

## CREATURES FROM *THE WORLD OF KONG*

*The World Of Kong: A Natural History Of Skull Island* is an art book filled with design and concept work from the people at Weta Workshop for Peter Jackson's film *King Kong*. Presented as if Skull Island really existed, the book shows dozens of animals created for the Skull Island sequences, few of which actually appeared in the final film. Each creature has a name (usually given in Latin), a translation of its name, a general size listing, and a few paragraphs of descriptive text. Material perfect for adaptation into the game system of your choice!

The character sheets presented here are my efforts to offer the denizens of Skull Island in the *HERO System* format. I have attempted to write-up all the major animals listed in the book, as well as some of the lesser variants and the like. As some creatures (like the giant centipedes) are all very similar in size and nature, some character sheets will cover several animals at once. Others will offer options to allow you to simulate a related animal or animals.

When building the creatures from *The World Of Kong* I have used the largest size listed to create the animal's character sheet, thus making it easy for Game Masters to scale a creature back to a desired size and power level (if needed). I will also try and note what I used as a base to create the creature, referencing published material if needed. Also, I'll try and mention if the creature in question ever made it one screen (as far as I can tell).

I feel the creatures listed here would be perfect for *Fantasy HERO* campaigns, since just about every fantasy game could always use more giant lizards and the like. They also fit right in with *Pulp HERO* lost world adventures, which should come as no surprise, since *King Kong* is the perfect lost world adventure. Finally, I think many of the creatures could be pressed into service as *Star HERO* alien beasts, inhabiting strange interstellar environments.

Last but not least... I highly recommend *The World Of Kong: A Natural History Of Skull Island* and readily suggest anyone running a Pulp-era or fantasy campaign to purchase it.

- **COASTAL REGIONS**

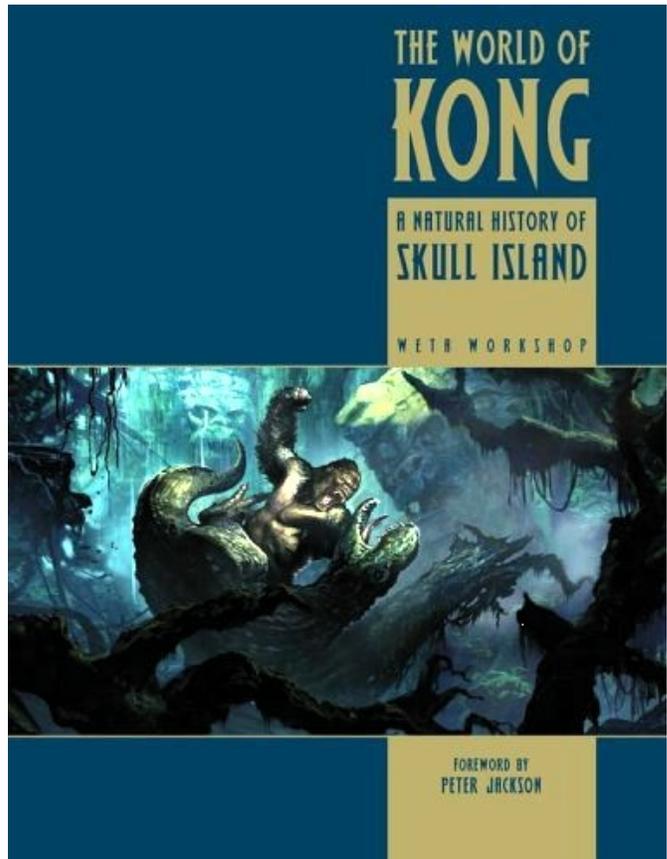
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## **ACIEDACTYLUS MANDOCARIS**

### **"Sharp-Edge-Fingers Devour-Crab"**

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	4		Phases: 4, 8, 12
8	REC	0		
36	END	0		
31	STUN	0		<b>Total Characteristics Cost: 49</b>

**Movement:** Running: 8"/16"  
Swimming: 2"/4"

#### **Cost Powers & Skills**

19	<b>Bite:</b> HKA 1d6 (1½d6 with STR), Increased STUN Multiplier (+¼), END 2
12	<b>Blade-Like Finger Claws:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
2	<b>Scaled Skin:</b> Damage Resistance (2 PD/2 ED)
4	<b>Heavy:</b> Knockback Resistance (-2")
4	<b>Long Legs:</b> Running +2" (8" total), END 2
1	<b>Splay Footed:</b> Usable As Swimming on up to 8" of Running (+¼); Surface Only (-1), Only On Water-Soaked Mud/Sand (-1)
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
2	<b>Secondary Nostrils:</b> Life Support (Expanded Breathing: Breath Underwater); Only In Shallow Water (see text; -2)

#### **Skills**

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Coastal Regions 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Aciedactylus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**62 Total Powers & Skills Cost**

**111 Total Character Cost**

#### **75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (12'-16' long) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**1 Experience Points**

**111 Total Disadvantage Points**

#### **Ecology:**

*Aciedactylus* is found in the mangrove forests and on the edges of the brackish swamps of Skull Island. Non-aggressive (despite its great size), *Aciedactylus* eats mollusks and crabs, crushing them up with its thick teeth. It locates its prey by burying its nose in shallow water of mud, grubbing for food. Due to having a secondary set of nostrils mounted high on the head, *Aciedactylus* can remain in this posture for extended periods.

#### **Personality/Motivation:**

Typical animal motivations.

#### **Powers/Tactics:**

Wide, splay feet allow *Aciedactylus* to move across mud and wet sand with ease, allow it to escape larger and heavier predators. If attacked, *Aciedactylus* will defend itself with the long blade-like claws on its fingers.

#### **Appearance:**

*Aciedactylus* has the typical theropod body shape, with a long neck and tail, and grows to be 12 to 15 feet long. Its feet are large for its

size, while its forelimbs end in long claws. It is colored a grayish-brown.

#### **Designer's Notes:**

*Aciedactylus* was based off of the Deinonychus character sheet found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

**NEFUNDUSAURUS ACERBUS**  
**"Troublesome Abominable Lizard"**

*Nefundusaurus* has a heavy body, a thick neck, large head, and a long tail. It is a bluish color with a white underbelly.

Val	CHA	Cost	Roll	Notes
25	STR	0	14-	Lift 800 kg; 5d6 HTH Damage
15	DEX	0	12-	OCV: 5/DCV: 5
21	CON	0	13-	
17	BODY	0	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	0		Total: 14 PD (4 rPD)
7	ED	0		Total: 9 ED (2 rED)
3	SPD	0		Phases: 4, 8, 12
9	REC	0		
42	END	0		
42	STUN	0		
				<b>Total Characteristics Cost: 74</b>

**Designer's Notes:**

*Nefundusaurus* was built using the Giant Lizard and Ankylosaurus character sheets from the *HERO System Bestiary*. It didn't appear in *King Kong*.

The description for the *Nefundusaurus* mentions it taking food from *Dirusuchus*, or the "Dire-Crocodile." One can create *Dirusuchus* simply by using the standard Crocodile character sheet in the *HERO System Bestiary*, adding +5 STR or so to represent its much larger size.

**Movement:** Running: 6"/12"  
 Swimming: 2"/4"

**Cost Powers & Skills**

20	<b>Bite:</b>	HKA 1d6+1 (2 1/d6 with STR), END 2
15	<b>Bladed Tail:</b>	HA +4d6, Reduced Endurance (0 END; +1/2); Hand-To-Hand Attack (-1/2), Only With Extra Limb (-1/2)
14	<b>Bladed Tail:</b>	HKA 1d6, Continuous (+1), Damage Shield (+1/2), Inherent (+¼), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Always On (-1/2), Activation Roll 8- (-2), No STR Bonus (-1/2)
9	<b>Thick Scales:</b>	Armor (4 PD/2 ED)
12	<b>Heavy:</b>	Knockback Resistance (-6")
6	<b>Sharp Senses:</b>	+2 PER with all Sense Groups
4	<b>Acute Sense Of Smell:</b>	+2 PER with Smell/Taste Group
5	<b>Tail:</b>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

10	Combat Skill Levels:	+2 with HTH
0	AK: Skull Island Coastal Regions 8-	
0	Analyze Animal 8-	
2	Concealment 11-; Self Only (-1/2)	
0	PS: Nefundusaurus Abilities 8-	
0	Shadowing 8-	
3	Stealth 12-	
0	Survival 8-	
3	Tracking 11-	

**103 Total Powers & Skills Cost**

**177 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation:	Animal Intelligence (F, G)
10	Physical Limitation:	Enormous (24' long) (F, S)
5	Physical Limitation:	Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation:	Very Limited Manipulation (F, G)

**57 Experience**

**177 Total Disadvantage Points**

**Ecology:**

This heavy-bodied animal isn't a dinosaur, but a member of the archosaur family, a group that predates the dinosaurs. A virtual eating machine, *Nefundusaurus* isn't picky about its meals, and uses its excellent sense of smell to track down carrion of all sorts, although it isn't afraid to devour shellfish, turtles, seals, and anything else it can sink its teeth into -- including Skull Island's human inhabitants.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Not particularly fast for its size, *Nefundusaurus* prefers to take live prey from ambush. It will also simply steal food from smaller animals, using a mixture of size, strength, and intimidation to take what it wants. If attacked, *Nefundusaurus* will defend itself with its mouthful of sharp teeth and its tail, which is lined with several rows of blade-like projections.

**Appearance:**

Measuring anywhere from 16 to 24 feet in length, the lizard-like

**PERACERDON EXITIALIS**  
**"Deadly Very-Sharp Tooth"**

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	5		Total: 8 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	1		<b>Total Characteristics Cost: 46</b>

**Movement:** Running: 8"/16"  
Leaping: 4"/8"  
Swimming: 2"/4"

**Cost Powers & Skills**

16	<b>Bite:</b> HKA 1d6+1 (2d6+1 with STR); Reduced Penetration (-¼), END 2
8	<b>Fore-Claws:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
2	<b>Scaled Skin:</b> Damage Resistance (2 PD/2 ED)
4	<b>Swift:</b> Running +2" (8" total), END 2
1	<b>Leaper:</b> Leaping +1" (4" forward, 2" upwards), END 1
6	<b>Vice-Like Claws:</b> Clinging (21 STR); Horizontal Surfaces Only (-1)
6	<b>Dinosaur Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Coastal Regions 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Peracerdon Abilities 8-
0	Shadowing 8-
3	Stealth 13-
0	Survival 8-

**62 Total Powers & Skills Cost**

**107 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (12'-16' long) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**110 Total Disadvantage Points**

**Ecology:**

Long and lean, *Peracerdon* is a bipedal predator of fish, seabirds, eggs, crustaceans, and even seal pups (if it gets the chance). A theropod, *Peracerdon* is found all along the perimeter of Skull Island, from the rocky coasts to sedate swamps./P>

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Powerful claws keep *Peracerdon* anchored in even the roughest of waves, allowing it to remain steady in pounding surf. It usually remains still, darting its head down to snatch up prey items.

**Appearance:**

Anywhere from 12 to 16 feet long, *Peracerdon* is mostly long, narrow head, and whip-like tail (used for balance). Greenish, it has red finlike projections running down its back.

**Designer's Notes:**

*Peracerdon* was based off of the Deinonychus character sheet found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

## TARTARUSAURUS SAEVUS "Cruel Hell-Lizard"

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
28	CON	36	15-	
24	BODY	28	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
12	PD	5		Total: 18 PD (6 rPD)
12	ED	6		Total: 18 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
12	REC	0		
56	END	0		
56	STUN	0		<b>Total Characteristics Cost: 121</b>

**Movement:** Running: 8"/16"  
Swimming: 2"/4"

### Cost Powers & Skills

25	<b>Bite:</b> HKA 1 ½d6 (3d6+1 with STR), END 2
12	<b>Claws:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
18	<b>Thick Hide:</b> Armor (6 PD/6 ED)
16	<b>Heavy:</b> Knockback Resistance (-8")
4	<b>Long Legs:</b> Running +2" (8" total), END 2
12	<b>Burst Of Speed:</b> Running +15"; Increased Endurance Cost (x4 END; -1 1/2), END 12
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limated Manipulation (-¼)
1	<b>Fat Reserve In Tail:</b> Life Support (can go without food for months); Must Have Fed Sufficiently Before Hand (-1)

### Skills

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Coastal Regions 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Tartarusaurus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**106 Total Powers & Skills Cost**

**227 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (28' long) (F, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

### 107 Experience

**227 Total Disadvantage Points**

### Ecology:

A huge coastal predator, *Tartarusaurus* is found all along the north side of Skull Island, where it preys on other coastal reptiles, Limusaurs (a form of amphibian), sea birds, seals, and carrion. Nomadic, *Tartarusaurus* follow the seal populations and will jealously defend whatever length of coast they have currently claimed as their own against any intruders, especially another *Tartarusaurus*. Males will often fight each other, balanced on the tails and hind legs, raking their opponents with heavy claws on their forelimbs.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Capable of running far faster than a man for short distances, *Tartarusaurus* prefers to try and creep close to a potential prey item before dashing out to attack.

### Appearance:

*Tartarusaurus* measures anywhere from 20 to 28 feet in length, with a heavy, bulky build. Basically, lizard-like in shape, *Tartarusaurus* has a thick hide, reminiscent of a rhinoceros, massive jaws, and powerful limbs.

### Designer's Notes:

*Tartarusaurus* never showed up in *King Kong*. As written, it makes a good proto-dragon, and in a fantasy setting could be used as a mount for Lizardmen and the like. I used the Giant Lizard and the Rhinoceros character sheets from the *HERO System Bestiary* to create *Tartarusaurus*.

## **BRONTOSAURUS BAXTERI** **"Baxter's Thunder-Lizard"**

Val	CHA	Cost	Roll	Notes
65	STR	55	22-	Lift 200 tons; 13d6 HTH Damage
9	DEX	-3	11-	OCV: 3/DCV: 3
45	CON	70	18-	
45	BODY	70	18-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
				Total: 26 PD (6 rPD)
22	ED	13		Total: 22 ED (4 rED)
2	SPD	1		Phases: 6, 12
22	REC	0		
90	END	0		
100	STUN	-1		<b>Total Characteristics Cost: 220</b>

**Movement:** Running: 12"/24"  
Leaping: 0"/0"  
Swimming: 0"/0"

### Cost Powers & Skills

13	<b>Rear And Stomp:</b> HA +4d6; Hand-To-Hand Attack (-1/2), END 2
7	<b>Tail Lash:</b> HA +3d6; Hand-To-Hand Attack (-1/2), Only With Extra Limb (-1/2), END 1
5	<b>Thick Hide:</b> Damage Resistance (6 PD/4 ED)
28	<b>Heavy:</b> Knockback Resistance -14"
12	<b>Long Legs:</b> Running +6" (12" total), END 2
-2	<b>Can't Swim:</b> Swimming -2" (0" total)
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

2	Combat Skill Levels: +1 OCV with Tail Bash
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Brontosaurus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**73 Total Powers & Skills Cost**  
**293 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
15	Physical Limitation: Gigantic (120' long) (F, S)
5	Physical Limitation: Reduced Leap, can't leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
15	Psychological Limitation: Timid (C, S)
153	<b>Experience</b>
<b>293</b>	<b>Total Disadvantage Points</b>

### Ecology:

The largest animal on Skull Island, and possible the largest living land animal ever, *Brontosaurus* is a herd-dwelling herbivore. Living in group of six to twenty animals, *Brontosaurus* grazed the upper layers of trees, often creating new paths through the dense jungle simply pushing aside thick stands of plant growth and trees.

Herd are led by a mature male, while immature males were kept from reaching full growth by pheromones released by the male. The females give birth to live young, which are able to walk within a few hours and are protected by the entire herd. Mature females leave the herd to join another, while maturing males remain with their herd, assisting in defense and eventually replacing the adult bull when he dies.

### Personality/Motivation:

Typical animal motivations. *Brontosaurus* are known to be skittish, and are quick to run away from a perceived threat.

### Powers/Tactics:

The main defense of the *Brontosaurus* is its sheer size. At one hundred plus feet in length, there is little that can challenge a full-grown adult. However, the young are more prone to be taken by predators, and the adults will defend them -- either by rearing back and stomping with their massive forelegs, or by whipping their tails around to bash an attacking foe.

### Appearance:

*Brontosaurus* is a huge lizard-like dinosaur, with a long narrow neck, a long slender tail, a small head, and four column-like legs. Its skin is grayish and has the same general appearance as an elephant's hide.

### Designer's Notes:

The Skull Island *Brontosaurus* is based off of the *Brontosaurus* seen in the *HERO System Bestiary*, scaled up to account for the Skull Island version being around 50' longer (although most of that is neck and tail). The *Brontosaurus* showed up in *King Kong*, and was the first dinosaur our heroes saw. The *Brontosaurus* also showed up in the 1933 *King Kong*. Apparently the only carnivorous *Brontosaurus* known to man, the 1933 version attacked and ate a crewman who'd chosen to climb a tree to escape.

## TERROR BIRDS

### Ecology:

"Terror Bird" is the name given to a variety of large flightless predatory birds found in South America some 62 million years ago in the Cenozoic Era. On Skull Island, the term is used to describe several species of large flightless birds, most of whom are carnivorous, and all of which among some of the largest flightless birds known to exist.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Lowlands-dwelling Terror Birds are pursuit predators, chasing down small mammals, young dinosaurs, and large invertebrates. Jungle-dwellers tend to eat fruit, insects, and forest-floor centipedes. All of Skull Island's Terror Birds are powerfully built animals, capable of delivering nasty kicks with their clawed feet, while the lowlands species possess huge ax-like beaks.

### Appearance:

The typical Skull Island Terror Bird looks roughly like an Ostrich, with a heavily built body, hairy feathers, bare legs, and long necks. Carnivorous Terror Birds will have thick, muscular necks, while the insect and fruit eaters will have more sinuous necks.

### Designer's Notes:

The Terror Bird character sheets were derived from the Ostrich character sheet found in the 4th Edition *HERO Bestiary*. I modified the character sheet to account for the 5th Edition method for writing up animals, and then modified each one further to account for the differences in size for each Terror Bird. None of the Terror Birds appeared in *King Kong*.

## BRUTORNIS "Heavy-Fowl"

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	3		Total: 8 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
40	STUN	1		
				<b>Total Characteristics Cost: 69</b>

**Movement:** Running: 9"/18"  
Leaping: 3"/6"  
Swimming: 0"/0"

### Cost Powers & Skills

15 **Beak:** HKA 1d6 (2d6 with STR), END 1  
12 **Kick:** HKA 1d6 (2d6 with STR); Reduced Penetration (-1/4), END 1  
1 **Thick Feathers And Skin:** Damage Resistance (1 PD/1 ED)  
4 **Heavy:** Knockback Resistance -2"  
6 **Long Legs:** Running +3" (9" total), END 2  
-2 **Can't Swim:** Swimming -2"  
6 **Sharp Senses:** +2 PER with all Sense Groups  
2 **Sharp Eyed:** +1 PER with Sight Group

### Skills

10 Combat Skill Levels: +2 with HTH  
0 AK: Skull Island Low Lands 8-  
0 Analyze Animal 8-  
0 Concealment 8-  
0 PS: Terror Bird Abilities 8-  
0 Shadowing 8-  
0 Stealth 8-  
0 Survival 8-  
54 **Total Powers & Skills Cost**  
123 **Total Character Cost**

### 75+ Disadvantages

15 Physical Limitation: Animal Intelligence (F, G)  
5 Physical Limitation: Large, up to twice human size (500 kg) (I, S)  
5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)  
15 Physical Limitation: Very Limited Manipulation (F, G)  
8 **Experience Points**  
124 **Total Disadvantage Points**

**Description:** *Brutornis* is the most massive of the Skull Island Terror Birds. Standing five to six feet tall at the hip, and around nine feet at the top of the skull, *Brutornis* weighs in at around 500 kg. Equipped with powerful legs and large claws, *Brutornis* runs down prey in the open grasslands, dispatching its target with a single strike of its massive beak.

Female *Brutornis* will nest on the edges of the grasslands and are highly protective of their eggs, often forgoing food for a month or so until the chicks hatch. *Lycaesaurus* will often entice a *Brutornis* female to leave her nest with other members of the pack dashing in and snatching up eggs. Those chicks who do hatch will follow their mother around until large enough to hunt for themselves.

## ZEROPTERYX "No-Wings"

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4 ½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 ½d6
8	COM	-1	11-	
7	PD	2		Total: 7 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
36	END	0		
36	STUN	0		
<b>Total Characteristics Cost: 57</b>				

**Movement:** Running: 8"/16"  
Leaping: 2.5"/5"  
Swimming: 2"/4"

### Cost Powers & Skills

15	<b>Beak:</b> HKA 1d6 (2d6 with STR), END 1
12	<b>Kick:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
1	<b>Thick Feathers And Skin:</b> Damage Resistance (1 PD/1 ED)
4	<b>Heavy:</b> Knockback Resistance -2"
4	<b>Long Legs:</b> Running +2" (8" total), END 2
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
2	<b>Sharp Eyed:</b> +1 PER with Sight Group

### Skills

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Terror Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**50 Total Powers & Skills Cost**  
**109 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (400 kg) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>115</b>	<b>Total Disadvantage Points</b>

**Description:** *Zeropteryx* is the second largest of the Skull Island Terror Birds, measuring five to six feet at the hip, and seven to eight feet over all. Weighing around 400 kg, *Zeropteryx* is a powerful predator, equipped with a lethal beak and large claws on its massive legs.

## NOCTUPERVAGUS Noctupervagus Pinguis "Fat Roving-By-Night"

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3 ½d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	2		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
7	REC	0		
30	END	0		
30	STUN	0		
<b>Total Characteristics Cost: 41</b>				

**Movement:** Running: 7"/14"  
Leaping: 2"/4"  
Swimming: 0"/0"

### Cost Powers & Skills

12	<b>Saw-Toothed Beak:</b> HKA ½d6 (1d6+1 with STR), Increased STUN Multiplier (+¼), END 1
8	<b>Kick:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
2	<b>Heavy:</b> Knockback Resistance -1"
2	<b>Long Legs:</b> Running +1" (7" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
2	<b>Sharp Eyed:</b> +1 PER with Sight Group
5	<b>Nocturnal:</b> Night Vision

### Skills

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Jungles 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Terror Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**45 Total Powers & Skills Cost**  
**86 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Human Sized, but heavy (200 kg) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>115</b>	<b>Total Disadvantage Points</b>

**Description:** A nocturnal predator of ground-dwelling centipedes, *Noctupervagus* stands around five to six feet at the shoulder, making it around seven feet tall in total. Weighing roughly 200 kg, *Noctupervagus* appears as a massively built emu or cassowary, with dark reddish-brown plumage. *Noctupervagus* lay their eggs on the forest floor, amid the roots of trees, where they are quickly covered with a layer of small plants and mosses. This serves to hide the eggs, although it does make it difficult for chicks to hatch -- in many cases the mother will assist in breaking the shell open.

**PINNATONO**  
**Pinnatono Amarus**  
**"III-Natured Feather-Thunder"**

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3 ½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	1		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
28	END	0		
29	STUN	0		
				<b>Total Characteristics Cost: 36</b>

**Movement:** Running: 7"/14"  
 Leaping: 2"/4"  
 Swimming: 0"/0"

**Cost Powers & Skills**

23	<b>Acidic Pulp:</b> Sight Group Flash 8d6; 4 Charges (-1), Limited Range (2"; -¼), Must Target Unprotected Face And Eyes (-1/2) <b>plus</b> EB 3d6, NND (defense is Life Support [Self-Contained Breathing]; +1); 4 Charges (-1), Limited Range (2"; -¼), Must Target Unprotected Face And Eyes (-1/2), Linked (-1/2)
10	<b>Beak:</b> HKA ½d6 (1d6+1 with STR), END 1
8	<b>Kick:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
2	<b>Heavy:</b> Knockback Resistance -1"
2	<b>Long Legs:</b> Running +1" (7" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups

**Skills**

5	Combat Skill Levels: +1 with HTH
4	Combat Skill Levels: +2 OCV with Acidic Pulp

0	AK: Skull Island Jungles 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Terror Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**58 Total Powers & Skills Cost**

**93 Total Character Cost**

**75+ Disadvantages**

15	Distinctive Features: Foul Stink (NC)
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Human Sized, but heavy (200 kg) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**130 Total Disadvantage Points**

**Description:** Roughly the same size as Noctupervagus, Pinnatono has a pale-skinned featherless neck and head, and a body covered in blackish feathers with a reddish under body and tail. An eater of fruit, Pinnatono as the only animal to feed up on a certain highly-acidic berry, leading to the animal excreting a noxious stink from its pores, dung, and breath. These berries also tended to ferment into nearly toxic soup in Pinnatono's gullet, allowing the bird to vomit forth a mass of acidic pulp on attackers. This pulp would both blind a potential attacker, as well as cause extreme discomfort to the eyes, nose, and other areas of the face.

**HYLAEORNIS**  
**Hylaeornis Maximus**  
**"Big Forest-Bird"**

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
12	CON	4	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		
				<b>Total Characteristics Cost: 16</b>

**Movement:** Running: 8"/16"  
 Swimming: 0"/0"

**Cost Powers & Skills**

5	<b>Beak:</b> HKA 1 point (1/2d with STR), END 1
8	<b>Kick:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
4	<b>Long Legs:</b> Running +2" (8" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups

**Skills**

2	Combat Skill Levels: +1 OCV with Kick
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0	AK: Skull Island Jungles 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Terror Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**23 Total Powers & Skills Cost**

**39 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
0	Physical Limitation: Human Sized
15	Physical Limitation: Very Limited Manipulation (F, G)

**105 Total Disadvantage Points**

**Description:** Standing four to five feet tall at the shoulder, Hylaeornis stands maybe six feet tall total, and masses around 130 to 150 pounds, making it roughly the size of a cassowary or an emu. Forest and jungle-dwelling birds, Hylaeornis eats a mixture of fruit, nuts, and small insects and the like. They nest between the roots of giant trees and tend to run from attacks, although they can and will deliver a nasty kick if cornered.

