INFINITE GALAXIES

Stock Vessels & Creature Mounts

This document provides a list of "stock" vessels and creature mounts for use in the Infinite Galaxies game. This is an extract from the Infinite Galaxies Core Rules and should not be considered the final version of these rules.

These vessels and creatures are part of the Star Patrol setting. While they can certainly be used in other settings, certain names and presentations are particularly tied to Star Patrol and may need modification when used in other settings.

Even if you aren't using the Star Patrol setting, you can use the stock vessels and creature mounts as examples upon which to base your own vessels and mounts.

Stock Starships

These are the "stock" starships available in the Infinite Galaxies game.

Personal Size

For Personal vessels, the "Fighter" designation is for a vessel designed for use in combat, while the "Shuttle" type is for commercial and private, non-combat designs.

Varpad Alpha Wing (Fighter): The Varpad Corporation is one of the major defense contractors for the Terran Alliance and their flagship starfighter is the Alpha Wing. These dagger-shaped fighters are ubiquitous in Terran Alliance space. Price: 9.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW -1, SPD +1, SEN 0, WPN +1	12	3	D6	3	4	1

PolarX Lance (Fighter): The PolarX Corporation designed the Lance as an all-purpose starfighter for use in planetary defense and heavy-duty escort missions. The Lance is also found in pirate fleets. Price: 9.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW -1, SPD +2, SEN 0, WPN +1	12	2	D6	3	4	1

Cygnus Ind. Planet Skipper (Shuttle): Cygnus Industries is well-known for its production of civilian vehicles and the Planet Skipper is one of the most popular. The Planet Skipper is used to travel between space stations and large capital ships to the surface of a planet. This shuttle is armed with very basic defensive weapons. Price: 7.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW -1, SPD +2, SEN 0, WPN 0	8	2	D6	3	4	0

Fallenci Sojourner (Shuttle): Fallenci produces this finely-appointed, opulent shuttle for wealthy travelers. The Sojourner is unarmed and has only modest armor and shields; it is intended for use in peaceful areas, where conflict is unlikely. Price: 9

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW +1, SPD +2, SEN +1, WPN 0	8	3	0	5	4	1

PolarX Z-9 Platform (Fighter): PolarX's Z-9 Platform is a starfighter designed to compete with the Varpad Alpha Wing; both were under consideration for the Terran Alliance contract and Varpad won the bid. The Z-9 Platform is a serious starfighter and highly customizable. Price: 7.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW -1, SPD +2, SEN 0, WPN 0	8	2	D6	3	4	0

Gunoi Zip (Shuttle): Gunoi Corporation designed this shuttle with speed in mind. The Zip is the fastest and most maneuverable personal shuttle in production. It also features defensive weaponry and decent armor. The Zip is the personal transport of choice for Terran Alliance officials and Star Patrol officers. Price: 9.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW -1, SPD +3, SEN 0, WPN 0	12	2	D6	3	4	1

Small Size

For Small vessels, the "Autonomous" design is for commercial vessels intended to transport cargo, the "Catapult" type is for military designs, and the "Yacht" type is for private use (usually by the wealthy and powerful).

Fallenci Clipper (Yacht): Fallenci offers this civilian vessel as a cheaper alternative to the ZenStar Opulent. The Clipper is also a vessel for the wealthy and powerful, but this is more utilitarian in design. Price: 11.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
3	8	POW +1, SPD +1, SEN +1, WPN 0	12	2	D6	7	4	1

PolarX Escort (Catapult): PolarX designed the Escort as a heavy-duty starship of modest size, to complement merchant fleets or the Torpedo. This is a heavy vessel, well-armed, but not very maneuverable. The Escort is common in pirate fleets. Price: 9.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
3	6	POW 0, SPD -1, SEN +1, WPN +1	12	2	D6	6	4	0

Insight Jackrig (Autonomous): Insight still produces this venerable starship, a transport vessel commonly found in the Sol system and nearby regions. The Jackrig is often modified for use as a salvager. Price: 11.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
3	6	POW +1, SPD -1, SEN +1, WPN 0	16	2	D6	7	4	1

ZenStar Opulent (Yacht): The Opulent certainly earns its name; ZenStar intends this vessel for the wealthy and powerful. It is built with the most expensive tastes in mind. The Opulent is always custom-built for its owners. Its weapons, while meager, are almost always concealed. Price: 13.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
4	9	POW +1, SPD 0, SEN +2, WPN 0	12	2	D6	7	4	2

