

ParaSpace

Role Playing System



Creature Templates

Minor Creature (BR 6)

Large rat, dog, wolf, imp, gremlin

SF 8 CUT 6 MR 5 SPD 6 INIT +5
DGE +7 (includes +2 size bonus)

Claw

HIT +3 ATM -5
DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

Bite

HIT +2 ATM -5
DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

Weapon

PAR +5 HIT +5 ATM -10
DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

Special

PAR +10 HIT +10 ATM -10
DMG 1-5 30, 6-10 60, 11-15 90, 16-20 120.

KDV

Biped: St 6-20 KB 21-38 FKD 39 +
Quadruped: St 12-41 KB 42-77 FKD 78 +
Heavy: St 18-62 KB 63-116 FKD 117 +

Natural TOU 10 Usual Armour TOU 15 Special TOU 50
L 1-10 M 11-20 H 21-30 S 31-40 C 41-50 D 51-60

Small Creature (BR 8)

Goblin, kobold, skaven, halfling

SF 8 CUT 7 MR 5 SPD 6 INIT +5 DGE +5

Claw

HIT +5 ATM -5
DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

Bite

HIT +3 ATM -5
DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

Weapon

PAR +7 HIT +5 ATM -10
DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

Special

PAR +7 HIT +10 ATM -10
DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

KDV

Biped: St 8-27 KB 28-51 FKD 52 +
Quadruped: St 16-55 KB 56-103 FKD 104 +
Heavy: St 24-83 KB 84-155 FKD 156 +

Natural TOU 15 Usual Armour TOU 25 Special TOU 50
L 1-15 M 16-30 H 31-45 S 46-60 C 61-75 D 76-90

Average Creature (BR 10)

Normal man, orc, lizard man, demi-human, deer

SF 10 CUT 8 MR 5 SPD 8 INIT +5 DGE +5

Claw

HIT +5 ATM -5
DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

Bite

HIT +3 ATM -5
DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

Weapon

PAR +8 HIT +8 ATM -10
DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

Special

PAR +12 HIT +12 ATM -15
DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

KDV

Biped: St 10-34 KB 35-64 FKD 65 +
Quadruped: St 20-69 KB 70-129 FKD 130 +
Heavy: St 30-104 KB 105-194 FKD 195 +

Natural TOU 30 Usual Armour TOU 50 Special TOU 100
L 1-20 M 21-40 H 41-60 S 61-80 C 81-100 D 101-120

Medium Creature (BR 13)

Gnoll, werewolf, bugbear, wolver, hobgoblin, horse, buffalo

SF 12 CUT 9 MR 6 SPD 10 INIT +5 DGE +5

Claw

HIT +8 ATM -7
DMG 1-5 20, 6-10 40, 11-15 60, 16-20 80.

Bite

HIT +5 ATM -10
DMG 1-5 30, 6-10 60, 11-15 90, 16-20 120.

Weapon

PAR +10 HIT +10 ATM -10
DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

Special

PAR +15 HIT +15 ATM -15
DMG 1-5 60, 6-10 120, 11-15 180, 16-20 240.

KDV

Biped: St 24-83 KB 84-155 FKD 156 +
Quadruped: St 48-167 KB 168-311 FKD 312 +
Heavy: St 72-251 KB 252-467 FKD 468 +

Natural TOU 30 Usual Armour TOU 50 Special TOU 100
L 1-40 M 41-80 H 81-120
S 121-160 C 161-200 D 201-240



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Large Creature (BR 15)

Ogre, troll, beastman, small dragon

SF 14 CUT 10 MR 5 SPD 13 INIT +5 DGE +5

Claw

Hit +10 ATM -7

DMG 1-5 20, 6-10 40, 11-15 60, 16-20 80.

Bite

Hit +8 ATM -10

DMG 1-5 30, 6-10 60, 11-15 90, 16-20 120.

Weapon

PAR +13 Hit +13 ATM -10

DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

Special

PAR +15 Hit +15 ATM -15

DMG 1-5 60, 6-10 120, 11-15 180, 16-20 240.

