Burrower • Gains [+] in tight spaces. If its burrow is nearby, it gains [+] to retreat.

8. Boa Constrictor

Level 1 / Life 11

#animal #snake

chunky, colourful, lazy

Often found in wheels.

Ha 7 / +2 constriction 1d6+2

Ka 5 / +3 threatening glare 1d3

Constrictor • When it strikes a target, it does no damage on the first round but keeps squeezing, dealing damage automatically each round until the target passes out from suffocation.

9. Bunny of Chaos

Level 1 / Life 3

#animal #mammal

cuddly, cute, red-eyed

Mentioned in terrible ancient manuscripts.

Ha 6 / +4 big bitey teeth 1d4*

Ka 3 / —

Big vorpal bitey teeth • Decapitates on critical hits.

Fast hopper • [+] running away.

Looks harmless • [-] to attacks against the bunny if it hasn't yet hurt anybody.

10. Cheeky Cheetah

Level 1 / Life 7

#animal #mammal

fast, nervous, svelte

A cat. A fast, spotted, murderous cat. Domesticated hunting cheetahs are sometimes chimerized to sport human facial features for that added bit of decadent uncanny valley luxe.

Ha 8 / +3 neck bite 1d8

Ka 6 / —

Sprinter • Incredibly fast. [+] to initiative and chases.

Sneaky • [+] to hide.

11. Chuckling Jackal

Level 1 / Life 5

#animal #psychopomp

wise, humorous, golden

A guide for the soul, a judge for the dead. Also, something of a troll.

Ha 8 / +2 sneaky bite 1d4+1

Ka 16 / —

Ba 10 / +3 sarcasm 1d6+1

Digger • [+] crawling into tight spaces. It can dig its way out of the underworld.

Sneaky • Double damage against surprised opponents.

Talking • The sentient jackal can speak when it wants to.

12. Crawling Shrubbery

Level 1 / Life 5

#plant #labmyth

harmless, ni, rooty

It all started with a humorous root vegetable prank and ended with a carnibotanic disaster zone. Sprouts are often hunted down with extreme prejudice by phytophobic bipeds.

Ha 3 / +6 poking root 1d4

Ba 13 / +4 winking flower 1d6

Mimic • Learns new tricks by observation. Can acquire a new skill in a day. (Un)fortunately, it forgets every skill after 1d4* days.

Plant • Looks perfectly harmless when it stands still.

Resilient • Grows back, even if chopped down.

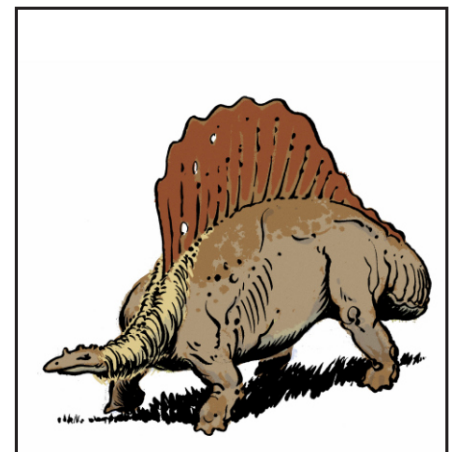
13. Crested Stomperpig

Level 2 / Life 18

#animal #therapsid

greedy, opportunistic, scavenger

Obviously, some eco re-engineer had to reintroduce upgraded pelycosaurs during the Phase Two Era. Even through the mists of historical entropy, echoes of their great pseudoarchy resound.



Ha 6 / +5 bad bite 1d10+1
Ka 12 / —
Ba 11 / —

Armoured hide • Physical damage resistance [-].
Downdropped • Their ancestors were much more intelligent before the creators dumbed them down. They still hold a grudge. Ba damage vulnerability [+].
Sexy • Big thermoregulatory sail doubles as a visual display.

14. Cunning Sheep

Level 1 / Life 7
#animal #mammal
fleecy, gauzy, light-footed

Sometimes pretends to be a wolf.

Ha 6 / +3 big horns 1d8+2
Ka 5 / —
Ba 11 / +3 proud display 1d6

Butt • When it attacks atop a cliff or charges, it knocks its target back a way.
Surefoot • [+] on ledges, cliffs, rooftops, and narrow places.
Transport • Can carry 1 sack.