Varpad Rescue (Catapult): Varpad created this specialized search-and-rescue vessel for the Terran Alliance and Star Patrol also uses this ship in rescue operations. The Rescue has extra space for supplies and treating injuries. The Star Patrol version features holding cells inside the modified cargo area. Price: 11.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
4	12	POW 0, SPD 0, SEN +1, WPN 0	12	3	D6	6	4	1

Cygnus Ind. Sloop (Autonomous): Cygnus Industries designed this starship as a general-purpose transport. This vessel is extremely common, especially among merchant fleets. The Terran Alliance sometimes repurposes the Sloop to transport supplies in wartime. Price: 9.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
3	6	POW 0, SPD 0, SEN +1, WPN 0	12	2	D6	6	4	0

PolarX Torpedo (Catapult): This PolarX military vessel is designed as a missile platform, though it can be modified with any weapons. Certain Terran Alliance units also feature this vessel. Price: 11.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
3	6	POW 0, SPD 0, SEN +1, WPN 0	12	2	D8	6	4	1

Medium Size

For Medium vessels, the "Frigate" designation is for commercial vessels, usually transports, while the "Gunship" type is a military design.

Maikarus Blackwell (Frigate): The Maikarus Corporation designed the Blackwell as a general-purpose transport vessel. The Blackwell is armed and armored, making it useful in areas where pirates are common. Price: 15.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	12	POW +1, SPD 0, SEN +1, WPN +1	12	3	D6	9	4	2

Gunoi Corvette (Gunship): The Gunoi Corvette is the military starship of choice for those private fleets that can afford this heavy-duty gunship. Some of the best merchant fleets use the Corvette to defend their cargoes, while some pirate fleets also feature this vessel. Price: 18.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	12	POW 0, SPD +1, SEN +1, WPN +1	12	3	D8	8	4	3

Cygnus Ind. Galleon (Frigate): Cygnus Industries designed the Galleon to corner the market on civilian cargo transport. Though the Galleon does not feature this size class's largest cargo bays, it is heavily armed and shielded – and inexpensive compared to the competition. Price: 12.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	12	POW 0, SPD -1, SEN +1, WPN +1	12	3	D6	8	4	1

Varpad Hellburner (Gunship): The Varpad Hellburner is one of the most prevent gunships in he Terran Alliance forces. The Hellburner bristles with laser weapons and other armaments and is considered the most powerful weapons platform, for its size, in the known universe. Price: 18.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	12	POW 0, SPD 0, SEN +1, WPN +2	12	3	D8	8	4	3

Insight Penta (Frigate): The Insight Corporation's Penta is the largest civilian transport vessel of this size, featuring massive cargo bays and an armored hull. The Terran Alliance and Star Patrol sometimes use the Penta for military transport; these vessels are often modified for better defensive capabilities. Price: 18.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	16	POW +1, SPD -1, SEN +1, WPN +1	16	3	D6	13	4	3

Varpad Piper (Gunship): The Piper is another military starship produced by the Varpad Corporation, but it is not standard issue to the Terran Alliance. Instead, Varpad sells the Piper to private fleets and is often seen in use among merchant convoys heading into dangerous territories. Price: 12.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	12	POW 0, SPD -1, SEN +1, WPN +1	12	3	D6	8	4	1

Large Size

For Large vessels, the "Destroyer" is a military design, while the "Transport" is intended for commercial use (although some military vessels might be classified as "Transports").

Cygnus Ind. Bulk (Transport): For a starship of this size class, the Bulk is surprisingly affordable. Cygnus Industries designed the Bulk to be powerful and tough, enough for merchants and private fleet to travel into the most dangerous territories. Price: 16.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
7	18	POW +1, SPD -1, SEN 0, WPN 0	16	4	D8	13	4	2

Gunoi Cutter (Destroyer): This vessel was originally designed for the Terran Alliance to cut through Masskai blockades. The Cutter is still in service, among Terran Alliance forces and others, usually in support of cruisers and larger vessels. Price: 20.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
7	18	POW +1, SPD +1, SEN 0, WPN +1	16	4	D8	9	4	3

PolarX Man-O-War (Destroyer): The PolarX Man-O-War fills the void in the Star Patrol inventory left by Varpad failing to produce a larger military starship. The Man-O-War is popular in Terran Alliance space and with Star Patrol forces. This ship is heavily armed and features superior shields for a vessel of its size. Price: 24.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
7	18	POW +1, SPD -1, SEN 0, WPN +2	20	4	D10	9	4	4

