

Creature Codex

The Creature Codex provides a very bare bones look at a variety of monsters—examples from the Roden, Spider, Troll and Wolf chapters, very mundane farm animals, Don's exotic critters, to imps and seraphim. No descriptions, no illustrations, no nonsense. Just numbers and traits. The exact details are up to you, we did the hard work so you can get these monsters into play quickly and effectively.



Chris' Creations

Grey Gremlin

Concept— Version of mischievous little tinkers

Hook— A gremlin has an obsessive curiosity and a natural talent for dismantling anything that catches one's eye. A single visit can reduce a man's house to complete ruin; tales and warnings of gremlin encounters are passed on for generations. Attracted to the wonders of civilization, one may slink into town looking for anything new and interesting. Inventors and collectors must be wary of their possessions, for an unguarded treasure can fall prey to their destructive touch.

Though they have no understanding of laws or rights, gremlins are not inherently violent. However, they are fully aware of the aggravations they cause. As such, they are always on guard for an attack and will use whatever may be in hand as a weapon. Whether to hit and run or stay and fight is entirely up to the creature's assessment of the danger and the potency of his current obsession.

Most often the gremlin wanders alone. On the rare occasion when he can be found in the company of his own kind, the potential for destruction grows exponentially, as the never-ending contest

to out-perform consumes all in the group. Eventually one will shine through as chaos king or queen and the others will wander off in exhaustion.

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	G4	B6	B4	B3	B4	B4	B5	B8	B5

Paces Per Volley: walk 1p, jog 2p, sprint 4p. Hesitation: 6 actions

PTGS: Su: B2 Li: B4 Mi: B5 Se: B6 Tr: B7 Mo: B8

Traits— Small Stature, Grey (Skin, hair, nails, whole eyes...everything), Pointed Ears, Slanted Eyes, Six-Fingered, Six-Toed, Thin, Frail, Quiet, Obsessed, Curious, Mischievous, Competitive, Sensitive Eyes (bright light), Entropic, Mr. Lee!

Skills—Tinkering B5, Mending B5, Throwing B5, Brawling B3, Stealth B4, Sleight of Hand B4, Persuasion B2, Chiding B5, Stuff-wise G6

IMS— Bare-fisted B2, B4, B6

Beliefs— If it's built properly, it won't break. This shouldn't take too long to figure out. Order is not a natural state.

Instincts— Celebrate the accident. Throw something when surprised. Don't ever claim responsibility.

Calydon

Concept— Rampaging boar-headed war god

Hook— Recently awakened from a coma-inducing spell and freed from his prison beneath a mountain, Calydon finds himself in a world changed by the passing of ages. Lush valleys and clean streams have replaced the wind burned and bloody plains of the battlefield he once knew. Only the mountains, heaved up into position by the clashing of his siblings and cousins seem familiar. The people of this time are at peace; Calydon the war-boar is not.

Freed from his prison, he beseeched his brothers and sisters to come and take him home to the Great Hall of the Gods of War. His pleas went unanswered. Frustrated and melancholy, Calydon arrived at the only conclusion his warmongering sensibilities allow. He is to make battle on this tranquil land until it's champions arrive and destroy him on the field of battle, thereby ensuring his invitation back into the Great Hall. He pities the innocent creatures that must take the brunt of his wrath, but surely there are worthy warriors and generals among them. His rampage begins tonight.

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B3	B4	B4	G8	G8	B6	B3	G14	G5

Paces Per Volley: walk 1p, jog 2p, sprint 6p. Hesitation: 7 actions

PTGS: Su: B8 Li: B16 Mi: C11 Se: C12 Tr: C13 Mo: C14

Traits— Massive Stature, Hands of Stone, Boar-Headed, Blunt Tusks, Cloven Feet and Hands, Keen smell, Blurry vision (+1 Ob to sight-only Perception tests), Coarse Hair, Heavy, Numb, Melancholy, Gullible, Believer, Ingrown Armor, Semi-Quadruped, Galloping Sprint (Calydon's locomotion rating is W 1x, J 2x, S 5x. He walks and jogs like a man, but sprints on all fours like a boar).

Skills— Brawling B7, Club B5, Armor Training, Formation Training, Command B3, Tactics B4, Intimidation B4, Meditation B3, Conspicuous B2

IMS— Iron-shod Hooves G4, G8, G12, VA 1, Fast

Armor/Natural Defenses— Plated chain (Calydon's thick iron armor has been on his body so long that his skin has grown over it in several areas. It cannot be removed. +2 Ob Agility tests to handle anything smaller than a human head.)



Beliefs— Only by the expenditure of all my terrible might in bloody combat will I regain the favor of my family and be allowed to rejoin them in the Great Hall. I have rested enough for a hundred lifetimes. None can withstand my charge.

Instincts— Assess the battlefield for viable tactics. Keep moving.

Dæmonim

Lesser Dæmon

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G3	G5	G4	G4	G4	G4	G4	G4	G10	G4

Paces Per Volley: walk 2p, jog 4p, sprint 6p. Hesitation: 5 actions

PTGS: Su: B4 Li: B8 Mi: C7 Se: C8 Tr: C9 Mo: C10

Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Dæmon's Skin, Ironhide, Claws, The Tongue, Gift of Babel, Misshapen, Doppelganger, Resistant to Fire, Spirit Nature, Winged, Aura of Fear

Skills—Brawling G5, Stealth G5, Bargaining G7, Persuasion G5, Inconspicuous G5, Conspicuous G5, Etiquette G5, Falsehood G5, Aura Reading G6

IMS—Claws, +2 Power: I B4, M B8, S B12, Fast, VA 2

Instincts—Always use The Tongue. Always appear as another. Always offer to be bound in chains as a show of good faith.

Beliefs—We are righteous; dissent is no crime. We will be avenged. Men are fools, and are to be used.

Dæmon (see his entry in the Illustrated Bestiary)

Greater Dæmon

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G6	G7	G6	G6	G8	G8	G7	G6	G16	G10

Paces Per Volley: walk 4p, jog 6p, sprint 10p. Hesitation: 2 actions

PTGS: Su: B8 Li: B16 Mi: C13 Se: C14 Tr: C15 Mo: C16

Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Dæmon's Skin, Ironhide, Claws, The Tongue, Gift of Babel, Misshapen, Doppelganger, Spirit Nature, Gigantic Stature, Winged, Horrific Aura, Resistant to Fire, Hands of Stone, Brass-skin, Devastator

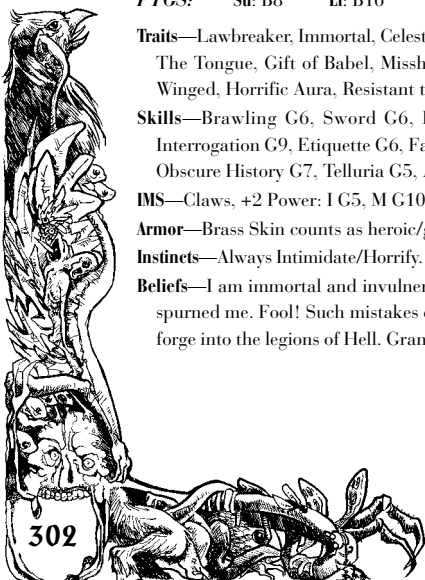
Skills—Brawling G6, Sword G6, Bargaining G9, Conspicuous G9, Intimidation G9, Interrogation G9, Etiquette G6, Falsehood G7, Symbology G6, Demonology G7, Ancient/Obscure History G7, Telluria G5, Aura Reading G8

IMS—Claws, +2 Power: I G5, M G10, S G15, Fast, VA 2

Armor—Brass Skin counts as heroic/gray plated chain armor for the full body.