15. Cute Spider

Level 0 / Life 3
#animal #arthropod
gentle, soft, soothing

With fur and feet and lovely eyes, calms scared children and spooked animals.

Ha 9 / +3 bite 1
Ka 7 / —
Ba 11 / +5 fetching eyes 1d6

Venomous • Bitten targets feel dizzy and confused. Burden imposes [-] to physical activity and concentration.

16. Devilish Donkey

Level 1 / Life 9
#animal
ornery, annoyed, tough

This equid has a secret pact with a devil. It smells of brimstone. So does its poop.

Ha 6 / +2 kicky feet 1d6+1
Ka 19 / —

Devilish luck • Rerolls all 1s. When reduced to 0 life it dis-

appears in a puff of smelly smoke. May reappear some days later.
Transport • Can carry 2 sacks.

17. Dire Hamster

Level 2 / Life 11
#animal #numinous
brave, noble, extradimensional

Likes to stand very still when watched. Unusually large for a hamster. May be a capybara.

Ha 7 / +4 vicious bite 1d8+2
Ka 5 / —

Cheeks of carrying • Can carry one sack's worth of gear in extra-dimensional cheek pouches. Items may be drool-covered.

18. Dogbear

Level 3 / Life 20
#animal
fluffy, woofy, greedy

Is it a small bear or a big dog? Unclear.

Ha 14 / +6 big bite 1d10
Ka 9 / +3 howl 1d4
Ba 13 / +6 endearing wag 1d8

Loyal • [+] to tests when protecting its family or master.

19. Elegant Llama

Level 1 / Life 7
#animal #digital
fluffy, darling, precious

A lovely, caring display hides a digital alcohol dependence.

Ha 6 / +3 necking 1d6
Ka 8 / —
Ba — / +3 harsh spittle 1d8

Mountaineer • [+] to physical tests in hilly terrain.
Transport • Can carry 1 sack.
Warm • [+] against cold for the llama and one other person huddled in its wool.

20. Fluffy Dog

Level 1 / Life 5
#animal #mammal
playful, smol, zany

Can't stop chewing shoes.

Ha 7 / +3 nippy teeth 1d4

Ka 7 / +4 terrifying bark 1d4

Heel-nipper • Nips at a target's heels, slowing it down. It loses 1 action and suffers [-] to race tests.

21. Friendly Otter

Level 1 / Life 5

#animal #fish

fishy, happy, lucky

Misclassified as a fish during a period of its existence. Now an honorary seal. Ambushes feet.

Ha 11 / +3 smiling teeth

Ka 11 / —

Shell-fetcher • Brings oysters and crayfish to master.

22. Glamorous Goat

Level 1 / Life 7

#animal #mammal

agile, horny, villainous

Loves nothing better than to sleep in high places.

Ha 7 / +2 pointy horns 1d6+1

Ka 9 / +3 devil eyes 1d6

Ghostbane • Deals double damage to ghosts. It's the eyes.

Rock-hopper hooves • [+] climbing trees and sheer cliffs.

23. Grand Stag

Level 2 / Life 12

#animal #mammal

magnificent, regal, twitchy

Given to dramatic, awe-inspiring poses and chin scratches.

Ha 8 / +3 splendid antlers 1d10

Ka 7 / —

Ba — / +4 lovely head toss 1d8

Weaponcatcher • Antlers catch weapons from failed attacks.

24. Heartbreaking Puppy

Level 1 / Life 3

#animal #mammal

cuddly, cute, naive

Looking for someone to trust completely.

Ha 4 / +1 desperate bite 1d2

Ka 2 / +7 soul-crushing gaze 2d6

Meaning maker • Within an hour, the puppy becomes the one thing that gives their owner's life purpose. The owner gains [+] to tests and effects (including damage) against any creature that hurts or hurt the puppy, as well as the creature's allies and affiliated organizations.

25. Jumping Crab

Level 1 / Life 5

#animal #crustacean

amphibious, half-uplifted, iridescent

Loves to smell the flowers.

Ha 13 / +1 painful pinch 1d4

Ka 7 / —

Ba — / +3 inappropriate pinch 1d8

Inappropriety • Can make a social attack; leaping onto a humorously inappropriate location and pinching embarrassingly. Good distraction.

26. Kute Kangaroo

Level 1 / Life 9

#animal #mammal

bouncer, boxer, thinker

The other non-avian biped.

