

Dinosaur Planet

BRONCOSAURUS REX





Alphabetical Listing of *Broncosaurus Rex* Weapons

Weapon	Cost	Dam	Crit	Range Increment	Targeting Range	Wt.	Tech Level	Type	Category
Absentee Voter	60	1d12	x3	250 ft.	60 ft.	12 lb.	4	Piercing	Large Ballistic Ranged
Amp Bomb	35	4d20***	x2	10 ft./30 ft.	-	1 lb.	6	Special	Tiny High Tech Grenade
Annihilator	450	6d10	x2	10 ft.	10 ft.	10 lb.	13	Special	Mdm. Alien Ranged
Bayonet	3	1d4	19-20/x2	-	-	1 lb.	2	Piercing	Tiny Manual Melee
Bronto Gun	65	4d6	x2	50 ft.	40 ft.	18 lb.	3	Piercing	Large Ballistic Ranged
Chimera Fiend	5,000	**	**	250 ft.	30 ft.	1 lb.	12	Special	Small Alien Ranged
Colt .45 Revolver*	25	1d10	x3	100 ft.	40 ft.	3 lb.	3	Piercing	Mdm. Ballistic Ranged
Cryon Ray	1,000	**	**	40 ft.	30 ft.	40 lb.	9	Special	Large High Tech Ranged
Dust Gun	3,000	**	**	40 ft.	30 ft.	30 lb.	14	Special	Large Alien Ranged
Flamer	150	3d6**	-	20 ft.	10 ft.	8 lb.	4	Special	Large Ballistic Ranged
Gas Bomb	5	**	-	10 ft./20 ft.	-	1 lb.	4	Special	Tiny Ballistic Grenade
Gauntlet, energy	20	2d4+1	x2	-	-	3 lb.	7	Bludgeoning	Small High Tech Melee
Gauntlets, raptor claw	50	1d6+1	x2	-	-	3 lb.	1	Slashing	Tiny Manual Melee
Grav Field	30	***	x2	10 ft./10 ft.	-	2 lb.	10	Special	Tiny High Tech Grenade
Grenade Launcher	90	**	**	200 ft.	40 ft.	12 lb.	4	Varies	Large Ballistic Ranged
Grenade, Frag	20	6d6	-	10 ft./5 ft.	-	1 lb.	4	Piercing/Flame	Tiny Ballistic Grenade
Hollow-point Ammo	x10	+1d6	+1	-	-	x1	5	-	Tiny Ballistic Ammo
Howzer	600	5d10	17-20/x3	600 ft.	60 ft.	80 lb.	4	Piercing	Large Ballistic Ranged
Hvy Machine Gun	120	2d10	19-20/x3	300 ft.	40 ft.	25 lb.	4	Piercing	Large Ballistic Ranged
Hvy Trank Gun	100	3d6***	x2	100 ft.	40 ft.	16 lb.	4	Piercing	Large Ballistic Ranged
Knife	1	1d4	19-20/x2	10 ft.	30 ft.	1 lb.	1	Piercing	Tiny Manual Melee
Laser Lance	40	2d8	x3	-	-	3 lb.	7	Piercing	Mdm. High Tech Melee
Laser Pistol	170	2d10	x2	250 ft.	10 ft.	2 lb.	7	Special	Mdm. High Tech Ranged
Laser Prod **	10	1d6	x2	-	-	1 lb.	7	Special	Mdm. High Tech Melee
Laser Rifle	350	3d10	x2	400 ft.	10 ft.	7 lb.	7	Special	Large High Tech Ranged
Laser Sniper Rifle	500	3d8	19-20, x3	500	250	10 lb.	8	Special	Large High Tech Ranged
Laser Sword	50	2d8	19-20/x2	-	-	2 lb.	7	Slashing	Mdm. High Tech Melee
Lasso	3	**	**	10 ft.	-	5 lb.	2	**	Tiny Manual Melee
Monofilament Blade	250	3d12	x3	-	-	1 lb.	11	Slashing	Small Alien Melee
Musket	15	1d8	x2	100 ft.	40 ft.	8 lb.	3	Piercing	Large Ballistic Ranged
Mutiny Gun	75	1d10	18-20/x3	200 ft.	60 ft.	9 lb.	5	Piercing	Mdm. Ballistic Ranged
Piledriver	450	4d12	18-20/x3	300 ft.	60 ft.	20 lb.	4	Piercing	Large Ballistic Ranged
Pistol, automatic*	35	1d10	x3	150 ft.	40 ft.	5 lb.	4	Piercing	Mdm. Ballistic Ranged
Plasma Bomb	30	3d12	x2	10 ft./30 ft.	-	1 lb.	8	Fire	Tiny High Tech Grenade
Plasma Sling	500	3d12	x2	150/40**	30 ft.	12 lb.	8	Fire	Large High Tech Ranged
Pulse Rifle	300	3d8	x2	150 ft.	10 ft.	7 lb.	7	Special	Large High Tech Ranged
Reactive Truncheon	30	**	x2	-	-	3 lb.	6	Bludgeoning	Mdm. High Tech Melee
ROGUE Rifle	250	3d6	19-20/x3	300 ft.	60 ft.	15 lb.	5	Piercing	Large Ballistic Ranged
Screamer Knife	30	2d6	x3	-	-	4 lb.	6	Slashing	Small High Tech Melee
Screamer Rifle ***	150	**	x2	20 ft.	20 ft.	35 lb.	6	Special	Large High Tech Ranged
Shotgun	25	**	x2	10 ft.	10 ft.	10 lb.	3	Piercing	Large Ballistic Ranged
Smoke Bomb	5	Smoke	-	10 ft./20 ft.	-	1 lb.	4	-	Tiny Ballistic Grenade
Stun Gun	10	2d4***	x2	-	-	2 lb.	4	Special	Small Ballistic Melee
Trank Gun	20	1d6***	x2	50 ft.	40 ft.	8 lb.	4	Piercing	Large Ballistic Ranged
Whisper Gun	100	1d12	18-20/x3	250 ft.	60 ft.	15 lb.	5	Piercing	Large Ballistic Ranged
Wide Beam Laser	200	2d10	x3	100 ft.	30 ft.	8 lb.	7	Special	Large High Tech Ranged
Winchester Rifle	40	1d12	x3	200 ft.	60 ft.	10 lb.	4	Piercing	Large Ballistic Ranged

