

The Fade Tabletop

monsters and encounters



Black Flame Studios

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Chapter 1: Feats

Feats are gained at every odd level, and grant characters an edge in combat and other scenarios.

Various different types of feats exist:

- **General:** Feats that aren't tied to combat, a character's species, or magic.
- **Combat:** Feats that affect combat; attack, damage, and/or defense.
- **Species:** Feats that require a character to be a specific species to take it.
- **Style:** Feats that represent combat styles. Only one can be active per turn unless otherwise stated.
- **Magic:** Feats that alter magic. Only one can be used per turn unless otherwise stated.

Abbreviations:

- **STR:** Strength
- **MAG:** Magic
- **END:** Endurance
- **RES:** Resistance
- **SRT:** Smart
- **AGI:** Agility
- **LUK:** Luck

Feat Layout:

Name: Feat Name (Feat Type)

Prerequisites: Feat Prerequisites (if any)

Description: The description of the feat, how it works, and if there are any special parameters which allow it to work or not.

Name: Slippery Mind (General)

Prerequisites: Smarts 4

Description: Once per encounter you can choose to make a Dodge check, but this is against an attack which targets Mental Defense. This Dodge check uses Smarts.

Name: Shake it Off (General)

Prerequisites: Endurance 4

Description: Once per encounter you can choose to make a Dodge check, but this is against an attack which targets Bodily Defense. This Dodge check uses Endurance.

Name: Rapier Wit (General)

Prerequisites: Smarts 4

Description: Use Smarts on a Persuasion check.

Name: Happen Upon (General)

Prerequisites: Luck 4

Description: Use Luck on an Awareness check.

Name: Magical Knack (General)

Prerequisites: Magic or Resistance 4

Description: Use Magic on Knowledge (Magic), Knowledge (Dark Magic), and Spellcraft checks, and gain a bonus to these skill checks equal to Resistance.

Name: Just as Planned (Combat)

Prerequisites: Smarts 4

Description: Use Smarts for Initiative.

Name: It Just So Happens... (General)

Prerequisites: Luck 4

Description: Use Luck for Initiative.

Name: Brutal Strike (Combat)

Prerequisites: Strength 6, Level 5

Description: Gain a +0k1 on Strength based attack rolls.

Name: Muscle Memory (Magic)

Prerequisites: Strength 4, Spellcasting

Description: You can use your Strength in place of Magic for the purpose of spellcasting, prerequisites, and effects which call upon Magic. **This must be selected at 1st level only.**

Name: Tough it Out (General)

Prerequisites: Endurance 4

Description: Gain your Endurance as a bonus to Defense (but not Avoid).

Name: Tirade (Combat)

Prerequisites: Persuasion is trained, Level 5

Description: As a standard action make a Persuasion (Tirade) attempt against an opponent's Mental Defense. This opponent must be able to hear you (but doesn't need to see you), and on a successful hit the opponent is compelled to attack you. Doing so however deals a penalty to their attack and damage equal to 2 + your Luck. If the opponent has no means to attack you, they take sanity damage equal to your Luck.

Name: Fortify (Combat)

Prerequisites: Armor Proficiency

Description: As a swift action plant a Pavise you're wielding into the ground, granting yourself Cover against enemies until the end of the round. By spending a swift action you can re-initiate the cover, or pick up the Pavise instead and gain its Deflection once more.

Name: Piranha Sting (Combat)

Prerequisites: Agility 4

Description: Take a -1k0 penalty to damage for a +1k0 bonus to hit.

Name: Fencing Poise (Combat)

Prerequisites: Piranha Sting

Description: You can gain the bonuses for "two-handing" a light or one-handed finesse weapon if you wield it one-handed with nothing else in your other hand.

Name: Godless Resistance (General)

Prerequisites: Atheist

Description: You are unaffected by holy and unholy healing and damage, and once per encounter as an immediate action you can recover HP equal to 1/2 your level.

Name: Linormr Fang (Combat)

Prerequisites: Mystical Blade, Level 11

Description: Using *Mystical Blade* is now a Standard instead of a full-round action. In addition to this, you can take a full-round action to use *Mystical Blade*, however the damage can be converted to a single arcane element, and bypasses any Resistance, Immunity, or Absorption the foe has against that element.

