

Dollhouse Golem

Tiny Minor Construct

Untrained | Scrapper | Untrained

Level: 3

Length: 10"

Build: Frail

Strength	Dexterity	Constitution
3 18+	10 11+	4 17+
Speed	Perception	
10 11+	7 14+	
Intelligence	Willpower	Charisma
3 18+	3 18+	8 13+

Combat

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

Immune: Damage Type: Toxic & Bleeding

Hit Points: (13)

Initiative Modifier: +0

Mana:

Tracking: 1

Animus:

Actions: 2

Base ToHit ☹: 10+

Attacks: 1

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Slap	10+	1

Skills

Climbing (DEX) 9+

Running (CON) 15+

Immune: Asphyxiation, Starvation & Dehydration, Unconsciousness & Stun

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

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

Vampire Bat

Tiny Minor Beast

Untrained | Untrained | Untrained

Level: 3

Length: 1'

Build: Light

Strength	Dexterity	Constitution
1 20+	11 11+	2 19+
Speed	Perception	
12 11+	12 11+	
Intelligence	Willpower	Charisma
2 19+	2 19+	4 17+

Combat

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

Hit Points: (7)

Initiative Modifier: +0

Mana:

Tracking: 1

Animus:

Actions: 2

Base ToHit ☹: 11+

Attacks: 1

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Hemorrhagic Bite	11+	3d2 + Bleed: 1

Skills

Flight (12 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 tiny piece of fruit.

Lesser Imp

Tiny Minor Infernal

Untrained | Untrained | Apprentice

Level: 3

Length: 1'5"

Build: Slight

Strength	Dexterity	Constitution
1 20+	5 16+	1 20+
Speed	Perception	
5 16+	10 11+	
Intelligence	Willpower	Charisma
5 16+	5 16+	3 18+

Combat

Defenses [0]: -4 to be Hit by missiles,
 Immune: Damage Types: Unholy
 Resistance: Damage Type: Ordinary
 Vulnerable: Damage Type: Divine, Water

Hit Points: (7)

Initiative Modifier: -5

Mana:

Tracking: 1

Animus:

Actions: 2

Base ToHit ☹: 16+

Attacks: 1/2

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Tail	10+	1d2
Claws	10+	1

Skills

Infravision

Speak: Infernal, Tradespeake

Lesser Divination: You can distinguish between truth and lies and tell if something is magical unless its magical properties are hidden.

Once per day, you can use a **Sole Action** to truthfully answer 3 yes-or-no questions about any subject.

Slight: You can carry about the weight of a gold coin.

Lesser Ghast

Medium Standard Undead

Untrained | Scrapper | Untrained

Level: 3

Length: 6'

Build: Corrupted

Strength	Dexterity	Constitution
15 10+	10 11+	8 13+
Speed	Perception	
9 12+	9 12+	
Intelligence	Willpower	Charisma
5 16+	6 15+	4 17+

Combat

Defenses [0]:
 Immune: Damage Types: Toxic & Bleeding
 Vulnerable: Damage Types: Divine, Fire

Hit Points: (14)

Initiative Modifier: -1

Mana:

Tracking: 1

Animus:

Actions: 2

Base ToHit ☹: 10+

Attacks: 1/2

Base Spell ☹:

Interrupts: 1

Weapons	ToHit	Damage
Bite	10+	1d2
Venomous Claws	10+	1d4 + S2D5

Skills

Infravision

Heatless

Swimming (STR) 8+

Immune: Asphyxiation

Immune: Incapacitation

Immune: Unconsciousness & Stun