

Z'RISSA'S GUIDE TO BEAST BUILDING

BY Z'RISSA

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Characteristics

(ie, Natural Armor & Weapons, Species Traits) don't have an effect on CL. I compare to officially statted creatures, like those in the rulebooks or on the website. Official beasts have CL = Beast Level - 1, minimum of 1. (Only the Reek, with both level & CL equal to 8, is an exception; this could be a typo.)

There are no limits on the number of Natural Weapons or Species Traits a beast can have per RAW. Just use what fits based on what is in the source(s) for movie & EU critters, or go with your best judgment if it is one you are making up.

For other characteristics:

Size: The last column of Table 15-2 on p. 274 gives Height & Length ranges by size.

Ability Scores: Like you do PC's & NPC's. Exception: INT is going to be 1 or 2, unless the initial build is going to be a multiclass with Heroic level(s) as well as Beast levels, where it has to be 3+. (I suggest using the +1/4 level increases to raise it past 2, if you really want to do this.) After you have the base Ability scores, apply the Ability Modifiers from Table 15-2 based on its size.

Reflex Def., Stealth, Damage Threshold, & Carrying Capacity: All these take modifiers, given in Table 15-2, based on size.

Skills: A beast gets a minimum of 1 trained skill for free. (For all practical purposes, a beast will only have 1 free trained skill.)

Feats: To figure out the number of feats a beast gets, I "reverse engineered" from SECR beasts, which showed they get the level 1/3/6/etc. feats only.

So I'll take you through how I do it, using my strill (Mandalorian hunting animal), from the Republic Commando novels.

1) Size: The books say they are about a meter long, plus tail, which is Medium.

2) Natural Armor: A strill is a furry mammal, so I decided it doesn't have any armor.

3) Natural Weapons: They are predators with big fang-filled mouths & 6 legs with clawed paws. Therefore I pick Bite & Claw.

4) Species Traits: I opted not to take any. Airborne would be appropriate, but I ultimately decided against it, since strills seem to stay on the ground most of the time.

5) Ability scores: I set these, giving a high STR & DEX (18s) since strills are fast & can do a lot of damage & carry a lot. (They are depicted biting through bone and even flying while carrying an adult human body in their teeth.) I gave a WIS 14 to help with tracking; and set INT to 2, adding +1 for 4th level (I was certain at this point it would be at least a Beast 4) to make it's final INT = 3, allowing the possibility it could, with XP, take a Heroic level later on.

6) Level: I decided that level 6 would give it the kind of BAB & damage I wanted.

7) Speed: I just kept each of its movement types (Run, Fly, Glide) at 6 squares for convenience.



8) Special Ability: Since strills are great trackers who depend on scent, I took the Taun-taun's Scent ability word for word from the SECR entry.

9) Skills/Feats: I chose Survival, again because they are strong trackers. I picked 2 Skill Trainings (Perception & Stealth) and Rapid Strike, which again fit the novels' descriptions.

10) Final CL: I looked over the Beasts in the SECR. The Nexu was the closest one. Nexu are Beast Level 6 predators with the same Natural Weapons, Size, etc. and are CL 5. So I give it CL 5.

STRILL; CL 5

Medium Beast 6

Init +15; **Senses** Perception +13

Languages (Understand only) Basic, Mando'a

Defenses Reflex 15 (flat-footed 11), Fort 11, Will 12

Hit Points 33; Threshold 11

Speed 6 squares (run/fly/glide)

Melee 2-4 claws +8 (1d4+7) or

Melee bite +8 (1d6 +7)

Fighting space 1 square;

Reach 1 square

Base Atk +4; **Grp** +8

Atk Options Rapid Strike

Ability Scores Str 18, Dex 18, Con 13, Int 3, Wis 14, Cha 10

Feats Rapid Strike, Skill Training (Perception, Stealth)

Skills Perception +7, Stealth +12, Survival +7

Special Scent Strills ignore concealment and cover when making Perception checks to notice opponents within 10 squares, and take no penalty from poor visibility when tracking (see the Survival skill, SECR, p. 73)