Ha 8 / +3 punch 1d6

Ka 17 / +3 magical grace 1d4

Ba 11 / —

Post-sentient • Now exists as pure zen contemplation.

Skippy • [+] when jumping and saving lost innocents.

27. Lab Rat

Level 0 / Life 3

#animal #mammal

silly, smart, strategic

Possibly uplifted, but too canny to let on.

Ha 13 / +3 nibbly bite 1d2

Ka 7 / —

Ba 13 / +3 plant evidence 1d8

Chemist • [+] to test and identify potions, poisons, and other comestibles.

28. Laughing Leopard

Level 2 / Life 8

#animal #mammal

cuddly, playful, neurotic

A cat. A big, spotted, murderous cat. Licks to show affection—or to see how tasty someone could be?

Ha 9 / +5 disabling bite 1d8+2
Ka 8 / —

Death from above • Ambushes to knock target down and backstab for double damage.

Sneaky • [+] to hide.

29. Loping Crocodile

Level 2 / Life 13

#animal #archosaur

armoured, gentle, saurosuchian

Interloper from before some mass extinction.

Ha 11 / +5 big bitey mouth
1d10+2

Ka 9 / +1 angry honk 1d6

Ripper • When it bites, it twists to pull off a chunk of flesh, leaving a gushing wound. Target loses 1 life or stat point per round unless it holds the wound shut (1 action) or bandages it.

Transport • Can carry 1 sack.

30. Love Leech

Level 0 / Life 3

#animal #worm

insensate, dull, thirsty

It's a mottled pet leech. It sucks. It prefers fresh, splashing water.

Ha 2 / +3 leeching bite 1d4

Ka 13 / +1 boo 1d4

Healing bite • Its bite cures diseases and draws out poisons. Target immediately gets a moderate endurance test to recover.

Limited capacity • Can drink at most 7 life points worth of blood per day.

31. Magic Magpie

Level 0 / Life 3

#animal #bird

chuckling, kind, rascal

Like all magpies after the great gene-magical error of '24 pimenta, this one exhibits mild extra-dimensionality. It also likes bad jokes, and may 'pay' a struggling comedian with a trinket.

Ha 10 / +4 scratchy talons 1

Ka 7 / —

Ba 10 / +4 shaming caw 1d4

Magic Pouch • The magpie has an extra-dimensional pouch for hiding a few small, shiny objects (up to 1 stone).

32. Manic Mongoose

Level 1 / Life 4

#animal #mammal

defiant, delicious, determined

A loyal friend, if you get them to slow down long enough. Likes to run in circles.

Ha 11 / +3 sharp teeth 1d4

Ka 9 / —

Snake-killer • [+] to all rolls against snakes.

33. Mischievous Monkey

Level 1 / Life 4

#animal #mammal

homunculus, horny, knowing

May be smarter than it admits. Still likes slinging mud.

Ha 7 / +3 shocking teeth 1d4

Ka 5 / —

Ba 15 / +5 rude gesture 1d6

Arboreal • [+] to tests in trees.

Skilled • Is an expert pickpocket, street performer, snack vendor, golem driver, fruit-picker, or carnival roadie.

34. Ominous Owl

Level 1 / Life 4

#animal #bird

cute, silent, silly

A rotating head and a love of mice.

Ha 8 / +4 mouse-killers 1d4

Ka 15 / +4 soul screech 1d6+1

Ambush • Appears out of nowhere. Deals triple damage on the first attack of a conflict.

Avenger • Does not provoke counterattacks while flying.

35. Precocious Pony

Level 1 / Life 6

#animal #mammal

apple, gentle, numerate

Neighs answers to simple math problems. Brighter than it looks. Likes to pick fights.

Ha 6 / +3 kick 1d4

Ka 8 / —

Transport • Can carry 1 sack.

Trickfinder • Can smell traps; [+] to finding them.

36. Pretty Piranhasaur

Level 1 / Life 7

#animal #labmyth

grinning, toothy, tyrant

Twice the size of a turkey, this feathered beastie has a butcher's grin and teeth that can strip a cow in minutes.

Ha 8 / +5 vorpal teeth 1d8+1

Ka 5 / —

Nimble dodger • When it takes a defensive action it also gains damage resistance for the rest of the turn.

Pack tactics • [+] to tests when coordinating with others of its own kind.

Severely vorpal • Severs limbs on critical hits.

