

# Parasite Eve II: Enemy Listing

by Nemesis

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Parasite Eve II: Bestiary Listing  
{Fat-Free™ Version}  
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Version 1.00

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### Key:

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HP-- Amount of damage the enemy can take before dying (i.e., health)  
EXP- Amount of experience points an enemy will 'give' you after a fight.  
These points add your experience level, and eventually add up and level Aya up, therefore making her more potent in fights.  
BP-- Amount of BP given off by each enemy/monster.  
MP-- The amount of magic power an enemy has, and/or how much MP you can gain from that enemy after a fight.

ENEMY NAME	HP (Hit Points)	EXP (Experience Points)
Alien Creeper	200 HP	075 EXP
Alien NMC (Desert)	180 HP	034 EXP
Big NMC	350 HP	300 EXP
Small NMC	180 HP	042 EXP
Rat	018 HP	004 EXP
Moth	001 HP	002 EXP
FatBoy	280 HP	102 EXP

Blob (Green)	080 HP	012 EXP	
Blob (Red)	280 HP	016 EXP	
Blood Sucker	001 HP	008 EXP	
Blood Sucker (Night)	001 HP	008 EXP	
Brain Sucker	050 HP	012 EXP	
Skinny NMC	001 HP	006 EXP	
Rat (Desert)	018 HP	004 EXP	
Creeping NMC	450 HP	500 EXP	
Brain Sucker (Desert)	050 HP	012 EXP	
Brain Sucker (M. Mine)	400 HP	105 EXP	
Cannon FatBoy (Boss)	3000 HP	500 EXP	
Cannon FatBoy (Boss)	3000 HP	700 EXP	
Sloth NMC	120 HP	012 EXP	
Caterpillar	080 HP	006 EXP	
Bat	001 HP	005 EXP	
Alien NMC	180 HP	034 EXP	
Chaser NMC (Desert)	200 HP	075 EXP	
Chaser NMC (Desert)	200 HP	075 EXP	
Desert Alien NMC	180 HP	034 EXP	
Small NMC (Desert)	180 HP	042 EXP	
Bat (Desert)	001 HP	005 EXP	
Scorpion	068 HP	020 EXP	
Eve (Part I)	9000+ HP	1500 EXP	
Eve (Part II)	10000+ HP	5000 EXP	
FatBoy (Desert)	280 HP	152 EXP	
Fish NMC	001 HP	006 EXP	
Number 9	1600 HP	500 EXP	
Flamer (Boss)	4650 HP	2000 EXP	
Generator NMC (1st)	500 HP	200 EXP	
Generator NMC (2nd)	750 HP	400 EXP	

	Swimming NMC (N. Ark)	240 HP	070 EXP
	Green NMC	160 HP	042 EXP
	Grenade Golem	425 HP	125 EXP
	Horse NMC	180 HP	106 EXP
	Horse NMC (Neo Ark)	200 HP	075 EXP
	Large NMC (Shelter)	4000 HP	1000 EXP
	Maggot (Shelter)	160 HP	016 EXP
	Moth (Desert)	001 HP	002 EXP
	Moth (Neo Ark)	450 HP	204 EXP
	Blob (Red, Neo Ark)	280 HP	016 EXP
	Moth (Shelter)	450 HP	204 EXP
	Night Stalker	085 HP	010 EXP
	Number 9 (Desert)	1100 HP	800 EXP
	Rat (Shelter)	018 HP	004 EXP
	Scorpion (Desert)	068 HP	020 EXP
	Scorpion (Neo Ark)	068 HP	020 EXP
	Bug NMC	280 HP	015 EXP
	Snow Dead NMC	2500 HP	500 EXP
	Snow Horse NMC	500 HP	300 EXP
	Stalker (Shelter)	070 HP	015 EXP
	Swimming NMC	240 HP	070 EXP
	Sword Golem	425 HP	125 EXP
	Sword Golem (Shelter)	425 HP	125 EXP
	Double Golem	482 HP	250 EXP
	Large Golem	482 HP	250 EXP

ENEMY NAME	BP	MP (Magic Points)

Alien Creeper	050 BP	004 MP	
Alien NMC (Desert)	034 BP	003 MP	
Big NMC	200 BP	030 MP	
Small NMC	082 BP	004 MP	
Rat	022 BP	001 MP	
Moth	018 BP	001 MP	
FatBoy	102 BP	005 MP	
Blob (Green)	028 BP	008 MP	
Blob (Red)	050 BP	030 MP	
Blood Sucker	042 BP	003 MP	
Blood Sucker (Night)	001 BP	002 MP	
Brain Sucker	036 BP	002 MP	
Skinny NMC	022 BP	001 MP	
Rat (Desert)	022 BP	001 MP	
Creeping NMC	450 BP	030 MP	
Brain Sucker (Desert)	036 BP	002 MP	
Brain Sucker (M. Mine)	400 BP	008 MP	
Cannon FatBoy (Boss)	200 BP	100 MP	
Cannon FatBoy (Boss)	200 BP	100 MP	
Sloth NMC	120 BP	001 MP	
Caterpillar	028 BP	001 MP	
Bat	022 BP	001 MP	
Alien NMC	082 BP	003 MP	
Chaser NMC (Desert)	050 BP	004 MP	
Desert Alien NMC	082 BP	003 MP	
Small NMC (Desert)	082 BP	004 MP	
Bat (Desert)	022 BP	001 MP	
Scorpion	008 BP	001 MP	
Eve (Part I)	6500 BP	200 MP	
Eve (Part II)	10000 BP	100 MP	

FatBoy (Desert)	050 BP	005 MP	
Fish NMC	036 BP	001 MP	
Number 9	800 BP	050 MP	
Flamer (Boss)	1000 BP	100 MP	
Generator NMC (1st)	500 BP	100 MP	
Generator NMC (2nd)	750 BP	100 MP	
Swimming NMC (N. Ark)	240 BP	003 MP	
Green NMC	160 BP	004 MP	
Grenade Golem	100 BP	005 MP	
Horse NMC	082 BP	004 MP	
Horse NMC (Neo Ark)	050 BP	004 MP	
Large NMC (Shelter)	500 BP	015 MP	
Maggot (Shelter)	160 BP	001 MP	
Moth (Desert)	022 BP	001 MP	
Moth (Neo Ark)	450 BP	001 MP	
Blob (Red, Neo Ark)	050 BP	030 MP	
Moth (Shelter)	450 BP	001 MP	
Night Stalker	085 BP	005 MP	
Number 9 (Desert)	300 BP	050 MP	
Rat (Shelter)	022 BP	001 MP	
Scorpion (Desert)	008 BP	001 MP	
Scorpion (Neo Ark)	008 BP	001 MP	
Bug NMC	050 BP	001 MP	
Snow Dead NMC	300 BP	030 MP	
Snow Horse NMC	500 BP	010 MP	
Stalker (Shelter)	070 BP	001 MP	
Swimming NMC	240 BP	003 MP	
Sword Golem	100 BP	005 MP	
Sword Golem (Shelter)	100 BP	005 MP	
Double Golem	400 BP	008 MP	

Large Golem	400 BP	008 MP	

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