Instincts—Always Intimidate/Horrify. Crush the weak. Wreak havoc and corrupt the foul order.

Beliefs—I am immortal and invulnerable. I am the Creator's greatest champion and he has spurned me. Fool! Such mistakes cost dearly—many a mortal soul shall I drag down and forge into the legions of Hell. Grand shall be my army when the Day of Reckoning comes!



Don's Critters

Forsaken Serpent

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B3	B5	B4	B3	B3	B4	B4	B9	B6

Paces Per Volley: walk 4p, jog 8p, sprint 14p. Hesitation: 6 actions

PTGS: Su: B2 Li: B4 Mi: B6 Se: B7 Tr: B8 Mo: B9

Brutal Bite— Power +2. I B3, M B5, S B7. Add 2, Fast, VA 1

Armor/Natural Defenses— Plated leather equivalent on head (helmet and mask)

Skills— Crushing Bite B5, Stealthy B4, Tracking B4, Burrowing B4

Traits— Diminutive, Ophidian Body, Bony Head, Keen Smell, Burrower, Constrictor, Albino, Light Sensitive, Landlubber and Fear of Water

Beliefs— Warmth is life. Light is pain. Water is death.

Instincts— Avoid the eyes of quarry. Wound rodents to lure larger prey. Flee if Lightly wounded.

Bonepicker

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B1	B2	B5	B9	B1	B3	B2	B5	B5	B4

Paces Per Volley: walk 3p, jog 9p, sprint 12p. Hesitation: 9 actions

PTGS: Stunned: B3 Broken: B4 Squished: B5

Traits— Tiny Stature, 100 legs (Movement rates are modifies as follows: Walk x1, Jog x3, Run x4), Many-Eyed-Cyclops, Mandibles, Ground Sense, Vermin Mind, Anesthetic Spray, Squirmy, Swarm.

Skills—Scurry and Hide B5, Frenzied Devouring B4

IMS— Mandibles I B1, M B2, S B3. Add 2, VA -, Fast.

Spray— 1 pace range sticky spray that numbs nerves. Obstacle penalty = 5 minus Forte.

Swarm— This is an action that a group of bonepickers can accomplish. Damage and VA are altered on the bonepicker's attack based on the size of the swarm. Swarm attacks cannot be blocked. Diminutive (circa 20 bonepickers) Power +2, VA 1; Middling (circa 50 bonepickers) Power +4, VA 2; Massive (over 100 bonepickers) Power +6, VA 3

Beliefs—Movement beyond the nest is a threat. A slow bonepicker is a dead bonepicker.

Instincts—Spray first. Then Avoid. Then Bite.

Imps

Lesser Imp

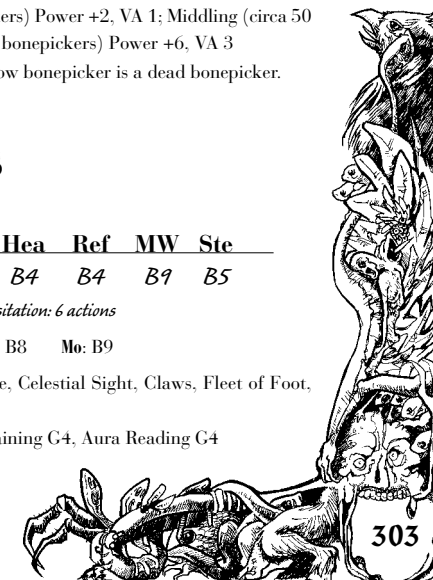
Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G2	G3	B3	B6	B3	B4	B4	B4	B9	B5

Paces Per Volley: walk 2p, jog 4p, sprint 6p. Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits—Lawbreaker, Immortal, Diminutive Stature, Celestial Sight, Claws, Fleet of Foot, Misshapen, Leathery Skin, Scheming

Skills—Clawing B4, Climbing B4, Stealth B4, Bargaining G4, Aura Reading G4



IMS—Claws, +2 Power: I B3, M B5, S B7, Fast, VA 1

Armor—Leathery Skin counts as leather armor for the full body.

Instincts—Run, Hide, Revenge.

Beliefs—“Only three more eternities before I graduate to Imp!” I don’t deserve to be treated this way. I was good person in life.

Imp

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G2	G4	B4	B5	B4	B5	B5	B4	B10	B6

Paces Per Volley: walk 1p, jog 3p, sprint 5p. Hesitation: 6 actions

PTGS: Su: B3 Li: B6 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Lawbreaker, Immortal, Diminutive Stature, Celestial Sight, Dæmon’s Skin, Claws, Misshapen, Leathery Skin, Scheming

Skills—Clawing B5, Climbing B4, Stealth B5, Bargaining G5, Aura Reading G5

IMS—Claws, +2 Power: I B3, M B6, S B9, Fast, VA 1

Armor—Leathery Skin counts as leather armor for the full body.

Instincts—Hide, Observe, Revenge.

Beliefs—Service is better than Hell. I’ll have my revenge. I really was a good person in life.

Greater Imp

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G3	G5	B4	B5	B5	B6	B5	B4	B12	B6

Paces Per Volley: walk 1p, jog 3p, sprint 5p. Hesitation: 5 actions

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits—Lawbreaker, Immortal, Diminutive Stature, Celestial Sight, Demon’s Skin, Claws, Misshapen, Leathery Skin, Tough, Scheming

Skills—Clawing B5, Climbing B4, Stealth B5, Bargaining G6, Aura Reading G6

IMS—Claws, +2 Power: I B4, M B7, S B10, Fast, VA 1

Armor—Leathery Skin counts as leather armor for the full body.

Instincts—Kill it first. Observe dangerous quarry.

Beliefs—This is better than life! I’ll have my revenge. I am more powerful than ever.

