

Camarilla Addendum Appendix Four - Bestiary

This document is to provide standard animals for use in all venues. If a specific animal is not listed, it is Low Approval to use the same (or lower) statistics as another appropriate choice below. For example a Bear is listed below. If an ST wishes to use an American Brown Bear, they may use the statistics listed in the Bear entry, or reduce them (such as smaller size, less Strength) as appropriate for the situation. Animals that do not conform with these entries are considered Custom and require Global Approval.

Alligator / Crocodile		
Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 5, Dexterity 2, Stamina 4, Presence 3, Manipulation 1, Composure 2		
Skills: Athletics 3, Brawl 4, Intimidation 3, Survival 3		
Willpower: 5		
Initiative: 4		
Defense: 2		
Running Speed: 12 (Acting Speed 5)		
Size: 6		
Weapons/Attacks:		
Type	Damage	Test pool
Bite	3 (L)	12
Health: 10		

Arachnid / Spider		
Attributes: Intelligence 0, Wits 1, Resolve 1, Strength 1, Dexterity 4, Stamina 1, Presence 0, Manipulation 0, Composure 1		
Skills: Athletics 2, Brawl 2, Stealth 4 (hiding in plain sight) , Survival 1		
Willpower: 2		
Initiative: 5		
Defense: 4		
Running Speed: 8 (Acting Speed 3)		
Size: 1		
Weapons/Attacks:		
Type	Damage	Test pool
Bite	1 (L) *	7
Health: 2		
Special: * Bite has Toxicity 3, damage occurs once per minute.		

Bat

Attributes: Intelligence 0, Wits 1, Resolve 0, Strength 1, Dexterity 4, Stamina 1, Presence 1, Manipulation 0, Composure 1

Skills: Athletics 4 (flight), Brawl 1, Survival 3

Willpower: 1

Initiative: 5

Defense: 4

Running Speed: 15 (Acting Speed 10, flight only)

Size: 1

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L)	6

Health: 2

Bear / Grizzly / Kodiak

Attributes: Intelligence 1, Wits 2, Resolve 4, Strength 5, Dexterity 2, Stamina 4, Presence 3, Manipulation 1, Composure 4

Skills: Athletics 3 (climbing), Brawl 4, Intimidation 3, Survival 3

Willpower: 8

Initiative: 6

Defense: 2

Running Speed: 13 (Acting Speed 6)

Size: 7

Weapons/Attacks:

Type	Damage	Test pool
Bite	3 (L)	12
Claw	1 (L)	10

Health: 11

Beaver / Raccoon

Attributes: Intelligence 1, Wits 1, Resolve 0, Strength 2, Dexterity 4, Stamina 2, Presence 1, Manipulation 0, Composure 1

Skills: Athletics 4, Brawl 2, Survival 3 (finding food)

Willpower: 1

Initiative: 5

Defense: 4

Running Speed: 11 (Acting Speed 6)

Size: 3

Weapons/Attacks:

Type	Damage	Test pool
Bite	0 (L)	6
Claws	1 (L)	7

Health: 5

Bird / Raven

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 1, Dexterity 3, Stamina 2, Presence 3, Manipulation 1, Composure 3

Skills: Athletics 3, Brawl 1, Intimidation 2, Survival 3

Willpower: 6

Initiative: 6

Defense: 3

Running Speed: 14 (Acting Speed 10, Flight only)

Size: 2

Weapons/Attacks:

Type	Damage	Test pool
Beak	1 (L)	5

Health: 4

Boar / Pig

Attributes: Intelligence 2, Wits 2, Resolve 2, Strength 3, Dexterity 2, Stamina 3, Presence 1, Manipulation 1, Composure 2

Skills: Athletics 2, Brawl 3, Intimidation 1, Survival 2

Willpower: 4

Initiative: 4

Defense: 2

Running Speed: 12 (Acting Speed 7)

Size: 6

Weapons/Attacks:

Type	Damage	Test pool
Bite	0 (B)	6
Tusk (boars)	1 (L)	7

Health: 9

Buck / Stag / Deer / Llama

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 3, Dexterity 3, Stamina 3, Presence 3, Manipulation 1, Composure 3

