

Rune's Familiars

1

Glow Fly

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 1

Length: 1"

Gift

Heatless

Animus: 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: (3)

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

Heatless

Flight (20 hexes)

Climbing (DEX) 11+

Luminous: You 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 you.

Heatless: Your body temperature is the same as the ambient temperature. To spot you using Infravision requires a -4 PER ☹.

Slight: You can carry about the weight of a walnut.

Bat

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 1

Length: 4"

Gift

Echolocation

Animus: 1

Build: Delicate

Strength	Dexterity	Constitution
1 20+	15 10+	2 19+
Speed	Perception	
10 11+	12 11+	
Intelligence	Willpower	Charisma
2 19+	2 19+	2 19+

Combat

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

Hit Points: (3)

Initiative Modifier: +0

Mana:

Tracking: 2

Animus:

Actions: 2

Base ToHit ☹: 10+

Attacks: 1

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Bite	10+	1d2

Skills

Clinging

Flight (10 hexes)

Echolocation: You may use a **Free Action** on your turn to read the world through the reflections of sound it emits. For the duration of you turn, you can "see" regardless of light conditions, and Invisible objects and objects in motion are revealed for the duration of your turn.

On any other turn, you may use Echolocation as an **Interrupt** to actively perceive the world until your next turn.