KDV

Biped: St 30-104 KB 105-194 FKD 195+

Quadruped: St 60-209 KB 210-389 FKD 390 +

Heavy: St 90-314 KB 315-584 FKD 585 +

Natural TOU 50 Usual Armour TOU 50 Special TOU 100

L 1-50 M 51-100 H 101-150

S 151-200 C 201-250 D 251-300

Grandiose Creature (BR 18)

Hill giant, cave troll, living tree, medium dragon, cyclops, elephant

SF 15 CUT 12 MR 7 SPD 15 INIT +5 DGE +5

Claw

Hit +15 ATM -10

DMG 1-5 30, 6-10 60, 11-15 90, 16-20 120.

Bite

Hit +10 ATM -12

DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

Weapon

PAR +15 Hit +15 ATM -15

DMG 1-5 60, 6-10 120, 11-15 180, 16-20 240.

Special

PAR +20 Hit +20 ATM -20

DMG 1-5 80, 6-10 160, 11-15 240, 16-20 320.

KDV

Biped: St 70-244 KB 245-454 FKD 455+

Quadruped: St 140-489 KB 490-909 FKD 910 +

Heavy: St 210-734 KB 735-1364 FKD 1365 +

Natural TOU 50 Usual Armour TOU 70 Special TOU 100

L 1-70 M 71-140 H 141-210

S 211-280 C 281-350 D 351-420

Huge Creature (BR 20)

Giant, large elemental, efreeti, large dragon, balrog

SF 18 CUT 15 MR 8 SPD 25 INIT +5 DGE +5

Claw

Hit +15 ATM -10

DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

Bite

Hit +10 ATM -12

DMG 1-5 60, 6-10 120, 11-15 180, 16-20 240.

Weapon

PAR +20 Hit +20 ATM -15

DMG 1-5 80, 6-10 160, 11-15 240, 16-20 320.

Special

PAR +20 Hit +20 ATM -20

DMG 1-5 100, 6-10 200, 11-15 300, 16-20 400.

KDV

Biped: St 100-349 KD 350-649 FKB 650+

Quadruped: St 200-699 KB 700-1299 FKD 1300 +

Heavy: St 300-1049 KB 1050-1949 FKD 1950 +

Natural TOU 80 Usual Armour TOU 90 Special TOU 200

L 1-100 M 101-200 H 201-300

S 301-400 C 401-500 D 501-600

Enormous Creature (BR 25)

Dragon lord, Titan, leveller, leviathan, juggernaut

SF 25 CUT 20 MR 10 SPD 35 INIT +7 DGE +5

Claw

Hit +15 ATM -15

DMG 1-5 80, 6-10 160, 11-15 240, 16-20 320.

Bite

Hit +10 ATM -20

DMG 1-5 100, 6-10 200, 11-15 300, 16-20 400.

Weapon

PAR +20 Hit +20 ATM -20

DMG 1-5 120, 6-10 240, 11-15 360, 16-20 480.

Special

PAR +30 Hit +30 ATM -30

DMG 1-5 200, 6-10 400, 11-15 600, 16-20 800.

KDV

Biped: St 250-874 KB 875-1624 FKD 1625

Quadruped: St 500-699 KB 1750-1299 FKD 3250 +

Heavy: St 850-2974 KB 2975-4874 FKD 5525 +

Natural TOU 200 Usual Armour TOU 150

Special TOU 400

L 1-200 M 201-400 H 401-600

S 601-800 C 801-1000 D 1001-1200

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Role Playing System



Bear, grizzly (BR 13)

Size: Medium

Manipulations

**PH 9, DEF 5, Q 5, FIT 7,
PER 5, MND 5, INT 1, CHA 1, LCK 0**

SF 14 CUT 10 MR 5 SPD 15 INIT +5 DGE +5

Common Skills

Area Knowledge (50 km diameter of current abode) 8. Climbing 8. Notice 8. Odour Scenting 14. Stealth 7. Survival (forest) 6. Swimming 8.

Claw

Hit +8 ATM -5

DMG 1-5 20, 6-10 40, 11-15 60, 16-20 80.

Bite

Hit +5 ATM -10

DMG 1-5 30, 6-10 60, 11-15 90, 16-20 120.

