Microlite 20 Anthro Races

By *greywulf*
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Contributed by **Darth Cestual**.

This list is based on the Gamma World 4th edition Base Animal Stock list and by no means complete, but does provide a wide variety of animal PC options. The animals presented here are assumed to be medium sized, unless stated otherwise, be of a general humanoid/bipedal form, and able to use most weapons and tools used by other human/demihuman races. Animals with the Aquatic mutation are considered to be adapted for land dwelling, and capable of surviving both in and out of the water. Other natural abilities will be listed as per Microlite20 Mutations.

Alligator ; Scales +3 natural armor, 1d8 tail slap, 2d6 bite

Armadillo ; Carapace +6 natural armor, Low Light Vision 30m, 1d4 claw

Badger ; Low Light Vision 30m, 1d6 claw, burrow 1 meter/minute

Bat ; Wings- fly for 10min/level, Keen Ears +20 Listen (sub+Mind), 1d4 bite

Bear ; Keen Nose, Fur +2 natural armor, +5 vs cold, 1d8 claw, 1d6 bite

Boar ; 1d6 tusk x2 on a charge

Bull ; Horns 2d4 damage x2 on a charge, Tougher +2hp/level

Camel ; Amazing Fortitude vs hot dry climates, needs 1/2 as much water, 1d4 bite

Chameleon ; Chameleon Skin +20 Sub when wearing nothing, Regeneration heals 1hp/round

Cheetah ; 1d4 claw, 1d6 bite, Fleet Feet +2 Dex to movement, Haste 2 actions per turn

Cougar ; 1d6 claw, 1d6 bite, Keen Ears +20 Listen, Keen Nose, Low Light Vision 30m

Crab ; Aquatic, Exoskeleton +5 natural armor, Pincers 1d6+2

Deer ; 2d4 antlers (Horns) x2 on charge, Keen Ears +20 Listen

Duck ; Immunity Cold, Wings- fly for 10mins/level

Elephant ; 2d6 tusks x2 if charging, Bigger +1 size category, +2 Str, prehensile trunk (Extra Arm)

Fox ; +2 Dex, Keen Ears +20 Listen, Keen Nose, Low Light Vision 30m, Padded Feet +10 Sub when sneaking

Frog ; Aquatic, Spring Legs +30 Jump, 10m/level

Gorilla ; 1d6 bite, Tougher +2hp/level

Grasshopper ; Extra Arms 1 extra 2 handed attack or 1 handed + shield, Spring Legs +30 Jump 10meters/level

Hawk ; 1d6 claw, 1d4 bite, Wings fly for 10min/level, Keen Eyes +20 Spot (sub+Mind)

Horse ; 1d6 kick

Kangaroo ; Spring Legs +30 Jump 10meters/level

Monkey ; 1d4 bite, +2 Dex

Mosquito ; 1d4 bite +1 per round blood drain, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Wings fly for 10min/level

Octopus ; Aquatic, Chameleon Skin +20 Sub when wearing nothing, Extra Arms 1 extra 2 handed attack or 1 handed + shield

Ostrich ; 1d6 kick, Fleet Feet +2 Dex to movement

Otter ; 1d6 bite, Immunity Cold

Porcupine ; 1d4 bite, Quills 1d6 damage

Praying Mantis ; 1d8 claws, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Chameleon Skin +20 Sub when wearing nothing

Raccoon ; 1d4 bite, Low Light Vision 30m

Rhinoceros ; 1d6+1 horn x2 when charging, Keen Nose, Bigger +1 size category, +2 Str

Sea Lion ;1d4 bite, Keen Nose, can hold breath for 10+Str bonus/rounds

Shark ; 1d12 bite, Aquatic, Keen Nose, Rage +4 Str -2AC

Sheep, Bighorn ; 1d6+1 head butt x2 charging, Immunity Cold

Skunk ; 1d4 bite, Low Light Vision 30meters, Stench adjacent creatures suffer -2 on all rolls

Snake ; Poison Bite 1d6+1 bite+Poison see M20 GM Guide for type, Darkvision see in total darkness 20 meters, Tremorsense 10m

Spider ; Poison Bite 1d6+1 bite+Poison see M20 GM Guide for type, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Climbing Hooks 10ft climb speed, Web (as the spell) fills 20ft radius spread with sticky spiderwebs

Squirrel ; 1d4 bite, Climbing Hooks 10ft climb speed, Tail +4 Dex

Termite ; 1d6 bite, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Exoskeleton +5 natural armor, can eat wood

Tiger ; 1d8 claw, 1d10 bite, Keen Nose, Low Light Vision 30meters

Turtle : Carapace +6 natural armor, can hold breath for 5 mins

Wasp ; 1d6+1 sting +Poison see M20 GM Guide for type, Extra Arms 1 extra 2 handed attack or 1 handed + shield, Wings fly for 10min/level

Weasel ; 1d6 bite, Low Light Vision 30meters

Wolf ; 1d6 bite, Keen Nose, Keen Ears +20 Listen, Fur +2 natural armor, +5 vs cold

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