

Common Brown Spider

Tiny Minor Beast

Untrained | **Fighter** | Untrained

Level: 8 **Animus:** 1
Length: 1' **Build:** Leggy

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

Combat

Defenses [0]: **Rune of Health** [B]

Hit Points: (17) Initiative Modifier: -3
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit 9: 11+ Attacks: 1
Base Spell 9: Interrupts: 1

Weapons	ToHit	Damage
Bite	11+	1

Skills

Clinging Heatless
Climbing (DEX) 7+ Stealth (DEX) 7+

Magpie

Tiny Minor Beast

Untrained | **Untrained** | Untrained

Level: 8 **Animus:** 1
Length: 11" **Build:** Slight

Strength	Dexterity	Constitution
1 20+	8 13+	2 18+
Speed	Perception	
11 11+	13 11+	
Intelligence	Willpower	Charisma
10 11+	10 11+	13 11+

Combat

Defenses [0]: -4 to be Hit by missiles, **Rune of Health** [B]

Hit Points: (19) 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: 8 Animus: 4
Length: 3' Build: Slithery

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

Combat

Defenses [0]: -4 to be Hit by missiles, **Rune of Health** [B]

Hit Points: (33) Initiative Modifier: +0
Mana: Tracking: 3
Animus: Actions: 2
Base ToHit ☹: 7+ Attacks: 2
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Hemotoxic Bite	7+	2d2 + S2D3 + Bleed: 1

Skills

Infravision
Climbing (DEX) 5+ Stealth × 2 (DEX) 4+

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.

Mountain Lion

Medium Standard Beast

Untrained | Fighter | Untrained

Level: 8 Animus: 9
Length: 5' + 2' tail Build: Wiry

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

Combat

Defenses [0]: **Rune of Health** [B]

Hit Points: (59) Initiative Modifier: +1
Mana: Tracking: 2
Animus: Actions: 2
Base ToHit ☹: 6+ Attacks: 3/4
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Relentless Bite	5+	1d6+1 + Entangle
Claws	5+	1d4+1

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

Each two you rolled above 5 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 5+ ToHit ☹, to add a critical effect and inflict critical damage.

Skills

Night Vision
Stealth × 2 (DEX) 5+ Climbing × 2 (DEX) 6+

Leaping: You may, for a...

Free Action, jump 15 ft. horizontally or 7 ft. vertically
Swift Action, jump 30 ft. horizontally or 15 ft. vertically

Crocodile

Large Greater Beast

Untrained | **Fighter** | Untrained

Level: 8 **Animus:** 13
Length: 14' **Build:** Massive

Strength	Dexterity	Constitution
19 6+	15 10+	18 6+
Speed	Perception	
16 9+	15 10+	
Intelligence	Willpower	Charisma
10 11+	10 11+	4 17+

Combat

Defenses [0]: +1 to be Hit by missiles, **Rune of Health** [8]

Hit Points: (114) Initiative Modifier: +0
Mana: Tracking: 2
Animus: Actions: 2
Base ToHit ☹: 6+ Attacks: 3
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Relentless Bite	6+	2d8+5 + Stun + Entangle
Tail Slap	6+	1d8+5 + Knock Down

Entangle: Your ToHit acts as part of a ToHit vs. STR ☹. Each two you rolled above 6 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+5 damage that bypasses DEF from Armor. Use a **Core Action** to Critical Strike requiring a 6+ ToHit ☹, to add a critical effect and inflict critical damage.

Skills

Night Vision

Full Swimming (STR) 3+: You may use a **Swift Action** to swim 11 hexes. You can hold your breath and continue to act normally for twice as long as a skilled swimmer (**8 Turns**).

Dire Bear

Large Greater Beast

Untrained | **Fighter** | Untrained

Level: 8 **Animus:** 14
Length: 12' **Build:** Massive

Strength	Dexterity	Constitution
21 4+	11 11+	19 5+
Speed	Perception	
10 11+	14 11+	
Intelligence	Willpower	Charisma
10 11+	10 11+	7 14+

Combat

Defenses [0]: +1 to be Hit by missiles, **Rune of Health** [8]

Hit Points: (139) Initiative Modifier: +0
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit ☹: 6+ Attacks: 3/4
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Bite	7+	1d8+7
Claws	7+	1d6+7
Trample	7+	2d8+7 + Knockdown
Terrifying Maul	7+	2d8+7 + Bleed: 1

Skills

Night Vision
Climbing (DEX) 7+ Running (STR) 3+
Swimming (STR) 3+

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