Pete’s Farm

Cat

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3(5)	B4	B5	B2	B2	B2	B4	B7	B7

Paces Per Volley: walk 1p, jog 4p, sprint 10p. Hesitation: 8 actions

PTGS: Su: B2 Li: B3 Mi: B4 Se: B5 Tr: B6 Mo: B7

Traits—Cat’s Eye, Soft-Step, Agility of the Cat, Independent, Keen Balance, Keen Smell, Keen Hearing, Loner, Small Stature

Skills—Claw/Claw/Bite B5, Stealthy B4, Hunting B4

Cow

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B2	B3	B6	B6	B4	B2	B12	B3

Paces Per Volley: walk 1p, jog 2p, sprint 3p. Hesitation: 8 actions

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits—Bovine, Cloven-feet, Horned, Dumb, Lactating, Herd-member

Skills—Foraging B4

Dog

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B4(6)	B3	B5	B3	B5	B3	B4	B9	B4

Paces Per Volley: walk 1p, jog 4p, sprint 8p. Hesitation: 8 actions

PTGS: Su: B3 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits—Loyal, Protective, Keen Smell, Keen Hearing, Trainable, Small Stature

Skills—Guarding B4, Barking Alert B4, Tracking B3(5), Biting B5, Hunting B3(5)

Farm/Work Horse

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B4	B3	B4	B7	B6	B4	B3	B12	B5

Paces Per Volley: walk 1p, jog 4p, sprint 10p. Hesitation: 7 actions

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits—Long-Limbed, Keen Hearing, Hooved, Ungulate, Docile

Skills—Pulling-Heavy-Stuff Training, Rider-Training

Mule/Donkey/Ass

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4	B3	B4	B6	B6	B4	B3	B12	B3

Paces Per Volley: walk 1p, jog 4p, sprint 10p. Hesitation: 6 actions

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits—Long-Limbed, Keen Hearing, Hooved, Ungulate, Stubborn, Bad-Temper

Skills—Pulling-Heavy-Stuff Training, Rider-Training

Ox

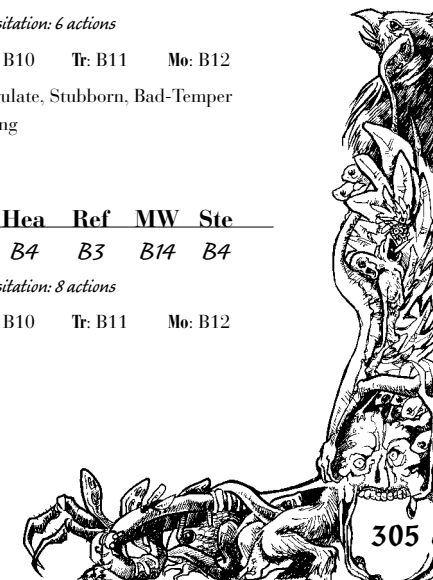
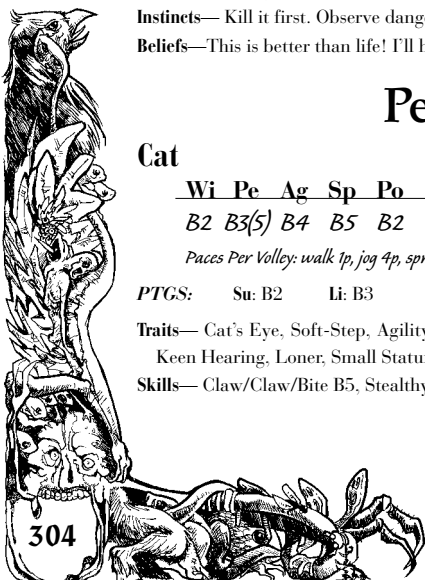
Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B3	B3	B8	B7	B4	B3	B14	B4

Paces Per Volley: walk 1p, jog 2p, sprint 3p. Hesitation: 8 actions

PTGS: Su: B4 Li: B7 Mi: B9 Se: B10 Tr: B11 Mo: B12

Traits—Bovine, Hooved, Horned, Dumb, Herbivore

Skills—Pulling-Heavy-Stuff Training



Pig

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4	B3	B3	B3	B4	B4	B3	B14	B3

Paces Per Volley: walk 1p, jog 2p, sprint 3p. Hesitation: 6 actions

PTGS: Su: B3 Li: B4 Mi: B5 Se: B6 Tr: B7 Mo: B8

Traits— Keen Smell, Glutton, Filthy, Edible, Clever, Small Stature

Skills— Foraging B4

Sheep

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B3	B4	B3	B3	B3	B3	B8	B3

Paces Per Volley: walk 1p, jog 2p, sprint 3p. Hesitation: 8 actions

PTGS: Su: B3 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits— Dumb, Edible, Woolly, Flocker, Small Stature

Skills— Foraging B4



Pete's Wild World of Discovery

Bat

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B4(6)	B3	B5	B1	B1	B2	B4	B4	B3

Paces Per Volley: walk .75p, Fly 8p, Dive 11p. Hesitation: 8 actions

PTGS: Stunned: B2 Broken: B3 Squished: B4

Traits— Tiny Stature, Echo-location, Keen Hearing, Bat-Winged, Nocturnal

Skills— Swooping B5, Insect Hunting B5

Bear

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5	B4	B5	B8	B7	B4	B4	B14	B6

Paces Per Volley: walk 1p, jog 3p, sprint 5p. Hesitation: 6 actions

PTGS: Su: B4 Li: B7 Mi: B10 Se: B12 Tr: B13 Mo: B14

Traits— Massive Stature, Tough, Omnivore, Sweet-tooth, Clawed, Keen Smell, Fanged, Loner

Skills— Savage Maul B7, Intimidation B6, Hunting B4, Foraging B6

IMS— Claws, +1 Power. I B5 M B9 S B13. Add 2, VA 1, Fast. Powerful Bite, +2 Power. I B5, M B10, S B15. Add 2, VA 1, Slow.

Bird of Prey

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3(5)	B4	B6	B2	B2	B2	B5	B7	B3

Paces Per Volley: walk .75p, Fly 13p, Dive 28p. Hesitation: 8 actions

PTGS: Su: B2 Li: B3 Mi: B4 Se: B5 Tr: B6 Mo: B7

Traits— Small Stature, Winged, Keen Sight, Taloned

Skills— Attack B5, Hunting B4, Observation Training

Cougar/Mountain Lion

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(5)	B4	B6	B6	B5	B4	B5	B11	B5

Paces Per Volley: walk 2p, jog 6p, sprint 12p. Hesitation: 6 actions

PTGS: Su: B2 Li: B3 Mi: B4 Se: B5 Tr: B6 Mo: B7

Traits— Clawed, Keen Smell, Cat's Eye, Fanged, Loner

Skills— Hunting B5, Claw/Claw/Bite B5, Stealth B6

IMS— Claws, +2 Power. I B4 M B8 S B12. Add 2, VA -, Fast.