Name: Ignition (Combat)

Prerequisites: Level 19

Description: As a full-round action you can enter a state of intense mental focus, channeling all of your energy into your body for 1 minute. While in this state you receive a +2k2 to all skill checks, attack rolls, damage rolls, and a +4 to all Defenses. After the minute is over, you fall unconscious due to the intense strain.

Name: Ghost Strike (Combat)

Prerequisites: Magic 2, Level 11

Description: Your weapon attacks are able to hit incorporeal enemies as if they're corporeal.

Name: Worldly (General)

Prerequisites: N/A

Description: Use Luck on all Knowledge skills instead of Smarts.

Name: Emblazoned Shield (Combat)

Prerequisites: Shield of Valor

Description: Change the *Raise* action for Shields into an immediate action which can be triggered immediately after an attack's damage is resolved, applying the shield's Deflection to the attack.

Name: Armor Expert (Combat)

Prerequisites: Armor Proficiency, Level 5

Description: Reduce your Armor Penalty by 2. This can be taken multiple times, its effect stacking.

Name: Oiled Joints (Combat)

Prerequisites: Armor Expert or Soldier of 7th Level, Level 7

Description: Reduce any speed reduction imposed by armor by 1 (to a minimum of 0). This can be taken multiple times, its effects stacking.

Name: Close Quarters Trainee (Combat)

Prerequisites: Martial Arts, Level 5

Description: Once per encounter you can make an unarmed strike or combat maneuver with your unarmed strikes as an immediate action.

Name: Close Quarters Mastery (Combat)

Prerequisites: Close Quarters Trainee, Skill Focus (Stealth), Level 9

Description: As a standard action you can make a special grapple attempt. First, roll a Stealth check, adding any bonuses you'd normally add to your unarmed strikes onto your Stealth roll. If this is successful, make a grapple attempt against an opponent within melee range against their Avoid or Defense (whichever is lower). On a successful hit the opponent is grappled, unable to attack (even with light weapons), takes a -6 penalty to Defense/Avoid instead of the normal penalties, is considered helpless to you on the next round, and maintaining the grapple for you is a free action.

Name: Iron Grip (Combat)

Prerequisites: Level 11

Description: You're immune to the Disarm and Steal combat maneuvers.

Name: Iron Stance (Combat)

Prerequisites: Level 11

Description: You're immune to one of the following combat maneuvers (your choice): Bull Rush, Overrun, Trip, or Reposition.

Name: Careful Approach (Combat)

Prerequisites: Smarts 6, Level 9

Description: You're immune to the Feint combat maneuver.

Name: One with the Dark (General)

Prerequisites: Skill Focus (Stealth)

Description: You can make Stealth checks in the dark as if you had concealment, even against opponents with a light source or Darkvision.

Name: Psychological Torment (Combat)

Prerequisites: Psychological Warfare, Level 5

Description: This functions as *Psychological Warfare* except that you deal Sanity Damage instead, and this is equal to $1d10 + 1/2$ your level in Sanity Damage.

Name: Breath and Aim (Combat)

Prerequisites: Weapon Focus (Rifles)

Description: You can spend a full-round action aiming down your sights. On the first attack of your next turn, your opponent loses all benefits of Cover and Concealment, so long as it isn't Improved Cover or Total Concealment.

Name: Forceful Bullet (Combat)

Prerequisites: Improved Maneuver (Trip) or Weapon Focus (Rifles)

Description: Grant any Rifle you wield the *Trip* weapon special ability.

Name: Limb Breaker (Combat)

Prerequisites: Level 7

Description: On a successful called shot against a limb, the bonus effects remain in place for a number of rounds equal to $1d5 + 1/2$ your level. If the limb is severed due to a critical hit, the opponent loses 1 in Strength, Endurance, and Agility as well.

Name: Cornered Brawler (Combat)

Prerequisites: N/A

Description: While being flanked gain a +4 to Defense and on attack rolls.

Name: Whirlwind of Blades (Combat)

Prerequisites: Weapon Focus (Swords), Two-Weapon Fighting or 2 Attacks per Round

Description: On a full-round attack, you can make an additional attack at a -1k0.