KDV

St 48-167 KB 168-311 FKD 312 +

Natural TOU 10

L 1-50 M 51-100 H 101-150

S 151-200 C 201-250 D 251-300

Bison (BR 13)

The statistics cover a wide variety of large, horned bovine creatures.

Size: Medium

Manipulations

**PH 9, DEF 5, Q 4, FIT 7,
PER 5, MND 3, INT 1, CHA 1, LCK 0**

SF 12 CUT 5 MR 3 SPD 18 INIT +5 DGE +3

Common Skills

Notice 7. Survival (plains) 8. Swimming 4.

Special Abilities

Sense Danger 1 (6)

Horn

Hit +7 ATM -7

DMG 1-5 20, 6-10 40, 11-15 60, 16-20 80.

Bite

Hit +5 ATM -2

DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

Trample

Hit +6 ATM 0

DMG 1-5 20, 6-10 40, 11-15 60, 16-20 80.

KDV

St 40-139 KB 140-259 FKD 260 +

Natural TOU 5

L 1-40 M 41-80 H 81-120

S 121-160 C 161-200 D 201-240

Dog, guard (BR 8)

The statistics assume an average for a wide variety of medium-sized (usually) domesticated dogs often bred as guard dogs; including German Shepherd, Pitbull, Dobermann and Rottweiler etc.

Size: Small

Manipulations

**PH 6, DEF 5, Q 5, FIT 7,
PER 6, MND 5, INT 1, CHA 1, LCK 0**

SF 8 CUT 11 MR 5 SPD 13 INIT +5

DGE +5 (includes +2 size bonus)

Common Skills

Fighting Instinct 10. Notice 8. Odour Scenting 14. Stealth 6. Survival (var) 4. Swimming 6.

Bite

Hit +3 ATM -5

DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

KDV

St 12-41 KB 42-77 FKD 78 +

Natural TOU 0

L 1-15 M 16-30 H 31-45 S 46-60 C 61-75 D 76-90

Dog, normal (BR 6)

The statistics assume an average for a wide variety of medium-sized (usually) domesticated animal, including Labrador, Collie, Retriever, Dalmatian, Fox etc.

Size: Minor

Manipulations

**PH 4, DEF 5, Q 5, FIT 6,
PER 6, MND 5, INT 1, CHA 1, LCK 0**

SF 8 CUT 8 MR 5 SPD 13 INIT +5

DGE +5 (includes +2 size bonus)

Common Skills

Notice 6. Odour Scenting 10. Stealth 6. Survival (var) 4. Swimming 4.

Bite

Hit +3 ATM -5

DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

KDV

St 12-41 KB 42-77 FKD 78 +

Natural TOU 0

L 1-15 M 16-30 H 31-45 S 46-60 C 61-75 D 76-90



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Elephant (BR 18)

Size: Grandiose

Manipulations

PH 20, DEF 6, Q 5, FIT 15,
PER 7, MND 7, INT 1, CHA 1, LCK 0

SF 15 CUT 12 MR 7 SPD 12 INIT +5 DGE +5

Common Skills

Listen 15. Notice 10. Odour Scenting 10. Survival (jungle, savannah) 8.

Tusk

Hit +5 ATM -7
DMG 1-5 30, 6-10 60, 11-15 90, 16-20 120.

Trunk

Hit +10 ATM 0 Entangle +20
DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.
(any successfully entangled victim is TN 5 if the elephant then attacks using a tusk)

Trample

Hit +10 ATM -10
DMG 1-5 80, 6-10 160, 11-15 240, 16-20 320.

KDV

Quadruped: St 100-349 KB 350-649 FKD 650 +

Natural TOU 10

L 1-70 M 71-140 H 141-210
S 211-280 C 281-350 D 351-420

Horse (BR 10)

Size: Medium

Manipulations

PH 9, DEF 5, Q 5, FIT 12,
PER 6, MND 3, INT 1, CHA 1, LCK 0

SF 12 CUT 5 MR 6 SPD 27 INIT +5 DGE +5

Common Skills

Notice 9. Survival (forest) 6.

Bite

Hit +3 ATM -2
DMG 1-5 10, 6-10 20, 11-15 30, 16-20 40.