Deer

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B4(5)	B3	B5	B4	B5	B4	B4	B10	B3

Paces Per Volley: walk 1p, jog 5p, sprint 13p. Hesitation: 7(8) actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Herd-member, Horned, Quiet, Keen Hearing, Keen Smell, Skittish, Edible

Skills— Goring B4, Foraging B4, Stealthy B4

Fox

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(5)	B5	B5	B3	B3	B3	B5	B8	B4

Paces Per Volley: walk 1p, jog 5p, sprint 11p. Hesitation: 6 actions

PTGS: Su: B2 Li: B4 Mi: B5 Se: B6 Tr: B7 Mo: B8

Traits— Small Stature, Clever, Keen Smell, Luxurious Fur, Keen Hearing

Skills— Scavenging B4, Bite B5, Stealthy B4, Hunting B3

Rabbit

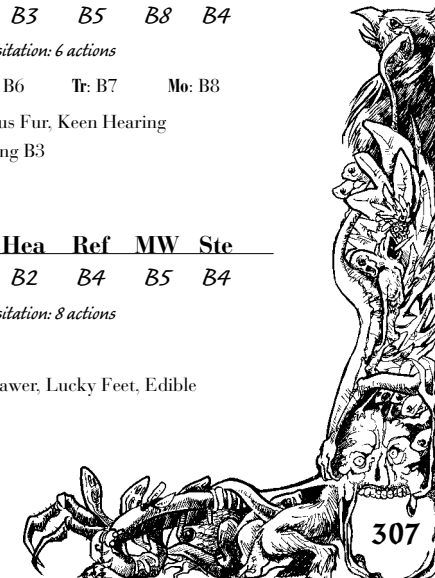
Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3(4)	B4	B5	B1	B2	B2	B4	B5	B4

Paces Per Volley: walk 1p, jog 5p, sprint 10p. Hesitation: 8 actions

PTGS: Stunned: B2 Broken: B4 Squished: B5

Traits— Tiny Stature, Keen Hearing, Big-Eared, Gnawer, Lucky Feet, Edible

Skills— Burrowing B5, Stealthy B4, Foraging B4



Snake/Adder/Viper

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B4	B6	B4	B1	B1	B2	B4	B8	B4

Paces Per Volley: walk 1p, jog 2p, sprint 4p. Hesitation: 8 actions

PTGS: Stunned: B2 Broken: B3 Squished: B4

Traits— Cold-Blooded, Heat-sensitive, Fanged, Snake Venom (1), Mr Lee!

Skills— Intimidation B4, Coiled Strike B5, Stealthy B4

Querubim

Lesser Querub

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G5	G4	G4	G5	G3	G3	G4	G4	G9	G4

Paces Per Volley: walk 3p, jog 5p, sprint 8p. Hesitation: 3 actions

PTGS: Su: B3 Li: B6 Mi: C6 Se: C7 Tr: C8 Mo: C9

Traits—Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Gift of Babel, Querubic Mantle, Graceful, Wrathful, Aura of Fear, Aura of Holiness, Four-Winged, Resistant to Fire, Spirit Unseen

Skills—Brawling C4, Conspicuous C4, Bargaining C5, Etiquette C3, Doctrine C3, Symbology C3, Telluria C2, Ancient/Obscure History C2, Aura Reading C4, Tracking C7, Orienteering C7

IMS—Lion's Claw, +2 Power: I B4, M B7, S B10

Instincts—Assess. Hover. Destroy Corruption.

Beliefs—The Light shall be the victor one day, but now is Corruption's time. I am the Will of God. I am born to serve the Light.

Querub (see his entry in the Illustrated Bestiary)

Greater Querub

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G5	G5	G4	G6	G4	G5	G5	G5	G10	G6

Paces Per Volley: walk 3p, jog 5p, sprint 8p. Hesitation: 3 actions

PTGS: Su: B5 Li: B10 Mi: C7 Se: C8 Tr: C9 Mo: C10

Traits— Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Gift of Babel, Querubic Mantle, Graceful, Wrathful, Aura of Fear, Aura of Holiness, Four Winged, Resistant to Fire, Spirit Unseen

Skills— Brawling C5, Conspicuous C6, Bargaining C7, Etiquette C5, Doctrine C5, Symbology C5, Telluria C4, Ancient/Obscure History C4, Demonology C3, Aura Reading C6, Tracking C9, Orienteering C9

IMS— Lion's Claw, +2 Power: I B5, M B9, S B13

Instincts— Assess. Hover. Destroy Corruption.

Beliefs— The Light shall be the victor one day, but now is Corruption's time. Long shall be the suffering, but eternal shall be redemption. I bring the Light.



Roden

Burglar

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5(6)	B4	B6	B4	B3	B3	B5	B9	B5

Paces Per Volley: walk 1p, jog 4p, sprint 6p. Hesitation: 6 actions

PTGS: Su: B2 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits— Aecer Likeness, Coat of Fur, Communal, Enlarged Incisors, Quick-Blooded, Tail, Larger Ears, Pack Rat, Skittish, Abused, Cool-Headed, Soft-Step, Quiet, Confident, Pouched Cheeks, Hand-Eye Coordination, and Proud.

Skills—Brawling B2, Stealthy B5, Lockpick B5, Knives B3, Climb B4, Throw B4, Knots B2, Observation Training

IMS— Bare-fisted I B2, M B4, S B6; Bite I B3, M B5, S B7. Add 2, VA -, Fast.

Resources— Clothes, Traveling Gear, Lockpicks, Knives, Coins; Contacts: Mastermind, Fence, Sneak Thief, and a Bruiser.

Beliefs—There's nothing I can't steal. A good plan is better than good luck. I am the best at what I do.

Instincts—Always Stealth when on the job. Always assess the target. Run away if surprised.

Father

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B6	B4(5)	B3	B3	B3	B6	B6	B4	B10	B5

Paces Per Volley: walk 1p, jog 4p, sprint 6p. Hesitation: 4 actions

PTGS: Su: B4 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Aecer Likeness, Coat of Fur, Communal, Enlarged Incisors, Quick-Blooded, Tail, Larger Ears, Pack Rat, Skittish, Vegetarian, Hoarder, Slow, Humble, Patient, Friendly Face, Portly, Trustworthy and Faithful

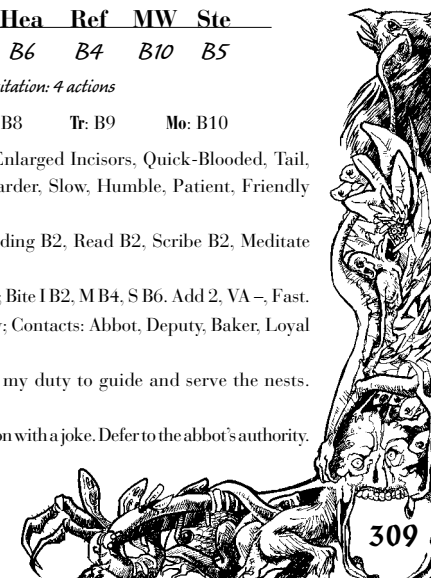
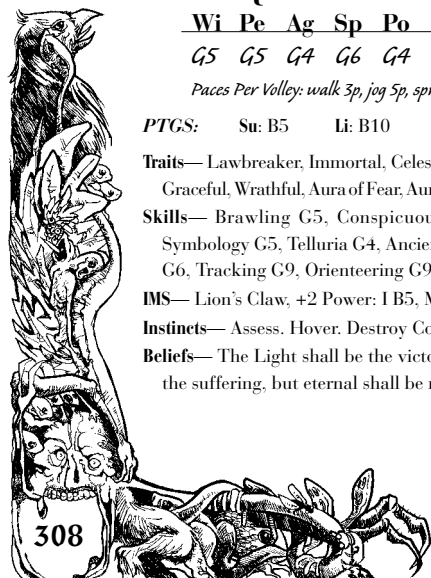
Skills—Farming B2, Doctrine B4, Suasion B5, Mending B2, Read B2, Scribe B2, Meditate B3, Oratory B5, Singing B4

IMS— Bare-fisted I B2, M B3, S B4. Add 2, VA -, Fast.; Bite I B2, M B4, S B6. Add 2, VA -, Fast.