Name: Improved Whirlwind of Blades (Combat)

Prerequisites: Improved Weapon Focus (Swords), Whirlwind of Blades, Level 13

Description: On a full-round attack, you can make a second additional attack at -2k0.

Name: Psi-Blade (Combat)

Prerequisites: Weapon Focus, ability to cast Psychic spells

Description: While wielding a weapon with the Æther weapon special ability that you possess Weapon Focus with, you can attack Mental Defense instead of Defense.

Name: Legendary Renown (General)

Prerequisites: Level 15

Description: NPCs may recognize you for your deeds, either good or bad. When interacting with NPCs, they must roll a DC 8 Knowledge (Culture, Celebrities, Local, or other applicable variations) in order to recognize you. On a success, you gain a +1k1 on all skill checks against that NPC. This lasts so long as they remember you.

Name: Brutal Charge (Combat)

Prerequisites: Great Charge, Level 9

Description: When charging, roll damage twice and take the better result.

Name: Snatching Technique (Combat)

Prerequisites: Improved Maneuver (Steal or Disarm)

Description: When making a Steal or Disarm check against a weapon and the check succeeds, you snatch the weapon and as an immediate action can make an attack with the stolen weapon. After the attack is resolved the weapon can be dropped as a free action.

Name: Inebriated Combatant (Combat)

Prerequisites: Endurance 5

Description: While under the effects of a [drug](#), gain a +1k0 to all tests.

Name: Plagueborne (Combat)

Prerequisites: Endurance 5, Immunity to diseases

Description: If you are infected with a disease (despite your immunity) or willingly infect yourself with a disease, you can hold onto the disease for a number of days equal to your Endurance. As a standard action you can impart the disease to an unwilling subject by making an unarmed attack. On a successful hit with the unarmed strike, they are automatically infected with no need to roll against Bodily Defense.

Name: Mindscape Specialist (Magic)

Prerequisites: Magic, Smarts, or Resistance 4

Description: While within a Mindscape, choose one (chosen when the Mindscape battle initiates): Attack or Defense. If **Attack** is chosen, gain a +2k1 to-hit. If **Defense** is chosen, your total amount of Stress for the Mindscape is increased by an amount equal to half your level (minimum of 1).

Name: One on One Thousand (Combat)

Prerequisites: Level 15

Description: You can count yourself as a single unit in Mass Combat separate from a unit of men. Doing this alters the following:

- **EL** is equal to your level - 1.
- **Units** is effectively 1 for the purposes of targets, but for the purposes of HP this works as normal.
- **Attack Value** is $1 + 1/2$ level as normal.
- **Defense Value** is $1 + \text{Endurance}$ as normal.
- **Speed** is equal to your land speed - 1 square (5 squares typically).

Based on your class and your character's specialization, choose between Warrior, Stalker, or Magician as normal.

Name: Ready for Anything (General)

Prerequisites: Level 3

Description: You and your allies gain a +2k0 to skill checks while in a Skill Scene.

Name: Always Ready (General)

Prerequisites: Ready for Anything, Level 7

Description: You and your allies gain a +0k1 to skill checks while in a Skill Scene.

Name: Distant Bloodline (Species)

Prerequisites: Any [Subspecies](#), 1st level only

Description: Choose one of your Species abilities. Replace that Species ability with one of your ancestral Species' abilities. For example, an Arctic Elf can choose to replace *Blizzard Step* with *Elven Mind* instead.

This doesn't allow you to take other Subspecies abilities, even if they are of the same ancestry as you (an Arctic Elf can't take Species abilities from a Mountain Elf).

Chapter 2: Archetypes

The following are archetypes available to players and NPCs alike. Some of these archetypes are built with villains in mind, however not all need to be played like that.

Crusader (Death Devotee)

Necromancers who raise the dead through dark rituals they perform in the heat of battle.

Raise Servant

Once per day you can raise an enemy from the dead to act as your undead servant, and this enemy is your servant for 2 + Luck rounds. The enemy that is raised must be of equal or lower level to you. This enemy uses their original stats, though becomes an Undead with the (Mindless) tag.

This replaces Purge.

