

Anya's Called Creatures

1

Nightjar

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 5

Length: 10"

Build: Frail

Strength	Dexterity	Constitution
1 20+	8 13+	2 19+
Speed	Perception	
11 11+	13 11+	
Intelligence	Willpower	Charisma
1 20+	1 20+	6 15+

Combat

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

Hit Points: (11)

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.

Copperhead

Tiny Lesser Beast

Untrained | Scrapper | Untrained

Level: 5

Length: 3'

Build: Slithery

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

Combat

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

Hit Points: (21)

Initiative Modifier: +0

Mana:

Tracking: 3

Animus:

Actions: 2

Base ToHit ☹: 8+

Attacks: 2

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Hemotoxic Bite	8+	2d2 + S5D2

Skills

Infravision

Climbing (DEX) 6+

Stealth × 2 (DEX) 5+

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.

Wolf

Medium Standard Beast

Untrained | Fighter | Untrained

Level: 5

Length: 5'8"

Build: Tough

Strength	Dexterity	Constitution
15 10+	10 11+	13 11+
Speed	Perception	
14 11+	15 10+	
Intelligence	Willpower	Charisma
5 16+	10 11+	8 13+

Combat

Defenses [0]:

Hit Points: (43)

Initiative Modifier: +0

Mana:

Tracking: 2

Animus:

Actions: 2

Base ToHit ☹: 9+

Attacks: 2

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Relentless Bite	9+	1d6+1 + Entangle

Entangle: Your ToHit acts as part of a ToHit vs. STR ☹.

Each two you rolled above 9 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 9+ ToHit ☹, to add a critical effect and inflict critical damage.

Skills

Night Vision

Hunting (INT) 12+

Running × 2 (CON) 8+

Scenting: You passively perceive objects and creatures by their identifying scents. **Range:** 100 ft.

Fleet of Foot: When you use a **Swift Action** to Move, you may move 14 hexes (Hexes = SPD).

Brown Bear

Large Standard Beast

Untrained | Fighter | Untrained

Level: 5

Length: 8'

Build: Massive

Strength	Dexterity	Constitution
19 6+	10 11+	16 9+
Speed	Perception	
12 11+	15 10+	
Intelligence	Willpower	Charisma
16 9+	13 11+	7 14+

Combat

Defenses [1]: Natural, +1 to be Hit by missiles

Hit Points: (76)

Initiative Modifier: +0

Mana:

Tracking: 2

Animus:

Actions: 2

Base ToHit ☹: 9+

Attacks: 2/3

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Bite	9+	1d8+5
Claws	9+	1d6+5

Skills

Night Vision

Climbing (DEX) 8+

Scenting: You passively perceive objects and creatures by their identifying scent. **Range:** 100 ft.

Swimming (STR) 4+: You may use a **Swift Action** to swim **2 hexes**.

You can hold your breath and continue to act normally for 4 rounds of activity before you are Out of Breath.

Mephit

Diminutive Standard Infernal

Untrained | Fighter | Untrained

Level: 5

Length: 3'

Build: Stocky

Strength	Dexterity	Constitution
9 12+	16 9+	15 10+
Speed	Perception	
10 11+	15 10+	
Intelligence	Willpower	Charisma
8 13+	7 14+	8 13+

Combat

Defenses [0]: -2 to be Hit by missiles

Immune: Damage Type (Unholy)

Resistance: Damage Type (Ordinary)

Hit Points: (50)

Initiative Modifier: +0

Mana:

Tracking: 2

Animus:

Actions: 2

Base ToHit ☹: 7+

Attacks: 2/3

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Bite	7+	2d3
Corrosive Claws	7+	2d2 + S3D2*
* Armor must make a CON ☹ at (11+ DEF)		
Necrotic Sting	7+	1d3 + S3D3‡
‡ CON ☹ for half damage		

Skills

Infravision

Vulnerable: Damage Type (Divine)

Yeti

Large Greater Beast

Untrained | Fighter | Untrained

Level: 5

Height: 8'

Build: Massive

Strength	Dexterity	Constitution
18 7+	16 9+	18 7+
Speed	Perception	
10 11+	12 11+	
Intelligence	Willpower	Charisma
7 14+	9 12+	10 11+

Combat

Defenses [1]: Natural, +1 to be Hit by missiles

Hit Points: (88)

Initiative Modifier: +0

Mana:

Tracking: 1

Animus:

Actions: 2

Base ToHit ☹: 7+

Attacks: 2/3

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Bite	7+	1d8+4
Claws	7+	1d6+4

Entangle: Your ToHit acts as part of a ToHit vs. STR ☹.

Each two you rolled above 7 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 7+ ToHit ☹, to add a critical effect and inflict critical damage.

Skills

Infravision

Stealth × (DEX) 5+

Long Stride: Yeti ignores movement penalties to its ToHit ☹.

Natural Parry: Yeti can use an Interrupt to parry and may parry or catch missile weapons. No defensive object is required; Yeti uses his mighty paws.