Resources— Robes, Honey Cakes, a Cell in the Abbey; Contacts: Abbot, Deputy, Baker, Loyal Acolyte, Healer and Wife, Cousin and Uncle.

Beliefs—Aecer's balance must be maintained. It is my duty to guide and serve the nests. People respond better to a smile than a frown.

Instincts—Never throw anything away. Begin every sermon with a joke. Defer to the abbot's authority.



Seraphim

Lesser Seraph

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G5	G6	G5	G5	G5	G5	G5	G5	G11	G6

Paces Per Volley: walk 3p, jog 5p, sprint 8p. Hesitation: 3 actions

PTGS: Su: B5 Li: B10 Mi: C8 Se: C9 Tr: C10 Mo: C11

Traits— Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, Six Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills— Sword G5, Conspicuous G6, Bargaining G8, Command G5, Oratory G5, Etiquette G5, Doctrine G5, Symbology G5, Telluria G4, Ancient/Obscure History G4, Demonology G3, Aura Reading G6

Gear— Sword of Scourging Fire: This blade is a raging tongue of hungry fire. It casts Heaven's wrath upon the seraph's enemies. May cast a 7D White Fire Bolt or a 7D Rain of Fire. White Fire requires 4 syllables be spoken. Rain of Fire requires 7 syllables spoken. No spell obstacle necessary, just roll the dice and count up the successes. Also, no Tax is taken by the wielder. The sword may cast seven spells before it must return to Heaven to receive the blessing of the Creator to restore its power. Stricture: The blade causes a B7 wound to any creature touching it who is not Resistant to Fire.

IMS— Scourging Sword, +3 Power: I B4, M B8, S B12. Fast, VA 1. Spirit Blade.

Instincts— Judge. The Sword of Scourging is eternally carried in the Right hand. Burn the impure.

Beliefs— I am righteous. I will do what I must to ensure victory. Fire purifies.

Seraph

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G6	G7	G6	G6	G5	G5	G6	G6	G11	G7

Paces Per Volley: walk 4p, jog 6p, sprint 10p. Hesitation: 2 actions

PTGS: Su: B5 Li: B10 Mi: C8 Se: C9 Tr: C10 Mo: C11

Traits— Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, Six Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills— Sword G6, Conspicuous G7, Bargaining G9, Command G6, Oratory G6, Etiquette G6, Doctrine G6, Symbology G6, Telluria G5, Ancient/Obscure History G5, Demonology G4, Aura Reading G7

Gear— Sword of Righteousness. Coal of Purifying Flame. This gleaming blade shines with celestial light undimmed by tide and time. Glows with Dawn Light (Ob 8 Mage Light equivalent). Stricture: Any character who does not possess the Aura of Holiness who touches the sword, receives a +7 Ob penalty until the sword is dropped.

IMS— Sword, +3 Power, Heroic: I G4, M G8, S G12. Slow, VA 1. Spirit Blade.

Instincts— Judge. The Sword of Righteousness is eternally carried in the Left hand; the Coal Aflame is born in the Right hand. Burn the Impure.

Beliefs— I am righteous. I will do what I must to ensure victory. Souls corrupted shall be purified.

Greater Seraph

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
G7	G8	G6	G6	G6	G6	G6	G6	G11	G7

Paces Per Volley: walk 4p, jog 6p, sprint 10p. Hesitation: 1 action

PTGS: Su: B6 Li: B12 Mi: C9 Se: C10 Tr: C11 Mo: C12

Traits— Lawbreaker, Immortal, Celestial Sight, Spirit Nature, Wreathed in Flame, Gift of Babel, Poised, Graceful, Wrathful, Judge, Aura of Fear, Aura of Holiness, Massive Stature, Devastator, Hands of Stone, Six Winged, Resistant to Fire, Spirit Unseen, Silent Voice

Skills— Sword G8, Conspicuous G9, Bargaining G10, Command G7, Oratory G7, Etiquette G7, Doctrine G7, Symbology G7, Telluria G7, Ancient/Obscure History G6, Demonology G5, Aura Reading G9

Gear— Armor of God (heroic, superior-quality plated chain), Sword of Holy Vengeance. This massive blade of the purest metal shines like daylight and calls forth Heaven's wrath. Glows with Daylight (equivalent Ob 10 of Mage Light). Imbued with the might of heavenly fire: May cast a 10D White Fire Bolt or a 10D Rain of Fire. White Fire requires 5 syllables be spoken. Rain of Fire requires 8 syllables spoken. No spell obstacle necessary, just roll the dice and count up the successes. Also, no Tax is taken by the wielder. The sword may cast seven spells before it must return to Heaven to receive the blessing of the Creator to restore its power. Stricture: The blade is so large that only creatures of Massive Stature may wield it. Any creature without the Aura of Holiness who touches the blade is at a +7 Ob penalty to all actions until his hand is removed. The blade causes a B10 wound to any creature touching it who is not Resistant to Fire.

IMS— Sword, +3 Power, heroic: I G5, M G9, S G13. VA 2, Slow, Spirit Blade.

Instincts— Spare the weak, timid and pure of intent. Burn the rest. Fight in Aggressive stance.

Beliefs— Battles must be fought in order that the War be won. Foresight wins battles. Gods judge, Seraphim act.

Spiders

Young Wyrd Weaver

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B5	B4(5)	B5	B5	B3	B4	B4	B5	B9	B5

Paces Per Volley: walk 1p, jog 3p, sprint 6p. Hesitation: 5 actions

PTGS: Su: B3 Li: B5 Mi: B6 Se: B7 Tr: B8 Mo: B9

Traits— Alien, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom and Wall Crawler plus Strand Runner, Silent, Dull Fangs and Paralytic Venom.

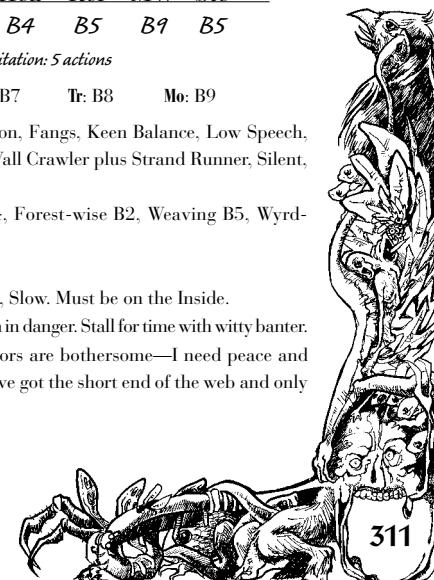
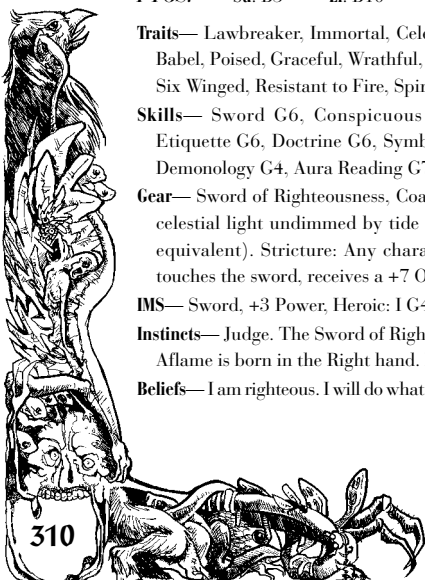
Skills— Stealthy B2, Climbing B4, Orienteering B4, Forest-wise B2, Weaving B5, Wyrd-Weaver Training.