* Can be used as melee weapon.

** See description (Core Rulebook, pages 49-54; *Cretasus Adventure Guide*, page 79).

*** This weapon deals subdual damage rather than normal damage.



Alphabetical Listing of *Broncosaurus Rex* Armor

Armor	Cost	Armor Bonus	Max Dex Bonus	A. Check Check Penalty	Speed (30 ft.)	Tech Level	Wt.	Category
Absorption Field	240	+4/+2**	+8	0	30 ft.	9	3 lb.	Energy Field
Bomb Suit	1,000	+8	+0	-6	20 ft.*	5	50 lb.	Heavy
Chain Shirt	100	+4	+4	-2	30 ft.	2	25 lb.	Light
Chainmail	150	+5	+2	-5	20 ft.	2	40 lb.	Medium
Flak Jacket	200	+5	+4	-2	20 ft.	4	25 lb.	Light
Hermetic Suit	20	+0	+8	0	30 ft.	5	15 lb.	Light
Hide (Standard)	15	+3	+4	-3	20 ft.	1	25 lb.	Medium
Hide - Albertosaurus/Allosaur	600	+4	+3	-2	20 ft.	1	20	Medium
Hide - Ankylosaur	900	+7	+0	-7	20 ft. *	1	300 ***	Heavy
Hide - Ceratosaur	600	+4	+4	-3	20 ft.	1	30	Medium
Hide - Croc	150	+3	+5	-2	20 ft.	1	15	Medium
Hide - Stegosaur Plates	600	+5	+2	-4	20 ft. *	1	100 ***	Heavy
Hide - Tyrannosaur	2,500	+5	+4	-2	20 ft.	1	30	Medium
Kinetic Field	60	+2/+0**	+8	0	30 ft.	9	3 lb.	Energy Field
Leather	10	+2	+6	0	30 ft.	2	15 lb.	Light
Padded	5	+1	+8	0	30 ft.	2	10 lb.	Light
Powered Armor**	2,500	+9	+2/+0	-4/-6	30 ft.**	8	70 lb.	Heavy
Reactive Armor	600	+7	+2	-5	20 ft.*	6	35 lb.	Heavy
Reflective Armor	80	+6/+1**	+5	-1	20 ft.	7	10 lb.	Medium
Riot Gear	350	+6	+2	-4	20 ft.*	4	35 lb.	Heavy
Shield, energy	100	+3	-	-2	-	7	3 lb.	Shield
Shield, large steel	20	+2	-	-2	-	1	15 lb.	Shield
Shield, riot	25	+2	-	-2	-	3	5 lb.	Shield
Shield, small steel	9	+1	-	-1	-	1	6 lb.	Shield
Studded Leather	25	+3	+5	-1	30 ft.	2	20 lb.	Light
Vacuum Suit	300	+6	+0	-6	20 ft.*	5	45 lb.	Heavy
Vibrofield	1,000	+6	+8	0	30 ft.	9	3 lb.	Energy Field

* When running in heavy armor, you move only triple your speed, not quadruple.

