

Magpie

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 1 Animus: 1
Length: 11" Build: Slight

Strength	Dexterity	Constitution
1 20+	8 13+	2 19+
Speed	Perception	
11 11+	13 11+	
Intelligence	Willpower	Charisma
10 11+	10 11+	13 11+

Combat

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

Hit Points: (3) Initiative Modifier: +0
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit ☹: 13+ Attacks: 1
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Peck	13+	1

Skills

Night Vision Flight (22 hexes)
Direction Sense

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.

Pygmy Rattlesnake

Tiny Lesser Beast

Untrained | Scrapper | Untrained

Level: 1 Animus: 4
Length: 3' Build: Slithery

Strength	Dexterity	Constitution
1 20+	16 9+	4 17+
Speed	Perception	
12 11+	16 9+	
Intelligence	Willpower	Charisma
3 18+	4 17+	5 16+

Combat

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

Hit Points: (5) Initiative Modifier: +0
Mana: Tracking: 3
Animus: Actions: 2
Base ToHit ☹: 9+ Attacks: 1
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Hemotoxic Bite	9+	2d2 + S2D3 + Bleed: 1

Skills

Infravision
Climbing (DEX) 8+ Stealth × 2 (DEX) 7+

Infravision: Your thermally sensitive eyes allow low-light vision. **Range:** 100 ft.

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

Hound

Small Lesser Beast

Untrained | Scrapper | Untrained

Level: 1 Animus: 5
Length: 2'6" + 1'6" tail Build: Lanky

Strength	Dexterity	Constitution
6 15+	10 11+	10 11+
Speed	Perception	
12 11+	13 11+	
Intelligence	Willpower	Charisma
10 11+	10 11+	8 13+

Combat

Defenses [1]: -1 to be Hit by missiles

Hit Points: (14) Initiative Modifier: +0
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit ☹: 11+ Attacks: 1
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Relentless Bite	11+	1d4 + Entangle

Entangle: Your ToHit acts as part of a ToHit vs. STR ☹. Each two you rolled above 11 penalizes the target's STR ☹ by 1. If the target fails, they are Entangled and subject to **Submission**. (This check may be further modified by the target's size.) To Escape, the target must use an **Interrupt** to make a DEX vs. -2 DEX ☹ or a STR vs. STR ☹.

Submission: Against an **Entangled** target, use an **Interrupt** to inflict 1d6+1 damage that bypasses DEF from Armor. Use a **Core Action** to Critical Strike requiring a 11+ ToHit ☹, to add a critical effect and inflict critical damage.

Skills

Hunting (INT) 10+ Running (STR) 14+
Swimming (STR) 14+

Scenting: You can discover your surroundings, including objects or creatures within a 100-foot radius by their identifying scent. When combined with Hunting, you can track targets with pinpoint accuracy.

Fleet of Foot: While walking, running, or sprinting, you move at twice your normal rate.

Baboon

Small Standard Beast

Untrained | Scrapper | Untrained

Level: 1 Animus: 7
Length: 3' Build: Wiry

Strength	Dexterity	Constitution
10 11+	13 11+	10 11+
Speed	Perception	
15 10+	13 11+	
Intelligence	Willpower	Charisma
10 11+	10 11+	6 15+

Combat

Defenses [0]: -1 to be Hit by missiles

Hit Points: (14) Initiative Modifier: +1
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit ☹: 11+ Attacks: 1/2
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Bite	11+	1d4
Claws	11+	1d3

Skills

Climbing (DEX) 10+