Soulless

You are counted as not possessing a Resistance score, and only use it when any ability damage would be dealt to it. Your Defenses do not add Resistance against spells, however you're immune to spells with the mind-affecting tag (including ally spells).

This replaces Divine Defenses.

Death Gifts

You're required to take *Death* as your Divine Gift. Crusaders can take the *Death* Gift normally, however it is required for you.

Death

4th Level: You count yourself as undead for the purpose of unholy healing, however holy damage now affects you. If you're already undead, both are instead doubled.

8th Level: Once per encounter as a swift action, all enemies in a 6 square radius take a penalty to Mental Defense equal to your Luck for a number of rounds equal to your Crusader level.

12th Level: Once per encounter you can negate an attack that targets Mental Defense or Bodily Defense.

16th Level: Increase your Soak by 1 against spells which deal holy damage.

20th Level: Once per encounter you can instill unlife into yourself. If an attack within 24 hours would kill you, you'll survive the attack at 1 HP and make a retaliatory attack as an immediate action which bypasses Deflection and goes against a Soak which is reduced by 1 (minimum of 1).

This replaces Divine Gift.

Dark Omen

This functions as normal, except it creates an area of darkness instead of light.

This replaces Light of Faith.

Walking Graveyard

All undead you've summoned within 6 squares receive +2k2 on all attack and damage rolls, as well as a bonus to Defense/Avoid equal to half your Luck.

This replaces Divine Battlefield.

Crusader (Knight of the Order)

Devoted knights who take up oaths, and seek to protect an order or organization which they believe in rather than a faith/deity they worship.

Order: You must select an Order to devote yourself to. This order must have a Code of Conduct to follow, or you must make one up for yourself if the order doesn't have one.

Orderly Purge

Your Purge affects enemies not associated with the Order you've sworn yourself to. The bonus from Purge is instead a +1 and increases by +1 for every 5 levels thereafter (to a maximum of +6 at 20th level).

This alters Purge.

Trained Defenses

You gain a +2 bonus to Defense and Avoid, and a +1 bonus on Parry.

This replaces Divine Defenses.

Devotion

You are immune to mind control and similar effects (though you're not immune to mind-affecting effects).

This replaces Fearless.

Order's Resolve

Once per encounter you can spend an immediate action to heal 6 HP.

This replaces Light of Faith.

Can't Escape Fate

If an enemy takes a Step or move and ends their turn outside of melee reach with you, as an immediate action you can move up to them and close the distance until you're in melee reach. This can be used once per encounter.

This replaces Battle Prayer.

Higher Inspiration

Add your Luck as a bonus on skill checks, attack rolls, and damage rolls for the first 2 rounds of an encounter.

This replaces Divine Battlefield.

Rogue (Burglar)

Thieves and knaves who make a living from being good at pickpocketing and stealing from those unsuspecting souls.

Precise Steal

Your Precise Strike is instead spent on affecting *Steal* combat maneuvers and Stealth checks.

This alters Precise Strike.

Reactionary Grab

You can instead substitute your *Parry* attempt with a *Steal*, and if the foes' attack fails to hit you it works like normal. If it critically fails (after factoring in your "Parry" bonus to the Defense), you steal the weapon from them with the check.

This replaces Finesse Training (at all levels).

Maneuver Training

Each time you'd gain Stealth Training, you instead gain a +1 to *Steal* combat maneuvers. You gain half of your total bonus (minimum 0) to non-Steal maneuvers.

This replaces Stealth Training.

Chaplain (Cult Leader)

Starters of cults relating to either subsects of existing religions or entirely new religions, doing harm to their devout followers through the use of their guile.

4 Hit Points	6 Skill Points	0 Soak
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Power of the Cult

By spending a swift action you can grant yourself a bonus to Deception and Persuasion checks for a number of rounds equal to your Magic. This bonus is equal to what your rank in *Power of Faith* would be (+1 at 2nd level, to a maximum of +10 at 20th level).

This replaces Power of Faith.

Infallible Cult Logic

This functions as *Infallible Religious Logic* but it instead affects Deception.

This alters Infallible Religious Logic.

Follow Me

Followers of your faith gain a bonus to Mental Defense equal to half your level so long as they are within 4 squares of you. You can suppress the effect as a swift action to instead grant this bonus to yourself and only yourself.