** See description (Core Rulebook, pages 55-56; Cretasus Adventure Guide, page 79).

*** These armors are generally used only for mounts.



Alphabetical Listing of Stats for Dinosaurs and Other Prehistoric Creatures

Creature	Sz	HD	hp	Init	Spd	AC	Atk	Dmg	Reach	F/R/W	SA/SD/SQ
Albertosaurus	H	14	119	+2	30	14	Bite +15 Kick +6	3d8+9 1d6+3	15/10	12/11/8	-
Allosaurus	H	15	143	+1	40	13	Bite +17 Claws +2	3d8+11 1d4	15	13/13/7	Imp. grab
Ankylosaurus	H	16	200	-2	25	20	Club +20	4d6	15	17/7/7	Target ankles, defensive crouch, great cleave
Bactrosaurus	L	4	22	+0	30 30 sw.	10	Bite +1	1d4	5	4/4/2	Trample
Brachiosaurus	C	40	620	-4	80	2	Kick +22 Tail +20 Bite +17	8d12+18 4d10+10 2d8+10	30	25/-4/6	Trample
Camptosaurus	L	5	38	+0	30/45	11	Spike +4	1d8	5	4/3/2	Bi/quad
Ceratosaurus	H	12	102	+2	30	16	Bite +9 Claws +1	2d8+12 1d4	10	10/8/5	-
Cheirolepis	T	1/2	2	+2	10 sw.	15	Bite +4	1d6-3	0	2/4/1	-
Compsognathus	S	1	6	+4	60	17	Bite +2	1d3	5	2/6/0	-
Deinosuchus	G	14	119	+0	40 40 sw.	15	Bite +15 2 claws +12 Or tail +18	4d8+12 2d8+2 2d12+15	15	12/4/3	Imp. grab
Dimetrodon	L	5	28	-2	20	10	Bite +6	2d6	5	3/1/3	-
Dragonfly, giant	M	4	22	+2	20 60 fly	14	Bite +3	1d6+1	5	4/3/1	-
Dryosaurus	L	4	22	+3	70	13	Bite +0	1d4	5	4/7/2	-
Dunkleosteus	L	6	33	+0	60 sw.	15	Bite +6	1d8+3	5	6/5/2	Imp. grab, grind
Edaphosaurus	L	3	17	-2	20	9	Bite +1	1d4	5	1/0/0	-
Edmontosaurus	G	16	104	-1	50 40 sw.	8	Bite +9	1d8+6	10	11/9/6	Trample
Eurypterid	M	3	13	+2	10 30 sw.	14	Claws +4	1d6	5	3/2/0	Weapon finesse
Iguanodon	H	8	68	+0	40/60	11	Spike +10	2d8+4	5	9/6/4	Bi/quad
Kronosaurus	H	16	152	+1	10 60 sw.	13	Bite +26	6d8+16	10	14/11/6	Hurdle, imp. grab, swallow whole
Leptoceratops	M	2	17	+0	25	13	Bite +4	1d8+3	5	6/3/2	Fire resist 10, cold vulnerability, rage
Monoclonius	L	6	63	-1	30	14/10	Gore +7	1d10+4	5	10/4/3	Charge for 2x dmg
Ornitholestes	M	2	15	+3	60	15	Bite +4 2 claws +1	1d4+2 1d3	5	4/5/1	-
Oviraptor	M	2	15	+2	60	16	Bite +5	1d6+6	5	5/4/2	-
Pachycephalosaur	H	8	76	-1	40	11	Head butt +9	2d6 or 4d6+12	5	9/5/3	Imp. bull rush
Parasaurolophus	H	8	52	+0	40	11	Bite +1	1d6	5	8/6/4	Trample, snorkle
Pleiosaurus	M	3	23	+3	20 40 sw.	15	Bite +5	1d6+3	5	5/6/0	-
Protoceratops	M	2	19	+0	20	18/13	Bite +4	1d8+2	5	9/3/8	-
Protosuchus	S	2	13	+1	30	16	Bite +2	1d6	5	3/5/1	-
Pteranodon	H	8	44	+2	20 50 fly	12	Bite +8 Rake +5	2d8+4 1d6+2	10	7/9/4	Imp. grab
Pterodactylus	S	1	5	+3	10 70 fly	15	Bite +2	1d3	5	1/3/1	-