Web-Wyrds— Wyrd Call, Wyrd Cloak.

IMS— Dull Fangs, +0 Power: I B2, M B3, S B4. VA -, Slow. Must be on the Inside.

Instincts— Drop a drag line. Weave the Wyrd Cloak when in danger. Stall for time with witty banter.

Beliefs— Nothing satisfies like a good meal. Neighbors are bothersome—I need peace and quiet to think on the mysteries of life. All my life I've got the short end of the web and only wyrd-weaving can balance the equation.



Web Stalker

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5(6)	B5	B6	B4	B4	B4	B5	B10	B5

Paces Per Volley: walk 2p, jog 4p, sprint 8p. Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Diminutive Statue, Sleek, Strand-Runner, Orb-Walker, Web-Sense, Cannibal, Deadly Venom, Short Legged

Skills— Climbing B4, Silk Sailing B3, Weaver B4, Orb-Wise B2, Tree-Wise B2, Orienteering B3, Forest-Wise B2, Cave-Wise B2, Spider-Wise B2, Web-Wise B2, Hunter-Wise B2, Mimicry B3, Inconspicuous B2

IMS— Fangs: I: B3, M: B5, S: B7, VA —, Slow, must be on the Inside

Instincts— Approach Inconspicuously. Always mimic type of spider that I am stalking. Do not speak with strangers. Drop a drag line.

Beliefs— Spiders are food. Webs are meant to be stolen. I hate kids.

Arch-Weaver

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B5	B5(7)	B5	B6	B5	B4	B4	B5	B10	B5

Paces Per Volley: walk 2p, jog 4p, sprint 8p. Hesitation: 5 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Diminutive Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Patient, Bristles, Obsidian

Skills— Climbing B4(6), Silk-Sailing B3, Weaver B5, Orb-Wise B2, Tree-Wise B2, Mate-Wise B3, Strand Ritual B4, Rearing B2, Observation Training

IMS— Fangs: I: B3, M: B6, S: B9, VA —, Slow, must be on the Inside

Instincts— Weave a web. Assess for prey and predators. Drop a drag line.

Beliefs— Long I have lived in solitude, the time has come to seek a mate.

Young Strand Hunter

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(6)	B5	B6	B4	B4	B4	B5	B10	B5

Paces Per Volley: walk 2p, jog 4p, sprint 8p. Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Middling Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Bristles, Memories of Mother, Waiting, Patience, Stillness, Rugose Flesh, Piercing Fangs

Skills— Prey-Wise B2, Snares B3, Stealthy B4, Brawling B4, Lariat B4, Luring B3

IMS— Fangs: I: B3, M: B5, S: B7, VA 1, Slow, must be on the Inside

Armor— Leather equivalent armor covering the abdomen (not head or legs)

Instincts— Always Stealth in the forest. Anchor lariats to trees. Have a lure ready. Drop a drag line.

Beliefs— Life is hard, I must be cautious to survive. Yeehaw, round up the little doggies!

Great Fisher Spider

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(5)	B4	B5	B5	B5	B5	B4	B11	B5

Paces Per Volley: walk 2p, jog 4p, sprint 8p. Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B9 Tr: B10 Mo: B11

Traits— Middling Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Coat of Fur, Salt-Burned, Mark of Fear, Bladed Tarsus, Bright Pattern

Skills— Water-Wise B2, Water Walking B4, Bubble Breather Training, Stealthy B3, Brawling B4, Swimming Training, Intimidation B3, Weather-Wise B2, Climbing B3(5), Navigation B3

IMS— Fangs: I: B3, M: B6, S: B9, VA —, Slow, must be on the Inside. Tarsus: I: B4, M: B7, S: B10, VA 1, Slow.

Instincts— Dive below at first sign of trouble.

Beliefs— The pack rules this stretch of the island. The sea is unforgiving.



Hunter-Seeker

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(6)	B6	B6	B5	B5	B5	B4	B11	B7

Paces Per Volley: walk 2p, jog 4p, sprint 8p. Hesitation: 6 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B9 Tr: B10 Mo: B11

Traits— Middling Stature, Alien, Arachnid Body, Eight-Eyed, Eight-Legged, Exoskeleton, Fangs, Keen Sense of Balance, Low Speech, Silk Spinner, Spider Sense, Virulent Venom, Wall-Crawler, Vile Language, Chitinous, Dark Sense, Strand-Runner, Orb-Walker, Single-Minded and Leaper

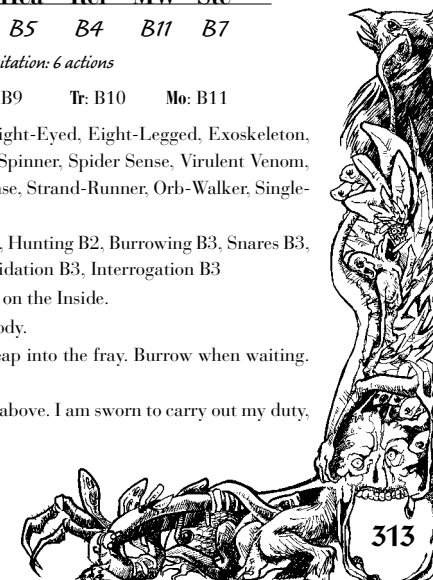
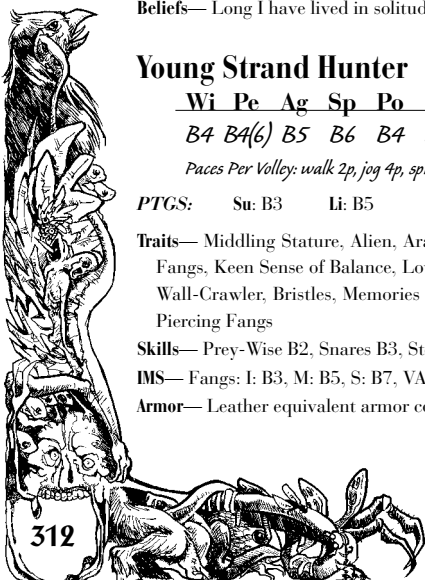
Skills— Climbing B3(5), Cave-Wise B2, Stealthy B4, Hunting B2, Burrowing B3, Snares B3, Spider-Wise B2, Tracking B4, Brawling B5, Intimidation B3, Interrogation B3

IMS— Fangs: I: B3, M: B6, S: B9, VA —, Slow, must be on the Inside.

Armor— Plated leather equivalent covering whole body.