Sarko Tanker (Transport): Sarko only makes big ships and the Tanker is certainly no exception. This transport is specifically designed to take liquid and hazardous cargoes; the Tanker features additional internal reinforcement and advanced environmental controls. The Terran Alliance has purchased a few of these Tankers and modified them for military use. Price: 20.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	6	POW +1, SPD -1, SEN 0, WPN +1	20	4	D8	21	4	3

Sarko Trooper (Transport): The Trooper was designed as a military troop transport and Sarko has sold many of these to the Terran Alliance and private fleets specifically for this role. Star Patrol uses the Trooper as a prisoner transport; their version features holding cells in the cargo area. Price: 20.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
6	24	POW +1, SPD -1, SEN +1, WPN +1	16	5	D8	9	4	3

Sarko Type A (Destroyer): The Type A is Sarko's sole military design. While the Terran Alliance and Star Patrol have purchased a number of the Type A vessels, Sarko has also sold them to private fleets and planetary defense forces. The standard Type A design features missile launchers and a tractor beam. Price: 16.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
7	18	POW +1, SPD -1, SEN 0, WPN +1	16	4	D8	9	4	2

Stock Atmospheric Vessels

These are the "stock" atmospheric vessel available in the Infinite Galaxies game. Many of these designs come in civilian and military types and differ mainly on whether they are armed and armored or not.

For air vessels, the "Courier" type is for commercial or private use, while the "Interceptor" design is more likely to be found in military or law enforcement use. For land vessels, the "Hover" type is for vessels equipped with anti-grav engines; these only touch the ground when the engines are turned off. "Tracked" and "Wheeled" land vessels describe the sort of technology used to convey them along the ground. For water vessels, "Hydrofoil" designs use engines to move vessels along the water, while the "Sail" type use wind as a power source.

Air Vessels - Personal

Arkid Ramjet (Interceptor): The Arkid Corporation is a prolific producer of atmospheric vehicles and the Ramjet is their topline jet vehicle. The Ramjet has been in service for a long time and is seen on many planets. The Ramjet is sometimes modified for racing and smuggling. Price: 7.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW +1, SPD +2, SEN 0, WPN +1	12	1	D6	3	1	1

PolarX Skycycle (Interceptor): The Skycycle is the atmospheric vessel of choice for Star Patrol deployments. These flying cycles are fast and maneuverable, but somewhat fragile. The standard design features forward-facing dual laser cannons. Some civilian models have rear-facing weapons instead. Price: 5.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	0	POW 0, SPD +2, SEN -1, WPN 0	8	1	D6	1	1	0

Air Vessels - Small

Gunoi Airbus (Courier): The Gunoi Airbus is a jet aircraft designed for planetary transport, especially in highly-populated areas. The Airbus is often in civilian use as a transport for hire. Price: 5.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	8	POW 0, SPD +1, SEN +1, WPN 0	8	0	0	2	0	1

Cygnus Ind. Jaguar (Courier): Cygnus Industries designed the Jaguar as a civilian air transport with some defensive capability; its main civilian use is to move goods or people in dangerous areas. Price: 7.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	6	POW +1, SPD 0, SEN 0, WPN +1	12	1	D6	3	1	1

Varpad Seeker (Interceptor): The Varpad Seeker was designed for Star Patrol, though a civilian model is also available. Star Patrol deploys the Seeker in high population areas, where interdicting air vessels is a priority. Price: 7.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	6	POW 0, SPD 0, SEN +2, WPN +1	8	1	D6	2	1	1

Air Vessels - Medium

Cygnus Ind. B-7 (Courier): The B-7 is a heavy atmospheric jet, used to transport large quantities of goods or people. For an atmospheric vehicle, the B-7 is heavily armed and armored. Price: 11

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	12	POW +1, SPD 0, SEN 0, WPN 0	12	1	D6	5	1	1

Land Vessels - Personal

Arkid Getabout (Wheeled): Arkid designed this land vehicle as a general-purpose civilian transport. This comes in 4-wheeled and 6-wheeled versions. There are also variations for "off-road" capability. Price: 2.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	3	POW 0, SPD 0, SEN 0, WPN 0	4	0	0	2	0	0