Twitchy • [+] to initiative tests.

37. Psychedelic Frog

Level 0 / Life 3

#animal #magic

colourful, lavish, slick

Should not be rubbed on face. Likes to ride on people. May be used to dissociate body and spirit.

Ha 6 / +2 slappy footsie 1

Ka 15 / +5 hallucination 1d10+1

Hallucinogen contact • The secretions of the psychedelic frog are powerful medicine. The patient gains 3 aura and [+] to ka attacks and damage. At the same time, they suffer [-] to all physical activities.

Hallucinogen ingestion • Eater passes out, and their spirit takes flight for 1d6 hours. The spirit gains 3 aura and a ka possession attack. The possession deals 1d3* damage, with the spirit possessing their target's body for a few rounds when they deal minimum damage.

38. Punctilious Parrot

Level 0 / Life 4

#animal #bird

joker, pirate, thief

Expert in a surprising number of diplomatic and plantation protocols. Also, talks. A lot. Mostly about seeds.

Ha 9 / +5 nut-cracking beak 1d2

Ka 6 / —

Ba 13 / +6 cruel mockery 1d8

Skilled • Has a valuable diplomatic, nautical, or plantation management skill.

39. Rage Wombat

Level 1 / Life 7

#animal #monster

sexy, shoeless, warrior

A very vicious creature. Honest.

Ha 7 / +4 deadly headbutt 1d6

Ka 13 / +4 angry display 1d4+1

Little brick pyramids • Post-transcendent symbiotes use the rage wombat's cuboid poop to build cargo cult copies of ancient spirit-emitter pyramids. Sadly the structures are inoperative, though they are laced with determined semi-sentient colonies.

Murderous • Resistant to all damage [-] when angry, which is most of the time.

40. Rebel Lion

Level 2 / Life 12

#animal #heraldic

quaint, questioning, questing

Its roar spreads fear and loathing. Its doubts and insecurities fuel strange expeditions.

Ha 8 / +5 pounce 1d8+2

Ka 12 / —

Ba — / +5 mane shake 1d8

Addictive personality • [-] to drug tests.

Territorial • [+] when fighting to prove they are the king.

41. Regal Cobra

Level 2 / Life 12

#animal #wyrn

wise, irritable, shy

The king of snakes teleports

through wicker baskets and is superbly adapted to the null-weight of the fast star villages in orbit round the Given World.

Ha 7 / +4 venomous bite 1d4+1

Ka 11 / +4 hypnotic gaze 1d8

Ba 15 / +4 dance dance 1d4+1

Neurotoxic venom • Incredibly painful, [-] to all tests. Usually fatal without antivenom. After some dozen minutes breathing stops and silence follows.

Wickerbond • Survives indefinitely in a wicker basket.

Wickerjump • Spends 1d6 life to teleport from one wicker basket to another within 18 furlongs.



42. Remembering Raven

Level 1 / Life 3

#animal #bird

accusative, acquisitive, inquisitive,

It never forgets a grudge.

Ha 9 / +3 peck 1d3

Ka 12 / +5 ominous glare 1d6

Ba — / +3 humiliating call 1d4

Spellbearer • Can memorize a single spell. Casts with a magic cost of 1. May cast without being ordered.

43. Rolling Rock

Level 1 / Life 5

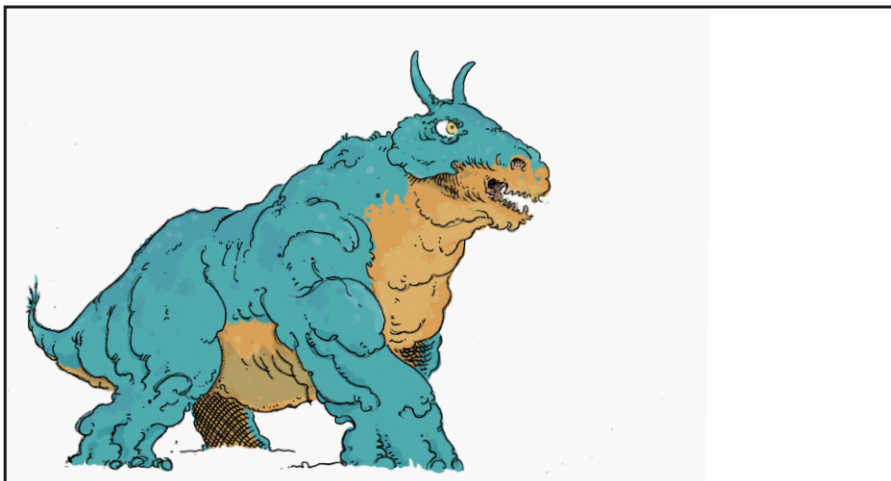
#mineral #processor

colony, synthetic, alien

It needs neither food nor drink nor air. It is almost a perfect organism. Perhaps it is not even an organism.