This replaces Immense Presence.

Alchemist (Drug Lord)

Focused chemists with a specialty in making, taking, and exploiting drugs of all kind.

Drug Initiate

The bonus from Potions Initiate is instead applied to Artisan (Drugs) and the creation of drugs.

This alters Potions Initiate.

Enhanced Tolerance

Through frequent and deliberate exposure to chemicals, the Drug Lord adds a +2 to the Overdose Threshold and Addiction Threshold of drugs.

This alters Alchemical Solution.

Distant Drug

This functions like *Distant Poison* except it affects drugs instead.

This alters Distant Potion.

Chemical Divergence

When crafting a drug, choose an ability score. While under the effects of the drug, the character who takes it gains a +1 to that stat.

This alters Alchemical Divergence.

Potent Chem

When crafting a drug, you can elect to make them “Potent” (for example, “Potent Heroin” or “Potent Marijuana”) and this alters it in one of two ways.

- If the overdose is normally nonlethal, it instead becomes lethal.
- If the overdose is normally lethal, when used against enemies it alters the Overdose Threshold to 11 - Smarts if it'd be smaller (at maximum, it takes 2 doses to cause someone to overdose, with one dose being the only safe dosage.)

This replaces Drugged Potion.

Master of Drugs

This functions as *Master of Potions* except it works for drugs instead of potions.

This alters Master of Potions.

Marksman (Boomerang Bill)

Boomerang using masters of bouncing their weapons off of enemies, hitting multiple.

Boomerang Specialization

Boomerang Bills receive Weapon Proficiency with Boomerangs, as well as Weapon Focus (Boomerangs). At 5th level they receive Weapon Specialization (Boomerangs), at 10th level they receive Improved Weapon Focus (Boomerangs), and 15th level they receive Improved Weapon Specialization (Boomerangs).

This replaces Hunting Specialization.

Boomerang Ricochet

Boomerang Bills can make a full-round action attack and if they hit an enemy, they can bounce the boomerang off the initial target and make another attack against an enemy within the boomerang's range using the initial target as the starting square.

The boomerang can be ricocheted off targets a number of times equal to their Agility.

This replaces Eagle Eye.

Empowered Boomerang

For the Boomerang Bills, their boomerangs increase base damage by +2k2, Penetration by half the Boomerang Bill's Agility, and finally they can add one of the following weapon special abilities to their boomerang: Finesse, Double Weapon, Brutish, Deadly, Accurate, Savage, or Æther.

This replaces Pierce Through.

Chapter 3: Monsters

Monsters are the hallmark of most encounters, and provide a challenge for players to overcome while in a dungeon or out in the wilderness. Some monsters are playable (at GM discretion) offering more exotic choices for players to bring into a party.

Monsters have an “Effective Level”, though they lack a class. Monsters that receive natural attacks (Bite, Claw, etc.) can make all of these natural attacks on a full-round action and take the penalties for Two-Weapon Fighting onto the attacks made. If the natural attacks offered are two of the same type (2 Claws, 2 Wings, etc.) the attack can be made twice for that type of attack.

Monster Template

Name
Type (Subtype); Size: 0; Effective Level: 0
Defenses
HP: 0 MP: 0 Soak: 0 Defense: 10 (VM: 10) Avoid: 10 (VM: 10) Mental Defense: 10 (VM: 10) Bodily Defense: 10 (VM: 10) Head: 0 Body: 0 Arms: 0 Legs: 0
Offense
Speed: 6 sq. (Land) Melee: Attack 1k1 (1k1 bludgeoning damage) Space: 1x1 Reach: 1
Statistics
STR: 1, MAG: 1, END: 1, RES: 1, SRT: 1, AGI: 1, LUK: 1 Feats: N/A Skills: N/A Gear: N/A Language: N/A Special Abilities: N/A, N/A

On Feats, if it is listed as “B”, it is a racial bonus feat. This is usually added to increase the strength or versatility of the monsters.

Size

Creatures and characters come in all different shapes and sizes. Sizes in *The Fade Tabletop*, are listed as a number between 1 and 10 (with numbers higher than 10 being exceedingly rare, but not impossible to find).