Skills: Athletics 3 (running), Brawl 3, Intimidation 2, Survival 2

Willpower: 6

Initiative: 6

Defense: 3

Running Speed: 14 (Acting Speed 8)

Size: 6

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L)	7
Horn (not llama)	3 (L)	9

Health: 9

Bug / Insect / Centipede

Attributes: Intelligence 0, Wits 1, Resolve 0, Strength 1, Dexterity 2, Stamina 4, Presence 0, Manipulation 0, Composure 0

Skills: Brawl 1, Survival 1

Willpower: 0

Initiative: 2

Defense: 3

Running Speed: 6 (Acting Speed 3)

Size: 1

Weapons/Attacks:

Type	Damage	Test pool
Bite	0 (B)	3

Health: 5

Bull

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 5, Presence 3, Manipulation 1, Composure 2

Skills: Athletics 4, Brawl 1 (horn), Intimidation 2, Survival 2

Willpower: 5

Initiative: 5

Defense: 3

Running Speed: 19 (Acting Speed 12)

Size: 7

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L)	6
Horn	2 (L)	8
Hoof	3 (B) *	8

Health: 12

Special: * Knockdown

Caribou

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 5, Presence 3, Manipulation 1, Composure 2

Skills: Athletics 4, Brawl 1, Survival 2

Willpower: 5

Initiative: 5

Defense: 3

Running Speed: 19 (Acting Speed 12)

Size: 7

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L)	7
Hoof	3 (B) *	9
Horn	2 (L)	8

Health: 12

Special: * Knockdown

Cat, Domestic

Attributes: Intelligence 1, Wits 4, Resolve 3, Strength 1, Dexterity 5, Stamina 3, Presence 3, Manipulation 1, Composure 3

Skills: Athletics 4, Brawl 2, Stealth 3

Willpower: 6

Initiative: 8

Defense: 5

Running Speed: 13 (Acting Speed 7)

Size: 2

Weapons/Attacks:

Type	Damage	Test pool
Bite	0 (L)	7
Claw	0 (L)	7

Health: 5

Cat, Great / Lion / Tiger

Attributes: Intelligence 1, Wits 4, Resolve 4, Strength 4, Dexterity 4, Stamina 3, Presence 3, Manipulation 1, Composure 3

Skills: Athletics 4 (climbing), Brawl 4, Intimidation 3

Willpower: 7

Initiative: 7

Defense: 4

Running Speed: 16 (Acting Speed 8)

Size: 5

Weapons/Attacks:

Type	Damage	Test pool
Bite	3 (L)	11
Claws	2 (L)	10

Health: 8

Crab / Crustacean

Attributes: Intelligence 0, Wits 2, Resolve 2, Strength 2, Dexterity 2, Stamina 2, Presence 1, Manipulation 0, Composure 2

Skills: Athletics 3, Brawl 3 (pincers), Intimidation 1, Survival 3

Willpower: 4

Initiative: 4

Defense: 2

Running Speed: 8 (Acting Speed 4)

Size: 2

Weapons/Attacks:

Type	Damage	Test pool
Pincers	1 (L)	7

Health: 4

Dog / Hound

Attributes: Intelligence 1, Wits 4, Resolve 3, Strength 4, Dexterity 3, Stamina 3, Presence 4, Manipulation 1, Composure 3

Skills: Athletics 4 (running), Brawl 3, Stealth 1, Intimidation 3, Survival 3 (tracking)

Willpower: 6

Initiative: 6

Defense: 4

Running Speed: 14 (Acting Speed 7)

Size: 4

Weapons/Attacks:

Type	Damage	Test pool
Bite	2 (L)	9

Health: 7

Eagle / Condor / Vulture

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 3, Dexterity 4, Stamina 4, Presence 3, Manipulation 1, Composure 3

Skills: Athletics 3, Brawl 3, Intimidation 2, Survival 3

Willpower: 6

Initiative: 7

Defense: 4

Running Speed: 17 (Acting Speed 10, Flight only)

Size: 4 (5 for Condor)

Weapons/Attacks:

Type	Damage	Test pool
Beak	1 (L)	8
Claws	2 (L)	9

Health: 8 (9 for Condor)

