

ANTHROPOMORPHIC ANIMALS

Anthropomorphic creatures are all created using the anthropomorphic animal template found in Savage Species.

Kitsune (Anthropomorphic Fox)

Small Monstrous Humanoid

Hit Dice: 1d8+2

Initiative: +3

Speed: 30 ft

AC: 15 (+3 Dex, +1 natural, +1 size), touch 14, flat-footed 12

Attacks: Bite +3 melee, or by weapon +3 melee, or by weapon +4 ranged

Damage: Bite 1d4+2, or by weapon

Face/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., scent

Saves: Fort +2, Ref +5, Will, +4

Abilities: Str 14, Dex 16, Con 15, Int 11, Wis 14, Cha 11

Skills: Hide +3, Listen +5, Move Silently +3, Spot +3, Swim +4, Wilderness Lore +2

Climate/Terrain: Forests and Hills

Organization: Solitary or Pair (mates)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement: By character class

Skills: A kitsune gains a +4 racial bonus on Wilderness Lore checks when tracking by scent.

Preferred Class: Rogue

Level Adjustment: +2

Kitsune are playful creatures that delight in pranks and mischief of all sorts. Generally solitary save for a mate (and children until they strike out on their own) they've grown to be extremely self-sufficient physically and thus can be a bit overconfident at times.



Physically, kitsune look like nothing so much as small humanoid foxes. With fur in shades ranging from a deep reddish-brown to nearly pure white that covers their entire bodies, few bother with clothes, especially in warmer climates.

There are few things a kitsune won't do for a giggle, and it is perhaps this, a predilection for stealth, and those with white fur that have given rise to the common misconception that they are in fact whimsical spirit creatures. Certainly the race as a whole has never gone out of its way to correct the masses and few are those who will hesitate to capitalize upon it.

Ibsira (Anthropomorphic Ibis)

Small Monstrous Humanoid

Hit Dice: 1d8

Initiative: +2

Speed: 20 ft, fly 30 feet (poor)

AC: 14 (+2 Dex, +1 natural, +1 size), touch 13, flat-footed 12

Attacks: Bite +3 melee, or by weapon +1 melee, or by weapon +3 ranged

Damage: Bite 1d3, or by weapon

Face/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 60 ft., Wading

Saves: Fort +0, Ref +4, Will, +6

Abilities: Str 10, Dex 15, Con 10, Int 11, Wis 18, Cha 10

Skills: Listen +10, Spot +15

Feats: Weapon Finesse (bite), Alertness

Climate/Terrain: Any Marsh
Organization: Flock (2 to 12)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Skills: An ibisira gains a +4 racial bonus on Spot checks.

Preferred Class: Cleric
Level Adjustment: +2

Graceful and serene, the ibsira are said to be the creation of the goddess Eldath, created as a reward for the deeds of an ibis familiar who sacrificed itself in order to prevent the destruction of a pool sacred to the goddess of pacifism. Perhaps for this reason, they almost never serve the more warlike deities as clerics and devote most of their attention to the healing arts. A sizeable portion of the ibsira do in fact worship Eldath, but the worship of other non-martial deities, particularly those devoted to the healing arts, is fairly common amongst the race.

Wading (Ex): Although it does not have a swim speed, an ibsira suffers no movement penalty when walking through water less deep than the length of its legs.

Yuan-Vir (Anthropomorphic Winged Viper)

Medium Monstrous Humanoid
Hit Dice: 2d8
Initiative: +2
Speed: 20 ft, fly 75 feet (perfect)
AC: 15 (+4 Dex, +1 natural), touch 13, flat-footed 12
Attacks: Bite +6 melee, or by weapon -2 melee, or by weapon +6 ranged
Damage: Bite 1d3-4, or by weapon
Face/Reach: 5 ft./5 ft.
Special Qualities: Darkvision 60 ft.
Saves: Fort -2, Ref +7, Will, +5
Abilities: Str 2, Dex 19, Con 7, Int 11, Wis 14, Cha 6
Skills: Hide +9, Listen +4, Spot +5
Feats: Weapon Finesse (bite), Run
Climate/Terrain: Any temperate and warm forest, underground
Organization: Solitary or Tribe (5 to 12)
Challenge Rating: 1
Treasure: Standard
Alignment: Usually chaotic evil
Advancement: By character class

Preferred Class: Ranger
Level Adjustment: +2

The yuan-vir are said to have been yuan-ti, cursed by their fell god Mershaulk for misdeeds in the distant past never again to prey upon others but always to flee before the superior might and intellect of their former kin and current enemies. Whether this is true or not is difficult to tell (and many scholars have disputed it), however, it can't be denied that yuan-vir are frequently found enslaved as messengers by yuan-ti, generally drugged into servitude. Those few yuan-vir found free generally survive either upon carrion or small animals and whichever other creatures they can find that are weak enough to fall to their poison.

Poison (Ex): With each successful bite attack, the winged viper delivers a debilitating poison. This substance deals 1d6 temporary Constitution points as both its initial and its secondary damage. The target is entitled to a Fortitude save (DC 11+ Con Bonus, typically 9) against each.

Anthropomorphic Animals Table

Base Animal	Size	Template HD	Level Adj	Starting ECL	Str	Dex	Con	Int	Wis	Cha	Natural Armor	Pref. Class	Speed
Fox	Small	1d8	+3	4	+4	+6	+4	+0	+4	+0	+1	Rogue	30
Ibis	Small	1d8	+2	3	+0	+4	+0	+0	+8	+0	+1	Cleric	20, fly 30
Winged Viper	Medium	2d8	+4	6	-8	+8	-4	+0	+4	-4	+1	Ranger	20, fly 75