

Crow

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 3

Length: 11"

Build: Frail

Strength	Dexterity	Constitution
1 20+	9 12+	3 18+
Speed	Perception	
10 11+	10 11+	
Intelligence	Willpower	Charisma
5 16+	4 17+	6 15+

Combat

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

Hit Points: (7) Initiative Modifier: +0
 Mana: Tracking: 1
 Animus: Actions: 2
 Base ToHit ☹: 12+ Attacks: 1
 Base Spell ☺: Interrupts: 1

Weapons	ToHit	Damage
Peck	12+	1d2

Skills

Direction Sense Flight (20 hexes)

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

Jackrabbit

Tiny Lesser Beast

Untrained | Untrained | Untrained

Level: 3

Length: 2'

Build: Lean

Strength	Dexterity	Constitution
1 20+	12 11+	4 17+
Speed	Perception	
16 9+	15 10+	
Intelligence	Willpower	Charisma
3 18+	3 18+	6 15+

Combat

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

Hit Points: (7) Initiative Modifier: +0
 Mana: Tracking: 2
 Animus: Actions: 2
 Base ToHit ☹: 11+ Attacks: 1
 Base Spell ☺: Interrupts: 1

Weapons	ToHit	Damage
Kick	11+	1

Skills

Running (CON) 15+

Leaping: You may, for a...

Free Action, jump 1 ft. horizontally or 1/2 ft. vertically

Swift Action, jump 2 ft. horizontally or 1 ft. vertically

Fleet of Foot: When you use a **Swift Action** to Move, you may move 16 hexes (Hexes = SPD).

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

Badger

Diminutive Lesser Beast

Untrained | **Fighter** | Untrained

Level: 3

Length: 3'

Build: Compact

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: (25) Initiative Modifier: -2
 Mana: Tracking: 2
 Animus: Actions: 2
 Base ToHit ☑: 10+ Attacks: 1/2
 Base Spell ☑: Interrupts: 1

Weapons	ToHit	Damage
Bite	10+	1d3
Claws	10+	3d2

Skills

Burrowing: You can dig through earth as a mode of transportation, using a **Swift Action** to move 0.5 ft. per point of SPD. (2.5 ft.) The actual distance moved in a round may vary due to the conditions of earth.

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

Mountain Lion

Medium Standard Beast

Untrained | **Fighter** | Untrained

Level: 3

Length: 6'

Build: Wiry

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

Combat

Defenses [0]:

Hit Points: (29) Initiative Modifier: +1
 Mana: Tracking: 2
 Animus: Actions: 2
 Base ToHit ☑: 9+ Attacks: 1/2
 Base Spell ☑: Interrupts: 1

Weapons	ToHit	Damage
Bite	9+	1d6+1 + Entangle
Claws	9+	1d4+1

Entangle: Your ToHit acts as its 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
 Climbing × 2 (DEX) 7+ Stealth × 2 (DEX) 7+
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