Elephant

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 7, Dexterity 2, Stamina 7, Presence 2, Manipulation 1, Composure 3

Skills: Athletics 2 (running), Brawl 3 (tusks), Intimidation 3, Survival 3

Willpower: 6

Initiative: 5

Defense: 2

Running Speed: 15 (Acting Speed 6)

Size: 15

Weapons/Attacks:

Type	Damage	Test pool
Tusk	1 (L)	12
Trample	2 (B)	12

Health: 22

Fish / Dolphin

Attributes: Intelligence 2, Wits 2, Resolve 4, Strength 3, Dexterity 4, Stamina 3, Presence 2, Manipulation 2, Composure 3

Skills: Athletics 4 (swimming), Brawl 3, Intimidation 3, Survival 4

Willpower: 7

Initiative: 7

Defense: 4

Running Speed: 15 (Acting Speed 8, Swimming only)

Size: 5

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L)	7

Health: 8

Fox

Attributes: Intelligence 1, Wits 4, Resolve 3, Strength 1, Dexterity 4, Stamina 2, Presence 2, Manipulation 1, Composure 3

Skills: Athletics 4 (running), Brawl 3, Stealth 3, Intimidation 1, Survival 3 (tracking)

Willpower: 6

Initiative: 7

Defense: 4

Running Speed: 12 (Acting Speed 7)

Size: 3

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L)	8

Health: 5

Horse

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 4, Dexterity 3, Stamina 5, Presence 3, Manipulation 1, Composure 2

Skills: Athletics 4, Brawl 1, Survival 2

Willpower: 5

Initiative: 5

Defense: 3

Running Speed: 19 (Acting Speed 12)

Size: 7

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L)	7
Hoof	3 (B) *	9

Health: 12

Special: * Knockdown

Jellyfish

Attributes: Intelligence 0, Wits 1, Resolve 2, Strength 1, Dexterity 4, Stamina 4, Presence 0, Manipulation 0, Composure 2

Skills: Athletics 2, Brawl 2, Survival 3

Willpower: 4

Initiative: 6

Defense: 4

Running Speed: 7 (Acting Speed 2)

Size: 2

Weapons/Attacks:

Type	Damage	Test pool
Tentacles	0 (B) *	6

Health: 6

Special: * Tentacle is Toxicity 4 contact poison, damage every minute.

Lizard, Great / Dragon, Komodo

Attributes: Intelligence 1, Wits 3, Resolve 2, Strength 4, Dexterity 3, Stamina 3, Presence 1, Manipulation 1, Composure 2

Skills: Athletics 3, Brawl 4, Stealth 3 (hiding in shadows) Intimidation 3, Survival 2 (hunting)

Willpower: 4

Initiative: 5

Defense: 3

Running Speed: 15 (Acting Speed 8)

Size: 6

Weapons/Attacks:

Type	Damage	Test pool
Bite	2 (L)	10
Claw	3 (L)	11

Health: 9

Monkey / Chimpanzee

Attributes: Intelligence 2, Wits 3, Resolve 2, Strength 3, Dexterity 4, Stamina 3, Presence 2, Manipulation 2, Composure 4

Skills: Athletics 3 (climbing), Brawl 3 (bite), Intimidation 3, Survival 3

Willpower: 6

Initiative: 8

Defense: 4

Running Speed: 13 (Acting Speed 6)

Size: 4

Weapons/Attacks:

Type	Damage	Test pool
Bite	2 (L)	10

Health: 7

Ostrich / Emu

Attributes: Intelligence 1, Wits 3, Resolve 3, Strength 3, Dexterity 3, Stamina 4, Presence 3, Manipulation 1, Composure 2

Skills: Athletics 4, Brawl 1, Survival 2

Willpower: 5

Initiative: 5

Defense: 3

Running Speed: 14 (Acting Speed 9)

Size: 5

Weapons/Attacks:

Type	Damage	Test pool
Beak	1 (L)	5
Claw	2 (L) *	6

Health: 9

Rhino / Hippo

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 6, Dexterity 2, Stamina 6, Presence 2, Manipulation 1, Composure 3

Skills: Athletics 2 (running), Brawl 3, Intimidation 3, Survival 3

Willpower: 6

Initiative: 5

Defense: 2

Running Speed: 15 (Acting Speed 7)