## CALCARISAURUS IEIUNIOSUS "Hungry Spar-Lizard"

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	5		Total: 12 PD (4 rPD)
8	ED	5		Total: 12 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
30	STUN	1		<b>Total Characteristics Cost: 43</b>

**Movement:** Running: 5"/10"  
 Leaping: 0"/0"  
 Swimming: 0"/0"  
 Tunneling: 1"/2"

Cost	Powers & Skills
10	<b>Bite:</b> HKA ½d6 (1d6+1 with STR), END 1
8	<b>Digging Claws:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (+¼), END 1
15	<b>Tail Bash:</b> HKA 1d6 (2d6 with STR), END 1
25	<b>Spiked Body:</b> HKA 1d6, Continuous (+1), Damage Shield (+1/2), Inherent (+¼), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Activates 15- (-¼), Always On (-1/2), No STR Bonus (-1/2)
12	<b>Armored Body:</b> Armor (4 PD/4 ED)
16	<b>Armored Body:</b> Armor (+8 PD/+8 ED); Activation Roll 14- (Doesn't Cover The Lower Limbs Or The Underbelly; -1/2)
1	<b>Immune To Centipedes:</b> Life Support: Immunity (Skull Island Centipede venom)
-2	<b>Slow:</b> Running -1" (5" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
2	<b>Burrowing:</b> Tunneling 1" through 1 DEF material; Extra Time (Full Turn; -1 1/4), Earth And Soil Only (-1/2), END 1
4	<b>Strong Sense Of Smell:</b> +2 PER with Smell/Taste Group
5	<b>Strong Sense Of Smell:</b> Tracking for Normal Smell
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

5	Combat Skill Levels: +1 with Hand-To-Hand
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Calcarisaurus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**104 Total Powers & Skills Cost**  
**147 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
0	Physical Limitation: Human Sized
15	Physical Limitation: Poor Eyesight And Hearing, suffers -2 to all Sight and Hearing PER Rolls (F, G)
5	Physical Limitation: Reduced Leap, can't leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

### 22 Experience

**147 Total Disadvantage Points**

### Ecology:

This small reptile is a virtual walking tank, with a thick hide encrusted with a variety of spines, spurs, and spikes. Fairly fearless, due to their nearly impenetrable hide, *Calcarisaurus* can be found in the plains and scrublands, hunting for small lizards, rodents, and invertebrates. The primary prey of *Calcarisaurus* is centipedes, and are dug out of burrows and rotten logs with its powerful claws (no mean feat when the average Skull Island centipede is three feet or more in length). Most prey is found with *Calcarisaurus's* strong sense of smell, which offsets its fairly poor eyesight and hearing.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Protected by its thick hide and a multitude of spikes and spurs, *Calcarisaurus* tends to ignore more predators, most of whom have long since learned to ignore the small lizard as not worth the effort to eat. It threatened, it will swing its spiny tail at a foe and can inflict terrible wounds with it. About the only dinosaur who presents a real threat to *Calcarisaurus* is *Venatosaurus*, who has learned to flip *Calcarisaurus* on its back, exposing the vulnerable undersides.

### Appearance:

*Calcarisaurus* resembles an oversized horned lizard (aka a "horned toad," "horny toad", or "horned frog") or a thorny devil. It is around five to seven feet in length and is heavily encrusted with spines and spikes of various shapes and sizes. Coloration seems to be a dark grayish-green.

### Designer's Notes:

*Calcarisaurus's* character sheet was developed by mixing elements of the Mon'da Hunting Lizard with the character sheet for Ankylosaurus (both found in the *HERO System Bestiary*). I can almost see it as a strange pet in certain fantasy campaigns. It didn't appear in *King Kong*.

**CARRION PARROTS**  
**Great Carrion Parrot**  
*Caropsitticus Maximus*  
**"Large Flesh Parrot"**

Val	CHA	Cost	Roll	Notes
-8	STR	-18	5-	Lift .8 kg; 0d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
7	CON	-6	10-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
6	COM	-2	10-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	1		Total: 2 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
3	REC	4		
14	END	0		
14	STUN	5		
				<b>Total Characteristics Cost: -14</b>

**Movement:** Running: 1"/2"  
 Flight: 14"/28"  
 Swimming: 0"/0"

**Cost Powers & Skills**

5 **Beak:** HKA 1 point (1 point with STR), END 1  
 5 **Talons:** HKA 1 point (1 point with STR), END 1  
 19 **Wings:** Flight 14"; Restrainable (-1/2), END 3  
 -10 **Short Legs:** Running -5" (1" total), END 1  
 -2 **Can't Swim:** Swimming -2"  
 5 **Bird's Eyes:** Increased Arc Of Perception (240 degrees) for Sight Group

**Skills**

6 Combat Skill Levels: +2 with Beak and Talons  
 10 **Hard To Hit:** Combat Skill Levels: +2 DCV  
 0 AK: Skull Island Low Lands 8-  
 0 Analyze Animal 8-  
 0 Concealment 8-  
 3 **Small Size:** +2 to Concealment; Self Only (-1/2)  
 0 PS: Carrion Parrot Abilities 8-  
 0 Shadowing 8-  
 0 Stealth 8-  
 4 **Small Size:** +2 to Stealth  
 0 Survival 8-

**26 Total Powers & Skills Cost**

**43 Total Character Cost**

**75+ Disadvantages**

15 Physical Limitation: Animal Intelligence (F, G)  
 5 Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)  
 15 Physical Limitation: Very Limited manipulation (F, G)

**110 Total Disadvantage Points**

**GREEN CARRION PARROT**

*Caropsitticus Verdens*

**"Green Flesh Parrot"**

**Cost Powers**

-2 STR -10  
 -2 CON 6  
 -2 BODY 4  
 -1 PRE 9

**Total Character Cost: -7 points**

**RED CARRION PARROT**

*Caropsitticus Rufus*

**"Red Flesh Parrot"**

**Cost Powers**

-4 STR -12  
 -4 CON 5  
 -4 BODY 3  
 -2 PRE 8  
 -3 Reduce Flight to 12"

**Total Character Cost: -17 points**

**Ecology:**

Carrion Parrots are large, brightly colored parrots who subsist almost entirely on carrion. They possess strong beaks -- easily capable of tearing flesh free from a carcass, as well as highly curious natures, causing them to investigate most any corpse or kill they come across.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Carrion Parrots hop from tree to tree on the fringes of the open grasslands, looking for the bodies of dead animals to feast upon. They will also eat small insects, lizards, fruits, and nuts. If attacked, a Carrion Parrot will usually flee.

**Appearance:**

All Carrion Parrots have thickly feathered bodies, long wings and tails, and a head bare of feathers. The Great Carrion Parrot has a wingspan of four to five feet, the Green Carrion Parrot has a wingspan of three to four feet, while the Red Carrion Parrot has a wingspan of 26 to 30 inches.

**Designer's Notes:**

The Carrion Parrots were loosely based off the Bird character sheets seen in the *HERO System Bestiary*. None of the Carrion Parrots appeared in *King Kong*.

**CARRION STORK**  
***Profanornis Spinus***  
**"Thorny Unholy-Bird"**

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
9	BODY	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
21	STUN	0		
				<b>Total Characteristics Cost: 17</b>

**Movement:** Running: 7"/14"  
Swimming: 0"/0"

Cost	Powers & Skills
8	<b>Sharp Beak:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
10	<b>Kick:</b> HKA 1/d6 (1d6+1 with STR), END 1
2	<b>Fast:</b> Running +1" (7" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
4	<b>Sharp Eyed:</b> +2 PER with Sight Group

**Skills**  
4 Combat Skill Levels: +2 OCV with Beak

- 0 AK: Skull Island Low Lands 8-
- 0 Analyze Animal 8-
- 0 Concealment 8-
- 0 PS: Carrion Stork Abilities 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 0 Survival 8-

**26 Total Powers & Skills Cost**  
**43 Total Character Cost**

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (F, G)
0	Physical Limitation: Human Sized
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>105</b>	<b>Total Disadvantage Points</b>

**PROFANORNIS SORDICUS**  
**"Dirty Unholy-Bird"**

Cost	Powers
-2	STR 8
+3	DEX 16
-2	CON 12
-2	BODY 8
-2	PRE 13
-1	SPD 3
-5	Reduce Kick to 1 Pip HKA (½d6 with STR)
<b>Total Character Cost: -11 points</b>	

**Ecology:**  
Reminiscent in many ways of the Marabou Stork, Skull Island's Carrion Storks feed on nearly anything, with their prey ranging from amphibians, fish, large insects and other invertebrates, small lizards, bird chicks, and immature dinosaurs. They also will take carrion and readily gather around a kill, looking to snatch a bit of meat here and there. Living in small groups, Carrion Stork young are mobile within hours of hatching, but tend to stay close to their parents for around a year or so before heading out on their own.

**Personality/Motivation:**  
Typical animal motivations.

**Powers/Tactics:**  
Carrion Storks tend to hunt near area where their prey can be found in plenty -- the scrublands and near rivers and streams for example. As with many storks, their hunting method usually involves standing still and then snatch up prey with a quick jab of their beak, or turning over objects and snapping up whatever tries to scuttle away. As with many

large flightless birds, attacks will be met by a combination of packs and swift (and possibly lethal) kicks.

**Appearance:**  
*Profanornis spinosus* is a large, bulky, flightless bird, standing five to six feet tall at the hip, and over seven feet tall at the top of its head, and weighing 140-180 pounds (roughly the size of an emu). *Profanornis sordicus* is much shorter, and only stands three to four foot at the hip, and weighing 120-130 pounds (about the size of a cassowary). Like the Marabou Stork both birds have heads and necks bare of any feathers, while what feathers they do have are a dirty grayish color and often matted together.

**Designer's Notes:**  
The Carrion Stork was loosely based off the Ostrich character sheet found in 4th Edition *HERO Bestiary*, with modifications based off of the bird character sheets seen in the *HERO System Bestiary*. None of the Carrion Storks appeared in *King Kong*.

## **FERRUCUTUS CERASTES** **"Horned Iron-Hide"**

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	Lift 6.4 tons; 8d6 HTH Damage
13	DEX	9	12-	OCV: 4/DCV: 4
38	CON	56	17-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
15	PD	7		Total: 21 PD (6 rPD)
12	ED	4		Total: 16 ED (4 rED)
3	SPD	7		Phases: 4, 8, 12
16	REC	0		
76	END	0		
74	STUN	0		
				<b>Total Characteristics Cost: 160</b>

**Movement:** Running: 12"/24"  
Leaping: 0"/0"  
Swimming: 0"/0"

### Cost Powers & Skills

30	<b>Nose Horns:</b> HKA 2d6 (4d6 with STR), END 3
10	<b>Bite:</b> HKA ½d6 (1d6+1 with STR), END 1
14	<b>Head Spikes:</b> HKA 1d6, Continuous (+1), Damage Shield (+1/2), Inherent (+¼), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Activates 8- (-2), Always On (-1/2), No STR Bonus (-1/2)
15	<b>Iron-Hide:</b> Armor (6 PD/4 ED)
7	<b>Head Frill:</b> Armor (+5 PD/+5 ED); Only Protects Head/Neck (Hit Locations 3-5 on the Quadruped Hit Location Table) And Against Move-Through Damage (-1)
5	<b>Reinforced Neck And Shoulders:</b> +10 PD; Only To Protect Against Damage Taken When Performing Move Throughs (-1)
30	<b>Heavy:</b> Knockback Resistance -15"
12	<b>Long Legs:</b> Running +6" (12" total), END 2
-2	<b>Can't Swim:</b> Swimming -2" (0" total)
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

5	Combat Skill Levels: +1 with Hand-to-Hand
4	Combat Skill Levels: +2 OCV with Move-Through
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Ferrucutus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>138</b>	<b>Total Powers &amp; Skills Cost</b>
<b>298</b>	<b>Total Character Cost</b>

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (34' long) (F, S)
5	Physical Limitation: Reduced Leap, can't leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
178	<b>Experience</b>
<b>298</b>	<b>Total Disadvantage Points</b>

### Ecology:

Fairly numerous on Skull Island, *Ferrucutus* is a herd-dwelling herbivore, found in groups of around a dozen or so individuals. They eat shrubs and uproot cycads to get at the tender crowns. *Ferrucutus* herds tend to follow the *Brontosaurus* herds, exploiting any jungle cleared by the huge animals and quickly devouring the broken brush.

*Ferrucutus* are strongly territorial, and will claim a small area as their own, using it to raise their young in relative safety. Young *Ferrucutus* are protected by the rest of the herd, who will form a circle, tails in, heads out, if a predator threatens. The dominate male will usually engage any threat himself, and is quite capable of tackling even a full-grown *Vastatosaurus Rex*.

All herd are led by a male, who will fight off any challenger to his rule. Young males gather in "bachelor herds," practicing their sparring and

eventually challenging a reigning male to dominance of a herd. Fights between *Ferrucutus* males can be violent and bloody, with injuries and death not unheard of.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Female *Ferrucutus* will gather in a circle if approached, present a wall of bony shield and horns to an attacker. Males will charge, counting on their horns, shield, and massive neck and shoulder muscles to carry the day. *Ferrucutus* will also bite it needed, and sharp beaks capable of shearing through woody stems work just as well an flesh and bone.

### Appearance:

*Ferrucutus* has the typical shape of a ceratopsian, with a heavy rhino-like body, a thick tail, and a tall, oval-shaped bony shield extending up from the back of the head and over the shoulders. This shield has a series of spikes projecting from the edge, with two long horns coming off the nose.

### Designer's Notes:

*Ferrucutus* was built using the Triceratops character sheet in the *HERO System Bestiary*. It didn't appear in *King Kong*.

## **LIGOCRISTUS INNOCENS** **"Hoe-Crest"**

Val	CHA	Cost	Roll	Notes
35	STR	25	11-	Lift 3,200 kg; 7d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
12	PD	5		Total: 12 PD (4 rPD)
10	ED	4		Total: 10 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
13	REC	0		
60	END	0		
58	STUN	0		
				<b>Total Characteristics Cost: 131</b>

**Movement:** Running: 12"/24"  
Leaping: 0"/0"  
Swimming: 6"/12"

### Cost Powers & Skills

4	<b>Thick Skin:</b> Damage Resistance (4 PD/4 ED)
16	<b>Heavy:</b> Knockback Resistance -8"
12	<b>Long Legs:</b> Running +6" (12" total), END 2
4	<b>Strong Swimmer:</b> Swimming +4" (6" total)
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Ligocristus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
1	<b>Camouflage Coloration:</b> +1 to Stealth; Only In Specific Environments/Situations (-1)
0	Survival 8-
0	Survival 8-

**48 Total Powers & Skills Cost**

**179 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (34' long) (F, S)
5	Physical Limitation: Reduced Leap, can't leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
15	Psychological Limitation: Timid (C, S)

### 44 Experience

**179 Total Disadvantage Points**

### Ecology:

*Ligocristus* is the most common and numerous of the large-bodied herbivores to be found on Skull Island. Normally found in herds of several dozen, they graze on bark, grasses, leaves, roots, and water weeds. Thus, they are found in most of the ecological zones of Skull Island, from the wetlands to the jungles, and, in fact, are the only herbivores willing to take to the water to escape predators.

The *Ligocristus* is a vocal animal and communicates with other herd members via a variety of calls. Some calls are used to keep the herd together when moving through dense jungle, others assure the herd all is well, some are used to call attention to a new food source, while others are used in domination disputes. Vocalizations, as well as changes in crest color, are used during the breeding season to attract females to the males. Sparring over females is common, and many males, tired and battered from fighting over the females, are taken by predators.

### Personality/Motivation:

Typical animal motivations. *Ligocristus* is a fairly timid animal, and tends to keep a wary eye out for enemies.

### Powers/Tactics:

*Ligocristus* has no natural weapons, other than safety in numbers. They are fairly quick, and will break into a run if surprised by a

predator. They will also take to the water if possible, as few predators will follow them.

### Appearance:

*Ligocristus* is an ornithischian dinosaur, with broad, three-toed feet, a long tail, and a duck-like snout. A horn-like protrusion at the back of the skull supports a long finlike crest. They move on two legs and four, and use their tails to counterbalance their movements.

### Designer's Notes:

*Ligocristus* was based off of the character sheet for Anatosaurus, found in the 4th Edition *HERO Bestiary*. I made modifications to the Anatosaurus based on material seen in the *HERO System Bestiary* to create the *Ligocristus*. It didn't appear in *King Kong*.

## LYCAESAURUS KIRKII "Kirk's Wolf-Lizard"

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage
17	DEX	21	12-	OCV: 6/DCV: 6
15	CON	10	12-	
11	BODY	2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	11-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	3		Total: 5 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	3		Phases: 4, 8, 12
5	REC	0		
30	END	0		
24	STUN	0		
<b>Total Characteristics Cost: 32</b>				

**Movement:** Running: 8"/16"  
Swimming: 2"/4"  
Tunneling: 1"/2"

### Cost Powers & Skills

10	<b>Bite:</b> HKA ½d6 (1d6+1 with STR), END 1
1	<b>Tough Hide:</b> Damage Resistance (1 PD/1 ED)
4	<b>Swift:</b> Running +2" (8" total), END 2
2	<b>Burrowing:</b> Tunneling 1" through 1 DEF material; Extra Time (Full Turn; -1 ¼), Earth And Soil Only (-1/2), END 1
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Sharp Sense Of Smell:</b> Tracking for Normal Smell
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
3	Concealment 11-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Lycaesaurus Abilities 8-
0	Shadowing 8-
3	Stealth 12-
1	<b>Camouflage Coloration:</b> +1 to Stealth; Only In Specific Environments/Situations (-1)
0	Survival 8-
3	Tactics 11-
3	Teamwork 12-
<b>59</b>	<b>Total Powers &amp; Skills Cost</b>
<b>91</b>	<b>Total Character Cost</b>

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
0	Physical Limitation: Human Sized
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>105</b>	<b>Total Disadvantage Points</b>

### Ecology:

*Lycaesaurus* is a mammal-like reptile found in the open grasslands of Skull Island. A pack hunter, *Lycaesaurus* preys on anything smaller than itself, and are known to scavenge kills and carrion, and will follow large predators (like *Vastatosaurus Rex*) in hopes of using the confusion of an attack to score a kill of their own.

Roughly the size of a large dog, *Lycaesaurus* mates for life, digging burrows in the soil to house their pups -- usually born two at a time.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

*Lycaesaurus* is equipped with strong jaws and sharply pointed teeth. As mentioned, it is a pack hunter, and will work together to bring down prey. Often, several *Lycaesaurus* will entice a large dinosaur to chase them, while other members of the pack circle around to take the now undefended young.

### Appearance:

Roughly four to five feet long, *Lycaesaurus* looks like a dog-shaped lizard, with long clawed toes on each foot and a fairly stiff tail. Coloration is a mottling of dark and light -- the better to blend into its environment.

### Designer's Notes:

*Lycaesaurus* was built using the Wolf character sheet in the *HERO System Bestiary*. It didn't appear in *King Kong*. I can easily see *Lycaesaurus* used as the "pets" of either a lizard man race or even some sort of strange barbarian culture.

## MOONSPIDER

### Galeodes Luna

Val	CHA	Cost	Roll	Notes
-25	STR	-35	4-	Lift .8 kg; 2d6 HTH Damage
10	DEX	0	11-	OCV: 3/DCV: 3
3	CON	-14	10-	
3	BODY	-14	10-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
5	PRE	-5	10-	PRE Attack: 1d6
6	COM	-2	10-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
2	SPD	0		Phases: 6, 12
1	REC	0		
6	END	0		
6	STUN	1		<b>Total Characteristics Cost: -83</b>

**Movement:** Running: 1"/2"  
Swimming: 0"/0"

#### Cost Powers & Skills

12	<b>Huge Crushing Mandibles:</b> HKA ½d6, Reduced Endurance (0 END; +1/2); Reduced Penetration (-¼)
68	<b>Venom:</b> Drain CON 4d6, delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Minute after victim is bitten; -1 1/2), Linked (to RKA; -1/2) <b>plus</b> RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-1/2), 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Minute after victim is bitten; -1 1/2), Gradual Effect (4 Minutes; 1d6/1 Minute; -1/2)
-10	<b>Tiny:</b> Running -5" (1" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
8	<b>Ten Legs:</b> Clinging; Can't Resist Knockback (-¼)
4	<b>Strong Sense Of Smell:</b> +2 PER with Smell/Taste Group
6	<b>Ten Legs:</b> Extra Limbs, Inherent (+¼)

#### Skills

30	<b>Tiny:</b> Combat Skill Levels: +6 DCV
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
8	<b>Tiny:</b> +6 to Concealment; Self Only (-1/2)
0	PS: Carrion Parrot Abilities 8-
0	Shadowing 8-
0	Stealth 8-
12	<b>Tiny:</b> +6 to Stealth
0	Survival 8-

#### 136 Total Powers & Skills Cost

#### 53 Total Character Cost

#### 75+ Disadvantages

20	Physical Limitation: Instinctive Intelligence (A, G)
10	Physical Limitation: Tiny
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>120</b>	<b>Total Disadvantage Points</b>

#### Ecology:

Not a true spider, but instead a species of Camel Spider (a.k.a. a form of *Solifugae*) Moonspiders are nocturnal arachnids found all over Skull Island. Growing to great size (larger than any known *Solifugae*), Moonspiders prey on a wide variety of small animals, including baby birds, various invertebrates, and hatching dinosaurs.

#### Personality/Motivation:

Typical animal motivations.

#### Powers/Tactics:

Moonspiders use their acute sense of smell to seek out hatching ground birds and dinosaurs, bouncing on their tiny prey and injecting them with a lethal dose of venom. Once dead, the Moonspider will then drag its kill back to its lair to be devoured. If threatened, a Moonspider will bite in self defense and can deliver sufficient venom to weaken even a large dinosaur.

#### Appearance:

Having the typical form for a *Solifugae*, Moonspiders are dark in color with an almost purplish black hide, ten legs, and enormous chelicerae capable of inflicting great wounds. They measure 6 to 8 inches across.

#### Designer's Notes:

The Moonspider was based off of the Spider character sheet in the *HERO System Bestiary*, scaled up to the proper size. It appeared briefly in *King Kong* when Ann Darrow made her escape from Kong. She falls at once point, and you see a large black spider-like creature retreat under a rock. That was a Moonspider.

**TERMITO'SAURUS**  
**Formicavoro**  
**"Ant-Swallower"**

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
33	STUN	0		
<b>Total Characteristics Cost: 51</b>				

**Movement:** Running: 7"/14"  
 Leaping: 2"/4"  
 Swimming: 2"/4"  
 Tunneling: 1"/2"

Cost	Powers & Skills
5	<b>Dorsal Fans:</b> PRE +10; Only To Intimidate And Startle (-1)
15	<b>Bite:</b> HKA 1d6 (2d6 with STR), END 2
16	<b>Claws:</b> HKA 1d6+1 (2 ½d6 with STR); Reduced Penetration (-¼), END 1
2	<b>Scaled Skin:</b> Damage Resistance (2 PD/2 ED)
6	<b>Heavy:</b> Knockback Resistance (-3")
2	<b>Long Legs:</b> Running +1" (7" total), END 1
10	<b>Digging:</b> Tunneling 1" through 6 DEF material; Extra Time (Full Phase; -1/2), Earth And Soil Only (-1/2)
4	Strong Sense Of Smell: +2 PER with Smell/Taste Group
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
<b>Skills</b>	
5	Combat Skill Levels: +1 with Hand-to-Hand
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Termito'saurus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>73</b>	<b>Total Powers &amp; Skills Cost</b>
<b>124</b>	<b>Total Character Cost</b>

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (12'-16' long) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
9	<b>Experience</b>
<b>124</b>	<b>Total Disadvantage Points</b>

**Ecology:**  
*Formicavoro* is an insectivore, subsisting on ants, termites, and other small insects. Its acute sense of smell allows it to easily find the larval chambers of ant and termite colonies, while its sharp claws allows it to tear into termite mounds and ant nests. Whatever it uncovers is lapped up with a long, sticky tongue.

Solitary animals, *Formicavoro* only gather during mating season. Eggs are laid in shallow pits, buried, and left alone. The young hatch, dig their way to the surface, and soon are preying on Skull Island's invertebrates.

**Personality/Motivation:**  
 Typical animal motivations.

**Powers/Tactics:**  
*Formicavoro* can defend itself if needed, as its jaws have sharp tusks, while its claws are quite powerful. However, it prefers to display a pair

of brightly-colored dorsal fins (or fans) to startle would-be predators and make itself look much larger than it actually is.

**Appearance:**  
*Formicavoro* is a lizard-shaped dinosaur roughly twelve to sixteen feet long. It has long tail, a head and neck set low to the ground, a high back, two fans supported with vertical ribbing, and heavy digging claws.

**Designer's Notes:**  
*Formicavoro* was based on several other character sheets I'd made for this project. It didn't appear in *King Kong*.

## VASTATOSAURUS REX "Ravager Lizard-King"

Val	CHA	Cost	Roll	Notes
53	STR	43	20-	Lift 37.5 tons; 10 ½d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
40	CON	60	17-	
35	BODY	50	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
33	PRE	23	16-	PRE Attack: 6 ½d6
6	COM	-2	10-	
15	PD	15		Total: 15 PD (6 rPD)
12	ED	12		Total: 12 ED (6 rED)
4	SPD	14		Phases: 3, 6, 9, 12
19	REC	0		
80	END	0		
82	STUN	0		
<b>Total Characteristics Cost: 202</b>				

**Movement:** Running: 9"/18"  
Leaping: 0"/0"  
Swimming: 0"/0"

### Cost Powers & Skills

4	<b>Roaring:</b> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)
40	<b>Jaws:</b> HKA 2 ½d6 (5d6+1 with STR). END 4
8	<b>Forelimb Claws:</b> HKA ½d6; Reduced Penetration (-¼), END 1
6	<b>Armored Head:</b> Armor (6 PD/6 ED); Activation Roll 8- or Locations 3-5 (-2)
6	<b>Thickly Armored Skin:</b> Damage Resistance (6 PD/6 ED)
22	<b>Heavy:</b> Knockback Resistance -11"
4	<b>Long Legs:</b> Running +3" (9" total); Increased Endurance Cost (x2 END; -1/2), END 4
-2	<b>Can't Swim:</b> Swimming -2" (0" total)
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
<b>Skills</b>	
10	Combat Skill Levels: +2 with Hand-To-Hand
0	AK: Skull Island Low Lands 8-
0	Analyze Animal 8-
0	Concealment 8-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Vastatosaurus Rex Abilities 8-
0	Shadowing 8-
3	Stealth 12-
0	Survival 8-
<b>115</b>	<b>Total Powers &amp; Skills Cost</b>
<b>317</b>	<b>Total Character Cost</b>

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Huge (40-50' long) (F, S)
5	Physical Limitation: Reduced Leap, can't leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
197	<b>Experience</b>
<b>317</b>	<b>Total Disadvantage Points</b>

### Ecology:

By far the largest land predator on Skull Island, and one of the largest predators ever, *Vastatosaurus Rex* lives up to its name of "Ravager Lizard-King." The top predator on the island, *V. Rex* hunts nearly anything and everything. Adult males can be found all across the open lowlands, while adult females usually dwell along the fringes of the jungles. Juveniles, meanwhile, live in packs in the dense jungle interior, avoid the adults (and many large predators), until they grow large enough to hunt on their own.