Arkid Speeder (Hover): This hoverbike is built for speed and maneuverability. The standard version was designed for Star Patrol and includes a single laser cannon. The civilian model does not have a laser cannon and is a bit cheaper. Price: 3.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW 0, SPD +1, SEN 0, WPN 0	4	0	D6	2	1	0

Land Vessels - Small

Insight Hovertruck (Hover): This heavy-duty land transport hovertruck is prevalent in Terran Alliance systems. The standard model is targeted for civilian use and is not armed or armored. There is a military version featuring minimal armament. Price: 5.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	0	POW 0, SPD -1, SEN 0, WPN 0	8	0	0	5	0	0

PolarX Minitank (Tracked): PolarX designed this tracked vehicle for military use. It features a large cannon and heavy armor. Alternate version features a rocket launcher in place of the cannon. Price: 11.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
4	0	POW +1, SPD -1, SEN 0, WPN +1	12	1	D8	3	1	3

Arkid Popular (Wheeled): This Arkid offering is intended for civilian use, enabling transport of multiple passengers. It has standard "off road" capability and also features extra space for emergency supplies. Price: 7.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	6	POW 0, SPD 0, SEN 0, WPN 0	8	0	0	4	0	1

Land Vessels - Medium

PolarX Blitz (Tracked): PolarX designed this as a larger version of the Minitank and is intended to be a dominant force on the battlefield. The Blitz features an even larger cannon and heavier armor. It also has shields, which is rare in a land-based vessel. Price: 13.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
5	0	POW +1, SPD -1, SEN 0, WPN +1	16	1	D10	5	2	3

Maikarus Conveyor (Wheeled): This Maikarus product is a large, 16-wheeled land vehicle designed to transport large amounts of goods. Alternate versions can be used to transport people instead. Military versions have heavier armor and defensive weapons. Price: 9.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	4	POW 0, SPD -1, SEN 0, WPN 0	12	0	0	8	0	1

Water Vessels - Personal

Arkid Jetcycle (Hydrofoil): This Arkid product is a jet-powered water vehicle used for recreational purposes. It is fast and maneuverable and found throughout the known systems. Price: 3.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
1	1	POW 0, SPD +2, SEN 0, WPN 0	4	0	0	2	0	0

Water Vessels - Small

Varpad Gunboat (Hydrofoil): The Varpad Corporation's Gunboat is aptly named. This water vessel, designed for military and law enforcement use, is in service on water planets with high populations. The standard design features a turreted laser cannon and shields. Price: 7.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	1	POW +1, SPD 0, SEN 0, WPN +1	8	1	D6	3	1	1

Insight Searacer (Hydrofoil): Insight produces this civilian watercraft for luxury and recreation purposes. For its size, the Searacer is fast and maneuverable. Price: 5.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	4	POW 0, SPD +1, SEN 0, WPN 0	8	0	0	2	0	0

ZenStar Solar (Sail): This is the rare watercraft that still relies on wind power. The Solar, produced by ZenStar, is very popular in civilian areas. Price: 5.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
2	4	POW 0, SPD 0, SEN 0, WPN 0	8	0	0	2	0	0

Water Vessels - Medium

Insight Cruise Master (Hydrofoil): Insight designed this jet-powered watercraft for civilian recreation, though there are military variations on it that feature weapons and shields. Price: 9.

Cr	Pass	Mods	Hull	Sh	Dmg	Cap	Mod	MR
4	7	POW 0, SPD -1, SEN 0, WPN 0	12	0	0	4	0	1

Stock Creature Mounts

These are the "stock" creature mounts available in the Infinite Galaxies game.

Creature mounts work like vessels with the obvious exception that these are living creatures that do not necessarily take direction from riders and passengers. When these mounts are introduced in the game, it should be established whether these are domesticated creatures or wild and undomesticated. The major difference between wild and domesticated creatures is that the domesticated versions have been trained to serve as mounts and wild ones have not.

Some basic vessel moves – like Evasive Action and Prevail by Force – can be used without much modification. Others – like Fire at Will, Raise Shields, and Sensor Scan – do not have a direct analog with most creature mounts.

Creature mounts have STR in place of a vessel's POW, Communication (COM) in place of a vessel's SEN, and don't have anything equivalent to WPN; instead, creature mounts have Morale (MOR), which is used to deal with an unruly or frightened mount. Creature mounts can attack using their STR and can use STR or SPD for most moves. COM can be used in situations where the creature needs to communicate with someone else.