Size: 12

Weapons/Attacks:

Type	Damage	Test pool
Trample	2 (B)	11
Horn (rhino)	1 (L)	10

Health: 18

Scorpion

Attributes: Intelligence 0, Wits 1, Resolve 0, Strength 1, Dexterity 2, Stamina 4, Presence 0, Manipulation 0, Composure 0

Skills: Brawl 1, Survival 1

Willpower: 0

Initiative: 2

Defense: 3

Running Speed: 6 (Acting Speed 3)

Size: 1

Weapons/Attacks:

Type	Damage	Test pool
Stinger	1 (L)*	4

Health: 5

Special: * Stinger has Toxicity 3, damage occurs once per minute.

Shark

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 5, Dexterity 3, Stamina 4, Presence 3, Manipulation 1, Composure 4

Skills: Athletics 3, Brawl 4, Intimidation 4, Survival 3

Willpower: 7

Initiative: 7

Defense: 3

Running Speed: 13 (Acting Speed 6, Swimming only)

Size: 6

Weapons/Attacks:

Type	Damage	Test pool
Bite	3 (L)	12

Health: 10

Snake, constrictor

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 3, Dexterity 2, Stamina 1, Presence 3, Manipulation 1, Composure 4

Skills: Athletics 2, Brawl 2 (constriction), Stealth 2, Intimidation 3, Survival 3

Willpower: 7

Initiative: 6

Defense: 2

Running Speed: 7 (Acting Speed 2)

Size: 3

Weapons/Attacks:

Type	Damage	Test pool
Constrict	2 (B)	7

Health: 4

Snake, poisonous

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 1, Dexterity 4, Stamina 3, Presence 2, Manipulation 3, Composure 3

Skills: Athletics 2, Brawl 3 (bite), Stealth 2, Intimidation 3, Survival 3

Willpower: 6

Initiative: 7

Defense: 4

Running Speed: 9 (Acting Speed 4)

Size: 1

Weapons/Attacks:

Type	Damage	Test pool
Bite	1 (L) *	9

Health: 4

Special: * Bite has Toxicity 3, damage occurs once per minute.

Squirrel / Rat / Hare

Attributes: Intelligence 0, Wits 1, Resolve 0, Strength 2, Dexterity 4, Stamina 1, Presence 1, Manipulation 0, Composure 1

Skills: Athletics 4, Brawl 1, Survival 3 (finding food)

Willpower: 1

Initiative: 5

Defense: 4

Running Speed: 11 (Acting Speed 6)

Size: 2

Weapons/Attacks:

Type	Damage	Test pool
Bite	0 (L)	5

Health: 3

Toad

Attributes: Intelligence 0, Wits 2, Resolve 1, Strength 1, Dexterity 3, Stamina 1, Presence 1, Manipulation 1, Composure 3

Skills: Athletics 2, (hopping) Survival 3 (finding food)

Willpower: 4

Initiative: 6

Defense: 3

Running Speed: 6 (Acting Speed 2)

Size: 1

Weapons/Attacks:

Type	Damage	Test pool
n/a		

Health: 2

Whale, killer

Attributes: Intelligence 1, Wits 2, Resolve 3, Strength 7, Dexterity 2, Stamina 7, Presence 2, Manipulation 1, Composure 3

Skills: Athletics 2 (swimming), Brawl 3, Intimidation 4, Survival 3

Willpower: 6

Initiative: 5

Defense: 2

Running Speed: 15 (Acting Speed 6, Swimming only)

Size: 15

Weapons/Attacks:

Type	Damage	Test pool
Bite	3 (L)	13

Health: 22

Wolf

Attributes: Intelligence 1, Wits 4, Resolve 3, Strength 4, Dexterity 3, Stamina 3, Presence 4, Manipulation 1, Composure 3

Skills: Athletics 4 (running), Brawl 3, Stealth 2, Intimidation 3, Survival 4 (tracking)

Willpower: 6

Initiative: 6

Defense: 4

Running Speed: 14 (Acting Speed 7)

Size: 4

Weapons/Attacks:

Type	Damage	Test pool
Bite	2 (L)	9

Health: 7