

## Glow Fly

### Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 1

Length: 1"

Build: Frail

| Strength     | Dexterity  | Constitution |
|--------------|------------|--------------|
| 1   20+      | 7   14+    | 1   20+      |
| Speed        | Perception |              |
| 10   11+     | 10   11+   |              |
| Intelligence | Willpower  | Charisma     |
| 1   20+      | 1   20+    | 1   20+      |

### Combat

Defenses [0]: -4 to be Hit by missiles

Hit Points: (1)

Initiative Modifier: +0

Mana:

Tracking: 1

Animus:

Actions: 2

Base ToHit ☹: 14+

Attacks: 1

Base Spell ☺:

Interrupts: 1

| Weapons       | ToHit | Damage |
|---------------|-------|--------|
| Annoying Bite | 14+   | 1      |

### Skills

Clinging

Flight (10 hexes)

Climbing (DEX) 13+

**Luminous:** Glow Fly may create a sphere of light around it that turns night into daylight within its hex. Navigation is easy within the ring of hexes around it.

**Fleet of Wing:** Glow Fly can use a **Swift Action** to move 10 ft. per point of SPD instead of 2.5 ft.

**Slight:** You can carry about the weight of a mouse.

**Short Stride:** You suffer the Full Movement penalty of **-4 ToHit** when you Move and Attack in the same round.

## Scorpion

### Tiny Lesser Beast

Untrained | Scrapper | Untrained

Level: 1

Length: 2"

Build: Skittery

| Strength     | Dexterity  | Constitution |
|--------------|------------|--------------|
| 1   20+      | 11   11+   | 2   19+      |
| Speed        | Perception |              |
| 8   13+      | 11   11+   |              |
| Intelligence | Willpower  | Charisma     |
| 1   20+      | 2   19+    | 1   20+      |

### Combat

Defenses [0]: -4 to be Hit by missiles

Hit Points: (3)

Initiative Modifier: -2

Mana:

Tracking: 1

Animus:

Actions: 2

Base ToHit ☹: 11+

Attacks: 1

Base Spell ☺:

Interrupts: 1

| Weapons       | ToHit | Damage     |
|---------------|-------|------------|
| Venomous Tail | 11+   | 2d2 + S2D2 |

### Skills

Infravision

Stealth × 3 (DEX) 8+

**Slight:** You can carry about the weight of a mouse.

**Short Stride:** You suffer the Full Movement penalty of **-4 ToHit** when you Move and Attack in the same round.