Instincts— Toy with captured opponents or prey. Leap into the fray. Burrow when waiting. Drop a drag line.

Beliefs— I serve the Queen-Mother. As below and so above. I am sworn to carry out my duty, those who resist shall be punished.



Trolls

Cave Troll

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B4	B3	B9	B9	B6	B3	B15	B6

Paces Per Volley: walk 1p, jog 2p, sprint 3p. Hesitation: 8 actions

PTGS: Su: B5 Li: B10 Mi: B12 Se: B13 Tr: B14 Mo: B15

Traits— Clawed, Fanged, Night-Blooded, Night-Eyed, Massive Stature, Stone's Age, Tough, Voracious Carnivore, Stone Skin, Hammer Hands, Ridged Brow, Webbed Hands and Devourer.

Skills— Climbing B1, Mine-wise B1, Dwarf-wise B1, Throwing B4, Camouflage B1, Brawling B5

IMS— Bare-Fisted: I B5, M B9, S B13. VA 1, Fast. Bite: I B5, M B10, S B15. VA 2, Fast

Armor— Chain mail equivalent covering whole body

Instincts— Destroy all Dwarves. Avoid the Sun at any and all costs. Grab stuff to-throw.

Beliefs— The Sun is my enemy. Dwarves are food. Hatred shall fuel my life and eternity shall be mine.

Brute

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B2	B4	B5	B8	B7	B4	B3	B14	B8

Paces Per Volley: walk 1p, jog 3p, sprint 5p. Hesitation: 8 actions

PTGS: Su: B5 Li: B8 Mi: B11 Se: B12 Tr: B13 Mo: B14

Traits— Clawed, Fanged, Night Blooded, Night Eyed, Massive Statue, Stone's Age, Tough, Troll Skin, Voracious Carnivore, Horns, Hook Hand and Brute

Skills— Brawling B4, Forest-Wise B1, Stealthy B2, Man-Wise B1, Village-Wise B1, Intimidation B2

IMS— Bare-Fisted: I B4, M B8, S B12. VA 1, Fast. Hook Hand: I B5, M B10, S B12. VA 1, Slow. Charging Horns do damage as per bare-fisted, but add +1D to Brawl. Head butt: I B5, M B10, S B12, VA 1, Slow. On the Inside: I B5, M B9, S B13. VA 1, Fast.

Armor— Full body covered with leather armor equivalent

Instincts— Clean and sharpen Horns against rocks. Double check battlefield after combat: No one survives.

Beliefs—There is nothing to this life but brutality. Trolls are the peak of evolution (everyone else can suck my horns).

Ironshield

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B2	B3	B4	B3	B8	B8	B5	B3	B14	B7

Paces Per Volley: walk 1p, jog 2p, sprint 3p. Hesitation: 8 actions

PTGS: Su: B5 Li: B8 Mi: B11 Se: B12 Tr: B13 Mo: B14

Traits— Clawed, Fanged, Night-Blooded, Night-Eyed, Massive Stature, Stone's Age, Tough, Voracious Carnivore, Scaly Skin, Berzerker, Fangs, Earth Blood

Skills— Brawling B4, Mattock B4, Throwing B3, Shield Training.

Stuff— Rags, Black Iron Shield, and a Mattock

IMS— Bare-Fisted: I B5, M B9, S B13. VA 1, Fast. Mattock: I B6, M B12, S B16. VA 2, Slow. Shield Bash: I B5, M B10, S B15. VA 1, Slow.

Armor— Plated leather equivalent covering whole body

Instincts— Destroy utterly that which harms me. Defend and protect the Named. Obey the whip.

Beliefs— The whip is law; fear the whip, obey the whip. Hate the whip, the whip burns and shames. Orcs taste good and should be eaten, not heard.

Troll Warlord

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B3	B5	B5	B8	B8	B6	B4	B16	B8

Paces Per Volley: walk 1p, jog 3p, sprint 5p. Hesitation: 2 actions, none vs pain

PTGS: Su: B5 Li: B8 Mi: B11 Se: B12 Tr: B13 Mo: B14

Traits— Clawed, Fanged, Night Blooded, Night Eyed, Massive Statue, Stone's Age, Tough, Troll Skin, Voracious Carnivore, Mind Numbing Work, Hauling, Tasting the Lash, Insidious Strategy, Unflinching, Where There's a Whip, There's a Way, Tough as Nails, Bellowing, Wickedly Cruel, Brutal, Enemy of the Sun, Repulsive Blood, Iron Hide

Skills— Climbing B3, Dwarf-Wise B3, Brawling B4, Hammer B4, Shield Training, Torture B3, Command B5, Strategy B3, Formation Training, Rock-Wise B2

IMS— Bare-Fisted: I B4, M B8, S B12. VA 1, Fast. Hammer: I B6, M B12, S G2, VA 2, Slow. On the Inside: I B5, M B9, S B13. VA 1, Fast.

Armor— Leather equivalent covering whole body.

Natural Defenses— -1 pip to all incoming damage due to Iron Hide trait

Wolves

Young Wild Wolf Spirit Chaser

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B4(6)	B4	B6	B4	B5	B5	B5	B10	B5

Paces Per Volley: walk ?p, jog ?p, sprint ?p. Hesitation: 6 actions

PTGS: Su: B3 Li: B6 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits— Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, Wanderlust, Chosen One, Raven Friend, Rash

Skills— Pack Etiquette B2, Territory-wise B2, Brawling B5, Stealthy B5, Tracking B5, Primal Bark B3, The Way of the First Hunter B3

IMS— Crushing Jaws, +3 Power: I B4, M B7, S B10. VA 2, Fast

Instinct— Always Stealth. Assess for the Odor of Spirits and Stink of Ancient. Avoid hooves.

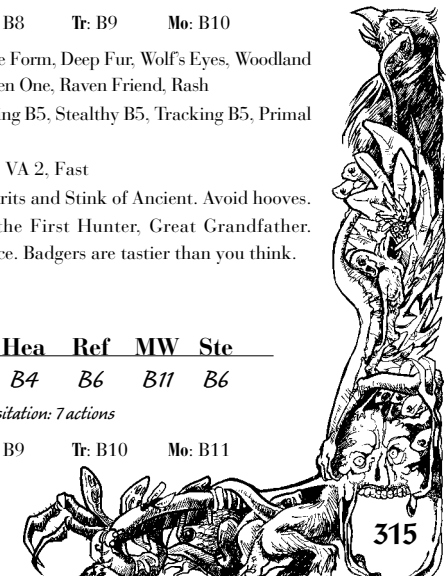
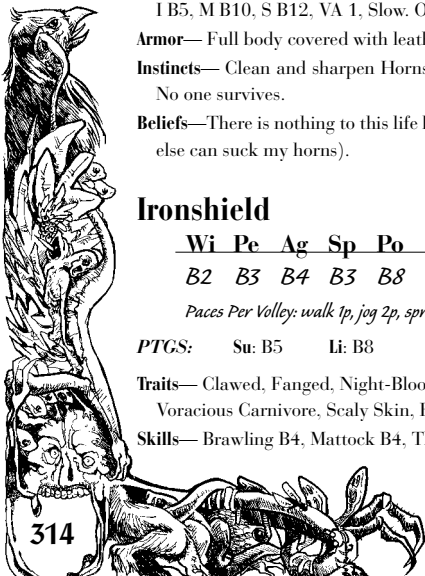
Beliefs— Chosen to serve and destined to join the First Hunter, Great Grandfather. Fell-Ancients corrupt the Wood with their presence. Badgers are tastier than you think.