While large and strong enough to take even the large plant eaters, *V. Rex* is an opportunistic predator and isn't above taking a kill from another *V. Rex*, or another predator species entirely. They also aren't above eating carrion, and tend to consume most of a kill, their strong stomach acids capable of digesting most anything, while their powerful jaws could crack even the strongest bones for the rich marrow.

Normally solitary, male *V. Rexes* will seek out females come mating season, staying with a receptive female for a few days until she sends him away. Adolescents and juveniles tend to steal unguarded kills

during this time, while young adults may try to steal an adult's unguarded territory.

### Personality/Motivation:

Typical animal motivations. *Vastatosaurus Rexes* are strongly territorial, and will make the boundaries with urine. Intruders are chased off, while each morning on Skull Island one can easily hear the *V. Rexes* roaring out their claims. Confrontations do happen, usually seen as roaring contests and displays, but physical violence is possible, in the form of knockdown brawls. Many older *V. Rexes* show numerous scars from such fights.

### Powers/Tactics:

Although capable of reaching 25 MPH in a dead run (for short stretches), *V. Rex* is more of an ambush predator. They lurk near waterholes, trails, and in areas of light forest, where they normally prey on *Ligocristus*. They usually use their dark coloration to help hide their appearance, staying in shadowed areas -- such near stands of scrub, cliffs and outcroppings, and ruins. Amazingly stealthy for their size, they are also more flexible than they look, due to the arraignment of their rib cage and hips.

With huge jaws filled with teeth, *V. Rex* simply bites into most prey to deliver an almost instantaneous killing blow. Small prey (such as man-sized objects) are usually wolfed down hole, while anything larger is torn into chunks -- usually by bracing the body with one three-toed foot.

### Appearance:

*Vastatosaurus Rex* looks much like the classic *Tyrannosaurus*, except its about ten feet longer (they can reach up to 50 feet in length). This would make it the second largest land carnivore ever, with only *Spinosaurus* being larger (at 60 feet in length). *Giganotosaurus* is a close third, at 45 feet, with *Tyrannosaurus* measuring in at around 43 feet. *Vastatosaurus Rex* weighs in at around 8-10 tons as well, making it a top candidate for the heaviest predator. The head of a *V. Rex* is heavily encrusted with bone and thickened scales, with similar armor plating down the spine and across most of the body. The massive feet have three toes (for stability on the soft terrain), while the forelimbs have three fingers (unlike the two of a *T. Rex*). Color wise, *V. Rex* is mostly black, which helps the reptile warm up quickly in the mornings and assists in hiding it in shadowed areas.

### Designer's Notes:

*Vastatosaurus Rex* was based off of the *Tyrannosaurus Rex* character sheet seen in the *HERO System Bestiary*, and scaled up to account for being around 10 feet longer (and generally more bulky). Three *V. Rexes* appeared in the 2005 *King Kong* film, chasing Ann Darrow and battling Kong himself. Naturally Kong emerges victorious. As a side note, all the different dinosaurs (aside from *V. Rex*) mentioned under "Appearance" are real, as are the sizes and estimated weights. Oh, and one last bit of trivia: the *V. Rexes* have three fingers because the *T. Rexes* from the 1933 *King Kong* had three fingers.

## **AMBULAQUASAURUS CRISTARUFUS** "Red-Crest Water-Walk-Lizard"

### Designer's Notes:

*Ambulaquasaurus* was based off of the *Deinonychus* character sheet found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
16	CON	12	12-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
8	PD	5		Total: 8 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
32	END	0		
30	STUN	0		<b>Total Characteristics Cost: 49</b>

**Movement:** Running: 1"/2"  
Swimming: 8"/16"

### Cost Powers & Skills

12	<b>Bite:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 2
8	<b>Fore-Claws:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
2	<b>Scaled Skin:</b> Damage Resistance (2 PD/2 ED)
5	<b>Specialized Eyes:</b> Sight Group Flash Defense (5 points)
2	<b>Heavy:</b> Knockback Resistance -1"
4	<b>Swift:</b> Running +2" (8" total), END 2
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Coastal Regions 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Ambulaquasaurus Abilities 8-
0	Shadowing 8-
3	Stealth 13-
0	Survival 8-

### 57 Total Powers & Skills Cost

### 106 Total Character Cost

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (12'-16' long) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

### 110 Total Disadvantage Points

### Ecology:

*Ambulaquasaurus* is the freshwater waterway analog to [Peracerdon](#). A large wading dinosaur, *Ambulaquasaurus* wades out into fast-moving streams and rivers to snatch fish up to three feet in length. They are found all over Skull Island, with a habitat ranging from coastal marshes, to rivers, to tiny side-streams. Rapids are a favorite spot for *Ambulaquasaurus*, and they will gather there in time for migratory runs, each *Ambulaquasaurus* taking up a favored spot. Arguments over who gets what spot are quickly resolved with growls and displays of their reddish dorsal crests.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Strong enough to resist most rivers, *Ambulaquasaurus* will wade out into a rushing river, using overhanging vegetation, cliffs, and polarized membranes over the eyes to cut down on surface glare, allowing them to find and snap up fish of all sizes.

### Appearance:

Ranging in length from 10-14 feet long, *Ambulaquasaurus* looks a lot like [Peracerdon](#), except it has a heavier body. The head is long and narrow, the forearms have large claws, and the long tail is used for balance. Along the spine are a series of reddish fins.

## HYDRUSCIMEX MAXIMUS "Large Serpent-Bug"

Val	CHA	Cost	Roll	Notes
5	STR	-5	10-	Lift 25 kg; 1d6 HTH Damage
14	DEX	12	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
8	BODY	-4	11-	
4	INT	-6	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
3	PD	2		Total: 3 PD (1 rPD)
2	ED	0		Total: 2 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	2		
16	END	0		
15	STUN	0		<b>Total Characteristics Cost: -6</b>

**Movement:** Running: 0"/0"  
Swimming: 4"/8"

### Cost Powers & Skills

- 10 **Bite:** HKA ½d6 (1d6 with STR), END 1  
 68 **Venom:** Drain CON 4d6, delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Minute after victim is bitten; -1 1/2), Linked (to RKA; -1/2) **plus** RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-1/2), 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Minute after victim is bitten; -1 1/2), Gradual Effect (4 Minutes; 1d6/1 Minute; -1/2)  
 1 **Tough Hide:** Damage Resistance (1 PD/1 ED)  
 2 **Heavy:** Knockback Resistance -1"  
 -12 **Only Swims:** Running -6"  
 2 **Only Swims:** Swimming +2" (4" total), END 1  
 6 **Neopede Senses:** +2 PER with all Sense Groups

### Skills

- 2 Combat Skill Levels: +1 OCV with Bite  
 0 AK: Skull Island Swamps And Waterways 8-  
 0 Analyze Animal 8-  
 0 Concealment 8-  
 0 PS: Hydruscimex Abilities 8-  
 0 Shadowing 8-  
 0 Stealth 8-  
 0 Survival 8-  
 79 **Total Powers & Skills Cost**  
 73 **Total Character Cost**

### 75+ Disadvantages

- 20 Physical Limitation: Instinctive Intelligence (A, G)  
 0 Physical Limitation: Human Sized (up to 12' long, but very elongated and slender)  
 15 Physical Limitation: Very Limited manipulation (F, G)  
 110 **Total Disadvantage Points**

### Ecology:

The largest example of neopede to be found on Skull Island, *Hydruscimex* is an aquatic predator, found all through Skull Island's waterways. Growing to great size, it is fairly fearless and will eager devour anything smaller or weaker than itself.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

As with many of the water dwellers, *Hydruscimex* prefers to strike from ambush, often lurking near the bottom and coming up on its prey from below. It will deliver a quick venomous bite, then break away and let the poison take effect. Interestingly, *Hydruscimex's* venom is fairly weak, but delivered in such great quantities as to prove lethal to even small dinosaurs.

### Appearance:

A *Hydruscimex* can measure anywhere from nine to twelve feet in length when fully grown. It has a horizontally flattened body lined with multi-jointed legs and a broad tailed used for propulsion. Coloration is uniformly dark.

### Designer's Notes:

*Hydruscimex* is what *World of Kong* calls a "neopede," apparently a new kind of centipede native only to Skull Island. I built it using the Eel character sheet in found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

**INOX**  
***Inoculopalís Edax***  
**"Gluttonous Swamp-Dweller"**

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 5d6
4	COM	-3	9-	
9	PD	5		Total: 10 PD (2 rPD)
6	ED	2		Total: 6 ED ( rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
33	STUN	0		
<b>Total Characteristics Cost: 56</b>				

**Movement:** Running: 2"/4"  
Leaping: 0"/0"  
Swimming: 6"/12"

**Cost Powers & Skills**

15	<b>Bite:</b> HKA 1d6 (2d6 with STR), END 1
2	<b>Tough Hide:</b> Damage Resistance (2 PD/2 ED)
10	<b>Heavy:</b> Knockback Resistance -5"
-8	<b>Short Legs:</b> Running -4" (2" total), END 1
4	<b>At Home In The Water:</b> Swimming +4" (6" total), END 1
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
5	<b>At Home In The Water:</b> Life Support (Expanded Breathing: Breathe Under Water)

**Talents**

3	<b>At Home In The Water:</b> Environmental Movement (Aquatic Movement)
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**Skills**

4	Combat Skill Levels: +2 OCV with Bite
6	Combat Skill Levels: +3 OCV with Grab
0	AK: Skull Island Swamps And Waterways 8-
0	Analyze Animal 8-
3	Concealment 13-; Self Only (-1/2), Only In Marshes And Murky Pools (-1)
0	PS: Inox Abilities 8-
0	Shadowing 8-
2	Stealth 13-; Only In Marshes And Murky Pools (-1)
0	Survival 8-

**57 Total Powers & Skills Cost**

**113 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (12'-18' long) (I, S)
5	Physical Limitation: Reduced Leap, cannot leap (I, S)
10	Physical Limitation: Ungainly Out Of Water (-5 DEX, -1 SPD) (I, G)
15	Physical Limitation: Very Limited Manipulation (F, G)

**110 Total Disadvantage Points**

**Ecology:**

A relic left over from the Permian, Inox is a tetrapod of immense size. Fully amphibious, Inox prefers the water, and will rarely leave it, unless forced to by lack of readily available food or the drying up of waterways due to drought. Highly vulnerable out of water, Inox could only moved slowly, its short legs seemingly unable to haul it bulk any distance. Young Inoxes hatch from eggs laid in creek and stream beds, appearing as large tadpoles and feeding on carrion, grubs, water insects, and worms. A full-grown Inox will eat just about anything it can swallow, including water birds, fish, small turtles, large frogs, and immature dinosaurs.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Normally found in murky marshes and weed-choked pools, Inox likes to dwell anywhere with sufficient water plants to provide cover. An

ambush predator, it tends to lie on the bottom, bursting upwards to take anything it can get its jaws around. Normally, prey is gripped in the jaws and hauled back to the bottom, where it will drown while Inox tears into it with its teeth.

**Appearance:**

Measuring up to 18 feet in length, Inox is a huge salamander with an arrowhead-shaped head. It is an orange-tan color with tiny black eyes and thick legs.

**Designer's Notes:**

Inox was developed using the Crocodile and Giant Frog character sheets found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

**KILLER EEL**  
***Letalhydrus Despicatus***  
**"Contemptible Deadly-Serpent"**

which in turn was based off of the Eel character sheet found in the *HERO System Bestiary*. Killer Eels didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
-20	STR	-30	5-	Lift 1.6 kg; 0d6 HTH Damage
11	DEX	3	11-	OCV: 4/DCV: 4
3	CON	-14	10-	
3	BODY	-14	10-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
2	COM	-4	9-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
2	SPD	0		Phases: 6, 12
1	REC	0		
6	END	0		
5	STUN	0		<b>Total Characteristics Cost: -73</b>

**Movement:** Running: 0"/0"  
Swimming: 2"/4"

**Cost Powers & Skills**

5 **Bite:** HKA 1 point (1 point with STR), END 1  
-12 **Only Swims:** Running -6"  
2 **Burst Of Speed:** Swimming +4" (6" total); Increased Endurance Cost (x4 END: -1 1/2), END 4  
6 **Sharp Sense Of Smell:** +3 PER with Smell/Taste Group

**Skills**

2 Combat Skill Levels: +1 OCV with Bite  
0 AK: Skull Island Swamps And Waterways 8-  
0 Analyze Animal 8-  
0 Concealment 8-  
0 PS: Killer Eel Abilities 8-  
0 Shadowing 8-  
0 Stealth 8-  
0 Survival 8-

**3 Total Powers & Skills Cost**  
**-70 Total Character Cost**

**75+ Disadvantages**

20 Physical Limitation: Instinctive Intelligence (A, G)  
5 Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)  
15 Physical Limitation: Very Limited manipulation (F, G)  
20 Susceptibility: to acidic or cool water temperatures, 1d6 per Segment (Uncommon)

**135 Total Disadvantage Points**

**Ecology:**

Relatives of lampreys, Killer Eels are slow-moving scavengers of Skull Island's waterways. They tend to school in large numbers, with groups of one hundred not unknown. Remaining motionless in the water, they wait until a likely prey item blunders into their territory, at which points the Eels will rip the unfortunate victim into pieces with their razor-sharp teeth.

Killer Eels lay their eggs in large masses, usually in shallow water amid heavy vegetation. A popular food item for many other river dwellers, the high mortality rate of the young, as well as the Eel's lack of tolerance to cool or acidic water, helps keep its numbers in check.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Due to their inability to remain active for long periods, Killer Eels tend to sit and wait. They only become excited if they smell blood in the water, swimming for the source and then attacking whatever it is. Capable of reducing a small dinosaur to bones in a matter of minutes, Killer Eels live up to their names with their voracious appetites.

**Appearance:**

A Killer Eel is a worm-like fish that greatly resembles a lamprey or hagfish.

**Designer's Notes:**

The Killer Eel was based off the character sheet I did for a [Nefacossus](#).

**MALAMAGNUS VADUM**  
**"Big-Mouth Of-Shallow-Water"**

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	3		Total: 10 PD (4 rPD)
6	ED	1		Total: 6 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
12	REC	0		
50	END	0		
55	STUN	0		
				<b>Total Characteristics Cost: 105</b>

**Movement:** Running: 8"/16"  
Leaping: 4"/8"  
Swimming: 4"/8"

**Cost Powers & Skills**

30	<b>Tusk-Like Teeth:</b>	HKA 2d6 (4d6 with STR), END 2
4	<b>Thick Hide:</b>	Damage Resistance (10 PD/6 ED)
12	<b>Heavy:</b>	Knockback Resistance -6"
4	<b>Long Legs:</b>	Running +2" (8" total), END 2
2	<b>Good Swimmer:</b>	Swimming +2" (4" total), END 1
3	<b>Sharp Senses:</b>	+1 PER with all Sense Groups
5	<b>Tail:</b>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Talents**

3	Environmental Movement (Aquatic Movement)
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**Skills**

0	AK: Skull Island Swamps And Waterways 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Malamagnus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**63 Total Powers & Skills Cost**

**168 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (20' long) (F, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**48 Experience**

**168 Total Disadvantage Points**

**Ecology:**

*Malamagnus* gather in large herds of roughly a dozen animals and browse the river shallows for reeds, water lilies, and other plants. If alerted to the presence of a land-based predator, they will quickly move into deep water, their size sufficient to protect them from all but the largest water-born predators (such as a fully grown *Piranhadon*). Smaller predators will be driven off through a combination of display and *Malamagnus'* large tusks.

**Personality/Motivation:**

Normal animal motivations. *Malamagnus* is known to aggressively defend their grazing territories, while the females become downright belligerent during mating season. Eggs are laid in clutches amid piles of vegetation (much like Crocodiles), hatching to reveal nearly fully-developed young who will quickly join the herd.

**Powers/Tactics:**

A *Malamagnus* has noticeably large jaws for their size, backed by powerful neck muscles. In attacked, *Malamagnus* will bite, using its large tusks wreck terrible damage on a foe. If possible, *Malamagnus* will make for deep water, counting on any pursuer to drop the chase rather than risk drowning.

**Appearance:**

The best description possible for *Malamagnus* is a hippopotamus crossed with a lizard. Measuring 15 to 20 feet long when fully grown, the brownish-gray *Malamagnus* has a heavy, large-jawed head, a thick

neck, broad toes adapted for life in the water, and a long tail (used as a rudder).

**Designer's Notes:**

The *Malamagnus* is based off of the hippopotamus character sheet found in the *HERO System Bestiary*, and scaled up to the right size. It didn't appear in *King Kong*.

## **MORTIFILLEX VENEFECUS** **"Poisonous Deadly-Lure"**

### **Designer's Notes:**

The *Mortifillex* character sheet was based off of the one for an Eel found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
-20	STR	-30	5-	Lift 1.6 kg; Od6 HTH Damage
14	DEX	12	12-	OCV: 5/DCV: 5
5	CON	-10	10-	
4	BODY	-12	10-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
13	PRE	3	12-	PRE Attack: 2 ½d6
2	COM	-4	9-	
2	PD	2		Total: 2 PD (1 rPD)
2	ED	1		Total: 2 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
2	REC	2		
10	END	0		
10	STUN	3		<b>Total Characteristics Cost: -42</b>

**Movement:** Running: 0"/0"  
Swimming: 2"/4"

### **Cost Powers & Skills**

8	<b>Bite:</b> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼), END 1
33	<b>Nerve Poison:</b> Drain CON 2d6, delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Segment after victim is bitten; -1/2) <b>plus</b> RKA 1d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-1/2), 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Segment after victim is bitten; -1/2), Gradual Effect (2 Segments; 1d6/1 Segment; -¼), Linked (-1/2)
7	<b>Grasping Legs:</b> +10 STR; Only With Grab (-1/2), END 1
1	<b>Armored Shell:</b> Damage Resistance (1 PD/1 ED)
-12	<b>Only Swims:</b> Running -6"
5	<b>Lure And Legs:</b> Extra Limb (multiple legs and lure), Inherent (+¼); Limited Manipulation (-¼)
<b>Skills</b>	
2	Combat Skill Levels: +1 OCV with Bite
2	Combat Skill Levels: +1 OCV with Grab
10	<b>Small Size:</b> Combat Skill Levels: +2 DCV
0	AK: Skull Island Swamps And Waterways 8-
0	Analyze Animal 8-
5	Concealment 12-; Self Only (-1/2)
0	PS: Mortifillex Abilities 8-
0	Shadowing 8-
3	Stealth 12-
0	Survival 8-
<b>64</b>	<b>Total Powers &amp; Skills Cost</b>
<b>22</b>	<b>Total Character Cost</b>

### **75+ Disadvantages**

20	Physical Limitation: Instinctive Intelligence (A, G)
5	Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)
15	Physical Limitation: Very Limited manipulation (F, G)
<b>115</b>	<b>Total Disadvantage Points</b>

### **Ecology:**

A form of water insect, *Mortifillex* lurks in shallow, weed-choked water, using its long fishlike lure to attract prey (such as fish, other invertebrates, or water birds).

### **Personality/Motivation:**

Typical animal motivations.

### **Powers/Tactics:**

A slow-moving swimmer, *Mortifillex* tends to remain motionless, dangling its lure out to attract the attention of passing prey. Once something takes the bait (so to speak), *Mortifillex* will snatch it up with specialized grasping legs, hold it steady in order to deliver a venomous bite.

### **Appearance:**

Resembling dragonfly larvae in some respects, *Mortifillex* measures from three to four feet in length, with a dark greenish-black armor-plated body.

**NEEDLEMOUTH**  
**Acusos Cadaverosus**  
**"Ghastly Needle-mouth"**

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3 ½d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
6	PD	2		Total: 6 PD (6 rPD)
5	ED	1		Total: 5 ED (5 rED)
3	SPD	4		Phases: 4, 8, 12
8	REC	0		
36	END	0		
32	STUN	0		<b>Total Characteristics Cost: 48</b>

**Movement:** Running: 0"/0"  
Swimming: 12"/24"

**Cost Powers & Skills**

12	<b>Bite:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
4	<b>Heavy:</b> Knockback Resistance -2"
-12	<b>Only Swims:</b> Running -6"
10	<b>Aquatic:</b> Swimming +10" (12" total), END 1

**Skills**

4	Combat Skill Levels: +2 OCV with Bite
4	Combat Skill Levels: +2 with Swimming
0	AK: Skull Island Swamps And Waterways 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Needle-mouth Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**22 Total Powers & Skills Cost**

**70 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (9'-13' long) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**110 Total Disadvantage Points**

**Ecology:**

Found all through the streams, rivers, and waterways of Skull Island, Needle-mouths are fast-moving predators of small to medium-sized fish.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Needle-mouths are aggressive pursuit predators, chasing down fish as opposed to ambushing them.

**Appearance:**

A Needle-mouth has a gar-like appearance, with a long, narrow body with a long, narrow snout. As their name implies, a Needle-mouth's jaws are lined with sharp teeth.

**Designer's Notes:**

The Needle-mouth was based off of the Swordfish character sheet found in the *HERO System Bestiary*, and scaled down to the right size. It didn't appear in *King Kong*.

**NEFACOSSUS FLUVIUS**  
**"River Sin-Slug"**

Val	CHA	Cost	Roll	Notes
-20	STR	-30	5-	Lift 1.6 kg; Od6 HTH Damage
14	DEX	12	12-	OCV: 5/DCV: 5
5	CON	-10	10-	
3	BODY	-14	10-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
2	COM	-4	9-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
2	REC	2		
10	END	0		
10	STUN	4		<b>Total Characteristics Cost: -46</b>

**Movement:** Running: 0"/0"  
Swimming: 3"/6"

**Cost Powers & Skills**

5 **Bite:** HKA 1 point (1 point with STR), END 1  
-12 **Only Swims:** Running -6"  
1 **Only Swims:** Swimming +1" (3" total), END 1  
35 **Lateral Line:** Detect Physical Vibrations 11- (Touch Group),  
Discriminatory,  
Analyze, Range, Targeting

**Skills**

2 Combat Skill Levels: +1 OCV with Bite

0 AK: Skull Island Swamps And Waterways 8-  
0 Analyze Animal 8-  
0 Concealment 8-  
0 PS: Nefacossus Abilities 8-  
0 Shadowing 8-  
0 Stealth 8-  
0 Survival 8-

**31 Total Powers & Skills Cost**  
**-15 Total Character Cost**

**75+ Disadvantages**

25 Physical Limitation: Blind (A, F)  
20 Physical Limitation: Instinctive Intelligence (A, G)  
5 Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)  
15 Physical Limitation: Very Limited manipulation (F, G)  
**140 Total Disadvantage Points**

**Ecology:**

A invertebrate member of the same family that includes hagfish and lampreys, *Nefacossus* is an aquatic predator. It lives off of small prey items, such as fish, water insects, crustaceans, and amphibians.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

As *Nefacossus* can't see, it uses its lateral line to detect the movement of prey items, and then promptly snaps them up with a quick bite.

**Appearance:**

*Nefacossus* appears to be an armored worm, measuring roughly three feet in length. The top of the body is covered by segmented plates, while the bottom bristles with a series of multi-jointed legs connected by a soft membrane.

**Designer's Notes:**

The *Nefacossus* character sheet was based off of the one for an Eel found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

**PAPILIO**  
**Papiliomonstrus Opico**  
**"Barbarus Butterfly-Monster"**  
**and**  
**SEPULCRO**  
**Sepulcrostium Malus**  
**"Ugly Gravemouth"**

**Appearance:**

Papilio and Sepulcro are heavy-bodied, elongated fish, measuring four to five feet long. Papilio has large fan-like fins and tends to a yellowish-green coloration, while Sepulcro is bluish with brownish stripes.

**Designer's Notes:**

Both fish were (loosely) based off of the Swordfish character sheet found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage
11	DEX	3	11-	OCV: 3/DCV: 3
13	CON	6	12-	
9	BODY	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
2	SPD	0		Phases: 6, 12
5	REC	0		
26	END	0		
21	STUN	0		
				<b>Total Characteristics Cost: -1</b>

**Movement:** Running: 0"/0"  
Leaping: 0"/0"  
Swimming: 4"/8"

**Cost Powers & Skills**

8 **Bite:** HKA ½d6 (15d6+1 with STR); Reduced Penetration (-¼), END 1  
-12 **Only Swims:** Running -6"  
2 **Fins:** Swimming +2" (4" total), END 1

**Talents**

4 **Lunging:** Lightning Reflexes (+4 DEX with Bite)

**Skills**

4 Combat Skill Levels: +2 OCV with Bite  
0 AK: Skull Island Swamps And Waterways 8-  
0 Analyze Animal 8-  
5 Concealment 13-; Self Only (-1/2)  
0 PS: Papilio/Sepulcro Abilities 8-  
3 Shadowing 11-  
3 Stealth 11-  
0 Survival 8-

**17 Total Powers & Skills Cost**

**16 Total Character Cost**

**75+ Disadvantages**

15 Physical Limitation: Animal Intelligence (F, G)  
0 Physical Limitation: Human Sized  
5 Physical Limitation: Reduced Leap, cannot leap (I, S)  
15 Physical Limitation: Very Limited Manipulation (F, G)  
110 **Total Disadvantage Points**

**SEPULCRO**

**Cost Powers**

-3 Concealment 11-; Self Only (-1/2)

**Total Cost: 13 points**

**Ecology:**

Papilio and Sepulcro are bottom-dwelling ambush predators. They tend to remain hidden in the silt and muck of the river and stream bottoms, bursting up with a sweep of their huge tails to swallow masses of small fish into the cavernous mouths. About the only major difference between the two is their choice of prey, with Papilio tending to hunt invertebrates, while Sepulcro goes after bony fish.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Both fish have large mouths, with Sepulcro capable of devouring animals nearly as big as itself due to its expandable stomach, and tend to attack by simply swallowing everything in range of a single bite. Because of their size, they tend to remain immobile, moving from the bottom only if disturbed.