Ha 15 / +3 fling self 1d4

Ka 19 / +3 hard stare 1d4



Immobile • Needs another creature to carry it.

Inertia manipulator • As an action, grants [+] or [-] to an adjacent creature's physical tests by altering its inertial profile. The effect lasts one round.

Poet • Spells out a new ten-gram poem on its rocky hide every =RAND() days. Each poem is somehow very apt to the moment, yet also quite inhuman.

44. Sand Octopus

Level 1 / Life 6

#animal #mollusc

shy, intelligent, face-hugger

Adapted to the vast Yellow Desert, the gregarious beagle-sized sand octopus enjoys nothing more than curling up in front of a fire, gently chirping like a parrot.

Ha 7 / +5 hugging tentacles 1d4

Ka 5 / —

Ba 11 / +3 soulful gaze 1d4

Beak • While latched on, it can use its beak to attack (+7 bite 1d6) as a free action.

Camouflage • It controls its skin colour and can hide in plain sight.

Grip • Latches on after striking with its tentacles. Strength test to remove.

45. Scavenger Raccoon

Level 1 / Life 6

#animal #bandit

curious, suspicious, poofy

Looks suspiciously like a quarterling that took off its rocket suit a few minutes ago.

Ha 7 / +3 crunching teeth 1d4+1

Ka 9 / —

Ba 11 / +3 silly prank 1d4+1

Explorer • Always finds something halfway useful but also worthless in any pile of trash.

Obligate nudist • Afraid of cloth and clothes.

46. Skullface Cow

Level 3 / Life 20

#animal #therapsid

gentle, ominous, grazer

Possibly some kind of moschops or other time-reborn visitor from an ancient epoch. Now quite

common on the swampy plains and popular with a particular type of exotic animal trainer.

Ha 5 / +3 bump 1d10+2
Ka 9 / —

Heavy hide • Physical damage resistance [-].
Transport • Can carry 4 sacks.

47. Smoking Camel

Level 2 / Life 12
#animal #dessert[sic]
cool, classy, ill-tempered

The noble ship of the desert. Graceful, loveable, and quite vicious and stubborn.

Ha 7 / +4 trampling feet 1d8+1
Ka 12 / —
Ba — / +4 sharpshooter 1d8

Accurate • [+] to hit nearby targets with spit attack.
Aquarius • [+] to survival tests in deserts.
Smoke cured • Ha damage resistance [-].
Transport • Can carry 2 sacks.

48. Sneaky Cat

Level 1 / Life 5
#animal #mammal
greedy, paranoid, predator

Oddly fond of pie.

Ha 9 / +3 scratchy claws 1d4
Ka 7 / +2 fetching hiss 1d3

Capital pounce • Jumps on a target's head, scratching and confusing it for one round (target loses 1 action).

49. Solar Corgi

Level 1 / Life 7
#animal #solar
floofy, playful, lazy

Engineered as hassle-free pet for well-to-do Solar City burgeois conventionalites, the solar corgi soon found favour as a companion in the Yellow Desert and the Voider Colonies thanks to its ability to survive on sunlight alone.

Ha 11 / +2 nip 1d4
Ka 11 / —
Ba 11 / +4 wiggle 1d6

Cute • [-] to attempts to attack or hurt the solar corgi.
Solar-powered • Subsists entirely on sunlight. Even water is optional.

50. Sturdy Tortoise

Level 1 / Life 5
#animal #infernal #reptile
plutonic, grouchy, patterned

A slow, steady companion. Firm friend. Harsh nemesis. Egg-lover.

Ha 13 / —
Ka 9 / +2 doleful glare 1d2

Infernalportation • Teleports once per day to barely overtake another creature (especially its master).

51. Suspicious Coyote

Level 1 / Life 6
#animal #inventor
cowardly, smart, swift

A clear example of a trickster who's sometimes too smart for his own good.