Hoof

Hit +5 ATM 0
DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

KDV

St 30-104 KB 105-194 FKD 195 +

Natural TOU 0

L 1-40 M 41-80 H 81-120 S 121-160 C 161-200 D 201-240

Transport statistics (see page 138)

Lion (BR 13)

Size: Medium

Manipulations

PH 7, DEF 6, Q 6, FIT 7,
PER 5, MND 6, INT 1, CHA 1, LCK 0

SF 14 CUT 12 MR 5 SPD 10 INIT +5 DGE +5

Common Skills

Ambush 8. Area Knowledge (50 km diameter of current abode) 8. Climbing 10. Notice 9. Odour Scenting 10. Stealth 9. Survival (jungle, savannah) 8. Swimming 6.

Claw

Hit +6 ATM -3
DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

Bite

Hit +7 ATM -6
DMG 1-5 20, 6-10 40, 11-15 60, 16-20 80.

KDV

St 40-139 KB 140-259 FKD 260 +

Natural TOU 5

L 1-40 M 41-80 H 81-120 S 121-160 C 161-200 D 201-240

Rhinoceros (BR 13)

Size: Medium

Manipulations

PH 10, DEF 4, Q 5, FIT 7,
PER 5, MND 5, INT 1, CHA 1, LCK 0

SF 14 CUT 12 MR 5 SPD 10 INIT +5 DGE +3

Common Skills

Listen 10. Notice 8. Odour Scenting 12. Survival (jungle, savannah) 9.

Horn

Hit +7 ATM -10
DMG 1-5 25, 6-10 50, 11-15 75, 16-20 100.
Note that a charging rhino is required to move a minimum of 7cm (miniature scale) but, upon a successful strike (calculated as normal), will cause damage at a SA of +5

KDV

St 40-139 KB 140-259 FKD 260 +

Natural TOU 20

L 1-50 M 51-100 H 101-150
S 151-200 C 201-250 D 251-300

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Role Playing System



Normal Man (BR 10)

Very limited combat experience

SF 10 CUT 5 MR 5 SPD 8 INIT +5 DGE +5

Weapon

PAR +7 Hit +7 ATM -5

DMG 1-5 15, 6-10 30, 11-15 45, 16-20 60.

Shield (No additional Off Hands)

PAR +8

Special

PAR +12 Hit +12 ATM -10

DMG 1-5 25, 6-10 50, 11-15 75, 16-20 100.

KDV

St 10-34 KB 35-64 FKD 65 +

Usual Armour TOU 10 Special TOU 40

L 1-20 M 21-40 H 41-60 S 61-80 C 81-100 D 101-120

Average Warrior (BR 12)

Town guard, thug, soldier

SF 12 CUT 10 MR 6 SPD 7 INIT +5 DGE +5

Weapon

PAR +10 Hit +10 ATM -10

DMG 1-5 20, 6-10 40, 11-15 60, 16-20 80.

Shield (2 Off Hands at additional +3)

PAR +10

Special

PAR +15 Hit +15 ATM -15

DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

KDV

St 24-83 KB 84-155 FKD 156 +

Usual Armour TOU 40 Special TOU 80

L 1-30 M 31-60 H 61-90 S 91-120 C 121-150 D 151-180

Seasoned Warrior (BR 13)

Lieutenant, hired thug, commissioned soldier

SF 12 CUT 10 MR 7 SPD 7 INIT +6 DGE +7

Weapon

PAR +12 Hit +13 ATM -10

DMG 1-5 30, 6-10 60, 11-15 90, 16-20 120.

Shield (2 Off Hands at additional +3)

PAR +12

Special

PAR +15 Hit +15 ATM -15

DMG 1-5 50, 6-10 100, 11-15 150, 16-20 200.

KDV

St 30-104 KB 105-194 FKD 195 +

Usual Armour TOU 40 Special TOU 80

**L 1-40 M 41-80 H 81-120
S 121-160 C 161-200 D 201-240**

Advanced Warrior (BR 15)

Mercenary, captain of the guard, thug leader

SF 12 CUT 11 MR 8 SPD 7 INIT +7 DGE +8

Weapon (Combat Analysis +3 SA, Dirty Fighting (+9) 1/Rd, Focused Attack +5)

PAR +15 Hit +15 ATM -10

DMG 1-5 40, 6-10 80, 11-15 120, 16-20 160.