## **PIRANHADON TITANUS** **"Titanic Piranha-Tooth"**

Val	CHA	Cost	Roll	Notes
40	STR	30	17-	Lift 6.4 tons; 8d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
22	BODY	24	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
4	COM	-3	10-	
10	PD	2		Total: 13 PD (3 rPD)
8	ED	3		Total: 11 ED (3 rED)
3	SPD	2		Phases: 4, 8, 12
12	REC	-2		
50	END	0		
55	STUN	0		
<b>Total Characteristics Cost: 113</b>				

**Movement:** Running: 0"/0"  
Leaping: 4"/8"  
Swimming: 14"/28"

Cost	Powers & Skills
25	<b>Titanic Piranha-Teeth:</b> HKA 1 ½d6 (3d6+1 with STR), END 2
9	<b>Scaled Hide:</b> Armor (3 PD/3 ED)
18	<b>Heavy:</b> Knockback Resistance -9"
-12	<b>Only Swims:</b> Running -6"
12	<b>Only Swims:</b> Swimming +12" (14" total), END 2
2	<b>Burst Of Speed:</b> Swimming +12" (26" total); Increased Endurance Cost (x10 END; -4), END 12
35	<b>Sensitive Barbels:</b> Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting
<b>Skills</b>	
4	Combat Skill Levels: +2 OCV with Bite
4	Combat Skill Levels: +2 OCV with Grab
0	AK: Skull Island Swamps And Waterways 8-
0	Analyze Animal 8-
2	Concealment 11-; Self Only (-1/2)
0	PS: Piranhadon Abilities 8-
0	Shadowing 8-
3	Stealth 13-
0	Survival 8-
102	<b>Total Powers &amp; Skills Cost</b>
215	<b>Total Character Cost</b>

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Huge (50' long) (F, S)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (F, G)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
80	<b>Experience</b>
215	<b>Total Disadvantage Points</b>

### **Ecology:**

An enormous fish, as big (or bigger) than some whales, *Piranhadon* is a river-dwelling hunter that specializes in taking its prey from the riverbanks when they come down to drink. Thus, they tend to remain in the open waterways, where they have sufficient room to move and the water is clean to breathe.

Male *Piranhadon* are much smaller than the females and must compete to prove their worth as mates. Young are born live in groups of around a dozen. Already five feet long at birth, a juvenile *Piranhadon* is already a dangerous aquatic predator, and will devour water birds, fish, amphibians, small dinosaurs, and just about anything else it can catch.

### **Personality/Motivation:**

Typical animal motivations.

### **Powers/Tactics:**

An ambush predator, *Piranhadon* tends to lie in wait near the river banks, using its sensitive barbels to detect the approach of potential prey, as its eyes are poor and can only see differences between light

and dark. A surge of its enormous body, and it will lunge out of the water, taking its prey in its jaws, either killing it with a massive or dragging it down below the surface to drown.

*Piranhadon* also use their lunging ability to occasionally beach themselves on a shaded river bank. Once ashore, birds, lizards, and other scavengers will flock to the huge fish, picking it clean of innumerable parasites. They will remain there until heat, dryness, and the threat of suffocation forces them back in the water.

### **Appearance:**

Female *Piranhadon* can be up to 50 feet long, with a relatively narrow, eel-like body. Males rarely grow to be longer than 20 feet in length. Coloration looks to be greenish-black above and white below. A dorsal fin runs the length of the *Piranhadon's* back, while two huge pectoral fins serve to steer its bulk. Two barbels depend from the fish's lower jaw.

### **Designer's Notes:**

*Piranhadon* was supposed to appear in *King Kong* as part of the swamp crossing sequence. That scene was cut, but should be on the DVD. I built *Piranhadon* by basing it off of the Giant Snake and Orca (Killer Whale) character sheets found in *HERO System Bestiary*.

**SCISSOR-HEAD**  
**Axiciacephalus Curio**  
**"Thin Scissor-Head"**

character sheets found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; Od6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
7	BODY	-6	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
8	PRE	-2	11-	PRE Attack: 1 ½d6
8	COM	-1	11-	
3	PD	3		Total: 3 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
3	REC	2		
16	END	0		
15	STUN	4		<b>Total Characteristics Cost: -11</b>

**Movement:** Running: 3"/6"  
Leaping: 1"/2"  
Swimming: 2"/3"

**Cost Powers & Skills**

8	<b>Bite:</b> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼), END 1
1	<b>Leaper:</b> Leaping +1" (1" forward, 1/2" upward). END 1
-6	<b>Short Legs:</b> Running -3" (3" total), END 1
1	<b>Runs Along The Bottom:</b> Usable as Swimming on up to 3" of Running (+¼); Only Along The River/Stream Bottom (-1)
6	<b>Sharp Senses:</b> +2 PER Roll with all Sense Groups
1	<b>Aquatic:</b> Life Support (Expanded Breathing: 1 END per Turn)

**Talents**

3	<b>At Home In The Water:</b> Environmental Movement (Aquatic Movement)
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**Skills**

0	AK: Skull Island Swamps And Waterways 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Scissor-Head Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**14 Total Powers & Skills Cost**

**3 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)
15	Physical Limitation: Very Limited manipulation (F, G)

**110 Total Disadvantage Points**

**Ecology:**

This slender, long-legged dinosaur is a flightless descendent of the pterosaur. They dwell in fast-moving streams where they hunt small fish and other aquatic animals amid the shallows. Their steam-lined bodies allow them to run along the bottom of streams and rivers, chasing fish down. Capable of holding their breath for several minutes, the Scissor-head was also neutrally buoyant, and just as agile in water as out of it.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Using their long, scissor-like beaks, coupled with a fine mesh of interlocking teeth, Scissor-Heads snap up fish with ease. They also pry under stones for invertebrates and snatch amphibians out of hiding spots along steam banks.

**Appearance:**

A Scissor-Head looks something like a featherless, flightless waterbird, with long, stilt-like legs and an oversized head.

**Designer's Notes:**

The Scissor-Head was built around the Large Dog and Small Mammal

## SCORPIO-PEDE

### *Nepapede Harpagabdominus*

#### "Grappling-Hook-Abdomen Scorpion-Foot"

Val	CHA	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 HTH Damage
10	DEX	0	11-	OCV: 3/DCV: 3
5	CON	-10	10-	
4	BODY	-12	10-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
2	COM	-4	9-	
2	PD	2		Total: 2 PD (1 rPD)
2	ED	1		Total: 2 ED (1 rED)
2	SPD	0		Phases: 6, 12
2	REC	2		
10	END	0		
7	STUN	0		
<b>Total Characteristics Cost: -56</b>				

**Movement:** Running: 2"/4"  
Swimming: 2"/4"

#### Cost Powers & Skills

- 15 **Tail Prongs:** HKA ½d6 (½d6 with STR), Armor Piercing (+1/2), END 1
- 42 **Venom:** Drain CON 3d6, delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]: +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (onset time begins 1 Turn after victim is stung; -1 1/4), Gradual Effect (3 Minutes; 1d6/Minute; -1/2) **plus** RKA 2d6, NND (defense is appropriate LS [Immunity]: +1), Does BODY (+1), Personal Immunity (+¼); No Range (-1/2), 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (onset time begins 1 Turn after victim is stung; -1 1/4), Gradual Effect (2 Minutes; 1d6/Minute; -1/2), Linked (-1/2)
- 1 **Armored Shell:** Damage Resistance (1 PD/1 ED)
- 8 **Short Legs:** Running -4" (2" total), END 1
- 10 **Multi-Legged:** Clinging (normal STR)
- 5 **Multi-Legged:** Extra Limb (multiple legs), Inherent (+¼); Limited Manipulation (-¼)

#### Skills

- 10 **Hard To Hit:** +2 DCV
- 4 **Combat Skill Levels:** +2 OCV with Tail Prongs
- 0 AK: Skull Island Swamps And Waterways 8-
- 0 Analyze Animal 8-
- 7 Climbing 13-
- 5 Concealment 12-; Self Only (-1/2)
- 0 PS: Scorpio-pede Abilities 8-
- 0 Shadowing 8-
- 7 Stealth 13-
- 0 Survival 8-

**98 Total Powers & Skills Cost**  
**42 Total Character Cost**

#### 75+ Disadvantages

- 20 **Physical Limitation:** Instinctive Intelligence (A, G)
- 5 **Physical Limitation:** Small (up to 1 m long; +3" KB) (I, S)
- 15 **Physical Limitation:** Very Limited manipulation (F, G)
- 115 Total Disadvantage Points**

#### Ecology:

Scorpio-pedes are the most common and numerous form of neopede (new centipede) found on Skull Island. Algae eaters, they can be found where ever there's sufficient water to support large growths of algae and water weeds. Scorpio-pedes start life as free-swimming predatory larvae, eventually molting into the amphibious multi-legged crawling form.

#### Personality/Motivation:

Normal animal motivations. Scorpio-pedes are notably territorial, and will quickly assume a defensive posture (tail raised) if they detect an intruder into their grazing area.

#### Powers/Tactics:

As algae eaters, Scorpio-pedes don't have claws or teeth large enough to use as defensive weapons. Instead, they have large hollow spines on the tip of their tails. Capable of penetrating even thick dinosaur hides, these prongs are used to inject a fast-acting poison. While this

poison will only render a large dinosaur mildly sick, it will quickly kill most birds, small reptiles, and arboreal mammals.

#### Appearance:

A Scorpio-pede appears centipedes with two large scraping legs near the head, five pairs of walking legs, and a flattened tail equipped with two sharp prongs. Coloration is a rusty reddish-brown.

#### Designer's Notes:

The Scorpio-pede is based off of the Scorpion character sheet found in the *HERO System Bestiary*, and scaled up to the right size. It didn't appear in *King Kong*.

**STINK-FISH**  
**Foetidichthys Hebeo**  
**"Sluggish Stinking-Fish"**

Val	CHA	Cost	Roll	Notes
-20	STR	-30	5-	Lift 1.6 kg; Od6 HTH Damage
8	DEX	-6	11-	OCV: 3/DCV: 3
3	CON	-14	10-	
3	BODY	-14	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 3
8	PRE	-2	11-	PRE Attack: 2d6
6	COM	-2	10-	
1	PD	1		Total: 1 PD (0 rPD)
1	ED	0		Total: 1 ED (0 rED)
2	SPD	2		Phases: 6, 12
2	REC	2		
6	END	0		
6	STUN	1		<b>Total Characteristics Cost: -74</b>

**Movement:** Running: 0"/0"  
Swimming: 3"/6"

**Cost Powers & Skills**

44 **Cloud Of Evacuation:** Change Environment 1" radius, -5 to Target's Smell/Taste Group, 4 Charges Lasting 1 Day Each (+1), Usable As Attack (+1); No Range (-1/2) **plus** EB 3d6, NND (defense is Life Support [Self-Contained Breathing]; +1); 4 Charges (-1), Linked (-1/2), No Range (-1/2)

-12 **Only Swims:** Running -6"

1 **Aquatic:** Swimming +1" (3" total), END 1

**Skills**

0 AK: Skull Island Swamps And Waterways 8-  
0 Analyze Animal 8-  
0 Concealment 8-  
0 PS: Stink Fish Abilities 8-  
0 Shadowing 8-  
0 Stealth 8-  
0 Survival 8-

**33 Total Powers & Skills Cost**  
**-41 Total Character Cost**

**75+ Disadvantages**

15 Physical Limitation: Animal Intelligence (F, G)  
5 Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)  
15 Physical Limitation: Very Limited manipulation (F, G)

**110 Total Disadvantage Points**

**Ecology:**

Aquatic grazers and scavengers, Stink-Fish can be found all through the Skull Island waterways. Slow-moving, they are fairly immune to the attacks of predators due to their unique defensive mechanism -- the ability to evacuate a noxious cloud of waste and chemicals.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Non-aggressive, Stink-Fish will release a milky cloud of mixed waste and chemicals secreted from glands near the anus. Foul smell and tasting, this cloud is enough to deter most any predator, and will remain in the skin for some time, giving a constant reminder the consequences of trying to attack a Stink-Fish.

**Appearance:**

The Stink-Fish is a bulky-bodied fish with a humped back and barbels around the mouth. It is a blue-gray color, with thin white stripes and a white underbelly.

**Designer's Notes:**

I built the Stink-Fish by scaling down the Eel found in the *HERO System Bestiary* and adding in a variant of the Skunk's spray power. The Stink-Fish didn't appear in *King Kong*.

## **TURTURCASSIS** **"Turtle-Helmet"**

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4 ½d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
23	CON	26	14-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
9	PD	4		Total: 9 PD (2 rPD)
7	ED	2		Total: 7 ED (2 rED)
3	SPD	4		Phases: 4, 8, 12
10	REC	0		
46	END	0		
39	STUN	0		<b>Total Characteristics Cost: 68</b>

**Movement:** Running: 1"/2"  
Swimming: 10"/20"

### Cost Powers & Skills

15	<b>Bite:</b> HKA 1d6 (2d6 with STR), END 1
2	<b>Tough Hide:</b> Damage Resistance (2 PD/2 ED)
-10	<b>Awkward On Land:</b> Running -5" (1" total), END 1
8	<b>Good Swimmer:</b> Swimming +8" (10" total), END 1
6	<b>Sharp Senses:</b> +2 PER Roll with all Sense Groups
1	<b>Aquatic:</b> Life Support (Expanded Breathing: 1 END per Turn)
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
3	<b>Long Neck:</b> Stretching 1", Reduced Endurance (0 END; +1/2); Always Direct (-¼), Limited Body Parts (neck: -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)

### Skills

4	Combat Skill Levels: +2 OCV with Bite
4	Combat Skill Levels: +2 with Swimming
0	AK: Skull Island Swamps And Waterways 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Turturcassis Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**38 Total Powers & Skills Cost**

**106 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (8'-13' long) (I, S)
5	Physical Limitation: Reduced Leap, cannot leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
115	<b>Total Disadvantage Points</b>

### Ecology:

Mostly solitary predators, *Turturcassis* specializes in turtles, its long, narrow head perfectly suited to burrowing inside turtle shells to dig out the tender meat inside.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

A *Turturcassis* will usually snap at a turtle's flippers, immobilizing the animal, then work its head inside, devouring the turtle as it goes. They are often seen lounging on river banks, wearing nearly empty turtle shells as helmets as they worry loose every scrap of flesh.

### Appearance:

*Turturcassis* is a long-necked, four-flipped aquatic reptile with the same general body shape as a plesiosaurus.

### Designer's Notes:

The *Turturcassis* is based off of the plesiosaurus character sheet found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

**UDUSAUR**  
**Udusaurus Turpis**  
**"Ugly Wet-Lizard"**

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
6	PD	3		Total: 6 PD (2 rPD)
5	ED	1		Total: 5 ED (2 rED)
3	SPD	4		Phases: 4, 8, 12
7	REC	0		
36	END	0		
30	STUN	0		<b>Total Characteristics Cost: 43</b>

**Movement:** Running: 1"/2"  
Swimming: 8"/16"

**Cost Powers & Skills**

- 15 **Bite:** HKA 1d6 (2d6 with STR), END 1
- 1 **Armored Head:** Armor (1 PD/1 ED); Activation Roll 8- or Locations 3-5 (-2)
- 2 **Tough Hide:** Damage Resistance (2 PD/2 ED)
- 10 **Awkward On Land:** Running -5" (1" total), END 1
- 6 **Good Swimmer:** Swimming +6" (8" total), END 1
- 6 **Sharp Senses:** +2 PER Roll with all Sense Groups
- 1 **Aquatic:** Life Support (Expanded Breathing: 1 END per Turn)
- 5 **Tail:** Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

- 4 Combat Skill Levels: +2 OCV with Bite
- 0 AK: Skull Island Swamps And Waterways 8-
- 0 Analyze Animal 8-
- 0 Concealment 8-
- 0 PS: Udusaur Abilities 8-
- 0 Shadowing 8-
- 3 Stealth 12-
- 0 Survival 8-
- 3 Teamwork 12-

**31 Total Powers & Skills Cost**  
**79 Total Character Cost**

**75+ Disadvantages**

- 15 Physical Limitation: Animal Intelligence (F, G)
- 0 Physical Limitation: Human Sized
- 5 Physical Limitation: Reduced Leap, cannot leap (I, S)
- 15 Physical Limitation: Very Limited Manipulation (F, G)

**110 Total Disadvantage Points**

**Ecology:**

A totally aquatic reptile, the Udusaur is a pack-hunting predator, usually found in groups of around a half-dozen animals. they tend to frequent the shallower portions of the waterways, where they prey on schools of fish. Air-breathers, they can remain submerged for about three minutes at a time.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Udusaurs work together to pack schooling fish into dense balls then take turns diving into the "bait-ball" to gulp down mouthfuls of fish.

**Appearance:**

A lizard-shaped reptile, an Udusaur has a blunt, bullet-like head, clawed forelimbs, and rear flippers for steering. They are dark in color, with small eyes, sharp teeth, and long tails.

**Designer's Notes:**

The Udusaur is based off of the Mako shark character sheet found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

## **ASPERDORSUS BELLATOR** "Rough-Back Warrior"

Val	CHA	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH Damage
11	DEX	3	11-	OCV: 3/DCV: 3
38	CON	56	17-	
38	BODY	56	17-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
23	PRE	13	14-	PRE Attack: 4 ½d6
8	COM	-1	11-	
18	PD	9		Total: 26 PD (8 rPD)
15	ED	7		Total: 23 ED (8 rED)
2	SPD	0		Phases: 6, 12
17	REC	0		
76	END	0		
80	STUN	0		<b>Total Characteristics Cost: 166</b>

**Movement:** Running: 12"/24"  
Leaping: 0"/0"  
Swimming: 0"/0"

### Cost Powers & Skills

13	<b>Rear And Stomp:</b> HA +4d6; Hand-To-Hand Attack (-1/2), END 2
10	<b>Tail Lash:</b> HA +4d6; Hand-To-Hand Attack (-1/2), Only With Extra Limb (-1/2), END 1
19	<b>Dorsal Spines:</b> HKA 1d6, Continuous (+1), Damage Shield (+1/2), Inherent (+¼), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Activates 11- (-1), Always On (-1/2), No STR Bonus (-1/2)
24	<b>Armored Hide:</b> Armor (8 PD/8 ED)
24	<b>Heavy:</b> Knockback Resistance -12"
12	<b>Long Legs:</b> Running +6" (12" total), END 2
-2	<b>Can't Swim:</b> Swimming -2" (0" total)
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
4	<b>Strong Sense Of Smell:</b> +2 PER with Smell/Taste Group
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

2	Combat Skill Levels: +1 OCV with Tail Bash
0	AK: Skull Island Jungles 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Asperdorsus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**117 Total Powers & Skills Cost**

**283 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Huge (42' long) (F, S)
5	Physical Limitation: Reduced Leap, can't leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
163	Experience <b>Experience Points</b>

**283 Total Disadvantage Points**

### Ecology:

The second biggest animal to be found on Skull Island, *Asperdorsus* can measure anywhere from 36-42 feet in length, shorter than [Vastatosaurus Rex](#), but far heavier. They are found in the jungles and despite their great size, are quite adept at maneuvering around the dense stands of trees. Using their acute sense of smell, *Asperdorsus* seek out ripe fruit ready to fall, as well as a wide variety of midlevel plant growth too high for other herbivores to reach and too low for [Brontosaurus](#) to bother with.

Normally solitary, *Asperdorsus* come together to mate, the males displaying by stamping down small areas of forest, with the females responding by mating with the largest, nosiest, and most destructive of the males.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Along with its great size, *Asperdorsus* has a hide covered in thickly studded armor, while long spines extend along the spine and under the neck. *Asperdorsus* is also deft with its tail, and can shatter an attacker's leg with a single blow.

### Appearance:

*Asperdorsus* is a rather narrow-bodied sarupod with a long neck and tail. Grayish in color, it has back covered in small armored plates as well as rigid spines running along its spine.

### Designer's Notes:

I used a scaled down *Brontosaurus* from the HERO System Bestiary to create *Asperdorsus*. It didn't appear in *King Kong*.

## ATERCURISAURUS "Dark-Spear-Lizard"

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH Damage
12	DEX	6	12-	OCV: 4/DCV: 4
28	CON	36	15-	
25	BODY	30	14-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	4		Total: 10 PD (2 rPD)
8	ED	2		Total: 8 ED (2 rED)
2	SPD	0		Phases: 6, 12
12	REC	0		
54	END	0		
54	STUN	0		
				<b>Total Characteristics Cost: 92</b>

**Movement:** Running: 11"/22"  
 Leaping: 0"/0"  
 Swimming: 0"/0"

### Cost Powers & Skills

30	<b>Tail Spikes:</b> HKA 2d6 (4d6 with STR), END 3
19	<b>Dorsal Plates:</b> HKA 1d6, Continuous (+1), Damage Shield (+1/2), Inherent (+¼), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Activates 11- (-1), Always On (-1/2), No STR Bonus (-1/2)
2	<b>Tough Skin:</b> Damage Resistance (2 PD/2 ED)
4	<b>Armored Hide:</b> Armor (+3 PD/+3 ED); Does Not Protect The Head, Vitals, Or Legs (Hit Locations 3-8, 13, 14-17 Quadruped Hit Location Table; -1)
12	<b>Heavy:</b> Knockback Resistance -6"
10	<b>Long Legs:</b> Running +5" (11" total), END 2
-2	<b>Can't Swim:</b> Swimming -2"
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

4	Combat Skill Levels: +2 OCV with Tail Spikes
0	AK: Home Territory 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Atercurisaurus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**87 Total Powers & Skills Cost**  
**179 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (20' long) (F, S)
5	Physical Limitation: Reduced Leap, can't leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

### 59 Experience Points

**179 Total Disadvantage Points**

### Ecology:

This herbivore is a direct descendent of *Stegosaurus*. A herbivore, it is found only in a few remote valleys on Skull Island where it feeds on a small selection of ferns. It is thought that *Atercurisaurus*'s limited diet and small numbers mean the animal will become extinct in the very near future (geologically speaking).

*Atercurisaurus* gathers in herds of around a dozen females and their young, with several bulls nearby at all times. During mating season the bulls will bellow and display, looking to become accepted into the herd and granted access to the cows. At other times, the animals will use their bellows (and a wide variety of other calls) to communicate with each other, the sounds ranging from squeals to deep rumbling grunts. Meanings vary, but range from a simple "all is well" to acknowledgment of submission to a superior.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

If confronted by a foe *Atercurisaurus* will rotate itself so it's spike-studded hindquarters and tail face the an attacker. If the armor plates and long spikes don't deter a hungry carnivore, then it will swing its tail, trying to catch its foe with the lethal tail spikes. If that doesn't work, it will try and escape into the undergrowth.

### Appearance:

*Atercurisaurus* has the same general appearance as a *Stegosaurus*, with a small head and a short neck, a high arching back, and a long tail. A row of tall defensive plates run down its back, turning into long bone spikes at around the rear hips. *Atercurisaurus* reaches lengths of 20 feet in length and is a dark purplish color fading to a grayish-white underbelly.

### Designer's Notes:

*Atercurisaurus* is adapted directly from the *Stegosaurus* found in the *HERO System Bestiary*. I simply scaled it down from around 30 feet in length to 20. It didn't appear in *King Kong*.

## AVARUSAURUS POPULATOR "Greedy-Lizard Ravager"

### Designer's Notes:

*Avarusaurus* was loosely based off of the Giant Lizard character sheet in the *HERO System Bestiary*. *Avarusaurus* didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
33	STR	23	16-	Lift 2,400 kg; 6½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
28	CON	36	15-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
12	PD	5		Total: 12 PD (4 rPD)
10	ED	4		Total: 12 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
13	REC	0		
56	END	0		
56	STUN	0		
				<b>Total Characteristics Cost: 120</b>

**Movement:** Running: 8"/16"  
Swimming: 2"/4"

### Cost Powers & Skills

20	<b>Bite:</b> HKA 1d6+1 (2 ½d6 with STR), END 2
12	<b>Claws:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
4	<b>Thick Hide:</b> Damage Resistance (4 PD/4 ED)
12	<b>Heavy:</b> Knockback Resistance (-6")
4	<b>Long Legs:</b> Running +2" (8" total), END 2
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
<b>Skills</b>	
10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Jungle 8-
0	Analyze Animal 8-
3	Concealment 11-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Avarusaurus Abilities 8-
0	Shadowing 8-
3	Stealth 12-
1	<b>Camouflage Coloration:</b> +1 to Stealth; Only In Specific Environments/Situations (-1)
0	Survival 8-
<b>83</b>	<b>Total Powers &amp; Skills Cost</b>
<b>203</b>	<b>Total Character Cost</b>

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (26' long) (F, S)
5	Physical Limitation: Reduced Leap, can only 1" (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

### 83 Experience Points

**203 Total Disadvantage Points**

### Ecology:

*Avarusaurus* is an opportunistic omnivore who will gladly eat just about anything it comes across, from carrion to live prey, fungus to rotten fruit. Possessing a highly acidic stomach, *Avarusaurus* can digest nearly everything edible, and will greedily bulk-load a food source, hiding in the deep jungle to sleep and digest its meal.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

A solitary animal, *Avarusaurus* tends to seek the easier meal, picking carrion over live prey, for example. If confronted by a foe, *Avarusaurus* will use its strength and powerful jaws to defend itself. Its sheer size also helps, as there are far easier meals to be had than 26 foot *Avarusaurus*.

### Appearance:

*Avarusaurus* has a long narrow head, a short neck, a body that arches up at the hips, and a short tail. Mottled dark brown spots over a tan hide (with a white underbelly), its not a particularly handsome dinosaur. *Avarusaurus* grows to lengths of 18 to 26 feet.

## TERROR BIRDS

### Ecology:

"Terror Bird" is the name given to a variety of large flightless predatory birds found in South America some 62 million years ago in the Cenozoic Era. On Skull Island, the term is used to describe several species of large flightless birds, most of whom are carnivorous, and all of which among some of the largest flightless birds known to exist.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Lowlands-dwelling Terror Birds are pursuit predators, chasing down small mammals, young dinosaurs, and large invertebrates. Jungle-dwellers tend to eat fruit, insects, and forest-floor centipedes. All of Skull Island's Terror Birds are powerfully built animals, capable of delivering nasty kicks with their clawed feet, while the lowlands species possess huge ax-like beaks.

### Appearance:

The typical Skull Island Terror Bird looks roughly like an Ostrich, with a heavily built body, hairy feathers, bare legs, and long necks. Carnivorous Terror Birds will have thick, muscular necks, while the insect and fruit eaters will have more sinuous necks.

### Designer's Notes:

The Terror Bird character sheets were derived from the Ostrich character sheet found in the 4th Edition *HERO Bestiary*. I modified the character sheet to account for the 5th Edition method for writing up animals, and then modified each one further to account for the differences in size for each Terror Bird. None of the Terror Birds appeared in *King Kong*.

