

Ebner's Shapeshift Forms

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Mouse

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 4 Animus: 1
Length: 2" Build: Slight

Strength	Dexterity	Constitution
1 20+	9 12+	3 18+
Speed	Perception	
10 11+	13 11+	
Intelligence	Willpower	Charisma
16 9+	13 11+	1 20+

Combat

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

Hit Points: (11) Initiative Modifier: +0
Mana: Tracking: 1
Animus: Actions: 2
Base ToHit ☹: 12+ Attacks: 1
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Bite	12+	1d2

Skills

Night Vision
Climbing (DEX) 10+ Stealth (DEX) 10+

Fleet of Foot: When you use a **Swift Action** to Move, you may move 10 hexes (Hexes × SPD).

Leaping: You may, for a...

Free Action, jump 1 ft. horizontally or ½ ft. vertically

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

Slight: You can carry about the weight of an acorn.

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

Great Horned Owl

Diminutive Lesser Beast

Untrained | Scrapper | Untrained

Level: 4 Animus: 4
Length: 25" Build: Agile Yet Puffy

Strength	Dexterity	Constitution
3 18+	15 10+	4 17+
Speed	Perception	
13 11+	15 10+	
Intelligence	Willpower	Charisma
16 9+	13 11+	4 17+

Combat

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

Hit Points: (17) Initiative Modifier: +0
Mana: Tracking: 2
Animus: Actions: 2
Base ToHit ☹: 9+ Attacks: 1/2
Base Spell ☹: Interrupts: 1

Weapons	ToHit	Damage
Bite	9+	1d3
Hooked Talons	9+	2d2 + Entangle

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 1d4 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 Flight (13 Hexes)

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

Wolf

Medium Standar Beast

Untrained | **Fighter** | Untrained

Level: 4 **Animus:** 8
Length: 6" **Build:** Lanky

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

Combat

Defenses [0]:

Hit Points: (37) Initiative Modifier: +0
 Mana: Tracking: 2
 Animus: Actions: 2
 Base ToHit ☹: 9+ Attacks: 2
 Base Spell ☹: Interrupts: 1

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

Entangle: Your ToHit acts as your 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 a **Core Action** to inflict 1d6+1 damage that bypasses DEF from Armor. As a Critical Strike requiring a 9+ ToHit ☹, you may add a critical effect and inflict critical damage.

Skills

Night Vision
 Hunting (INT) 3+ Running × 2 (CON) 8+

Scenting: You passively perceive objects and creatures by their identifying scent. **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 | **Scrapper** | Untrained

Level: 4 **Animus:** 9
Length: 8" **Build:** Imposing

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: (64) 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) 9+

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.