There are no specific moves for creature mounts in the Core Rules. Players will need to decide how to integrate these creature mounts into their games.

SIDEBAR: Are Creature Mounts Vessels?

It may come to pass, at some point in a game featuring creature mounts, that they may engage in combat against vessels like atmospheric and space vehicles and the rules must deal with damage scale. The rules intention is that creature mounts are creatures and not vessels and, thus, inflict character-scale damage. Therefore, a creature mount attacking a vehicle would quarter the damage. It is possible, however, that this ruling doesn't make sense when a creature attacks a vehicle of their size or smaller. In that case, the GM can rule that the creature mount can inflict vehicle-scale damage against targets their size category or smaller. If the GM allows this, the creature mount will also inflict vehicle-scale damage against characters. For this reason, the GM will want to carefully weigh how to adjudicate the situation.

Air Mounts - Personal

Firewing: Native to the Theta Virgo system, this dragon-like creature can accept up to two humanoid riders. As should be obvious by their name, the Firewing breathes fire. The Firewing is notoriously difficult to domesticate.

Cr	Pass	Mods	Vit	Armor	Dmg
1	1	STR -1, SPD +2, COM +1, MOR 0	8	1	D8

Air Mounts - Small

Graaki: Like the Stormer, the Graaki is found on Zeta Scorpius 1. Despite the atmosphere being toxic to humans, the Graaki can live and thrive there. The Graaki features huge, angelic wings and looks something like a large eagle from Earth. These creatures are quite passive and don't require much training to be used as mounts.

Cr	Pass	Mods	Vit	Armor	Dmg
1	4	STR 0, SPD +2, COM 0, MOR 0	8	1	D6

Oracle: This creature hails from the planet of the same name. Oracle is a living planet and the planet and its creatures form a sort of "hive mind". The Oracle is an oblong, ovoid creature with a barely discernible head and body separation. The creature flies by means of telekinetic power.

Cr	Pass	Mods	Vit	Armor	Dmg
1	4	STR 0, SPD +1, COM +1, MOR +1	8	1	D6

Land Mounts - Personal

Ferrad: Native to the Deros system, the Ferrad is a horse-like creature with six legs and leathery plates in place of fur. They can be contentious and difficult to domesticate.

Cr	Pass	Mods	Vit	Armor	Dmg
1	1	STR +1, SPD +2, COM 0, MOR 0	8	0	D6

Slipdragon: This creature is found in the Variges system. Despite the name, the Slipdragon cannot fly. It is a reptilian creature more at home on land than the water. The Slipdragon is normally quite docile and easy to tame.

Cr	Pass	Mods	Vit	Armor	Dmg
1	1	STR 0, SPD +2, COM +1, MOR +1	8	1	D8

Land Mounts - Small

Stormer: Like the Graaki, the Stormer is native to Zeta Scoripus 1. Despite the planet's high-neon gas atmosphere, the Stormer lives there and has for millennia. The Stormer looks like a hunched-over humanoid and emanates static electricity. Some Stormers have learned to shoot short blasts of lightning.

Cr	Pass	Mods	Vit	Armor	Dmg
1	4	STR +2, SPD +1, COM +1, MOR 0	12	2	D8

Water Mounts - Personal

Coral Diver: This waterborne creature is found in the Beta Hydra system. It shares an ecosystem with the Sayyid, a larger creature that can also serve as a mount. The Coral Diver looks something like a seahorse from Earth, but the Diver is far larger and more intelligent. Some have reported telepathic communication with them.

Cr	Pass	Mods	Vit	Armor	Dmg
1	1	STR 0, SPD +2, COM 0, MOR 0	8	1	D6

Nuasad Serpent: This shark-like creature, a favorite of the Masskai, is found in the Nuasad system, specifically on the water planet, Nuasad Prime. The Serpent is an excellent water mount, though difficult to train. They are very aggressive, which suits the Masskai in times of war.

Cr	Pass	Mods	Vit	Armor	Dmg
1	1	STR +1, SPD +1, COM 0, MOR 0	8	0	D6

Water Mounts - Small

Sayyid: This large, manta ray-like creature is native to Beta Hydra, sharing the watery environment with the Coral Diver. Unlike the Diver, the Sayyid is not terribly bright, but can easily be trained to take riders.

Cr	Pass	Mods	Vit	Armor	Dmg
1	6	STR +1, SPD 0, COM +1, MOR +1	12	2	D6