Shield (3 Off Hands at additional +3)

PAR +15

Special

PAR +15 Hit +15 ATM -15

DMG 1-5 60, 6-10 120, 11-15 180, 16-20 240.

KDV

St 34-118 KB 119-220 FKD 221 +

Usual Armour TOU 60 Special TOU 100

**L 1-50 M 51-100 H 101-150
S 151-200 C 201-250 D 251-300**

Warrior Templates



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Role Playing System

Skilled Warrior (BR 17)

Special forces, adventurer, commanding officer

SF 13 CUT 11 MR 9 SPD 7 INIT +8 DGE +9

Weapon (Combat Analysis +4 SA, Dirty Fighting (+10) 1/Rd, Focused Attack +5, Multi Attack 2/Rd)

PAR +15 Hit +15 ATM -10

DMG 1-5 60, 6-10 120, 11-15 180, 16-20 240.

Shield (3 Off Hands at additional +3)

PAR +18

Special

PAR +20 Hit +20 ATM -18

DMG 1-5 80, 6-10 160, 11-15 240, 16-20 320.

KDV

St 38-132 KB 133-246 FKD 247 +

Usual Armour TOU 80 Special TOU 150

L 1-50 M 51-100 H 101-150

S 151-200 C 201-250 D 251-300

Expert Warrior (BR 20)

Champion, bodyguard, seasoned adventurer, man at arms

SF 15 CUT 12 MR 10 SPD 7 INIT +10 DGE +10

Weapon (Combat Analysis +5 SA, Dirty Fighting (+11) 1/Rd, Focused Attack +5, Multi Attack 3/Rd, 2 Multi Targets, 2 Secondary Parries)

PAR +20 Hit +20 ATM -15

DMG 1-5 80, 6-10 160, 11-15 240, 16-20 320.

Shield (4 Off Hands at additional +3)

PAR +20

Special

PAR +25 Hit +25 ATM -20

DMG 1-5 100, 6-10 200, 11-15 300, 16-20 400.

KDV

St 40-139 KB 140-259 FKD 260 +

Usual Armour TOU 100 Special TOU 200

L 1-60 M 61-120 H 121-180

S 181-240 C 241-300 D 301-360

Master (BR 25)

SF 20 CUT 13 MR 11 SPD 7 INIT +12 DGE +13

Weapon (Combat Analysis +6 SA, Dirty Fighting (+12) 2/Rd, Focused Attack +6, Multi Attack 4/Rd, 2 Multi Targets, 2 Secondary Parries)

PAR +25 Hit +25 ATM -15

DMG 1-5 100, 6-10 200, 11-15 300, 16-20 400.

Shield (4 Off Hands at additional +4)

PAR +25

Special

PAR +30 Hit +30 ATM -20

DMG 1-5 150, 6-10 300, 11-15 450, 16-20 600.

KDV

St 60-209 KB 210-389 FKD 390 +

Usual Armour TOU 100 Special TOU 200

L 1-60 M 61-120 H 121-180

S 181-240 C 241-300 D 301-360

Grand Master (BR 30)

SF 25 CUT 14 MR 12 SPD 8 INIT +15 DGE +15

Weapon (Combat Analysis +8 SA, Dirty Fighting (+13) 2/Rd, Focused Attack +7, Killing / Knock Out Strike SA 7, Multi Attack 5/Rd, 3 Multi Targets, 3 Secondary Parries)

PAR +30 Hit +30 ATM -20

DMG 1-5 120, 6-10 240, 11-15 480, 16-20 600.

Shield (up to 7 defensives /Rd plus 5 Off Hands at additional +5)

PAR +30

Special

PAR +50 Hit +50 ATM -25

DMG 1-5 200, 6-10 300, 11-15 400, 16-20 500.

KDV

St 80-279 KB 280-519 FKD 520 +

Usual Armour TOU 150 Special TOU 300

L 1-70 M 71-140 H 141-210

S 211-280 C 281-350 D 351-420