## BRUTORNIS "Heavy-Fowl"

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	3		Total: 8 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
40	STUN	1		<b>Total Characteristics Cost: 69</b>

**Movement:** Running: 9"/18"  
Leaping: 3"/6"  
Swimming: 0"/0"

### Cost Powers & Skills

15 **Beak:** HKA 1d6 (2d6 with STR), END 1  
12 **Kick:** HKA 1d6 (2d6 with STR); Reduced Penetration (-1/4), END 1  
1 **Thick Feathers And Skin:** Damage Resistance (1 PD/1 ED)  
4 **Heavy:** Knockback Resistance -2"  
6 **Long Legs:** Running +3" (9" total), END 2  
-2 **Can't Swim:** Swimming -2"  
6 **Sharp Senses:** +2 PER with all Sense Groups  
2 **Sharp Eyed:** +1 PER with Sight Group

### Skills

10 Combat Skill Levels: +2 with HTH  
  
0 AK: Skull Island Low Lands 8-  
0 Analyze Animal 8-  
0 Concealment 8-  
0 PS: Terror Bird Abilities 8-  
0 Shadowing 8-  
0 Stealth 8-  
0 Survival 8-  
54 **Total Powers & Skills Cost**  
123 **Total Character Cost**

### 75+ Disadvantages

15 Physical Limitation: Animal Intelligence (F, G)  
5 Physical Limitation: Large, up to twice human size (500 kg) (I, S)  
5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)  
15 Physical Limitation: Very Limited Manipulation (F, G)  
8 **Experience Points**  
124 **Total Disadvantage Points**

**Description:** *Brutornis* is the most massive of the Skull Island Terror Birds. Standing five to six feet tall at the hip, and around nine feet at the top of the skull, *Brutornis* weighs in at around 500 kg. Equipped with powerful legs and large claws, *Brutornis* runs down prey in the open grasslands, dispatching its target with a single strike of its massive beak.

Female *Brutornis* will nest on the edges of the grasslands and are highly protective of their eggs, often forgoing food for a month or so until the chicks hatch. *Lycaesaurus* will often entice a *Brutornis* female to leave her nest with other members of the pack dashing in and snatching up eggs. Those chicks who do hatch will follow their mother around until large enough to hunt for themselves.

## ZEROPTERYX "No-Wings"

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4 ½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 ½d6
8	COM	-1	11-	
7	PD	2		Total: 7 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
36	END	0		
36	STUN	0		
<b>Total Characteristics Cost: 57</b>				

**Movement:** Running: 8"/16"  
Leaping: 2.5"/5"  
Swimming: 2"/4"

### Cost Powers & Skills

15	<b>Beak:</b> HKA 1d6 (2d6 with STR), END 1
12	<b>Kick:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
1	<b>Thick Feathers And Skin:</b> Damage Resistance (1 PD/1 ED)
4	<b>Heavy:</b> Knockback Resistance -2"
4	<b>Long Legs:</b> Running +2" (8" total), END 2
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
2	<b>Sharp Eyed:</b> +1 PER with Sight Group

### Skills

10 Combat Skill Levels: +2 with HTH

0 AK: Skull Island Low Lands 8-  
0 Analyze Animal 8-  
0 Concealment 8-  
0 PS: Terror Bird Abilities 8-  
0 Shadowing 8-  
0 Stealth 8-  
0 Survival 8-

**50 Total Powers & Skills Cost**  
**109 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (400 kg) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**115 Total Disadvantage Points**

**Description:** *Zeropteryx* is the second largest of the Skull Island Terror Birds, measuring five to six feet at the hip, and seven to eight feet over all. Weighing around 400 kg, *Zeropteryx* is a powerful predator, equipped with a lethal beak and large claws on its massive legs.

## NOCTUPERVAGUS Noctupervagus Pinguis "Fat Roving-By-Night"

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3 ½d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	2		Total: 6 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
7	REC	0		
30	END	0		
30	STUN	0		
<b>Total Characteristics Cost: 41</b>				

**Movement:** Running: 7"/14"  
Leaping: 2"/4"  
Swimming: 0"/0"

### Cost Powers & Skills

12	<b>Saw-Toothed Beak:</b> HKA ½d6 (1d6+1 with STR), Increased STUN Multiplier (+¼), END 1
8	<b>Kick:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
2	<b>Heavy:</b> Knockback Resistance -1"
2	<b>Long Legs:</b> Running +1" (7" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
2	<b>Sharp Eyed:</b> +1 PER with Sight Group
5	<b>Nocturnal:</b> Night Vision

### Skills

10 Combat Skill Levels: +2 with HTH

0 AK: Skull Island Jungles 8-  
0 Analyze Animal 8-  
0 Concealment 8-  
0 PS: Terror Bird Abilities 8-  
0 Shadowing 8-  
0 Stealth 8-  
0 Survival 8-

**45 Total Powers & Skills Cost**  
**86 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Human Sized, but heavy (200 kg) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**115 Total Disadvantage Points**

**Description:** A nocturnal predator of ground-dwelling centipedes, *Noctupervagus* stands around five to six feet at the shoulder, making it around seven feet tall in total. Weighing roughly 200 kg, *Noctupervagus* appears as a massively built emu or cassowary, with dark reddish-brown plumage. *Noctupervagus* lay their eggs on the forest floor, amid the roots of trees, where they are quickly covered with a layer of small plants and mosses. This serves to hide the eggs, although it does make it difficult for chicks to hatch -- in many cases the mother will assist in breaking the shell open.

**PINNATONO**  
**Pinnatono Amarus**  
**"III-Natured Feather-Thunder"**

Val	CHA	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3 ½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
14	CON	8	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	1		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
28	END	0		
29	STUN	0		
				<b>Total Characteristics Cost: 36</b>

**Movement:** Running: 7"/14"  
 Leaping: 2"/4"  
 Swimming: 0"/0"

**Cost Powers & Skills**

23	<b>Acidic Pulp:</b> Sight Group Flash 8d6; 4 Charges (-1), Limited Range (2"; -¼), Must Target Unprotected Face And Eyes (-1/2) <b>plus</b> EB 3d6, NND (defense is Life Support [Self-Contained Breathing]; +1); 4 Charges (-1), Limited Range (2"; -¼), Must Target Unprotected Face And Eyes (-1/2), Linked (-1/2)
10	<b>Beak:</b> HKA ½d6 (1d6+1 with STR), END 1
8	<b>Kick:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
2	<b>Heavy:</b> Knockback Resistance -1"
2	<b>Long Legs:</b> Running +1" (7" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups

**Skills**

5	Combat Skill Levels: +1 with HTH
4	Combat Skill Levels: +2 OCV with Acidic Pulp

0	AK: Skull Island Jungles 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Terror Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**58 Total Powers & Skills Cost**

**93 Total Character Cost**

**75+ Disadvantages**

15	Distinctive Features: Foul Stink (NC)
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Human Sized, but heavy (200 kg) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**130 Total Disadvantage Points**

**Description:** Roughly the same size as Noctupervagus, Pinnatono has a pale-skinned featherless neck and head, and a body covered in blackish feathers with a reddish under body and tail. An eater of fruit, Pinnatono as the only animal to feed up on a certain highly-acidic berry, leading to the animal excreting a noxious stink from its pores, dung, and breath. These berries also tended to ferment into nearly toxic soup in Pinnatono's gullet, allowing the bird to vomit forth a mass of acidic pulp on attackers. This pulp would both blind a potential attacker, as well as cause extreme discomfort to the eyes, nose, and other areas of the face.

**HYLAEORNIS**  
**Hylaeornis Maximus**  
**"Big Forest-Bird"**

Val	CHA	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
12	CON	4	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
8	COM	-1	11-	
4	PD	2		Total: 4 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	4		Phases: 4, 8, 12
4	REC	0		
24	END	0		
21	STUN	0		
				<b>Total Characteristics Cost: 16</b>

**Movement:** Running: 8"/16"  
 Swimming: 0"/0"

**Cost Powers & Skills**

5	<b>Beak:</b> HKA 1 point (1/2d with STR), END 1
8	<b>Kick:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
4	<b>Long Legs:</b> Running +2" (8" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups

**Skills**

2 Combat Skill Levels: +1 OCV with Kick

0	AK: Skull Island Jungles 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Terror Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**23 Total Powers & Skills Cost**

**39 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
0	Physical Limitation: Human Sized
15	Physical Limitation: Very Limited Manipulation (F, G)

**105 Total Disadvantage Points**

**Description:** Standing four to five feet tall at the shoulder, Hylaeornis stands maybe six feet tall total, and masses around 130 to 150 pounds, making it roughly the size of a cassowary or an emu. Forest and jungle-dwelling birds, Hylaeornis eats a mixture of fruit, nuts, and small insects and the like. They nest between the roots of giant trees and tend to run from attacks, although they can and will deliver a nasty kick if cornered.

**CARVER**  
**Carocaptor Interflector**  
**"Flesh-Carver Assassin"**

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
28	CON	36	15-	
25	BODY	30	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
12	PD	5		Total: 18 PD (6 rPD)
12	ED	6		Total: 18 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
13	REC	0		
56	END	0		
57	STUN	0		<b>Total Characteristics Cost: 129</b>

**Movement:** Running: 8"/16"  
Leaping: 3.5"/7"  
Swimming: 2"/4"

**Cost Powers & Skills**

31	<b>Bite:</b> HKA 1 ½d6 (3d6+1 with STR), Increased STUN Multiplier (+¼), END 3
12	<b>Claws:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
18	<b>Thick Hide:</b> Armor (6 PD/6 ED)
16	<b>Heavy:</b> Knockback Resistance (-8")
4	<b>Long Legs:</b> Running +2" (8" total), END 2
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
2	<b>Sharp Ears:</b> +1 PER with Hearing Group
2	<b>Sharp Sense Of Smell:</b> +1 PER with Smell/Taste Group
5	<b>Heat-Sensing Organ:</b> IR Perception (Sight Group)
5	<b>Nocturnal Predator:</b> Nightvision
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

10 Combat Skill Levels: +2 with Hand-To-Hand

0	AK: Skull Island Jungle 8-
0	Analyze Animal 8-
3	Climbing 12-
0	Concealment 8-
0	PS: Carver Abilities 8-
0	Shadowing 8-
3	Stealth 12--
0	Survival 8-

**122 Total Powers & Skills Cost**

**251 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (33' long) (F, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**131 Experience**

**251 Total Disadvantage Points**

**Ecology:**

Carvers are massive nocturnal predators who prowl the jungle floor and lower tree branches. They will eagerly take anything they come across, and will even prey on young [Diablosaurus](#), dragging their kills to secluded spots to be consumed over the course of several days. As they mate for life, Carvers normally hunt in pairs, and if one is encountered, another will be close by.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Possessing powerful jaws, great strength, and above average agility, Carvers are some of the most dangerous predators on Skull Island. Perfectly suited for the lightness depths of the deep jungle, Carvers have sharp eyes, and an even more acute sense of hearing and smell. In addition, they can sense heat through an organ in the snout and often use this to find prey hidden in thick growth. Since their jaws can crack bones with a single bite, anything they do find has almost no chance of escaping.

**Appearance:**

A Carver is a long-tailed, short-necked dinosaur with massive shoulders. Measuring between 25-33 feet in length, they have bronze-scaled hides with a series of soft dorsal fins or blades along the spine.

**Designer's Notes:**

The Carver was developed based on the Giant Lizard character sheet from the *HERO System Bestiary*. It didn't appear in *King Kong*, but much like [Tartarusaurus](#), would make an excellent proto-dragon or could be used as a mount for a Lizardmen-like race.

## **DIABLOSAURUS RUFUS** "Red Devil-Lizard"

### Designer's Notes:

I used the Rhinoceros character sheet from the *HERO System Bestiary* to create *Diablosaurus*. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
38	STR	28	17-	Lift 4,800 kg; 7½d6 HTH Damage
14	DEX	12	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
15	PD	7		Total: 21 PD (6 rPD)
10	ED	4		Total: 16 ED (6 rED)
3	SPD	6		Phases: 4, 8, 12
14	REC	0		
60	END	0		
64	STUN	0		
				<b>Total Characteristics Cost: 133</b>

**Movement:** Running: 12"/24"  
Leaping: 0"/0"  
Swimming: 0"/0"

### Cost Powers & Skills

5	<b>Ruddy Head:</b>	+10 PRE; Only To Intimidate (-1)
25	<b>Horns:</b>	HKA 1 ½d6 (3d6+1 with STR), END 2
22	<b>Bony Spikes:</b>	HKA 1d6, Continuous (+1), Damage Shield (+1/2), Inherent (+¼), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Activates 14- (-1/2), Always On (-1/2), No STR Bonus (-1/2)
18	<b>Osteoderms:</b>	Armor (6 PD/6 ED)
18	<b>Heavy:</b>	Knockback Resistance (-9")
12	<b>Long Legs:</b>	Running +6" (12" total), END 2
-2	<b>Can't Swim:</b>	Swimming -2" (0" total)
4	<b>Strong Sense Of Smell:</b>	+2 PER with Smell/Taste Group
5	<b>Tail:</b>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

8	Combat Skill Levels:	+4 OCV with Move Through
0	AK: Skull Island Jungles	8-
0	Analyze Animal	8-
0	Concealment	8-
0	PS: Diablosaurus Abilities	8-
0	Shadowing	8-
0	Stealth	8-
0	Survival	8-

**115 Total Powers & Skills Cost**

**248 Total Character Cost**

### 75 Disadvantages

15	Physical Limitation:	Animal Intelligence (F, G)
10	Physical Limitation:	Enormous (34' long) (F, S)
5	Physical Limitation:	Reduced Leap, can't leap (I, S)
15	Physical Limitation:	Very Limited Manipulation (F, G)

### 128 Experience

**248 Total Disadvantage Points**

### Ecology:

A massive herbivore, *Diablosaurus* is normally found either singly or in small family groups of three to four. They eat ferns growing on the forest floor and strip vines and creepers from trees.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Heavily armored with thick spikes along their back, *Diablosaurus* is mostly immune to predators, who have far easier prey to catch. If attacked, *Diablosaurus* will bring its horns into play, swinging its brightly-colored head around and attempting to gore any attack foolish enough to get within range.

### Appearance:

Following the general build of a water buffalo, *Diablosaurus* has a thick body 20 to 25 feet long, heavy shoulders, and a series of bony spikes scattered over its back. Large horns adorn the head and nose, which is a bright red color, a sharp contrast to the animal's brownish-black hide elsewhere. The brightly colored head helps them find each other in the shadowy undergrowth.

## **DINOCANISAURUS** "Terrible Dog-Lizard"

Val	CHA	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH Damage
16	DEX	18	12-	OCV: 3/DCV: 3
13	CON	6	12-	
9	BODY	-2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
5	PD	4		Total: 5 PD (2 rPD)
4	ED	1		Total: 4 ED (2 rED)
3	SPD	4		Phases: 4, 8, 12
5	REC	2		
26	END	0		
20	STUN	1		<b>Total Characteristics Cost: 20</b>

**Movement:** Running: 7"/14"  
Leaping: 1"/2"  
Swimming: 2"/4"

### Cost Powers & Skills

15	<b>Bite:</b> HKA 1d6 (1d6+1 with STR), END 1
4	<b>Claws:</b> HKA 1 point (½d6 with STR); Reduced Penetration (-¼), END 1
2	<b>Tough Hide:</b> Damage Resistance (2 PD/2 ED)
1	<b>Leap:</b> Leaping +1" (2" forward, 1" upwards), END 1
2	<b>Fast:</b> Running +1" (7" total), END 1
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups

### Skills

10	Combat Skill Levels: +2 with Hand-to-Hand
0	AK: Skull Island Jungles 8-
0	Analyze Animal 8-
3	Concealment 11-
0	PS: Dinocanisaurus Abilities 8-
0	Shadowing 8-
3	Stealth 12-
0	Survival 8-
3	Tactics 11-
3	Teamwork 11-

**52 Total Powers & Skills Cost**  
**72 Total Character Cost**

### 75 Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>110</b>	<b>Total Disadvantage Points</b>

### Ecology:

Not a true dinosaur, but a cynodont ("dog-tooth"), *Dinocanisaurus* live in small packs of around a dozen adults and an equal number of young. The pack is ruled by an alpha female and all pack members have well-defined roles, be it raising the young, defending the den, or hunting. *Dinocanisaurus* tend to dwell in shallow caves dug out under trees or in cracks and crevices in the forest floor. If the hunting is good, several females will give birth to pups, but in lean years, the alpha female will destroy the eggs and pups of lower-ranking females.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Pack hunters, *Dinocanisaurus* are highly social animals and hunt as a team, using tactics similar to wolves and the far larger [Venatosaurus](#) (although [Venatosaurus](#) are capable of even more complex plans and will gladly prey on *Dinocanisaurus* if able). When hunting the *Dinocanisaurus* will climb into the trees (as far as they can) and will use various whistles, snorts, and other calls to coordinate their actions, attempting to outflank and corner prey items.

### Appearance:

*Dinocanisaurus* is a small dog-sized and dog-shaped cynodont, combining elements of reptiles and early mammals. The body is a bluish-gray and heavily scaled.

### Designer's Notes:

I used the Guard/Combat Dog character sheet, combined with the Wolf character sheet from the *HERO System Bestiary* to create *Dinocanisaurus*. It didn't appear in *King Kong*.

## **FOETODON FERRUS** **"Cruel Stinking-Tooth"**

Val	CHA	Cost	Roll	Notes
23	STR	13	14-	Lift 600 kg; 4 ½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
17	BODY	14	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 5d6
4	COM	-3	10-	
10	PD	5		Total: 14 PD (4 rPD)
7	ED	3		Total: 11 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
40	END	0		
39	STUN	0		
<b>Total Characteristics Cost: 70</b>				

**Movement:** Running: 5"/10"  
Leaping: 1"/2"  
Swimming: 4"/8"

### Cost Powers & Skills

31	<b>Bite:</b> HKA 1 ½d6 (3d6+1 with STR), Increased STUN Multiplier (+¼), END 3
12	<b>Thick Hide:</b> Armor (4 PD/4 ED)
12	<b>Heavy:</b> Knockback Resistance (-6")
1	<b>Lunging:</b> Leaping +1"; Forward Movement Only (-1), END 1
-2	<b>Slow Moving:</b> Running -1" (5" total), END 1
2	<b>Burst Of Speed:</b> Running +4" (9" total); Increased Endurance Cost (x8 END; -3 1/2), END 8
2	<b>Good Swimmer:</b> Swimming +2" (4" total), END 1
4	<b>Strong Sense Of Smell:</b> +2 PER with Smell/Taste Group
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
5	<b>Sharp Sense Of Smell:</b> Tracking for Normal Smell
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

10	Combat Skill Levels: +2 with Hand-To-Hand
0	AK: Skull Island Jungle 8-
0	Analyze Animal 8-
3	Concealment 11-
3	<b>Digging In Leaf Litter:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Foetodon Abilities 8-
0	Shadowing 8-
3	Stealth 12-
0	Survival 8-
<b>94</b>	<b>Total Powers &amp; Skills Cost</b>
<b>164</b>	<b>Total Character Cost</b>

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (20' long) (F, S)
15	Physical Limitation: Poor Eyesight, suffers -2 to all Sight PER Rolls (F, G)
5	Physical Limitation: Reduced Leap, can only 1" (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>29</b>	<b>Experience</b>
<b>164</b>	<b>Total Disadvantage Points</b>

### Ecology:

Ambush predator and scavenger, *Foetodon* is found on the litter-strewn jungle floor, usually near game trails, where it will gladly take anything offered. *Foetodon* will also eat carrion, and will dig into mounds of leaf litter in search of large invertebrates. Young *Foetodon* live in lakes and streams until large enough to safely venture out onto land and into the jungles.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

*Foetodon* will usually scrape out a hollow near a game trail or will burrow into mounds of litter, lying quietly for a prey item to appear. One quick lunge and a bone-crushing bite later, and *Foetodon* usually has its meal.

### Appearance:

*Foetodon* has the same general appearance as a large crocodile. It reaches lengths of 15 to 20 feet, with a broad build and mottled grayish skin. The face and jaws of *Foetodon* are often covered in blisters from infections picked up while foraging in the leaf litter.

### Designer's Notes:

*Foetodon* appeared in the film *King Kong*. It was the monstrous lizard eating the carcass of a dead dinosaur (possibly a *Ligocristus*), that decided to go after Ann Darrow instead. After chasing her inside a rotten log, the *Foetodon* fell prey to a *Vastatosaurus Rex*. I used the Crocodile character sheet seen in the *HERO System Bestiary* to create the *Foetodon*.

## MEGAPEDES

Val	CHA	Cost	Roll	Notes
-8	STR	-18	7-	Lift 6.4 kg; 0d6 HTH Damage
11	DEX	3	11-	OCV: 4/DCV: 4
6	CON	-10	10-	
5	BODY	-10	10-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
3	PD	3		Total: 3 PD (2 rPD)
2	ED	1		Total: 2 ED (2 rED)
2	SPD	0		Phases: 6, 12
3	REC	4		
12	END	0		
8	STUN	0		
<b>Total Characteristics Cost: -39</b>				

**Movement:** Running: 2"/4"  
Swimming: 0"/0"

### Cost Powers & Skills

10	<b>Mandibles:</b>	HKA ½d6 (½d6 with STR), END 1
42	<b>Venom:</b>	Drain CON 3d6, delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (onset time begins 1 Turn after victim is stung; -1 1/4), Gradual Effect (3 Minutes; 1d6/Minute; -1/2) <b>plus</b> RKA 2d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-1/2), 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (onset time begins 1 Turn after victim is stung; -1 1/4), Gradual Effect (2 Minutes; 1d6/Minute; -1/2), Linked (-1/2)
2	<b>Armored Shell:</b>	Damage Resistance (2 PD/2 ED)
-8	<b>Short Legs:</b>	Running -4" (2" total), END 1
-2	<b>Can't Swim:</b>	Swimming -2"
8	<b>Multi-Legged:</b>	Clinging (normal STR); No Ceiling Movement or Angles of Less Than 80 <sub>i</sub> (-¼)
5	<b>Multi-Legged:</b>	Extra Limb (multiple legs), Inherent (+¼); Limited Manipulation (-¼)
<b>Skills</b>		
10	<b>Hard To Hit:</b>	+2 DCV
4	Combat Skill Levels:	+2 OCV with Mandibles
0	AK:	Skull Island Jungles 8-
0	Analyze Animal	8-
7	Climbing	13-
5	Concealment	12-; Self Only (-1/2)
0	PS:	Megapede Abilities 8-
0	Shadowing	8-
7	Stealth	13-
0	Survival	8-
<b>62</b>	<b>Total Powers &amp; Skills Cost</b>	
<b>111</b>	<b>Total Character Cost</b>	

### 75+ Disadvantages

20	Physical Limitation:	Instinctive Intelligence (A, G)
5	Physical Limitation:	Small (average 1 m long; +3" KB) (I, S)
15	Physical Limitation:	Very Limited Manipulation (F, G)
<b>115</b>	<b>Total Disadvantage Points</b>	

### Ecology:

The term "megapedes" collectively refers to the giant centipedes of Skull Island -- some of the largest land invertebrates to have ever lived, second in length only to *Arthropleura*, a relative of both centipedes and millipedes, known to have reached lengths of 6-10 feet. While *Arthropleura* was a herbivore, the megapedes of Skull Island have a more varied diet, eating eggs, small mammals (such as rats), small reptiles (lizards are a favorite) and other invertebrates. They dwell among the leaf litter, in rotted logs, and up in the trees -- the actual vertical range depends on the size of the megapede.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Megapedes are fairly active predators, prowling about both day and night, on a constant look out for food to fuel their large bodies. Anything they come across is attacked with their mandibles, usually after the megapede wraps itself around its victim to keep it from

escaping. Each bite delivers a dose of potent venom and is strong enough to easily kill rats and small dinosaur chicks.

### Appearance:

Megapedes look like enormous centipedes, ranging in length from 20 inches to a maximum of 5 feet. Coloration is a mixture of various shades of brown.

### Designer's Notes:

As the megapedes are all within a few feet of length of each other, I decided to make just one character sheet. Besides, if given the choice, I highly suspect GMs will want to use the 60 inch centipede, not the much smaller 20 inch specimen. In any event, a megapede did appear in *King Kong*, frightening Ann Darrow when she took refuge in a rotten log.

For those who wish to use specific megapedes, the four ground dwellers are as follows (in order of size):

*Gyas Gyas* "Mythological Hundred-Armed Giant" 20-30 inches long  
*Megapede Humus* "Earth Giant-Foot" 26-40 inches long  
*Megapede Horridus* "Bristling Giant-Foot" 3-4 feet long  
*Megapede Dereponecis* "Creeping-Death Giant Foot" 3-5 feet long

Centipedes also live in the upper forest canopy. Obviously, these invertebrates are smaller and lighter than their ground-dwelling cousins.

*Idolon Illotus* "Dirty Apparition" 10-14 inches long  
*Idolon Venefaucus* "Venomous-Maw Apparition" 20-24 inches long  
*Omnimatercimex Harpeforceps* "Scimitar-Tongs Mother-Of-All-Bugs" 30-35 inches long

Finally, one species of megapede is found far up in the mountains of the Uplands. It dwells in caves frequented by *Terapumordax*, waiting for pups to fall out of the nest and quickly devouring them.

*Megapede Impurus* 36 inches long

To build canopy dwellers, simply reduce the size class of a megapede and reduce characteristics according. Leave the venom strength alone, as the smaller centipedes use a powerful poisonous bite to disable their prey quickly.

## MONSTRUTAPLUS "Monster-Mole"

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 ½d6
6	COM	-2	10-	
8	PD	4		Total: 8 PD (3 rPD)
6	ED	2		Total: 6 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
34	STUN	0		
				<b>Total Characteristics Cost: 56</b>

### Movement::

Running: 6"/12"  
 Leaping: 0"/0"  
 Swimming: 1"/2"  
 Tunneling: 1"/2"

### Cost Powers & Skills

15	<b>Bite:</b>	HKA 1d6 (2d6 with STR), END 1
8	<b>Claws:</b>	HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
3	<b>Armored Head:</b>	Armor (+2 PD/+2 ED); Only Protects Locations Hit Locations 3-5 (-1)
3	<b>Thick Hide:</b>	Damage Resistance (3 PD/3 ED)
6	<b>Heavy:</b>	Knockback Resistance -3"
3	<b>Digging:</b>	Tunneling 1" through DEF 2 material; Extra Time (Full Turn; -1 1/4), Earth And Soil Only (-1/2)
-1	<b>Poor Swimmer:</b>	Swimming -1" (1" total), END 1
6	<b>Strong Sense Of Smell:</b>	+3 PER with Smell/Taste Group
5	<b>Tail:</b>	Extra Limb, Inherent (-¼); Limited Manipulation (-¼)

### Skills

0	AK:	Skull Island Jungle 8-
0	Analyze Animal	8-
0	Concealment	8-
0	PS:	Monstrutalpus Abilities 8-
0	Shadowing	8-
0	Stealth	8-
0	Survival	8-

### 48 Total Powers & Skills Cost

### 104 Total Character Cost

### 75+ Disadvantages

15	Physical Limitation:	Animal Intelligence (F, G)
5	Physical Limitation:	Large, up to twice human size (12-15' long) (I, S)
5	Physical Limitation:	Reduced Leap, can't leap (I, S)
15	Physical Limitation:	Very Limited Manipulation (F, G)

### 115 Total Disadvantage Points

### Ecology:

A thick-bodied ground-dweller, *Monstrutalpus* feeds on fungi, roots, and tubers. It has a powerful sense of smell and can easily detect foodstuffs through several feet of earth. Strong forelimbs allow it to unearth the tender roots on which it feeds, while broad teeth enable it to cut through the toughest plant matter.

