

Glow Fly

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 8

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: (17)

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) 10+

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: 8

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: (17)

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.

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

Badger

Diminutive Lesser Beast

Untrained | **Fighter** | Untrained

Level: 5

Length: 32"

Gift

+1 PER

Animus: 5

Build: Broad

Strength	Dexterity	Constitution
5 16+	11 11+	7 14+
Speed	Perception	
8 13+	15 10+	
Intelligence	Willpower	Charisma
3 18+	12 11+	6 15+

Combat

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

Hit Points: (55)

Mana:

Animus:

Base ToHit ☹: 7+

Base Spell ☹:

Initiative Modifier: -2

Tracking: 2

Actions: 2

Attacks: 3/4

Interrupts: 1

Weapons	ToHit	Damage
Bite	7+	1d3
Claws	7+	3d2

Skills

Burrowing: Using a **Swift Action**, you may dig through earth at a rate of 6 inches ft. per point of STR. The actual distance moved in a round may vary due to the consistency of the earth such as loamy, packed, sodden, dry, impassible stone, collapsing sand, etcetera. Ask your GM.

War Hound

Medium Lesser Beast

Untrained | **Fighter** | Untrained

Level: 5

Length: 4'5"

Gift

Fleet of Foot

Animus: 7

Build: Sturdy

Strength	Dexterity	Constitution
6 15+	10 11+	10 11+
Speed	Perception	
12 11+	13 11+	
Intelligence	Willpower	Charisma
5 16+	8 13+	8 13+

Combat

Defenses [0]:

Hit Points: (40)

Mana:

Animus:

Base ToHit ☹: 7+

Base Spell ☹:

Initiative Modifier: +0

Tracking: 1

Actions: 2

Attacks: 3

Interrupts: 1

Weapons	ToHit	Damage
Relentless Bite	5+	1d6+2 + Entangle

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 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

Hunting (INT) 11+

Running (CON) 7+

Swimming (STR) 11+

Weapon Specialization: NW Body (+2 ToHit, +2 Dam.)

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 12 hexes (Hexes = SPD).

White Cat

Gift

Large Standard Emphyrean

Immunities

Untrained | Fighter | Untrained

Level: 8

Animus: 13

Length: 8' + 4' tail

Build: Athletic

Strength	Dexterity	Constitution
15 10+	15 10+	8 13+
Speed	Perception	
15 10+	17 8+	
Intelligence	Willpower	Charisma
8 13+	9 12+	9 12+

Combat

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

Hit Points: (88)

Initiative Modifier: +1

Mana:

Tracking: 4

Animus:

Actions: 2

Base ToHit ☹: 8+

Attacks: 3/4

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Monstrous Bite ⚡	8+	1d8+1 + Entangle
Monstrous Claws ⚡	6+	1d6+1
⚡ Damage from these weapons bypasses DEF from armor.		

Skills

Climbing (DEX) 6+

Running (STR) 6+

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.

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

Immune: Impaired Movement

Immune: Illusion & Mind Control

Sensitivity: Moderate [1d4] (Cursed Ground)

Grizzly Bear

Gift

Large Greater Beast

Natural Armor

Untrained | Fighter | Untrained

Level: 8

Animus: 10

Length: 7'5"

Build: Hulking

Strength	Dexterity	Constitution
19 6+	10 11+	16 9+
Speed	Perception	
12 11+	15 10+	
Intelligence	Willpower	Charisma
5 16+	11 11+	7 14+

Combat

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

Hit Points: (112)

Initiative Modifier: +0

Mana:

Tracking: 2

Animus:

Actions: 2

Base ToHit ☹: 7+

Attacks: 2/3

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Bite	7+	1d8+5
Claws	7+	1d6+5

Skills

Night Vision

Climbing (DEX) 7+

Running (STR) 3+

Swimming (STR) 3+

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

Stout: The maximum weight you may lift without a STR ☹ is doubled and you Carrying Capacity is doubled, additionally, your Rider Size is increased by one Size step.

Storm Troll

Gift

Huge Greater Monster

Regeneration

Untrained | Fighter | Untrained

Level: 8

Animus: 22

Length: 15'

Build: Hulking

Strength	Dexterity	Constitution
18 7+	13 11+	19 6+
Speed	Perception	
15 10+	15 10+	
Intelligence	Willpower	Charisma
9 12+	11 11+	12 11+

Combat

Defenses [3]: Natural Armor, +2 to be Hit by missiles,
Resistance: Damage Type (Water)
Vulnerable: Damage Type (Fire)

Hit Points: (155)

Initiative Modifier: +1

Mana:

Tracking: 2

Animus:

Actions: 2

Base ToHit ☺: 7+

Attacks: 3/4/1

Base Spell ☺:

Interrupts: 1

Weapons	ToHit	Damage
Bite	7+	1d10+4
Razor Talons	7+	1d8+4 + Bleed: 2
Storm Breath ⚡!!	110 ft. Ray	1d10 → 8d10

⚡ Damage is **Type: Air & Electricity** and is also inflicted to anyone in contact with the target. Metallic armor offers half DEF, rounded down.

!! Declare before attacking. **In lieu of all other attacks** inflict up to 8d10. After being used this way, it must recharge. If it is **not recharged** it inflicts 1d10 damage. If only partially recharged, it inflicts the reduced amount of damage. **Roll a d6.**

Die Roll	Damage Dice Recharged
1	None
2	None
3	¼ Level ☺
4	½ Level ☺
5	¾ Level ☺
6	All

Skills

Speak: Troll

Flight (15 hexes)

Survival (INT) 8+

Swimming (STR) 3+

Sensitivity: Intense [1d6] (Sunlight)