Size: Characters size 1 through 4 fit within one square, characters size 1 can fit multiple of their own size into one square. Size 5 characters take up 2 squares by 2 squares on a grid map, and for every step above 5, increase the amount of squares they take up (to a maximum of 6x6 at Size 9).

When attempting a grapple, trip disarm, and similar maneuvers on a creature that is 2 or more steps larger than you, take a penalty to the check equal to -1k0 per step over 2 steps the creature is. This is instead a bonus for the opposite scenario.

Reach: Creatures of size 1 have no reach and must enter the square of a target they're fighting (which provokes attacks of opportunity) in order to attack. Creatures that are size 5 have a natural reach of +1 higher than the normal reach, and this increases by +1 for every step beyond 5 (maximum of 6 Reach at Size 9).

Natural Attacks: For every step below 4 the creature is, their natural weapon's damage decreases by 1k0 (minimum of 1k1). For every step above 4 the creature is, their natural weapon's damage increases by 1k0 (maximum of 6 rolled dice, after which the bonus is added to the keep dice to a maximum of 6 keep dice).

When calculating size bonuses to damage, the maximum includes the base damage plus the bonus added by size. Thus, the maximum base damage (before applying Strength) a natural attack can reach is 6k6.

When reducing damage for creatures of Sizes below 4 and the rolled dice is already 1, remove from the keep dice if it is above 1. For example, 1k2 would become 1k1.

These bonuses to Natural Attacks apply to "Unarmed" which is considered a Natural Attack. **Artificial Weapons are not modified in this way.**

Size	Space	Reach	Average Height	Average Weight
1	0x0	0	6" - 1'	1/8 - 4 lbs.
2	1x1	1	1' - 3'5"	4 - 30 lbs.
3	1x1	1	3'6" - 4'2"	30 - 60 lbs.
4	1x1	1	4'3" - 8'	60 - 500 lbs.
5	2x2	2	8' - 16'	505 - 4000 lbs.
6	3x3	3	16' - 32'	2 - 16 tons
7	4x4	4	32' - 64'	16 - 125 tons
8	5x5	5	64' - 128'	125 - 400 tons
9	6x6	6	128' - 256'	400 - 800 tons
10	6x6	6	256' - 512'	800 - 1,400 tons

Natural Attack	Damage
Bite	3k2
Claw	2k1
Gore	3k2
Slam	2k2
Sting	2k1
Tentacle / Hoof / Wing	2k1
Tail Slam / Pincers	2k2

Nonheroic NPC

Some NPCs are regarded as being “nonheroic”, denoting that they have no “class” but are instead generic NPCs. Most non-combatant NPCs are nonheroic. Below is the basis of the “Nonheroic” class.

Nonheroic

Noncombatants who try to stay out of trouble and stay out of combat.

4 Hit Points

4 Skill Points

0 Soak

Level	Special Abilities	HP Gained	Atk/round
1st	—	—	1
2nd	—	+1	1
3rd	Bonus Feat	—	1
4th	—	+1	1
5th	—	—	1
6th	Bonus Feat	+1	1
7th	—	—	1
8th	—	+1	1
9th	Bonus Feat	—	1
10th	—	+1	1
11th	—	—	2
12th	Bonus Feat	+1	2
13th	—	—	2
14th	—	+1	2
15th	Bonus Feat	—	2
16th	—	+1	2
17th	—	—	2
18th	Bonus Feat	+1	2
19th	—	—	2
20th	—	+1	2

Weapon and Armor Proficiency

Nonheroics gain proficiency with Simple weapons, and one weapon type (except exotic). They’re not proficient with armor.

Bonus Feats

Nonheroics receive a Bonus Feat at 3rd level and every 3 levels thereafter. This Bonus Feat must be spent gaining a General Feat, Bar-Room Brawler, Dodge, Gun Club, Improved Initiative, Martial Arts, Prone Shuffle, Step Up, or Weapon Focus.

Monster Reference

The following is a reference for those who wish to build their own monsters, as well as clarifications on rules pertaining to monsters.

Hit Points

This table details the total amount of HP is gained by an NPC/Monster of the following Effective Level. Unlike most level charts, this surpasses the normal 20 levels.

