

much and how often varies from critter to critter. Without the specified requirement in its diet, the critter eventually sickens and dies.

### Essence Loss

Critters with Essence Loss have no actual Essence of their own and must drain Essence from others in order to survive. Beings with Essence Loss lose 1 point of Essence every lunar cycle (1 month). As Essence decreases, Magic may also be affected (see p. 62).

If a creature is reduced to 0 Essence, it will die in (Body + Willpower) days if it does not replenish itself. A creature in this state is extremely dangerous—a starved predator that hunts for fresh Essence with mindless ferocity.

### Reduced Senses

Any or all of the critter's five basic senses may be limited in effectiveness. Typically reduced senses function at half-normal range or effectiveness, but a critter can be handicapped further, even to the point of complete absence of that sense.

### Uneducated

While sapient critters are capable of interacting with society, not all sapient critters are sophisticated enough to adapt into a high-tech society. Some, such as the naga and the merrow, still live under very primitive standards and have not evolved to the level of metahumanity. The Uneducated weakness reflects this, and this weakness behaves in the same manner as the Uneducated negative quality (see p. 83).

## CRITTER COMBAT

Critters fight in combat the same as normal characters do, rolling attribute + attack skill, and all combat rules apply equally for critters and characters. If a critter is attempting to perform an action for which it does not possess a skill, apply the rules for defaulting as appropriate.

Normally, critters without any combat skills will attempt to flee unless backed into the proverbial corner, at which point they will fight until another window of escape opportunity opens up. Natural predators (critters possessing a combat skill) will usually initiate combat if they feel they have the advantage; otherwise they will fight only in self-defense, withdrawing at the first opportunity. If a predator is backed into a corner, however, it will initiate an all-out attack until either it or its foe is dead.

## ORDINARY CRITTERS

Like metahumans, the large majority of the animal kingdom remains unaffected by the Awakening. Listed below are some mundane critters that shadowrunners are likely to encounter.

### Dog

Still regarded as man's best friend, domesticated canines fulfill a regular role in society, particularly in security situa-

tions, where their enhanced smell and natural predatory instincts can serve them well. The statistics listed below represent an above-average to large dog typically encountered by runners as opposition (for example, German shepherds, rottweilers, and Doberman pinschers).

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
2	3	3	2	3	3	1	3	3	6	6	1

**Movement:** 10/45

**Skills:** Intimidation 2, Perception 2, Tracking 2, Unarmed Combat 3

**Powers:** Enhanced Senses (Smell), Natural Weapon (Claws/Bite: DV 2P, AP 0)

### Great Cat

The term "great cat" refers to any large wild cat around the world, including lions, tigers, panthers, and pumas.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
6	5	4	5	3	3	2	3	4	6	7	2

**Movement:** 10/60

**Skills:** Infiltration 3, Perception 2, Tracking 3, Unarmed Combat 4

**Powers:** Natural Weapon (Claws/Bite: DV 5P, AP 0)

### Horse

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
8	5	5	8	3	3	1	2	2	6	8	1

**Movement:** 20/100

**Skills:** Running 3

### Shark

While considered the most feared predators of the oceans, most sharks aren't aggressive and will back down from a legitimate threat. The smallest sign of weakness or the faintest smell of blood in the water, however, will drive sharks into a killing frenzy. The following statistics are common for bull sharks; tiger and great white sharks are much larger and deadlier.

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
3	5	5	3	1	4	1	2	2	6	9	1

**Movement:** 20/60 (swimming)

**Skills:** Perception 2, Swimming 4, Unarmed Combat 4

**Powers:** Natural Weapon (Bite: DV 5P, AP 0)

### Wolf

Though rarely seen in the sprawl, wolf packs still roam the wild, particularly in the Native American Nations of the Pacific Northwest. Wolves hunt in packs of two to six, usually led by a stronger and tougher alpha male. (In many cases, the alpha male may in fact be a wolf shapeshifter!)

B	A	R	S	C	I	L	W	EDG	ESS	Init	IP
2	3	3	2	3	3	2	3	3	6	6	2

**Movement:** 10/50

**Skills:** Infiltration 2, Perception 2, Tracking 2, Unarmed Combat 4

**Powers:** Natural Weapon (Claws/Bite: DV 2P, AP 0)