

CREATURE SIZE

Each creature has a **Creature Size Die (CSD)** according to its overall size, STRENGTH, and ENDURANCE:

CSD	Size	STR	END
d2	≤ 1 ft.	≤ 05	04–09
d3	≤ 2 ft.	04–06	05–11
d4	≤ 3 ft.	05–08	06–14
d6	≤ 8 ft.	06–20	08–20
d8	≤ 12 ft.	16–35	10–26
d10	≤ 16 ft.	31–50	12–33
d12	≤ 32 ft.	45–65	14–39
d16	≤ 64 ft.	60–80	18–51
d20	≤ 128 ft.	75–100	22–63

Large vs. Small Creatures (or Equal CSD)

When a larger creature strikes a smaller creature, the default d6 impact dice used to measure injury **increase** by one die-size for each difference in CSD. D6 impact dice are used against a like-size creature.

Asp.	CSD Equal or Larger Effective Impact				
B	1+	7+	13+	19+	25+
E	1+	5+	9+	13+	17+
P	1+	6+	11+	16+	21+
F	1+	8+	15+	22+	29+

Example: A d12 dragon strikes a d6 human. The default d6 impact dice are increased three steps to d12 impact dice.

Small vs. Large Creatures

When a smaller creature strikes a larger creature, d6 impact are used. However, the impact progression chart worsens once for each difference in CSD.

Asp.	1 CSD Smaller Effective Impact				
B	2+	9+	16+	23+	30+
E	2+	7+	12+	17+	22+
P	2+	8+	14+	20+	26+
F	2+	10+	18+	24+	32+

Asp.	2 CSD Smaller Effective Impact				
B	3+	11+	19+	27+	35+
E	3+	9+	15+	21+	27+
P	3+	10+	17+	24+	31+
F	3+	12+	21+	30+	39+

Asp.	3 CSD Smaller Effective Impact				
B	4+	13+	22+	31+	40+
E	4+	11+	18+	25+	32+
P	4+	12+	20+	28+	36+
F	4+	14+	24+	34+	44+

Example: a CSD d6 human warrior strikes a CSD d12 dragon. The default d6 impact dice are used, but the effective impact is read from the "3 CSD smaller" chart, since d6 is three steps smaller than d12.

For even larger differences in CSD, extrapolate the thresholds proportionally beyond the last chart.

Shock Test

The CSD is the kind of dice used in Shock Tests resulting from wounds a creature **receives**. The number of dice is figured regularly.

Example: a dragon receives an S3 injury to the thorax, inducing a 3d12 Shock Test against its END of 34.

Healing Test

A non-d6 CSD creature making a Healing roll for an injury translates its END to the d6-equivalent *before* applying the Healing Rate (HR) multiple. Here are the most common examples:

d3	d4	d6	d8	d10	d12
11	14	20	26	32-33	38-39
10	13	19	25	30-31	36-37
10	12	18	23-24	29	34-35
09	12	17	22	27-28	32-33
09	11	16	21	25-26	30-31
08	10	15	19-20	24	28-29
08	10	14	18	22-23	26-27
07	09	13	17	20-21	24-25
07	08	12	15-16	19	22-23
06	08	11	14	17-18	20-21
06	07	10	13	15-16	18-19
05	06	09	11-12	14	16-17
05	06	08	10	12-13	14-15
04	05	07	09	10-11	12-13
04	04	06	07-08	09	10-11

Example: a CSD d12 dragon with a 34 END multiplies HR x18, since a d12 '34' translates to a d6 '18'.

Outnumbering Penalty

Generally, a creature can be exclusively engaged with a single like-sized creature and not be outnumbered. However, each additional exclusively engaged like-sized creature brings a -10 outnumbered penalty.

A CSD difference modifies this outnumbered threshold by a factor of one for each die-size difference. A -10 penalty is then applied for every full amount of this threshold (rounding up).

*Example: a CSD d6 human warrior can exclusively engage **three (3)** CSD d3 vlastas without being outnumbered. However, 4–6 vlastas bring about the -10 outnumbered penalty; 7–9 (-20 penalty), etc.*

*Example: a CSD d12 dragon can exclusively engage **four (4)** CSD d6 humans without being outnumbered. However, 5–7 humans bring about the -10 outnumbered penalty; 8–11 (-20 penalty), etc.*

BESTIARY 4

CSD BESTIARY

The following tables list the CSD for each creature according to the various Bestiary articles and/or the general beast category.

ARTICLE	Creature	CSD
AQUATICS	Daranog	d12
	Vorang	d16
	Whale/Right	d20
	Whale/Sperm	d20
	Whale/Killer	d16
	Wrecan	d20
BEARS	Black	d6
	Brown	d8
	Snow	d8
BIRDS	Dreadwalker	d6
	Eagle	d4
	Falcon	d3
	Hawk	d3
	Northern Eagle	d6
	Owl	d3
	Scavengers, Large	d4
	Scavengers, Small	d3
CATS	Cheetah	d6
	Cougar	d6
	Dejekra	d6
	Domestic	d3
	Dracofelas	d8
	Lynx	d6
	Lion	d8
	Tiger	d8
CATTLE	Domestic Bull	d8
CHIMERAS	Centaur	d8
	Griffin	d8
	Hirenu	d8
DEER	Red Stag	d8
DOGS	Bloodhound	d6
	Kaldorin Sheepdog	d4
	Mastiff	d6
	Trierzi Terrier	d3
	Wolfhound	d6
	Fox	d3
	Black Wolf	d6
	Snow Wolf	d6

BEASTLY BLOWS

- **Wing** strikes are like **elbow** strikes.
- **Tentacle** strikes are like **forearm** strikes.
- **Tail** strikes are like **calf** strikes.

ARTICLE	Creature	CSD
DRAGONS	Fire or Frost	d12
	Ilme (female or male)	d10
	Wyvern	d8
GARGUN	(all)	d6
GOAT	Mountain	d6
GRAVE-WIGHT	—	d6
HARE	Rabbit	d3
HORSES	(all)	d8
IVASHU	Adwelna	d10
	Aklash	d8
	Ergath	d6
	Hru	d12
	Hygith	d3
	Miuruca	d6
	Nolah	d6
	Ogama	d10
	Polan-Tekek	d6
	Scurgah	d3
	Tave (serpant-form)	d8
	Umbath	•
PIG	Vlasta	d3
	Wild Boar	d6
SEALS	Chubby	d6
	Lute	d8
	Mammoth	d10
	Sea Lion	d8
	Tiger	d8
	Walrus	d10
SHEEP	Mountain	d6
SNAKES	Adders	d3
	Asps	d3
	Constrictors	d6
	Myenae	d3
	Myenae (Gargantuan)	d10
YELGRI	—	d6