Ha 9 / +3 sharp bite 1d4+1
Ka 5 / +5 clever ruse 1d6+1

Mechanic • [+] with contraptions.
Trickster • [+] to deception, trickery, and ruses.

52. Terrifying Ostrich

Level 2 / Life 15
#animal #bird
raptor, sandy, swift

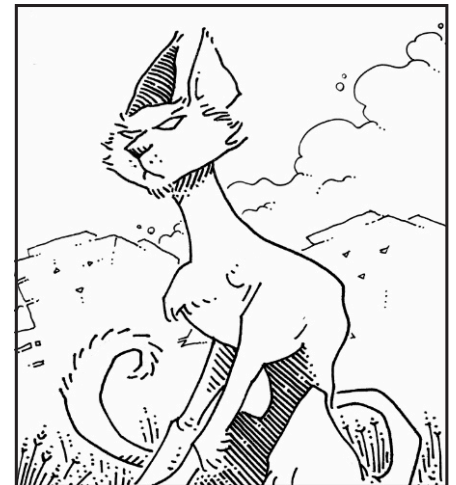
They say it's an ostrich, but with that axe-like beak and those taloned feet, it looks more like a kelenken. Still, the bird-vendor said it's just an ostrich. How bad could it be?

Ha 9 / +5 vicious kick 1d8+1
Ka 7 / —

Bone-cracker • Critical multiplier increased by 2. Can survive by scavenging.
Long-distance Runner • [+] on travel and endurance tests.

53. Trash Panda Possum

Level 0 / Life 4
#animal #marsupial
deathly, playful, fishy



Questionable critter. Prone to playing and smelling dead.

Ha 8 / +1 snuffling bite 1d3
Ka 7 / —

Necromorphism • Invisible to the undead. [+] to playing dead.
Verminbane • [+] to attack and double damage against vermin. Keeps a small area clear of bugs when camping.
Instinctive fisher program • [+] to fishing if given a rod and hat.

54. Tusky Boar

Level 1 / Life 11
#animal #mammal
gorgeous, handsome, strange

Wears a pastry chef's hat.

Ha 7 / +5 goring tusks 1d6+2
Ka 9 / +2 fiery presence 1d4

Bowling sphere • Knocks over target like a bowling pin when it charges. Larger targets test to stay upright.
Transport • Can carry 1 sack.

55. Unlucky Duck

Level 1 / Life 30
#animal #bird
daffy, shrill, squabbling

This type of duck is known to bring horrible luck. It also has a penchant for eating books, which annoys scholars no end.

Ha 7 / +2 honking bite 1d2
Ka 15 / +5 ear-piercing quack 1d4

Bad Luck Charm • The critical fail range of everyone near the duck increases by 1. The duck itself is immune to critical fails.

56. Venomous Viper Mark 2

Level 1 / Life 3
#animal #worm
warm, loyal, wyrm

Actually, a reptile. Surprisingly serpentine. Brain adapted with canine structures for better bonding with owners.

Ha 8 / +4 bite or spit
Ka 8 / —

Cytotoxic venom • Breaks down blood cells, causing severe swell-

ing and possibly death. Burden imposes [-] to physical activity. A few hours after injection: easy endurance test or death.
Loyal • [+] defending master.
Spitting • Can attack nearby enemies without penalty.

57. Veteran Horse

Level 2 / Life 13
#animal #mammal
fed up, grumpy, leathery

Loves to stand under trees looking morose.

Ha 8 / +4 trampling hooves 2d6+2
Ka 10 / +5 kick the ghost 1d8

Masterful survival • [+] when retreating.
Parting kick • Gets free attack when it retreats.
Transport • Can carry 2 sacks.

58. Zebrane

Level 2 / Life 17
#animal #labmyth
omnivorous, pseudohorse, striped

A better horse, engineered as a companion to the cyberknights of the Grand Corpofeudal Age. After the overthrow of the corpofeudals by the ants, the zebranes made a break for freedom.

Ha 9 / +5 kick 1d10
Ka 7 / —
Ba 7 / +1 shy whinny 1d4

Hard charger • Its charge knocks targets down or back. Riders deal double damage with close combat weapons.

Skilled • Each zebrane is sentient and has at least one valuable skill.
Transport • Can carry 2 sacks.