Come the mating season, female *Monstrutalpus* will extrude a pungent musk, attracting males from miles around. After mating, the eggs are laid in a pit, covered over, and abandoned.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

*Monstrutalpus* will tend to flee from an attacker, usually crawling into thick undergrowth. If cornered or unable to escape, it will bite using its powerfully-muscled jaws to great effect.

### Appearance:

*Monstrutalpus* is a greenish-blue skinned lizard-like dinosaur roughly 15 feet in length.

### Designer's Notes:

*Monstrutalpus* was based on various lizard-form character sheets, including ones I made for *World Of Kong*. It didn't appear in *King Kong*.

## **SCIMITODON SAGAX** **"Shrewd Scimitar Tooth"**

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
9	PD	4		Total: 9 PD (2 rPD)
6	ED	2		Total: 6 ED (1 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
38	STUN	0		<b>Total Characteristics Cost: 88</b>

**Movement:** Running: 7"/14"  
Swimming: 2"/4"

### Cost Powers & Skills

30	<b>Sabertooth Bite:</b> HKA 2d6 (3 ½d6 with STR), END 1
12	<b>Claws:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
2	<b>Tough Hide:</b> Damage Resistance (2 PD/2 ED)
2	<b>Heavy:</b> Knockback Resistance (-1")
2	<b>Swift:</b> Running +1" (7" total), END 2
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Sharp Sense Of Smell:</b> Tracking for Normal Smell
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

10	Combat Skill Levels: +2 with Hand-To-Hand
2	Combat Skill Levels: +1 OCV with Sabertooth Bite
0	AK: Skull Island Jungle 8-
0	Analyze Animal 8-
5	Climbing 14-
5	Concealment 12-; Self Only (-1)
0	PS: Scimitdon Abilities 8-
0	Shadowing 8-
3	Stealth 13--
0	Survival 8-

**89 Total Powers & Skills Cost**  
**177 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (9' long) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

### 67 Experience

**177 Total Disadvantage Points**

### Ecology:

*Scimitdons* are agile arboreal predators, who spend much of their time in the branches of Skull Island's massive trees, using them as aerial roadways. Normally solitary (unless part of a mated pair), *Scimitdons* hunt birds and lizards and can even take down some of the large flightless birds.

Females will lay eggs in groups of two to three in hollow trees or caves under tree roots. She will stay with the clutch and keep it warm while the male will hunt for food for her and the newly-hatched pups. The pair will stay together until the pups are four months old, at which point the male will leave. The pups will then stay with their mother until the next breeding season, at which point she will drive them away and seek out a new mate.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Capable of leaps of 20 feet or more, *Scimitdon* can travel great distances through the trees without ever touching the ground. They use this leaping ability to spring down on their prey, often lying in wait on a high branch and dropping down from above. A single bite from their powerful jaws and their target is done for.

### Appearance:

A *Scimitdon* has a long-tailed narrow body with a heavy-jawed head equipped with large sabreteeth. Their scales are a golden-tan color and a jagged series of small dorsal fins runs down its spine.

### Designer's Notes:

*Scimitdon* was developed using the Sabertooth Tiger seen in the *HERO System Bestiary*. It didn't appear in *King Kong*.

## **STICKALITHUS ARACHNE** **"Stone-Dung Spider"**

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
13	BODY	6	12-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
4	PD	0		Total: 6 PD (2 rPD)
4	ED	0		Total: 6 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
8	REC	0		
36	END	0		
32	STUN	0		
<b>Total Characteristics Cost: 50</b>				

**Movement:** Running: 12"/24"  
Leaping: 2"/4"  
Swimming: 0"/0"

### Cost Powers & Skills

10	<b>Bite:</b> HKA ½d6 (1d6+1 with STR), END 1
65	<b>Venom:</b> Drain CON 4d6, delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Minute after victim is bitten; -1 1/2), Linked (to RKA; -1/2) <b>plus</b> RKA 4d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-1/2), 4 Charges (-1), HKA Must Do BODY (-1/2), Extra Time (on set time begins 1 Minute after victim is bitten; -1 1/2), Gradual Effect (4 Minutes; 1d6/1 Minute; -1/2)
6	<b>Exoskeleton:</b> Armor (2 PD/2 ED)
6	<b>Heavy:</b> Knockback Resistance -3"
12	<b>Long Legs:</b> Running +6" (12" total), END 2
-2	<b>Cannot Swim:</b> Swimming -2"
6	<b>Eight Eyes:</b> +3 PER with Sight Group
6	<b>Spider Senses:</b> +3 PER with Touch Group
38	<b>Sense Vibrations:</b> Detect Physical Vibrations 13- (Touch Group), Discriminatory, Analyze, Range, Targeting
5	<b>Night Predator:</b> Nightvision
7	<b>Spider Legs:</b> Clinging (normal STR); Cannot Resist Knockback (-¼), No Ceiling Movement or Angles of Less Than 80° (-¼)
5	<b>Eight Legs:</b> Extra Limbs, Inherent (+¼); Limited Manipulation (-¼)
<b>Skills</b>	
10	Combat Skill Levels: +2 with Hand-To-Hand
0	AK: Skull Island Jungle 8-
0	Analyze Animal 8-
5	Concealment 11-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Stickalithus Abilities 8-
0	Shadowing 8-
3	Stealth 13--
1	<b>Camouflage Coloration:</b> +1 to Stealth; Only In Specific Environments/Situations (-1)
0	Survival 8-
<b>186</b>	<b>Total Powers &amp; Skills Cost</b>
<b>236</b>	<b>Total Character Cost</b>

### 75+ Disadvantages

20	Physical Limitation: Instinctive Intelligence (A, G)
5	Physical Limitation: Large, up to twice human size (12' long) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
116	<b>Experience Points</b>
<b>236</b>	<b>Total Disadvantage Points</b>

### Ecology:

The largest spider that has ever lived, *Stickalithus* is an immense animal, with a body four to five feet in length and legs that stretch some eight to twelve feet across. An ambush predator, *Stickalithus* doesn't spin webs, except to create a nest/nursery, but instead

positions itself in thick jungle growth, lying in wait over jungle trails, snatching up flightless birds and small dinosaurs.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

As an ambush predator, *Stickalithus* will remain hidden until the last moment, springing out to strike at its prey, delivering a venomous bite and then withdrawing, to allow the poison to take effect. Once the victim dies, *Stickalithus* will then drag it back to its lair, to be drained of body fluids.

### Appearance:

*Stickalithus* is mostly legs, with a long, narrow body. It is a greenish-brown color and can easily vanish into the undergrowth, despite its size, due to its coloration and branch-like legs.

### Designer's Notes:

*Stickalithus* is one of the few Skull Island animals that *couldn't* exist. The largest spider that ever lived (that we know of) was *Mesothele*, which is said to be as large as a man's head. It was able to get so large only because the oxygen level at the time was 40% greater than it is today. *Stickalithus* was developed by using the Kumo character sheet found in the *HERO System Asian Bestiary, Volume II*. It didn't appear in *King Kong*.

## FLYING RATS

### Ecology:

Skull Island is home to a variety of flying mammals -- all of whom are descended from rodents and not from bats. In effect nearly hairless rats with wings, the flying rodents of Skull Island dwell in the jungles and rocky uplands, eating mostly insects, small lizards, birds, small mammals, and each other. *Terapumordax* is a true omnivore, eating fruit and nuts as well, while the rest of the flying rats suck strictly to a diet of meat.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Most Flying Rats take their prey on the wing, snatching their targets out of the air or off of exposed branches. Skin-Birds land to hunt, however, and aren't agile enough to take prey in-flight.

### Appearance:

All of the Flying Rats have the same basic body-shape as a bat, with elongated arms and fingers connected by sheets of skin. However, unlike bats, the Flying Rats tend to retain their long tails, and use them for balance and steering in flight.

### Designer's Notes:

The various Flying Rats were developed from the Athol character sheet found in *Hero System Asian Bestiary Volume I*. *Terapumordax* appeared in King Kong, I'm unsure about the rest of them.

## TERAPUMORDAX OBSCENUS "Filthy Pungent-Bat"

Val	CHA	Cost	Roll	Notes
3	STR	-7	10-	Lift 37.5 kg; ½d6 HTH Damage
20	DEX	30	13-	OCV: 7/DCV: 7
12	CON	4	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
4	PD	3		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
4	REC	2		
24	END	0		
16	STUN	0		
				<b>Total Characteristics Cost: 20</b>

**Movement:** Running: 1"/2"  
 Flight: 12"/24"  
 Gliding: 12"/24"  
 Leaping: 0"/0"  
 Swimming: 1"/2"

### Cost Powers & Skills

10	<b>Bite:</b> HKA ½d6 (½d6 with STR), END 1
8	<b>Claws:</b> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼), END 1
42	<b>Disgusting Stench:</b> Change Environment 2" radius (stench), -4 to CON Rolls, -6 to Smell/Taste Group PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2), No Range (-1/2)
27	<b>Disgusting Stench:</b> Add to Change Environment -2 CV, -2 to DEX-based Rolls, -2 to INT-based Rolls, -2 to PRE-based Rolls, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2), No Range (-1/2), Only Applies If Victim Fails CON Roll (-1/2)
20	<b>Wings:</b> Multipower, 30-point reserve, all Restrainable (-1/2)
2u	1) <b>Flying:</b> Flight 12", Reduced Endurance (1/2 END; +¼); Restrainable (-1/2), END 1
1u	2) <b>Riding The Thermals:</b> Gliding 12"; Restrainable (-1/2)
-10	<b>Awkward On The Ground:</b> Running -5"
-1	<b>Awkward Swimmer:</b> Swimming -1"
8	<b>Sharp Eyes:</b> +4 PER with Sight Group
4	<b>Sharp Eyes:</b> +4 versus Range for Normal Sight

### Skills

6	Combat Skill Levels: +2 OCV with Claws, Grab By, Move By
4	Combat Skill Levels: +2 with Flight
10	<b>Hard To Hit:</b> Combat Skill Levels: +2 DCV
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
3	Climbing 13-
0	Concealment 8-
0	PS: Terapumordax Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
134	<b>Total Powers &amp; Skills Cost</b>
154	<b>Total Character Cost</b>
75+	<b>Disadvantages</b>
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (8-10' wingspan, +3" KB) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
44	<b>Experience</b>
154	<b>Total Disadvantage Points</b>

### Description:

*Terapumordax* is a huge flying rat and possibly one of the largest flying mammals of all time. It has a body-length of 3-4 feet and a wingspan of 8 to 10 feet. It feeds on most anything else that flies, including birds and other flying rats. *Terapumordax* will also eat fruit, nuts, lizards, rats, and other arboreal inhabitants.

*Terapumordax* is totally hairless, with translucent naked skin and strong bones for its size. A highly agile flyer, they are able to easily keep up with much smaller birds and flying rats. They dwell in huge uplands caverns, roosting there by the hundreds in colonies ruled by the elder females. The males live in small colonies of a dozen or so and fight constantly among themselves, with injuries and death to infection common.

The most notable feature about *Terapumordax* is its eye-watering stink. Its waste contains chemicals that cause an incredibly pungent reek, and since waste is often caked and smeared on the animals, they tend to smell, regardless of where they go or what they do. Interestingly, this smell serves to keep predators away, as it is far too strong for many to deal with.

**SKIN-BIRD**  
*Cutisaves Atrioxoides*  
**"Hideous-Form Skin-Bird"**

Val	CHA	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; Od6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
11	CON	2	11-	
7	BODY	-6	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
3	PD	3		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
3	REC	2		
22	END	0		
15	STUN	2		
<b>Total Characteristics Cost: 4</b>				

**Movement:** Running: 1"/2"  
 Flight: 6"/12"  
 Gliding: 18"/36"  
 Leaping: 0"/0"  
 Swimming: 1"/2"

Cost	Powers & Skills
10	<b>Bite:</b> HKA ½d6 (½d6 with STR), END 1
5	<b>Claws:</b> HKA 1 point (1 point with STR), END 1
12	<b>Wings:</b> Multipower, 18-point reserve, all Restrainable (-1/2)
1u	1) <b>Flying:</b> Flight 6"; Restrainable (-1/2), END 1
1u	2) <b>Riding The Thermals:</b> Gliding 18"; Restrainable (-1/2)
-10	<b>Awkward On The Ground:</b> Running -5"
-1	<b>Awkward Swimmer:</b> Swimming -1"
8	<b>Sharp Eyes:</b> +4 PER with Sight Group
4	<b>Sharp Eyes:</b> +4 versus Range for Normal Sight
<b>Skills</b>	
10	Combat Skill Levels: +1 OCV with Hand-To-Hand
10	<b>Hard To Hit:</b> Combat Skill Levels: +2 DCV
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
3	Climbing 12-
0	Concealment 8-
0	PS: Skin-Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>53</b>	<b>Total Powers &amp; Skills Cost</b>
<b>57</b>	<b>Total Character Cost</b>
<b>75+</b>	<b>Disadvantages</b>
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (5-7' wingspan, +3" KB) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>110</b>	<b>Total Disadvantage Points</b>

**Description:**  
 Skin-birds are solitary animals who nest far up in the cliffs and mountains. Poor fliers, they tend to launch themselves into long glides, landing in the jungles and lowlands to catch small lizards, snakes, mammals, and the like. Some will even venture into Terapumordax nests to steal pups, but have to be quick to avoid being attacked by the colony members.

A Skin-bird looks like a mostly naked winged rat, with a long neck, a narrow head, and a little stub of a tail.

**HOWLER**  
*Aligerattus Bombus*  
**"Booming Winged-Rat"**

Val	CHA	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; Od6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
3	REC	2		
20	END	0		
10	STUN	0		
<b>Total Characteristics Cost: -10</b>				

**Movement:** Running: 1"/2"  
 Flight: 6"/12"  
 Gliding: 18"/36"  
 Leaping: 0"/0"  
 Swimming: 1"/2"

Cost	Powers & Skills
8	<b>Bite:</b> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼), END 1
20	<b>Wings:</b> Multipower, 30-point reserve, all Restrainable (-1/2)
2u	1) <b>Flying:</b> Flight 12"; Reduced Endurance (1/2 END; +¼); Restrainable (-1/2), END 1
1u	2) <b>Riding The Thermals:</b> Gliding 12"; Restrainable (-1/2)
-10	<b>Awkward On The Ground:</b> Running -5"
-1	<b>Awkward Swimmer:</b> Swimming -1"
8	<b>Sharp Eyes:</b> +4 PER with Sight Group
4	<b>Sharp Eyes:</b> +4 versus Range for Normal Sight
5	<b>Can See In The Gloom:</b> Nightvision
<b>Skills</b>	
6	Combat Skill Levels: +2 OCV with Claws, Grab By, Move By
4	Combat Skill Levels: +2 with Flight
10	<b>Hard To Hit:</b> Combat Skill Levels: +2 DCV
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
3	Climbing 13-
0	Concealment 8-
0	PS: Howler Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>58</b>	<b>Total Powers &amp; Skills Cost</b>
<b>62</b>	<b>Total Character Cost</b>
<b>75+</b>	<b>Disadvantages</b>
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (4-5' wingspan, +3" KB) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>110</b>	<b>Total Disadvantage Points</b>

**Description:**  
 Howlers are flying rodents covered in a shaggy coat of hair. Keen-sighted, they hunt both day and night and can take the Skull Island White Bat (a blind flying rat who navigates by sonar) on the wing. They also feed on birds, insects, lizards, and rats.

**TREE-TOPS**  
**Sylvaceratops**  
**"Forest Horned-Face"**

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH Damage
17	DEX	21	12-	OCV: 6/DCV: 6
23	CON	26	14-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 ½d6
10	COM	0	11-	
9	PD	3		Total: 9 PD (2 rPD)
6	ED	1		Total: 6 ED (2 rED)
3	SPD	3		Phases: 4, 8, 12
10	REC	0		
46	END	0		
45	STUN	0		<b>Total Characteristics Cost: 86</b>

**Movement:** Running: 11"/22"  
Leaping: 3"/6"  
Swimming: 2"/4"

**Cost Powers & Skills**

10	<b>Nose Horn:</b> HKA ½d6 (1d6+1 with STR), END 1
5	<b>Bite:</b> HKA 1 point (½d6 with STR), END 1
2	<b>Tough Skin:</b> Damage Resistance (2 PD/2 ED)
4	<b>Head Shield:</b> Armor (+3 PD/+3 ED); Only Protects Head/Neck (Hit Locations 3-5 on the Quadruped Hit Location Table) And Against Move-Through Damage (-1)
10	<b>Heavy:</b> Knockback Resistance -5"
10	<b>Long Legs:</b> Running +5" (11" total), END 2
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

5	<b>Agile:</b> Combat Skill Levels: +1 with DCV
0	AK: Skull Island Jungle 8-
0	Analyze Animal 8-
0	Concealment 8-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Tree-Tops Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>60</b>	<b>Total Powers &amp; Skills Cost</b>
<b>146</b>	<b>Total Character Cost</b>

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (12'-16' long) (I, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
31	<b>Experience Points</b>
<b>146</b>	<b>Total Disadvantage Points</b>

**Ecology:**

A common jungle herbivore, Tree-tops are ceratopians who have evolved to be far more agile than their huge brethren, such as *Ferrucutus*. Like *Ferrucutus*, Tree-tops are herd-dwellers, but they are much leaner and lithe, able to work their way between the massive boles of jungle trees with ease. There they feed on leaves and undergrowth, as well as seasonal falls of fruit and nuts.

Tree-tops tend to travel in small herds comprised of several adults males, females, and young. During mating season the males will fight over access to the females, the contests basic being glorified shoving matches.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

A Tree-top tends to run from any danger and is fast enough to escape most predators. If defending a nest or young, males will form a wall of

bone with their head shields, using their short nose horns to drive off any attackers.

**Appearance:**

A Tree-top has a highly streamlined ceratopsian body, with long legs and a narrow body. Coloration is tan, with a white belly and scattered black stripes.

**Designer's Notes:**

I used the Horse character sheets from the *HERO System Bestiary* to create the Tree-top. It didn't appear in *King Kong*.

## VENATOSAURUS SAEVIDICUS "Furious Hunter-Lizard"

Val	CHA	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 Kg; 7d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
25	BODY	30	14-	
10	INT	0	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
28	PRE	18	15-	PRE Attack: 5 ½d6
8	COM	-1	11-	
13	PD	6		Total: 13 PD (4 rPD)
13	ED	8		Total: 13 ED (4 rED)
4	SPD	2		Phases: 3, 6, 9, 12
12	REC	0		
50	END	0		
56	STUN	0		
<b>Total Characteristics Cost: 132</b>				

**Movement:** Running: 10"/20"  
Leaping: 3.5"/7"  
Swimming: 1"/2"

### Cost Powers & Skills

35	<b>Bite:</b> HKA 2d6+1 (4 ½d6 with STR), END 2
12	<b>Claws:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
45	<b>Toe Claw:</b> HKA 2d6 (3d6+1 with STR), Armor Piercing (+1/2), END 4
4	<b>Thick Skin:</b> Damage Resistance (4 PD/4 ED)
12	<b>Heavy:</b> Knockback Resistance (-6")
8	<b>Long Legs:</b> Running +4" (10" total), END 2
-1	<b>Clumsy Swimmer:</b> Swimming -1" (1" total), END 1
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
2	<b>Keen Eyesight:</b> +1 PER with Sight Group
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

10	Combat Skill Levels: +2 with Hand-To-Hand
4	Combat Skill Levels: +2 OCV with Toe Claw
0	AK: Skull Island Jungle 8-
0	Analyze Animal 8-
5	Concealment 12-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Venatosaurus Abilities 8-
0	Shadowing 8-
3	Stealth 13--
1	<b>Camouflage Coloration:</b> +1 to Stealth; Only In Specific Environments/Situations (-1)
0	Survival 8-
3	Tactics 11-
3	Teamwork 13-
160	<b>Total Powers &amp; Skills Cost</b>
292	<b>Total Character Cost</b>

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (24' long) (F, S)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)
10	Physical Limitation: Limited Manipulation (F, S)
177	<b>Experience</b>
292	<b>Total Disadvantage Points</b>

### Ecology:

True to their name, these "furious hunter-lizards" are the most dangerous predators to be found on Skull Island. Pack-hunters, *Venatosaurus* is a lean, mean, killing machine, a top-tier predator capable of tackling the largest prey items Skull Island has to offer. Highly intelligent and social, *Venatosaurus* live in packs of six to twelve full-grown adults and assorted young. They prefer the jungles to the open grasslands (although they will hunt in the open at night), as the thick forests provide cover for them and nests for their young.

*Venatosaurus* nests are dug out amid the roots of giant jungle trees. Any chicks are the responsibility of the entire pack, who will bring back food for the young. While out hunting, a single guard will remain behind, watching over the nest.

Hunting territories are large, and well marked, with a mixture of tree-scrappings, urine, feces, and the like. Other packs may contest territory from time to time, with a lot of posturing, roaring, and noisy displays designed to resolve the dispute before violence would break out.

### Personality/Motivation:

Typical animal motivations. *Venatosaurus* is far more intelligent than many

of its fellow Skull Island inhabitants, and has a strong social hierarchy. This allows the *Venatosaurus* to plan and execute complex hunting expeditions with an unexpected level of cunning. Much like wolves, different *Venatosaurus* have different duties during a hunt, with some startling the prey, others giving chase, while the largest and strongest wait in the killing zone.

### Powers/Tactics:

Descended from a dromeosaurid ancestor, *Venatosaurus* has evolved into an predator well-equipped for life on Skull Island. The hips are more mobile, allowing greater agility and flexibility, albeit at a sacrifice of running speed. The hips joints also allow them to crouch down to the ground, giving them the ability to use even the slightest cover if needed. *Venatosaurus'* eyes are set high on the head, allowing them to peer over cover while remaining hidden. Their eyes are function much like a cat's allowing them to see in dim light. The rib cage is shorter but deeper, giving more flexibility at the waist and hips, without sacrificing lung capacity. The deep ribs also allow for better muscle attachment, meaning the forearms are stronger and more able to hold onto prey.

*Venatosaurus* tends to strike from ambush, getting as close as possible before bursting out of cover and chasing down its prey. If possible, a bite is used to hold the target, followed by a strike of two from the deadly toe claw. *Venatosaurus* isn't adverse to using the island's terrain to its advantage and will chase prey into dead end canyons or over low cliffs.

### Appearance:

A bipedal dinosaur, *Venatosaurus* appears to be a scaled-up version of a velociraptor, with a large head, long arms, powerful hind legs, and a long tail used for balance. *Venatosaurus* is pale along the belly with dark reddish back covered with a pattern of black stripes.

### Designer's Notes:

*Venatosaurus* was built by taking the Deinonychus character sheet in the *HERO System Bestiary* and scaling it up to the right size. A whole pack of *Venatosaurus* appeared in *King Kong* chasing the *Brontosaurus* our heroes encountered (as well as eating the Herb cameraman).

Based on the material presented in *World of Kong* I have made some major modifications to the *Venatosaurus* character. For starters the animal has a 10 INT and may qualify for a higher EGO. The hands are said to be very dexterous, hence the "Limited Manipulation," and it might be on the verge of qualifying for "Near-Human Intelligence" (on the evolutionary scale of things). Certainly the violent and dangerous ecosystem of Skull Island is conducive for brains as much as brawn (at least in the case of *Venatosaurus*), and it is possible the *Venatosaurus* might eventually become a sapient race. In a fantasy setting, this could already have happened -- resulting in the PCs having to deal with intelligent 24 foot-long pack-hunting (or, maybe they herd now?) dinosaurs! And let's not even think about them developing magical skills or the use of tools....

### *Venatosaurus Impavidus*

This dinosaur is said to be a smaller version of *V saevudicus*. The exact size isn't given, but it is said to be half the weight of *V saevudicus*. A rough estimate makes it around the same size as the Deinonychus seen in the *HERO System Bestiary*, just heavier. Increase STR, Knockback Resistance, and other powers accordingly and you should have a serviceable *Venatosaurus Impavidus*.

### Gaur

A species of Asiatic cattle, Gaur are thought to have arrived on Skull Island in the last thousand years or so, brought over by the people who built the ruins found all over the island. Gaur can be simulated by using the Buffalo/Cattle character sheet from the *HERO System Bestiary* combined with the Cape Buffalo option. Drop the "Timid" Psychological Limitation as well.

### *Adlapsusaurus*

#### "Sneaky Lizard"

A nest-raider, this dinosaur specializes in stealing eggs and will take them whenever possible. Possessing acute hearing and quick reflexes, *Adlapsusaurus* is willing to raid any nest, ranging from those of plains-dwelling [Terror Birds](#) to those belonging to [V. rex](#). No size is given for *Adlapsusaurus* but it would seem to be around 13-15 feet over all, making it around the same size the Deinonychus described in the *HERO System Bestiary*. Simply remove the "Terrible Claw" and you're probably all set.

**ARACHNO-CLAW**  
**Arachnocidus**  
**"Spider-Claw"**

*System Bestiary* as a base. The Arachno-claw appeared in the film *King Kong*, but only briefly (as far as I can tell). They showed up initially when our heroes fell into the chasm, but retreated once some flares were lit and stayed on the fringes of the scene.