Howling Beast

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B4(6)	B3	B5	B5	B5	B4	B6	B11	B6

Paces Per Volley: walk 1p, jog 4p, sprint 7p. Hesitation: 7 actions

PTGS: Su: B3 Li: B7 Mi: B8 Se: B9 Tr: B10 Mo: B11



Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Graceful, Pariah and Overbite

IMS—Crushing Jaws: I: B4, M: B8, S: B12. Fast, VA 2, Add 2

Skills—Howling B1, Pack Etiquette B1, Stealthy B5, Tracking B4(6), Intimidation B2(6), Begging B2, Savage Attack B4, Rider Training, Mounted Combat Training

Beliefs—I am a good, loyal wolf. All the other wolves hate me.

Instincts—Go for the throat. Avoid when surprised. Listen to master.

Black Destroyer

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B3	B5(7)	B4	B6	B5	B5	B4	B5	B11	B7

Paces Per Volley: walk 1p, jog 4p, sprint 7p.

Hesitation: 5/4 vs Pain actions

PTGS: Su: B3 Li: B7 Mi: B8 Se: B9 Tr: B10 Mo: B11

Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Fearless, Cold-Blooded, Brutal, Dominant, Great Cunning, Intense Hatred, and Wolverine

IMS—Crushing Jaws: I: B4 M: B8 S: B12. Fast, VA 2, Add 2

Skills—Howling B2, Pack Etiquette B3, Stealthy B6, Tracking B4(6), Intimidation B3(7), Begging B2, Savage Attack B5, Rider Training, Mounted Combat Training

Beliefs—I am loyal to my master.

Instincts—Wait for master to mount up. Obey master. Charge/Tackle then go for the throat.

Ebon Tyrant

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B4	B5(7)	B4	B5	B6	B5	B5	B5	B11	B8

Paces Per Volley: walk 1p, jog 4p, sprint 7p.

Hesitation: 6/3 vs Pain

PTGS: Su: B3 Li: B7 Mi: B8 Se: B9 Tr: B10 Mo: B11

Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, plus Vile Language, Demented, Submissive, Tasting the Lash, Deranged, Howl of Doom, Fearless, Cold-Blooded, Brutal, Dominant, Great Cunning, Intense Hatred, Fearsome Beast, and Fey Blood: Lynx-Eyed, Like Burning Coals.

IMS—Crushing Jaws: I: B5 M: B9 S: B13. VA 2, Add 2, Fast.

Skills—Howling B2, Pack Etiquette B3, Stealthy B5, Tracking B4(6), Intimidation B5(9), Begging B1, Savage Attack B5, Conspicuous B4, Command B2, Rider Training, Mounted Combat Training.

Beliefs—I am loyal to my master. I rule the pack.

Instincts—Stand alongside master. Intimidate/Command those who master Intimidates/Commands (help him). Avoid then Strike.

Aged Lone Wolf

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B6	B5(7)	B4	B4	B4	B4	B5	B5	B10	B5

Paces Per Volley: walk 1p, jog 4p, sprint 9p.

Hesitation: 4 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Crushing Jaws, Lupine Intellect, Great Lupine Form, Deep Fur, Wolf's Eyes, Woodland Ear, Wolf's Snout, Long Limbed, Submissive, Stained, Wanderlust, Tasting the Lash, Changeling Coat, Mangy Coat, Quiet, Bitter, Big-Boned, Bulbous Nose, Dreamer

IMS—Crushing Jaws: I: B4 M: B7 S: B10. VA 2, Add 2, Fast.

Skills—Pack Etiquette B4, Hunting B3, Begging B3, Cage-Wise B2, Stealthy B4, Rider Training, Foraging B3, Man-Wise B3, Scent-Wise B3, Village-Wise B4, Dog-Wise B3, Scavenging B3, Hoof-Wise B4, Intimidation B3, Brawling B3, Orc-Wise B4, Elf-Speak B3, Tracking B6(8), Trail-Wise B4, Mounted Combat, Savage Attack B2, Howling B4, Elf-Wise B3, Escape Artist B4, Forest-Wise B3, Man-Speak B3, Pack-Wise B4

Beliefs—Look after those who travel with you. I'm the oldest, but that does not mean that I'm the smartest. Elves are real friends.

Instincts—My trust is the hardest thing to earn. Look for new trails. Deeply assess other creatures.

Female Dominant

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B5	B4(6)	B4	B5	B5	B4	B4	B5	B10	B5

Paces Per Volley: walk 1p, jog 5p, sprint 11p.

Hesitation: 5 actions

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Crushing Jaws, Deep Fur, Great Lupine Form, Lupine Intellect, Long-Legged, Wolf's Eyes, Wolf's Snout, Woodland Ear, Quick-Witted, Righteous, Patient, Proud, Dominant, Submissive

Skills—Pack Etiquette B3, Stealthy B3, Hunting B3(5), Tracking B3(5), Brawling B3, Howling B3, Nursing B2, Pup-Wise B2, Begging B2, Intimidation B4, Command B4

IMS—Crushing Jaws: I: B4 M: B8 S: B12. VA 2, Add 2, Fast.

Instincts—Watch pups. Make others hunt for me.

Beliefs—Children are our future, protect them at all cost. I lead this pack.

Dire Haunt

Wi	Pe	Ag	Sp	Po	Fo	Hea	Ref	MW	Ste
B6	B6(8)	B4	B5	B4	B4	B5	B5	B10	B5

Paces Per Volley: walk 1p, jog 5p, sprint 11p.

Hesitation: 4/3 vs surprise

PTGS: Su: B3 Li: B5 Mi: B7 Se: B8 Tr: B9 Mo: B10

Traits—Crushing Jaws, Deep Fur, Great Lupine Form, Lupine Intellect, Long-Legged, Wolf's Eyes, Wolf's Snout, Woodland Ear, Submissive, Stained, Wanderlust, Scavenger, Mark of the Ancient, Keen Sense of Humour, Dog-Friend, Cool-Head

Skills—Begging B4, Pack Etiquette B3, Territory-Wise B5, Pack-Wise B3, Scavenging B5, Scent-Wise B3, Village-Wise B3, Dog-Wise B3, Nature of All Things B6, Tongue of the Ancient One B6

IMS—Crushing Jaws: I: B4 M: B7 S: B10. VA 2, Add 2, Fast.

Instincts—Do not make casual jokes; words have power. Mark my territory. Avoid dominant wolves.

Beliefs—Night is my time. I am the speaker of great mysteries.

Spells—Blue-Blooded Heart: Ob 4, 40 syll. Grey Cloak: Ob 2-4, x4 syll. Ancient Grip Ob 2-5, x4 syll.