The HP listed on this chart is *totaled*, do not add together the HP from lower levels as that has already been done.

Attacks per Round

Monsters with a weapon or only a single Natural Attack use their *Attacks per Turn* for their amount of attacks in a single round. Monsters with multiple Natural Attacks do not, and instead can make all of their Natural Attacks on a single full-round attack.

Special Abilities

Monsters typically have two special abilities (some may have more, however the average is two), and these Special Abilities normally grant the monster some special powers. GMs are free to swap or add Special Abilities to a monster, taking abilities from other monsters in order to do this. Alternatively GMs can do this for NPCs, giving special NPCs the traits of a monster.

Monster Class Levels

This covers two aspects of monsters and class levels. First, GMs can give their monsters class levels in order to make them stronger or give them special abilities. Count this as multiclassing, where the Monster's Levels are its main levels (and gaining no Awakenings).

Second, if a player wishes to play a Bestiary monster that has no stats associated with it, they must "level up" as that monster, treating it as a class and reaching the EL in the Bestiary before they can take class levels.

Hit Points			
Effective Level	Slow	Moderate	Fast
1	+0	+0	+0
2	+1	+0	+1
3	+1	+1	+2
4	+2	+2	+3
5	+2	+3	+4
6	+3	+3	+5
7	+3	+4	+6
8	+4	+5	+7
9	+4	+6	+8
10	+5	+6	+9
11	+5	+7	+10
12	+6	+8	+11
13	+6	+9	+12
14	+7	+9	+13
15	+7	+10	+14
16	+8	+11	+15
17	+8	+12	+16
18	+9	+12	+17
19	+9	+13	+18
20	+10	+14	+19
21	+10	+15	+20
22	+11	+15	+21
23	+11	+16	+22
24	+12	+17	+23
25	+12	+18	+24
26	+13	+18	+25
27	+13	+19	+26
28	+14	+20	+27
29	+14	+21	+28
30	+15	+21	+29
31	+15	+22	+30
32	+16	+23	+31
33	+16	+24	+32
34	+17	+24	+33
35	+17	+25	+34
36	+18	+26	+35
37	+18	+27	+36
38	+19	+27	+37
39	+19	+28	+38
40	+20	+29	+39

Alien

Aliens is subjective from planet to planet, however the creature classification is specifically covering creatures which have bizarre anatomy or strange abilities. Outer Gods, Great Old Ones, and some other primordial entities tied to the dark gods also fit into the categories of aliens. These monsters are typically not linked to the dark magic the Elder Gods infuse them with, and are instead their own beings entirely.

Features

- 6 HP (HP progression as per Rogue) | +1 Soak
 - Attacks per Level as per Rogue (with weapons only)
 - Skill Ranks as per Soldier (Doesn't add Smarts to Skill Ranks)
 - Darkvision 12 squares
 - Proficient with Simple weapons (if it is capable of wielding weapons) and any weapons listed in its description
 - Aliens breathe, eat, and sleep
-

Alien Creatures

- Annihilator
- Cthulhu
- Dvega
- Era Aspect
- False Angel
- Floating Maw
- Mind Dominator
- Object of Terror
- Plague Bee
- Psuk-Psuk
- Psychic Demon
- Ship Devourer
- Skin Stealer
- Time Hunter
- Tzinchier

Annihilator

Gigantic frog-like beasts with the maw of a wolf, and bulbous eyes like a dragonfly. Annihilators come from planets rife with ammonia, and can expel it from their pores.

Annihilator

Alien; **Size:** 6; **Effective Level:** 8

Defenses

HP: 17 | **MP:** — | **Soak:** 7

Defense: 20 (VM: 21) | **Avoid:** 18 (VM: 19)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 21 (VM: 22)

Head: 2 | **Body:** 6 | **Arms:** 2 | **Legs:** 2

Offense

Speed: 4 sq. (Land)

Melee: Bite 8k4 (8k4 bludgeoning damage), Brutish, Reach

Melee: Slam 8k4 (8k4 bludgeoning damage), Brutish

Space: 3x3 | **Reach:** 3 (4 with Bite)