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
13	BODY	6	12-	
4	INT	-6	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 ½d6
4	COM	-3	10-	
6	PD	3		Total: 8 PD (2 rPD)
6	ED	3		Total: 8 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
30	END	0		
29	STUN	0		
				<b>Total Characteristics Cost: 36</b>

**Movement:** Running: 6"/12"  
Swimming: 0"/0"

**Cost Powers & Skills**

15	<b>Pinchers:</b> HKA 1d6 (2d6 with STR). END 1
7	<b>Pinchers:</b> +10 STR; Only With Grab (-1/2), END 1
6	<b>Exoskeleton:</b> Armor (2 PD/2 ED)
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Arthropod:</b> Extra Limbs, Inherent (+¼)
4	<b>Arthropod Senses:</b> +2 with Smell/Taste Group
4	<b>Arthropod Senses:</b> +2 with Touch Group

**Skills**

5	Combat Skill Levels: +1 with HTH
0	AK: Skull Island Abyssal Chasms 8-
0	Analyze Animal 8-
3	Climbing 12-
5	Concealment 11-
0	PS: Arachno-claw Abilities 8-
0	Shadowing 8-
3	Stealth 12-
0	Survival (Abyssal Chasms) 8-
<b>56</b>	<b>Total Powers &amp; Skills Cost</b>
<b>92</b>	<b>Total Character Cost</b>

**75+ Disadvantages**

0	Physical Limitation: Human Size
20	Physical Limitation: Instinctive Intelligence (A, G)
15	Physical Limitation: Very Limited Manipulation (F, G)
10	Vulnerability: 1 1/2 x Effect from Sight Group Flashes (U)
<b>120</b>	<b>Total Disadvantage Points</b>

**Ecology:**

Arachno-claws dwell at the bottom of the abyssal chasms, where light barely penetrates. Scavengers, they tend to lurk on the edges of the chasms, feeding on carrion. While they aren't above adding fresh meat to their diet, they also aren't aggressive about getting it, either. Arachno-claws lay their eggs in carrion and corpses, where they are usually eaten by other scavengers. Those devoured by a Carnictis will hatch in the worm's intestine, feeding off of the worm's meals, until finally excreted as immature adults.

**Personality/Motivation:**

Typical animal motivations. Like many abyssal dwellers, Arachno-claws aren't fond of bright light.

**Powers/Tactics:**

Arachno-claws, like many other abyssal predators, prefer to attack from ambush, waiting silently for an unaware prey item to approach. They tend to feed on the corpses and other detrius that fall in the step-walled chasm, but will quickly prey on an sick or wounded fellow scavengers.

**Appearance:**

An Arachno-claw resembles a four to six-foot crayfish with a distinctly spider-like cast to it. It has six legs and two arms ending in slender, but powerful, claws.

**Designer's Notes:**

I built the Arachno-claw using the Giant Crab found in the *HERO*

## **CARNICTIS SORDICUS** "Vile Meat-Weasel"

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
12	DEX	3	11-	OCV: 4/DCV: 4
20	CON	20	13-	
13	BODY	6	12-	
4	INT	-6	10-	PER Roll 10-
3	EGO	-14	10-	ECV: 1
20	PRE	10	13-	PRE Attack: 4d6
0	COM	-5	9-	
8	PD	4		Total: 8 PD (1 rPD)
8	ED	4		Total: 8 ED (1 rED)
2	SPD	0		Phases: 6, 12
8	REC	0		
40	END	0		
33	STUN	0		<b>Total Characteristics Cost: 35</b>

**Movement:** Running: 4"/8"  
Leaping: 0"/0"  
Swimming: 4"/8"

### Cost Powers & Skills

34	<b>Bite:</b> HKA 1d6 (1 ½d6 with STR), Continuous (+1), Reduced Endurance (1/2 END: +¼), END 2
25	<b>No Vital Spots:</b> Physical Damage Reduction, Resistant, 1/4 and Physical Damage Reduction, 1/4
1	<b>Rubbery Hide:</b> Damage Resistance (1 PD/1 ED)
6	<b>Heavy:</b> Knockback Resistance (-3")
10	<b>No Vital Spots:</b> No Hit Locations
-4	<b>Slow:</b> Running -2" (4" total), END 1
2	<b>Dwells In Sludge:</b> Swimming +2" (4" total), END 1
35	<b>Sense Vibrations:</b> Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting
5	<b>Breathes Air And Water:</b> Life Support (Expanded Breathing: Breathe Oxygen)
4	<b>Lunge:</b> Stretching 2"; Instant (-1/2), Extra Time (Half Phase: -¼), Always Direct (-¼), No Noncombat Stretching (-¼), END 2
<b>Skills</b>	
6	Combat Skill Levels: +3 OCV with Bite
0	AK: Skull Island Abyssal Chasms 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Carnictis Abilities 8-
0	Shadowing 8-
3	Stealth 11-
0	Survival (Abyssal Chasms) 8-
127	<b>Total Powers &amp; Skills Cost</b>
162	<b>Total Character Cost</b>

### 75+ Disadvantages

25	Physical Limitation: Blind And Deaf (A, F)
20	Physical Limitation: Instinctive Intelligence (A, G)
5	Physical Limitation: Large, up to twice human size (7'-13' long) (I, S)
5	Physical Limitation: Reduced Leap, cannot leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
20	Susceptibility: to cool water temperatures, 1d6 per Segment (Uncommon)
165	<b>Total Disadvantage Points</b>

### Ecology:

*Carnictis* is apparently evolved from a form of intestinal parasite. It is theorized that at some point in the distant past a large predator fell into an abyssal chasm and died. The parasites living within its gut spilled out of the corpse and into the rich organic soup found at the bottom of many of the chasms. Fed by geothermal hot-springs, the sludge was the perfect environment for the parasites, who found the pickings rich as they fed on the carcasses of animals that fell into the crevices. As time went by the worms grew to great size, until they became the "vile meat-weasel" of modern Skull Island. However, their rather unique environment limits their movements, a *Carnictis* who escapes an abyssal chasm and swims into the cooler rivers of Skull Island will soon die, as the lower temperature water literally sucks the life from the giant worm.

### Personality/Motivation:

Typical animal motivations. *Carnictises* are active predators and will attack nearly anything that strays into their territory.

### Powers/Tactics:

A *Carnictis* attacks by biting with its tooth-filled maw, latching on to a potential prey items and then literally chewing it up alive. Once attached to a victim, a *Carnictis* can only be forced to let go by either killing it, or driving it away with open flame or the like. As they are totally blind (and deaf), *Carnictis* hunts purely by vibration, so anyone who stands perfectly still (no mean feat when ten feet or more of mobile intestine is writhing about) may escape their notice.

*Carnictis* can stretch its "neck" out for some distance, and will often use this lunge to latch itself onto its prey. They also tend to drag captured prey into the vile sludge they call home, drowning their hapless victim as they chew their way inside.

### Appearance:

*Carnictis* has been described as a looking like an "animated stomach." They grow to be seven to thirteen feet long, with no eyes, face, or other distinguishing features (other than a ring of bristles around the head/neck). At the end of the neck is a sphincter-like mouth ringed with teeth.

### Designer's Notes:

*Carnictis* is one of the *World of Kong* creatures that made it into the actual film -- it being the disgusting-looking worm-like creature that killed Lumpy the Cook (Andy Serkis). I used the Carrion Worm in *Monsters, Minions, and Marauders* to create some of the basic stats for *Carnictis*.

## **DECARNOCIMEX** **"Flesh-Removing Bug"**

exoskeleton, four crawling legs, and two bladed forearms. The overall coloration is greenish-brown.

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
14	DEX	12	12-	OCV: 5/DCV: 5
20	CON	20	13-	
15	BODY	10	12-	
4	INT	-6	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	4		Total: 12 PD (4 rPD)
7	ED	3		Total: 11 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
8	REC	0		
40	END	0		
35	STUN	0		
				<b>Total Characteristics Cost: 56</b>

### Designer's Notes:

I'm not sure of the *Decarnocimex* appeared in *King Kong* or not, but I think it might have, in the background. I based *Decarnocimex* off of the Giant Crab found in the *HERO System Bestiary*.

**Movement:** Running: 5"/10"  
Leaping: 0"/0"  
Swimming: 0"/0"

### Cost Powers & Skills

20	<b>Bladed Forelimbs:</b>	HKA 1d6+1 (2 ½d6 with STR). END 2
10	<b>Razor-Sharp Mandibles:</b>	HKA ½d6 (1d6+1 with STR), END 1
12	<b>Thick Exoskeleton:</b>	Armor (4 PD/4 ED)
-2	<b>Slow:</b>	Running -1" (5" total)
-2	<b>Can't Swim:</b>	Swimming -2"
6	<b>Insect Limbs:</b>	Extra Limbs, Inherent (+¼)
4	<b>Insect Senses:</b>	+2 with Smell/Taste Group
4	<b>Insect Senses:</b>	+2 with Touch Group

### Skills

5	Combat Skill Levels:	+1 with HTH
0	AK: Skull Island Abyssal Chasms	8-
0	Analyze Animal	8-
5	Concealment	11-
0	PS: Decarnocimex Abilities	8-
0	Shadowing	8-
3	Stealth	12-
0	Survival (Abyssal Chasms)	8-
<b>65</b>	<b>Total Powers &amp; Skills Cost</b>	
<b>121</b>	<b>Total Character Cost</b>	

### 75+ Disadvantages

20	Physical Limitation:	Instinctive Intelligence (A, G)
5	Physical Limitation:	Large, up to twice human size (10' long) (I, S)
5	Physical Limitation:	Reduced Leap, cannot leap (I, S)
15	Physical Limitation:	Very Limited Manipulation (F, G)
5	Vulnerability:	1 1/2 x Effect from Sight Group Flashes (U)
<b>125</b>	<b>Total Disadvantage Points</b>	

### Ecology:

These abyssal chasm dwellers feed on corpses and small animals, scavenging their meals from anything they can find. Larger and more powerful than the Arachno-claw, *Decarnocimex* are aggressive predators, and will readily attack anything smaller than themselves. Female *Decarnocimex* will cut corpses into small chunks, drag the meat to a small hole, and deposit it inside, along with a clutch of eggs, sealing the hole afterwards. The young will then hatch and subsist off of the until large enough to break through the seal and venture out into the chasm proper.

### Personality/Motivation:

Typical animal motivations. As with the Arachno-claw, *Decarnocimex* doesn't seem to care for bright light.

### Powers/Tactics:

While not very fast, the *Decarnocimex* is powerful, and comes equipped with sharp blades on its forelimbs and razor-like mandibles. Small prey items are often caught with a mandible and then pulled to the mandibles to be devoured. Larger corpses are often torn into small, easier to digest, pieces.

### Appearance:

A *Decarnocimex* is an immense cricket-like creature measuring anywhere from five to ten feet long. They have a heavily-plated

## DEPLECTOR "Reaper"

Val	CHA	Cost	Roll	Notes
30	STR	20	16-	Lift 1,600 kg; 6d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
8	PD	2		Total: 14 PD (6 rPD)
7	ED	2		Total: 13 ED (6 rED)
3	SPD	5		Phases: 6, 12
11	REC	0		
46	END	0		
47	STUN	0		
				<b>Total Characteristics Cost: 85</b>

**Movement:** Running: 3"/6"  
 Leaping: 0"/0"  
 Swimming: 0"/0"

Cost	Powers & Skills
30	<b>Claws:</b> HKA 2d6 (4d6 with STR). END 1
7	<b>Claws:</b> +10 STR; Only With Grab (-1/2), END 1
18	<b>Armored Shell:</b> Armor (6 PD/6 ED)
-6	<b>Mostly Immobile:</b> Running -3" (3" total), END 1
-2	<b>Can't Swim:</b> Swimming -2"
4	<b>Anchor Cords:</b> Clinging (36 STR); Extra Time (1 Minute to start; -3/4), Horizontal Surfaces Only (-1)
35	<b>Sensitive To Vibrations In The Air:</b> Detect Physical Vibrations 11- (Touch Group), Discriminatory, Analyze, Range, Targeting
6	<b>Crab's Legs:</b> Extra Limbs, Inherent (+1/4)
3	<b>Reach:</b> Stretching 1", Reduced Endurance (0 END; +1/2); Always Direct (-1/4), Limited Body Parts (claws; -1/4), No Noncombat Stretching (-1/4), No Velocity Damage (-1/4)

### Talents

5 **Lunging:** Lightning Reflexes (+5 DEX with Claws)

### Skills

4 Combat Skill Levels: +2 OCV with Claws

0 AK: Skull Island Abyssal Chasms 8-  
 0 Analyze Animal 8-  
 3 Climbing 12-  
 3 Concealment 11-; Self Only (-1/2)  
 0 PS: Depletor Abilities 8-  
 0 Shadowing 8-  
 3 Stealth 12-  
 0 Survival (Abyssal Chasms) 8-

**113 Total Powers & Skills Cost**  
**198 Total Character Cost**

75+ Disadvantages  
 25 Physical Limitation: Blind (A, F)  
 20 Physical Limitation: Instinctive Intelligence (A, G)  
 5 Physical Limitation: Large, up to twice human size (8' long) (I, S)  
 5 Physical Limitation: Reduced Leap, cannot leap (I, S)  
 15 Physical Limitation: Very Limited Manipulation (F, G)

53 **Experience**  
**198 Total Disadvantage Points**

### Ecology:

Enormous land crabs, Depletors live in the crevices of caves found along the walls of the abyssal chasms. Anchoring themselves in place with thick excreted strands, they snatch birds, bats, and other small flying creatures (such as Vultursaur) out of the air, using their long antennae to detect prey.

While female Depletors can be as large as eight feet in length, the males are much smaller, scarcely larger than a newly hatched female. They dwell in the back of a female's cavern, fertilizing the eggs and feeding off of any scraps from the female's meals.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

A Depletor is pure ambush predator, remaining hidden inside its cave until it detects a prey item flying past. The Depletor will then lunge forward, lashing out with the long claws and attempting to snag its desired victim right out of the air. When lunging, a Depletor uses all of its weight in the attack, counting on the excreted strands to hold it in place.

### Appearance:

An immense crab-shaped animal, a Depletor has a body upwards of eight feet long with six-foot claws. The antennae can measure twelve feet in length. Female Depletors are a dark black in color, the males much paler.

### Designer's Notes:

The Depletor was created using the Giant Crab found in the *HERO System Bestiary*. One appears in *King Kong*, snatching a hapless crewman off of the chasm wall as he tries to climb back out.

**WETA-REX**  
**Deinacrida rex**  
**"Terrible Cricket-King"**

concentrated Thomson submachine gun fire. Another translation for *Deinacrida* is *terrible grasshopper*.

Val	CHA	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH Damage
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
8	BODY	-4	11-	
4	INT	-6	10-	PER Roll 10-
3	EGO	-14	10-	ECV: 1
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
5	PD	4		Total: 6 PD (1 rPD)
4	ED	1		Total: 5 ED (1 rED)
3	SPD	4		Phases: 4, 8, 12
6	REC	4		
28	END	0		
20	STUN	2		<b>Total Characteristics Cost: 14</b>

**Movement:** Running: 6"/12"  
Leaping: 4"/8"  
Swimming: 0"/0"

**Cost Powers & Skills**

15	<b>Bite:</b> HKA 1d6 (1d6+1 with STR), END 1
3	<b>Exoskeleton:</b> Armor (1 PD/1 ED)
8	<b>Insect Legs:</b> Clinging (normal STR); Can't Resist Knockback (-¼)
3	<b>Insect Legs:</b> Leaping +3" (4" forward, 2" upwards), END 1
-2	<b>Can't Swim:</b> Swimming -2"
8	<b>Insect Senses:</b> +4 PER with Smell/Taste Group
4	<b>Insect Senses:</b> +2 PER with Hearing Group
6	<b>Six Legs:</b> Extra Limbs (6 legs), Inherent (+¼)

**Skills**

10	<b>Hard To Hit:</b> +2 DCV
0	AK: Skull Island Abyssal Chasms 8-
0	Analyze Animal 8-
3	Climbing 12-
5	Concealment 12-; Self Only (-1/2)
0	PS: Weta-Rex Abilities 8-
0	Shadowing 8-
7	Stealth 14-
0	Survival (Abyssal Chasms) 8-
5	Tactics 11-
3	Teamwork 12-

**78 Total Powers & Skills Cost**

**92 Total Character Cost**

**75+ Disadvantages**

20	Physical Limitation: Instinctive Intelligence (A, G)
5	Physical Limitation: Small (up to 1 m long; +3" KB) (I, S)
15	Physical Limitation: Very Limited manipulation (F, G)

**115 Total Disadvantage Points**

**Ecology:**

Distant relatives of the New Zealand Weta, the Weta-Rex is a huge form of the cricket-like creature, swarming in the hundreds in the chasms of Skull Island. Pack-hunters, they are fairly fearless and will quickly overwhelm any potential prey item, cutting it to pieces with shearing mouthparts.

**Personality/Motivation:**

Normal animal motivations.

**Powers/Tactics:**

A Weta-Rex attacks by biting. They tend to spring along, and can move quickly for their size. Capable of climbing the chasm walls with ease, they have been known to drop down on foes.

**Appearance:**

A Weta-Rex looks like a 3' long version of the much, much smaller Weta. They are brownish in color, with a short thorax and a large head.

**Designer's Notes:**

The Weta-rex's character sheet was based off of the character sheets for the Guard Dog and the Giant Wasp. They appeared in *King Kong*, attacking our heroes en-masse until being gunned down by

**ARSARTIS**  
**Arsarticaedes Agilis**  
**"Nimble Skilled-At Murder"**

Val	CHA	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	11-	
8	PD	5		Total: 8 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	0		
30	END	0		
29	STUN	0		
				<b>Total Characteristics Cost: 43</b>

**Movement:** Running: 12"/24"  
Swimming: 2"/4"

**Cost Powers & Skills**

15	<b>Bite:</b> HKA 1d6 (2d6 with STR), END 2
12	<b>Claws:</b> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼), END 1
2	<b>Scaled Skin:</b> Damage Resistance (2 PD/2 ED)
12	<b>Swift:</b> Running +6" (12" total), END 2
6	<b>Dinosaur Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
2	Climbing 14-; Mountainsides Only (-1)
3	Concealment 11-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Arsartis Abilities 8-
0	Shadowing 8-
3	Stealth 13-
1	<b>Camouflage Coloration:</b> +1 to Stealth; Only In Specific Environments/Situations (-1)
0	Survival 8-
<b>74</b>	<b>Total Powers &amp; Skills Cost</b>
<b>117</b>	<b>Total Character Cost</b>

**75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (12'-16' long) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

**7 Experience Points**

**117 Total Disadvantage Points**

**Ecology:**

A solitary predator, *Arsartis* can be found on the high uplands of Skull Island, where it preys on the herds of *Bifurcatops*.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

A pursuit predator, *Arsartis* will work itself as close as possible to a herd of *Bifurcatops* before attacking in a burst of speed. It will try and take anything smaller than itself, pinning its prey with its foreclaws while tearing at the throat with its jaws.

**Appearance:**

Descended from theropods, *Arsartis* is a four-legged animal with a long lizard-like body. It has a rectangular head and a long tail, used for balance, and measures around 8 to 12 feet in length. Coloration is mainly dark brown with scattered vertical stripes in tan.

**Designer's Notes:**

*Arsartis* was built around the *Deinonychus* character sheet found in the *HERO System Bestiary*. It didn't appear in *King Kong*.

**BEAR-CROC**  
***Ursusuchus Bombus***  
**"Booming Bear-Crocodile"**

**Designer's Notes:**

The Bear-Croc character sheet was developed from the *Foetodon* character sheet. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4 ½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
19	CON	18	13-	
16	BODY	12	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	14-	PRE Attack: 5d6
6	COM	-2	11-	
10	PD	6		Total: 10 PD (4 rPD)
7	ED	3		Total: 7 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
38	END	0		
36	STUN	0		<b>Total Characteristics Cost: 65</b>

**Movement:** Running: 6"/12"  
Leaping: 0"/0"  
Swimming: 2"/4"

**Cost Powers & Skills**

- 25 **Bite:** HKA 1d6+1 (2 ½d6 with STR), END 2
- 12 **Bellowing Roar:** +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼) **plus** Hearing Group Images, +4 PER Rolls, Megascale (1" = 1 km; +¼); No Range (-1/2), Set Effect (bellow; -1), END 2
- 4 **Thick Hide:** Damage Resistance (4 PD/4 ED)
- 10 **Heavy:** Knockback Resistance (-5")
- 2 **Strong Sense Of Smell:** +2 PER with Smell/Taste Group
- 3 **Sharp Senses:** +1 PER with all Sense Groups
- 5 **Tail:** Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
- 1 **Fat Reserve In Tail:** Life Support (can go without food for months); Must Have Fed Sufficiently Before Hand (-1)

**Skills**

- 5 Combat Skill Levels: +1 with Hand-To-Hand
- 0 AK: Skull Island Uplands 8-
- 0 Analyze Animal 8-
- 3 Concealment 11-
- 3 **Protective Coloration:** +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
- 0 PS: Bear-Croc Abilities 8-
- 0 Shadowing 8-
- 0 Stealth 8-
- 0 Survival 8-

**73 Total Powers & Skills Cost**

**138 Total Character Cost**

**75+ Disadvantages**

- 15 Physical Limitation: Animal Intelligence (F, G)
- 10 Physical Limitation: Enormous (20' long) (F, S)
- 5 Physical Limitation: Reduced Leap, cannot leap (I, S)
- 15 Physical Limitation: Very Limited Manipulation (F, G)

**18 Experience Points**

**138 Total Disadvantage Points**

**Ecology:**

Bear-Crocs are found on the lower slopes of the uplands in areas of heavy vegetation. Omnivores, they will eat just about anything edible they find, including small mammals, lizards, birds, eggs, fruits, nuts, roots, and leaves.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Due to their size, Bear-Crocs tend to act as ambush predators, lying in wait beside game trails. They will deliver a bone-crushing bite, and trail after the wounded creature, waiting until blood loss does it in.

**Appearance:**

A Bear-Croc has a thickly-built lizard-shaped body and grows from 15 to 20 feet in length. Coloration is a pale greenish color with light tan striping. The long tail is very thick, and holds reserves of fat for lean times.

## **BIDENSAURUS MACTABILIS** **"Deadly Two-Fanged Lizard"**

### **Designer's Notes:**

*Bidensaurus* was built by scaling up the *Lycaesaurus* character sheet. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2 ½d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
12	BODY	4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	11-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	11-	
6	PD	3		Total: 6 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
6	REC	0		
32	END	0		
27	STUN	0		
				<b>Total Characteristics Cost: 35</b>

**Movement:** Running: 8"/16"  
Swimming: 2"/4"  
Tunneling: 1"/2"

### **Cost Powers & Skills**

15	<b>Fanged Bite:</b> HKA 1d6 (1 /2d6 with STR), END 2
4	<b>Swift:</b> Running +2" (8" total), END 2
2	<b>Burrowing:</b> Tunneling 1" through 1 DEF material; Extra Time (Full Turn; -1 1/4), Earth And Soil Only (-1/2), END 1
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Nocturnal:</b> IR Perception (Sight Group)
5	<b>Sharp Sense Of Smell:</b> Tracking for Normal Smell
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### **Skills**

10	Combat Skill Levels: +2 with HTH
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
2	Climbing 14-; Mountainsides Only (-1)
3	Concealment 11-
3	<b>Camouflage Coloration:</b> +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)
0	PS: Lycaesaurus Abilities 8-
0	Shadowing 8-
3	Stealth 12-
1	<b>Camouflage Coloration:</b> +1 to Stealth; Only In Specific Environments/Situations (-1)
0	Survival 8-
<b>64</b>	<b>Total Powers &amp; Skills Cost</b>
<b>99</b>	<b>Total Character Cost</b>

### **75+ Disadvantages**

15	Physical Limitation: Animal Intelligence (F, G)
0	Physical Limitation: Human Sized
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>110</b>	<b>Total Disadvantage Points</b>

### **Ecology:**

A close relative of the lowlands-dwelling *Lycaesaurus*, *Bidensaurus* is a nocturnal predator. Normally a solitary animal, *Bidensaurus* will pair up in the breeding season, staying together for several months before splitting up.

### **Personality/Motivation:**

Typical animal motivations.

### **Powers/Tactics:**

A stated, *Bidensaurus* is a nocturnal predator, using its acute sense of smell to find its prey in the dark. Anything it does find is soon dispatched with a single bite from its saber tooth-equipped jaws.

### **Appearance:**

About the size of a very large dog -- five to six feet in length -- *Bidensaurus* looks much like a dog-shaped lizard, with a stiff tail and clawed toes on its feet. It is a light tan in color with a broken pattern of darker stripes.

## **BIFURCATOPS PERITUS** **"Skilled Two-Prong Face"**

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4 ½d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
5	PD	1		Total: 5 PD (2 rPD)
5	ED	1		Total: 5 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
8	REC	0		
36	END	0		
33	STUN	0		<b>Total Characteristics Cost: 55</b>

**Movement:** Running: 12"/24"  
Swimming: 0"/0"

### Cost Powers & Skills

5	<b>Bite:</b> HKA 1 point (½d6 with STR), END 1
7	<b>Head Shield Spikes:</b> HKA ½d6; No STR Bonus (-1/2), END 1
2	<b>Tough Skin:</b> Damage Resistance (2 PD/2 ED)
1	<b>Head Shield:</b> Armor (+1 PD/+1 ED); Only Protects Head/Neck (Hit Locations 3-5 on the Quadruped Hit Location Table) And Against Move-Through Damage (-1)
4	<b>Heavy:</b> Knockback Resistance -2"
10	<b>Swift:</b> Running +6" (12" total), END 2
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

5	<b>Agile:</b> Combat Skill Levels: +1 with DCV
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
2	Climbing 14-; Mountainsides Only (-1)
0	Concealment 8-
0	PS: Bifurcatops Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
47	<b>Total Powers &amp; Skills Cost</b>
102	<b>Total Character Cost</b>

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Large, up to twice human size (6'-10' long) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
110	<b>Total Disadvantage Points</b>

### Ecology:

This small, delicately-framed ceratopsian lives near the top of Skull Island's mountains, feeding on the assorted low-growing plants found scattered on the slopes. They dwell in large herds and unlike the rest of their kind, don't fight for dominance during mating season, but instead the males will engage in elaborate dances in an effort to impress females.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

As their horns and head shield's aren't strong enough for most physical encounters, *Bifurcatops* will flee predators, turning and fighting only as a last resort.

### Appearance:

*Bifurcatops* has a body similar in shape to the jungle-dwelling Tree-tops, with streamlined ceratopsian body, long legs, a long tail, and a narrow body. They grow anywhere from six to ten feet in length, and tend to be a dark gray in color.

### Designer's Notes:

*Bifurcatops* was built from a scaled down Tree-tops character sheet. It didn't appear in *King Kong*.

