

Animal Templates for *GODLIKE*

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In nearly every case, animals lack the Brains, Command, and Cool Stats, but are still able to use Skills based on those missing Stats, simply by rolling the Skill dice. In some cases, animals also lack a Body Stat. Missing Stats do not indicate that the animal does not possess any cunning, or strength; it indicates that the animal's natural attributes in those areas are simply not even comparable to a Stat 1 human.

All animals should be assumed to have whatever natural abilities they normally possess, such as the ability to recognize individual scents, the ability to run quickly, climb well, breathe water, see great distances, fly, and so on. These natural abilities are not Talents, and should not be treated as such; they are part of the natural and normal way the animal operates.

Canine, Lap Dog

The Lap Dog template includes all small dogs, such as Pekingese, Jack Russells, and Dachsunds.

Stats:

Coordination 2 **Sense** 4

Skills:

Brawl 2 (bite does Shocking damage only), Dodge 1, Hearing 2, Sight 1, Smell 2, Swim 2

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (1)
2	Right rear limb (1)
3-4	Left forelimb (1)
5-6	Right forelimb (1)
7-9	Torso (2)
10	Head (1)

Canine, Normal Dog

The Normal Dog template includes all medium-sized dogs not known for toughness and aggression, such as Labradors, Dalmatians, and Retrievers.

Stats:

Body 1 **Coordination** 2 **Sense** 4

Skills:

Brawl 2, Dodge 1, Endurance 2, Hearing 2, Run 2, Sight 1, Smell 2, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (2)
2	Right rear limb (2)
3-4	Left forelimb (2)
5-6	Right forelimb (2)
7-9	Torso (5)
10	Head (3)

Canine, Large Dog

The Large Dog template includes all medium-large dogs known for strength and aggression, such as Rottweilers, German Shepherds, and Dobermen, favored as guard dogs.

Stats:

Body 2 **Coordination** 2

Sense 4 **Cool** 2 (for trained guard and attack dogs only)

Skills:

Brawl 2 (3 for trained guard and attack dogs), Dodge 1, Endurance 2, Hearing 2, Intimidation 3, Run 2, Sight 1, Smell 2, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (3)
2	Right rear limb (3)
3-4	Left forelimb (3)
5-6	Right forelimb (3)
7-9	Torso (7)
10	Head (4)

Canine, Wolf

Stats:

Body 3 (+1 Width HtH) **Coordination** 2 **Sense** 4

Skills:

Brawl 3, Dodge 1, Endurance 4, Hearing 2, Intimidation 3, Run 4, Sight 1, Smell 2, Stealth 1, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (4)
2	Right rear limb (4)
3-4	Left forelimb (4)
5-6	Right forelimb (4)
7-9	Torso (9)
10	Head (4)

Feline, Small Cat

The Small Cat template includes domestic cats, as well as small wild cats such as the Sand Cat, Scottish Wild Cat, and Margay.

Stats:

Coordination 4 **Sense** 4

Skills:

Brawl 2 (bite and claw does Shocking damage only), Dodge 1, Hearing 2, Sight 1, Smell 1, Stealth 4, Swim 2

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (1)
2	Right rear limb (1)
3-4	Left forelimb (1)
5-6	Right forelimb (1)
7-9	Torso (2)
10	Head (1)

Feline, Wild Cat

The Wild Cat template includes such felines as Bobcats, Lynxes, Caracals, Servals, and Ocelots.

Stats:

Body 1 **Coordination** 4 **Sense** 5

Skills:

Brawl 2, Dodge 1, Endurance 2, Hearing 2, Run 1, Sight 1, Smell 1, Stealth 4, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (2)
2	Right rear limb (2)
3-4	Left forelimb (2)
5-6	Right forelimb (2)
7-9	Torso (5)
10	Head (3)

Feline, Big Cat

The Big Cat template includes such felines as Leopards, Pumas, and Jaguars.

Stats:

Body 3 (+1 Width HtH) **Coordination** 3 **Sense** 4

Skills:

Brawl 3, Dodge 1, Endurance 2, Hearing 2, Intimidation 4, Run 2, Sight 1, Smell 1, Stealth 3, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (5)
2	Right rear limb (5)
3-4	Left forelimb (5)
5-6	Right forelimb (5)
7-9	Torso (10)
10	Head (4)

Feline, Huge Cat

The Huge Cat template includes Lions and Tigers.

Stats:

Body 5 (+1 Width HtH) **Coordination** 3 **Sense** 4

Skills:

Brawl 3, Dodge 1, Endurance 2, Hearing 2, Intimidation 6, Run 1, Sight 1, Smell 1, Stealth 3, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (6)
2	Right rear limb (6)
3-4	Left forelimb (6)
5-6	Right forelimb (6)
7-9	Torso (14)
10	Head (6)

Bear

Stats:

Body 6 (+2 Width HtH) **Coordination** 2 **Sense** 3

Skills:

Brawl 3, Dodge 1, Endurance 4, Hearing 1, Intimidation 6, Run 2, Smell 1, Stealth 1, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (7)
2	Right rear limb (7)
3-4	Left forelimb (7)
5-6	Right forelimb (7)
7-9	Torso (16)
10	Head (6)

Horse

Stats:

Body 5 (+1 Width HtH) **Coordination** 3 **Sense** 3

Skills:

Brawl 1, Dodge 1, Endurance 3, Hearing 2, Run 5, Swim 1

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left rear limb (6)
2	Right rear limb (6)
3-4	Left forelimb (6)
5-6	Right forelimb (6)
7-9	Torso (12)
10	Head (6)

Rodent

The Rodent template covers such rodents as rats, mice, and squirrels.

Stats:

Coordination 4 **Sense** 4

Skills:

Brawl 2 (bite does Shock damage only), Dodge 3, Endurance 2, Hearing 2, Run 2, Sight 1, Smell 2, Stealth 5, Swim 2

Damage Location Table:

Not Applicable: Rodents only have 1 Wound box total, and it doesn't matter where you strike them.

Avian, Small Bird

The Small Bird template covers everything from Sparrows and Robins, to Pigeons and Crows.

Stats:

Coordination 4 **Sense** 4

Skills:

Dodge 3, Endurance 2, Sight 2

Damage Location Table:

Not Applicable: Small Birds only have 1 Wound box total, and it doesn't matter where you strike them.

Avian, Raptor

The Raptor template includes all birds of prey such as Eagles, Falcons, Hawks, and Owls.

Stats:

Coordination 4 **Sense** 4

Skills:

Brawl 3, Dodge 3, Endurance 2, Sight 6, Stealth 2 (5 for Owls)

Damage Location Table:

Roll Hit Location (Wound boxes)

1	Left leg (1)
2	Right leg (1)
3-4	Left wing (1)
5-6	Right wing (1)
7-9	Torso (2)
10	Head (1)

Avian, Bat

Stats:

Coordination 4 **Sense** 4

Skills:

Dodge 3, Endurance 2, Hearing 5, Sight 1

Damage Location Table:

Not Applicable: Bats only have 1 Wound box total, and it doesn't matter where you strike them.