Alphabetical Listing of Stats for Dinosaurs and Other Prehistoric Creatures (continued)

Creature	Sz	HD	hp	Init	Spd	AC	Atk	Dmg	Reach	F/R/W	SA/SD/SQ
Quetzylcoatlus	G	13	85	+2	20 80 fly	10	Bite +9	3d8+4	15	10/10/5	Imp. grab
Small Game, Small	S	1	6	+3	40	15	Bite/claw +3	1d4	5	4/5/1	-
Small Game, Tiny	T	1/2	2	+2	20	14	Bite/claw +1	1d3-4	0	2/4/1	-
Spinosaurus	H	14	133	+1	40 20 sw.	13	Bite +15 Claws +2	3d8+7 1d4	15	13/10/6	-
Stegoceras	L	5	48	-1	30	12	Head butt +6	1d6 or 2d6+6	5	4/2/2	Imp. bull rush
Stegosaurus	H	14	133	+0	30	16	Tail +12	4d6	10	15/9/5	-
Stenonychosaurus	S	1	6	+4	40	16	Kick +1 Bite +0	1d6 1d4	5	2/6/5	Blind-fight
Styracosaurus	L	6	63	-1	20	14/10	3 gores +7	1d4+4	5	10/4/3	-
Tanystropheus	M	1	6	+1	30	13	Bite +0	1d4	10	2/3/0	Poison
Therizinosaurus	H	12	102	+0	20	11	2 claws +13	2d6+6	10	11/8/4	-
Triceratops	H	16	200	-1	30	18/11	Gore +15	2d8+7	10	17/9/6	Charge for 2x dmg, trample
Trilobite, Common	T	1/2	2	+1	20 20 sw.	13	Bite +1	1d4-4	0	2/1/0	-
Trilobite, Giant	M	3	17	-1	20 20 sw.	10	Bite +2	1d4-1	5	4/0/1	-
Trogloraptor	L	5	48	+1	40	14	2 claws +8 Bite +3	1d3+5 2d4+3	5	8/5/2	Imp. grab, disembowel
Tyrannosaurus Rex	H	18	171	+1	40	14	Bite +20	5d8+13	15	15/12/8	Imp. grab, swallow whole, roar
Velociraptor	L	4	34	+2	60	16	Rake +6 2 claws +1 Bite +1	2d6+4 1d3+2 2d4+2	10	7/6/2	-
Vulcanodon	H	14	175	-2	30	8	Bite +9	1d6+6	10	16/7/7	Trample



DCs for Working with Dinosaurs (and Other Animals)

Animal Empathy

DC to Change Attitude

Initial Attitude	New Attitude				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	Less than 20	20	25	35	50
Unfriendly	Less than 5	5	15	25	40
Indifferent	-	Less than 1	1	15	30
Friendly	-	-	Less than 1	1	20

Handle Animal

Task	Time	DC	Size	DC penalty
Handle a domestic animal	Varies	10	Large	0
"Push" a domestic animal	Varies	15	Huge	+2
Teach an animal tasks	2 months	15	Gargantuan	+4
Teach an animal unusual tasks	2 months	20	Colossal	+8
Rear a wild animal	1 year	15 + HD		
Train a wild animal	2 months	20 + HD		

Size Difference	Example for Human	Max Animals Herded
None	Medium	10
One	Large	8
Two	Huge	6
Three	Gargantuan	3
Four	Colossal	1

For each additional animal, the handler has a +2 circumstance penalty to the DC. If the animals are larger than the handler, apply the DC penalty for size once. If the animals are of mixed sizes, apply the penalty for the largest creature.

Ride

Task	DC
Guide with knees	5
Stay in saddle	5
Cover	15
Soft fall	15
Leap	15
Fast mount or dismount	20
Fight with combat-trained carnivore	6
Fight with combat-trained herbivore	8
Fight with non-combat-trained dinosaur, carnivore	10
Fight with non-combat-trained dinosaur, herbivore	12
Fighting with hungry carnivore for mount	-3
Keep hungry carnivore from eating slain enemies	10