**CHALY-TOPS**  
**Chalyceratops Seradorsus**  
**"Saw-Back Steel-Horned-Face"**

Val	CHA	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH Damage
14	DEX	12	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3 ½d6
8	COM	-1	11-	
8	PD	2		Total: 12 PD (4 rPD)
5	ED	0		Total: 7 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
11	REC	0		
46	END	0		
47	STUN	0		<b>Total Characteristics Cost: 84</b>

**Movement:** Running 6"/12"  
Leaping: 0"/0"  
Swimming: 0"/0"

**Cost Powers & Skills**

15	<b>Nose Horn:</b>	HKA 1d6 (2d6 with STR), END 1
5	<b>Bite:</b>	HKA 1 point (½d6 with STR), END 1
14	<b>Head Spikes:</b>	HKA 1d6, Continuous (+1), Damage Shield (+1/2), Inherent (+¼), Persistent (+1/2), Reduced Endurance (0 END; +1/2); Activates 8- (-2), Always On (-1/2), No STR Bonus (-1/2)
9	<b>Iron-Hide:</b>	Armor (4 PD/2 ED)
6	<b>Head Frill:</b>	Armor (+4 PD/+4 ED); Only Protects Head/Neck (Hit Locations 3-5 on the Quadruped Hit Location Table) And Against Move-Through Damage (-1)
3	<b>Reinforced Neck And Shoulders:</b>	+7 PD; Only To Protect Against Damage Taken When Performing Move Throughs (-1)
12	<b>Heavy:</b>	Knockback Resistance -6"
8	<b>Long Legs:</b>	Running +4" (10" total), END 2
-2	<b>Can't Swim:</b>	Swimming -2" (0" total)
3	<b>Sharp Senses:</b>	+1 PER with all Sense Groups
5	<b>Tail:</b>	Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

5	Combat Skill Levels:	+1 with Hand-to-Hand
4	Combat Skill Levels:	+2 OCV with Move-Through
0	AK:	Skull Island Uplands 8-
0	Analyze Animal	8-
0	Concealment	8-
0	PS:	Chaly-Top Abilities 8-
0	Shadowing	8-
0	Stealth	8-
0	Survival	8-

**87 Total Powers & Skills Cost**

**171 Total Character Cost**

**75+ Disadvantages**

15	Physical Limitation:	Animal Intelligence (F, G)
5	Physical Limitation:	Large, up to twice human size (10'-16' long) (I, S)
5	Physical Limitation:	Reduced Leap, can't leap (I, S)
15	Physical Limitation:	Very Limited Manipulation (F, G)

**56 Experience Points**

**171 Total Disadvantage Points**

**Ecology:**

Chaly-tops are distant cousins of the massive, plains-dwelling Ferrucutus. They dwell far up the slopes, where the jungle gives way to scree and low-growing shrubs, and avoid the forests and thick jungle. Fairly rare, Chaly-tops only gather in numbers during the breeding season, when males will engage in violent jousts over breeding rights with small clusters of females. These fights will result in a surprising number of injuries and even fatalities, and it is rare to find an adult male Chaly-top with an undamaged or unscarred array of horns.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

As with most ceratops, the adults will gather in a circle when threatened, with the young at the center, and a wall of armored head shields and horns on the outside. Any thing coming too close will be charged by the dominant male, who will attempt to gore, and then trample, a foe into the ground.

**Appearance:**

Chaly-tops resemble a shorter version of *Ferrucutus*, with only a single nose-horn, and two more over the eyes. They are a light tan in color and grow to be between ten and sixteen feet long.

**Designer's Notes:**

The Chaly-top was built based off of the *Ferrucutus* character sheet. It didn't appear in *King Kong*.

**DRACO**  
**Dracomicros Hospes**  
**"Strange Little-dragon"**

Val	CHA	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; -1d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
3	PD	3		Total: 3 PD (2 rPD)
3	ED	1		Total: 3 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
3	REC	2		
16	END	0		
16	STUN	7		<b>Total Characteristics Cost: -18</b>

**Movement:** Running: 2"/4"  
 Gliding: 11"/22"  
 Leaping: 1"/2"

**Cost Powers & Skills**

5 **Bite:** HKA 1 point (1 point with STR), END 1  
 5 **Wing Flashing:** PRE +10; Only To Intimidate And Startle (-1)  
 7 **Wings:** Gliding 11"; Restrainable (-1/2)  
 1 **Strong Legs:** Leaping +1" (1" forward, 1/2" upward), 1 END  
 2 **Scaly Skin:** Damage Resistance (2 PD/2 ED)  
 6 **Sharp Senses:** +2 PER with all Sense Groups  
 5 **Tail:** Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

20 **Diminutive:** +4 with DCV

0 AK: Skull Island Uplands 8-  
 0 Analyze: Animal 8-  
 3 Climbing 12-  
 0 Concealment 8-  
 5 **Diminutive:** +4 with Concealment; Self Only (-1/2)  
 3 **Camouflage Coloration:** +4 with Concealment; Only On Rocks, Craggs, And Mountains (-1), Self Only (-1/2)  
 0 Language (idiomatic)  
 0 PS: Draco Abilities 8-  
 0 Shadowing 8-  
 0 Stealth 8-  
 8 **Diminutive:** +4 with Stealth  
 0 Survival (Tropical Forests) 8-  
**70 Total Powers & Skills Cost**  
**52 Total Character Cost**

**75 Disadvantages**

15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)  
 10 Physical Limitation: Diminutive (up to .3m, +6" KB) (Frequently, Slightly Impairing)  
 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)  
**115 Total Disadvantage Points**

**Ecology:**

Draco was a large lizard that lived in the heights of Skull Island. Gliding from crag to crag on large winglike vanes that spread from its sides, the small, brightly-colored Draco was a common sight. At times, the rocky cliffs were covered with tiny Draco young.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Draco catch insects and birds above the jungle canopy, swooping out from their perches on the cliffs above the jungle to seize prey in mid-flight. When threatened by predators (or during mating season, to intimidate rival males) Draco will flash their gliding vanes in a startling manner. The wing flashing is designed to buy the Draco enough time to leap up and glide away from danger.

**Appearance:**

An orange-brown lizard from 9 to 12 inches long, Draco is

distinguished by the presence of large vanes that grow from its sides. The vanes have are translucent, with black barred stripes running out from the lizard's body to the edge.

**Designer's Notes:**

The Draco was based off of the Eagle character sheet in the *HERO System Bestiary*, modified somewhat for lizard characteristics. I don't think they appeared in the film, though it's possible they were depicted high in the sky in some jungle shots.

(Character created by Weta Workshop, treatment by Roland Volz, character sheet created by Michael Surbrook)

**GLADIODON IGNEOSPINUS**  
**"Fire-Spine Sword Tooth"**

**Designer's Notes:**

*Gladiodon* was created by blending together elements from various *World of Kong* character sheets I'd already written. It didn't appear in *King Kong*.

Val	CHA	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	4		Total: 8 PD (2 rPD)
6	ED	2		Total: 6 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
8	REC	0		
40	END	0		
35	STUN	0		<b>Total Characteristics Cost: 82</b>

**Movement:** Running: 8"/16"  
 Leaping: 2"/4"  
 Swimming: 2"/4"

**Cost Powers & Skills**

30 **Sabertooth Bite:** HKA 2d6 (3d6+1 with STR), END 1  
 2 **Scaled Skin:** Damage Resistance (2 PD/2 ED)  
 8 **Heavy:** Knockback Resistance -4"  
 1 **Pouncing:** Leaping +2" (4" total); Forwards Only (-1), END 1  
 12 **Swift:** Running +6" (12" total), END 2  
 6 **Sharp Senses:** +2 PER with all Sense Groups  
 5 **Tail:** Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

**Skills**

5 Combat Skill Levels: +1 with Hand-To-Hand  
 4 Combat Skill Levels: +2 OCV with Sabertooth Bite  
 0 AK: Skull Island Uplands 8-  
 0 Analyze Animal 8-  
 2 Climbing 14-; Mountainsides Only (-1)  
 3 Concealment 11-  
 3 **Camouflage Coloration:** +4 to Concealment; Self Only (-1), Only In Specific Environments/Situations (-1)  
 0 PS: Gladiodon Abilities 8-  
 0 Shadowing 8-  
 3 Stealth 13-  
 1 **Camouflage Coloration:** +1 to Stealth; Only In Specific Environments/Situations (-1)  
 0 Survival 8-  
**85 Total Powers & Skills Cost**  
**167 Total Character Cost**

**75+ Disadvantages**

15 Physical Limitation: Animal Intelligence (F, G)  
 10 Physical Limitation: Enormous (20' long) (F, S)  
 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (I, S)  
 15 Physical Limitation: Very Limited Manipulation (F, G)  
**47 Experience Points**  
**167 Total Disadvantage Points**

**Ecology:**

Another mammal-like predator, *Gladiodon* will take both herbivores (such as *Bifurcatops* and *Chaly-Tops*), but also other carnivores. Male *Gladiodon* are also known for their courtship displays, shaking their large dorsal crests as they strut and yawn, exhibiting large saber teeth, while the females pick the one who most impresses them.

**Personality/Motivation:**

Typical animal motivations.

**Powers/Tactics:**

Ambush predators, *Gladiodon* will pounce on prey, delivering a savage bite with their saber teeth. The animal will then leap away and let blood loss do its prey, following at a safe distance.

**Appearance:**

Measuring 8 to 18 feet in length, *Gladiodon* is a huge mammal-like reptile, with grayish skin, red stripes, and a large dorsal fan (of crest) running down its back.

**KONG**  
**Megaprimatus Kong**  
**"Big-Primate Kong [King]"**

Val	CHA	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
10	PD	1		Total: PD ( rPD)
10	ED	6		Total: ED ( rED)
3	SPD	5		Phases: 4, 8, 12
13	REC	0		
40	END	0		
53	STUN	0		
<b>Total Characteristics Cost: 104</b>				

**Movement:** Running: 17"/34"  
Swimming: 0"/0"

**Cost Powers & Skills**

4	<b>Roaring:</b> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)
25	<b>Bite:</b> HKA 1 ½d6 (3d6+1 with STR), END 2
13	<b>Arm Swing:</b> HA +4d6; Hand-To-Hand Attack (-1/2), END 2
6	<b>Thick Skin:</b> Damage Resistance (6 PD/6 ED)
12	<b>Heavy:</b> Knockback Resistance -6"
22	<b>Charge:</b> Running +11" (17" total), END 2
-2	<b>Can't Swim:</b> Swimming -2"
6	<b>Sharp Senses:</b> +2 PER with all Sense Groups
7	<b>Can Use Feet As Hands:</b> Extra Limbs (2), Inherent (+¼)
10	<b>Long Arms:</b> Stretching +1", Inherent (+¼), Reduced Endurance (0 END; +1/2); Always Direct (-¼), Limited Body Parts (arms; -¼), No Noncombat Stretch (-¼)

**Skills**

10	Combat Skill Levels: +2 with Hand-To-hand Combat
3	Acrobatics 12-
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
3	Breakfall 12-
3	Climbing 12-
0	Concealment 8-
0	PS: Kong Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**122 Total Powers & Skills Cost**  
**226 Total Character Cost**

**75+ Disadvantages**

10	Physical Limitation: Enormous (25' tall) (F, S)
10	Physical Limitation: Limited Manipulation (F, S)
10	Physical Limitation: Near-Human Intelligence (F, S)

**121 Experience Points**

**226 Total Disadvantage Points**

**Ecology:**

It is unknown when the species of giant ape known as "Kong" arrived on Skull Island. Estimates place it at a few thousands years ago, most likely coming from mainland Asia. A possible ancestor for Kong would be the giant prehistoric ape known as *Gigantopithecus*. As *Gigantopithecus* grew to be around 10 feet in height, while Kong regularly grew to be twenty feet or more (based on skeletons found on Skull Island), if Kong is descended from *Gigantopithecus* then it must have adapted quickly to the dangers of Skull Island. Due to the nature of the gorilla/ape decorated ruins found all over the island, there is the theory that Kong's kin came over with the human civilization, and may have served as guards, gods, or something else.

Based on the habits of other great apes, it can be presumed that Kong lived in small family groups, with females and young guarded by the much larger males. They would live where food was plentiful, ranging down from the uplands into the jungle and the lush growth to be found there. Kong would feed on leaves, shoots, fruit, and (if chimpanzees are a basis), some invertebrates and small animals.

As with other apes, communication was vital among the Kong, with vocalizations a prime component, but also including posturing and certain nuances of body language. Certainly, Kong's impressive chest-pounding displays served to demonstrate his dominance as well as intimidate rivals and frighten enemies. Something as simple as a grunt may have been sufficient to discourage some predators -- of which the young were in constant danger, as a even an infant Kong would make a handsome meal for a *V. rex*.

Kong, himself, brought back to New York with the Carl Denham expedition, was the last of his kind, and his death brought about the extinction of his species.

**Personality/Motivation:**

Typical animal motivations. As with all great apes, Kong were capable of complex social behavior and would exhibit distinct personalities. Kong himself proved ot be very intelligent if understandably ill-tempered.

**Powers/Tactics:**

A full-grown adult male Kong is an equal match for a *V. rex*, although the largest *V. rexes* would have presented quite a challenge. Kong himself was able to fight off three *V. rexes*, but he was an exceptional specimen. The Kong had the advantage of intelligence and gasping hands, and could use primitive tools (clubs and rocks) to batter a *V. rex* into leaving. Grappling, rending, and biting were also part of a Kong's combat repertoire. In any case, the young of each species were in constant danger from the adults, as killing a young Kong or *V. rex* eliminated a future competitor.

**Appearance:**

Kong appears as a gorilla standing anywhere from 18 to 25 feet in height. Skin is a dark black, as is the fur. Older males will have grayish to sliver hair on the back and head.

**Designer's Notes:**

The Kong character sheet was made by applying the "Enormous" package to the character sheet for a Gorilla in the *HERO System Bestiary* and then making some alterations. Please note that technically, this character sheet would fall fairly quick to the *Vastatosaurus Rex* (based on the character sheets), but while *V. rex* represents the largest size of animal, this is more of a genetic template for the Kong and should be modified as the GM sees fit. Oh, and yes, Kong appeared in *King Kong*.

## **MALEVOLUSAURUS PERDITOR** *"Malicious-Lizard Destroyer"*

Val	CHA	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
21	CON	22	13-	
18	BODY	16	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	5		Total: 14 PD (4 rPD)
8	ED	4		Total: 12 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
9	REC	0		
42	END	0		
42	STUN	0		
<b>Total Characteristics Cost: 78</b>				

**Movement:** Running: 6"/12"  
 Leaping: 0"/0"  
 Swimming: 0"/0"  
 Tunneling: 1"/2"

### Cost Powers & Skills

2	<b>Sail:</b> REC +3; Only During Sunny Mornings (-2)
25	<b>Bite:</b> HKA 1 ½d6 (3d6+1 with STR), END 2
8	<b>Claws:</b> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼), END 1
10	<b>Head Crown:</b> HA +2d6, Reduced Endurance (0 END; +1/2); Hand-To-Hand Attack (-1/2)
12	<b>Thick Hide:</b> Armor (4 PD/4 ED)
3	<b>Armored Head:</b> Armor (+2 PD/+2 ED); Only Protects Locations Hit Locations 3-5 (-1)
12	<b>Heavy:</b> Knockback Resistance (-2")
-2	<b>Can't Swim:</b> Swimming -2" (0" total)
3	<b>Digging:</b> Tunneling 1" through DEF 2 material; Extra Time (Full Turn: -1 1/4), Earth And Soil Only (-1/2)
3	<b>Sharp Senses:</b> +1 PER with all Sense Groups
4	<b>Strong Sense Of Smell:</b> +2 PER with Smell/Taste Group
5	<b>Tail:</b> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

### Skills

10	Combat Skill Levels: +2 with Hand-To-Hand Combat
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
0	Concealment 8-
0	PS: Malevolusaurus Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-

**95 Total Powers & Skills Cost**

**173 Total Character Cost**

### 75+ Disadvantages

15	Physical Limitation: Animal Intelligence (F, G)
10	Physical Limitation: Enormous (20' long) (F, S)
5	Physical Limitation: Reduced Leap, cannot leap (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)

### 53 Experience Points

**173 Total Disadvantage Points**

### Ecology:

An uplands omnivore, *Malevolusaurus* will gladly take dig up small animals in their burrows, eat carrion, take wounded prey from others, eat fallen fruit, and uproot plants to get at the roots and tubers. *Malevolusaurus* tend to haunt the sunny side of the slopes, catching the warm rays with their tall sails and warming up quickly in the mornings. They also lay their eggs on the most sun-drenched slopes, digging out shallow pits and then leaving the eggs. Due to their large size, nothing else really preys on *Malevolusaurus*, except for other *Malevolusaurus*. Most young die that way, although *Gladiodon* are known to take a full grown *Malevolusaurus* from time to time.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Large and slow-moving, *Malevolusaurus* prefers to take prey with minimal effort on its part. Thus, it will hunt out carrion or take the

wounded prey of another predator. Powerful jaws can make short work of anything foolish enough to disagree, although *Malevolusaurus* isn't above butting with its crest of blunt spikes atop its head or clawing.

### Appearance:

*Malevolusaurus* appears to be a large *Dimetredon*-shaped animal, measuring 20 to 24 feet long. It is a mottled green color, with a tall (and usually ragged) sail, heavy jaws, and a crest (or crown) of knobs atop its head.

### Designer's Notes:

I built *Malevolusaurus* by combining elements from some similar-sized character sheets of various *World of Kong* creatures I'd already written. It didn't appear in *King Kong*.

## FLYING RATS

### Ecology:

Skull Island is home to a variety of flying mammals -- all of whom are descended from rodents and not from bats. In effect nearly hairless rats with wings, the flying rodents of Skull Island dwell in the jungles and rocky uplands, eating mostly insects, small lizards, birds, small mammals, and each other. *Terapumordax* is a true omnivore, eating fruit and nuts as well, while the rest of the flying rats suck strictly to a diet of meat.

### Personality/Motivation:

Typical animal motivations.

### Powers/Tactics:

Most Flying Rats take their prey on the wing, snatching their targets out of the air or off of exposed branches. Skin-Birds land to hunt, however, and aren't agile enough to take prey in-flight.

### Appearance:

All of the Flying Rats have the same basic body-shape as a bat, with elongated arms and fingers connected by sheets of skin. However, unlike bats, the Flying Rats tend to retain their long tails, and use them for balance and steering in flight.

### Designer's Notes:

The various Flying Rats were developed from the Athol character sheet found in *Hero System Asian Bestiary Volume I*. *Terapumordax* appeared in King Kong, I'm unsure about the rest of them.

## TERAPUMORDAX OBSCENUS "Filthy Pungent-Bat"

Val	CHA	Cost	Roll	Notes
3	STR	-7	10-	Lift 37.5 kg; ½d6 HTH Damage
20	DEX	30	13-	OCV: 7/DCV: 7
12	CON	4	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
4	PD	3		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
4	REC	2		
24	END	0		
16	STUN	0		
<b>Total Characteristics Cost: 20</b>				

<b>Movement:</b> Running:	1"/2"
Flight:	12"/24"
Gliding:	12"/24"
Leaping:	0"/0"
Swimming:	1"/2"

### Cost Powers & Skills

10	<b>Bite:</b> HKA ½d6 (½d6 with STR), END 1
8	<b>Claws:</b> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼), END 1
42	<b>Disgusting Stench:</b> Change Environment 2" radius (stench), -4 to CON Rolls, -6 to Smell/Taste Group PER Rolls, Multiple Combat Effects, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2), No Range (-1/2)
27	<b>Disgusting Stench:</b> Add to Change Environment -2 CV, -2 to DEX-based Rolls, -2 to INT-based Rolls, -2 to PRE-based Rolls, Reduced Endurance (0 END; +1/2), Persistent (+1/2); Always On (-1/2), No Range (-1/2), Only Applies If Victim Fails CON Roll (-1/2)
20	<b>Wings:</b> Multipower, 30-point reserve, all Restrainable (-1/2)
2u	1) <b>Flying:</b> Flight 12", Reduced Endurance (1/2 END; +¼); Restrainable (-1/2), END 1
1u	2) <b>Riding The Thermals:</b> Gliding 12"; Restrainable (-1/2)
-10	<b>Awkward On The Ground:</b> Running -5"
-1	<b>Awkward Swimmer:</b> Swimming -1"
8	<b>Sharp Eyes:</b> +4 PER with Sight Group
4	<b>Sharp Eyes:</b> +4 versus Range for Normal Sight

### Skills

6	Combat Skill Levels: +2 OCV with Claws, Grab By, Move By
4	Combat Skill Levels: +2 with Flight
10	<b>Hard To Hit:</b> Combat Skill Levels: +2 DCV
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
3	Climbing 13-
0	Concealment 8-
0	PS: <i>Terapumordax</i> Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>134</b>	<b>Total Powers &amp; Skills Cost</b>
<b>154</b>	<b>Total Character Cost</b>
<b>75+</b>	<b>Disadvantages</b>
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (8-10' wingspan, +3" KB) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
44	<b>Experience</b>
<b>154</b>	<b>Total Disadvantage Points</b>

### Description:

*Terapumordax* is a huge flying rat and possibly one of the largest flying mammals of all time. It has a body-length of 3-4 feet and a wingspan of 8 to 10 feet. It feeds on most anything else that flies, including birds and other flying rats. *Terapumordax* will also eat fruit, nuts, lizards, rats, and other arboreal inhabitants.

*Terapumordax* is totally hairless, with translucent naked skin and strong bones for its size. A highly agile flyer, they are able to easily keep up with much smaller birds and flying rats. They dwell in huge uplands caverns, roosting there by the hundreds in colonies ruled by the elder females. The males live in small colonies of a dozen or so and fight constantly among themselves, with injuries and death to infection common.

The most notable feature about *Terapumordax* is its eye-watering stink. Its waste contains chemicals that cause an incredibly pungent reek, and since waste is often caked and smeared on the animals, they tend to smell, regardless of where they go or what they do. Interestingly, this smell serves to keep predators away, as it is far too strong for many to deal with.

**SKIN-BIRD**  
**Cutisaves Atrioxoides**  
**"Hideous-Form Skin-Bird"**

Val	CHA	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; Od6 HTH Damage
15	DEX	15	12-	OCV: 5/DCV: 5
11	CON	2	11-	
7	BODY	-6	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
3	PD	3		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
3	REC	2		
22	END	0		
15	STUN	2		<b>Total Characteristics Cost: 4</b>

**Movement:** Running: 1"/2"  
 Flight: 6"/12"  
 Gliding: 18"/36"  
 Leaping: 0"/0"  
 Swimming: 1"/2"

Cost	Powers & Skills
10	<b>Bite:</b> HKA ½d6 (½d6 with STR), END 1
5	<b>Claws:</b> HKA 1 point (1 point with STR), END 1
12	<b>Wings:</b> Multipower, 18-point reserve, all Restrainable (-1/2)
1u	1) <b>Flying:</b> Flight 6"; Restrainable (-1/2), END 1
1u	2) <b>Riding The Thermals:</b> Gliding 18"; Restrainable (-1/2)
-10	<b>Awkward On The Ground:</b> Running -5"
-1	<b>Awkward Swimmer:</b> Swimming -1"
8	<b>Sharp Eyes:</b> +4 PER with Sight Group
4	<b>Sharp Eyes:</b> +4 versus Range for Normal Sight
	<b>Skills</b>
10	Combat Skill Levels: +1 OCV with Hand-To-Hand
10	<b>Hard To Hit:</b> Combat Skill Levels: +2 DCV
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
3	Climbing 12-
0	Concealment 8-
0	PS: Skin-Bird Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>53</b>	<b>Total Powers &amp; Skills Cost</b>
<b>57</b>	<b>Total Character Cost</b>
<b>75+</b>	<b>Disadvantages</b>
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (5-7' wingspan, +3" KB) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>110</b>	<b>Total Disadvantage Points</b>

**Description:**  
 Skin-birds are solitary animals who nest far up in the cliffs and mountains. Poor fliers, they tend to launch themselves into long glides, landing in the jungles and lowlands to catch small lizards, snakes, mammals, and the like. Some will even venture into Terapsumordax nests to steal pups, but have to be quick to avoid being attacked by the colony members.

A Skin-bird looks like a mostly naked winged rat, with a long neck, a narrow head, and a little stub of a tail.

**HOWLER**  
**Aligerattus Bombus**  
**"Booming Winged-Rat"**

Val	CHA	Cost	Roll	Notes
-5	STR	-15	8-	Lift 12.5 kg; Od6 HTH Damage
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
10	PRE	0	11-	PRE Attack: 2d6
4	COM	-3	10-	
2	PD	2		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
3	REC	2		
20	END	0		
10	STUN	0		<b>Total Characteristics Cost: -10</b>

**Movement:** Running: 1"/2"  
 Flight: 6"/12"  
 Gliding: 18"/36"  
 Leaping: 0"/0"  
 Swimming: 1"/2"

Cost	Powers & Skills
8	<b>Bite:</b> HKA ½d6 (½d6 with STR); Reduced Penetration (-¼), END 1
20	<b>Wings:</b> Multipower, 30-point reserve, all Restrainable (-1/2)
2u	1) <b>Flying:</b> Flight 12"; Reduced Endurance (1/2 END; +¼); Restrainable (-1/2), END 1
1u	2) <b>Riding The Thermals:</b> Gliding 12"; Restrainable (-1/2)
-10	<b>Awkward On The Ground:</b> Running -5"
-1	<b>Awkward Swimmer:</b> Swimming -1"
8	<b>Sharp Eyes:</b> +4 PER with Sight Group
4	<b>Sharp Eyes:</b> +4 versus Range for Normal Sight
5	<b>Can See In The Gloom:</b> Nightvision
	<b>Skills</b>
6	Combat Skill Levels: +2 OCV with Claws, Grab By, Move By
4	Combat Skill Levels: +2 with Flight
10	<b>Hard To Hit:</b> Combat Skill Levels: +2 DCV
0	AK: Skull Island Uplands 8-
0	Analyze Animal 8-
3	Climbing 13-
0	Concealment 8-
0	PS: Howler Abilities 8-
0	Shadowing 8-
0	Stealth 8-
0	Survival 8-
<b>58</b>	<b>Total Powers &amp; Skills Cost</b>
<b>62</b>	<b>Total Character Cost</b>
<b>75+</b>	<b>Disadvantages</b>
15	Physical Limitation: Animal Intelligence (F, G)
5	Physical Limitation: Small (4-5' wingspan, +3" KB) (I, S)
15	Physical Limitation: Very Limited Manipulation (F, G)
<b>110</b>	<b>Total Disadvantage Points</b>

**Description:**  
 Howlers are flying rodents covered in a shaggy coat of hair. Keen-sighted, they hunt both day and night and can take the Skull Island White Bat (a blind flying rat who navigates by sonar) on the wing. They also feed on birds, insects, lizards, and rats.