Statistics

STR: 8, **MAG:** 1, **END:** 6, **RES:** 1, **SRT:** 1, **AGI:** 4, **LUK:** 2

Feats: Bite the Bullet, All-Out Attack, Power Strike, Cleave

Skills: Acrobatics 8k4+8, Feats of Strength 8k4+8, Fortitude 6k3+8, Stealth 4k2+8

Gear: N/A

Language: Aklo

Special Abilities: Ammonia Pores, Thicken Fat

Ammonia Pores: As a standard action the Annihilator can create a smog of ammonia in a 3 square radius around them that lasts for 1d5 + (END) rounds. Anyone except for other Annihilators within the cloud have a 6k3+4 attack (END + ½ level) made against Bodily Defense, and on a successful hit the targets cough and choke within the smog. This smog causes them to become blind, and take 6k3 acid damage due to the burning in the lungs. If an enemy ends their turn within the smog after being hit, they continue to take the 6k3 acid damage.

Thicken Fat: Rather than a dodge attempt, Annihilators can attempt to make a “Thicken Fat” attempt instead, using their Endurance instead of Agility to absorb the hit to take no damage. They can still make Dodge attempts as normal. This functions like a Parry, and effects which make Parrying impossible work against this.

Cthulhu

The Great Old One, Cthulhu who resides in R'lyeh on Earth. This being must be awoken by his followers in order to be unleashed upon the world...

Cthulhu

Alien (Cthonic); **Size: 8; Effective Level: 30**

Defenses

HP: 107 | **MP:** — | **Soak:** 10

Defense: 25 (VM: 35) | **Avoid:** 27 (VM: 37)

Mental Defense: 24 (VM: 34) | **Bodily Defense:** 36 (VM: 46)

Head: 10 | **Body:** 10 | **Arms:** 10 | **Legs:** 10

Offense

Speed: 8 sq. (Land), 40 sq. (Fly), 12 sq. (Swim)

Melee: 6 Tentacles 16k8 (15k5 bludgeoning damage); Brutish, Savage

Space: 5x5 sq. | **Reach:** 5 sq.

Statistics

STR: 14, **MAG:** 6, **END:** 20, **RES:** 10, **SRT:** 8, **AGI:** 8, **LUK:** 4

Feats: All-Out Attack, Blood Bath, Bludgeoning Strike, Combat Mastery, Power Strike, Slow and Steady, Step Up, Swift Slicing Motion, Mystical Blade, To Pieces, Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Stinging Jab

Skills: Fortitude 20k10+30, Knowledge (Astrology) 8k4+30, Spellcraft 8k4+30, Use Magic Device 8k4+30

Enemy Powers: Incredible Vitality (Standard), Deific Defenses (Standard), Zealous Vitality (Epic)

Language: All Human Languages, Aklo (can speak through Telepathy out to 60 sq.)

Special Abilities: Old One's Toughness, Immortality, Horrifying Visage

Old One's Toughness: Cthulhu has +1 Soak, and regardless if a weapon has Savage, not bypassing Cthulhu's Deflection does 0 damage.

Immortality: Cthulhu is immortal, and "killing" him returns his body to R'lyeh where it hibernates for 100 years per HP lost until his HP is full. He can only be permanently destroyed by fighting him a second time while going to R'lyeh after "killing" him the first time. This second form of Cthulhu is the same as the first, save that killing this form of Cthulhu kills him permanently.

Horrifying Visage: Anyone who sees Cthulhu takes 1 point of sanity damage per round. If this brings the character to 0 sanity and 0 stress, they die from fear.

Dvega

Also known as “crawlers” to some, Dvega are hammerhead mole-like aliens that dig incredibly fast into the ground and sprout up to drag foes into the dirt with them.

Dvega

Alien; **Size:** 4; **Effective Level:** 4

Defenses

HP: 6 | **MP:** — | **Soak:** 5

Defense: 15 (VM: 15) | **Avoid:** 10 (VM: 10)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 15 (VM: 15)

Head: 10 | **Body:** 8 | **Arms:** 1 | **Legs:** 1

Offense

Speed: 4 sq. (Land), 12 sq. (Burrow)

Melee: Gore 10k4 (11k6 bludgeoning damage, 4 PEN), Brutish, Savage, Powerful

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** 1, **END:** 8, **RES:** 1, **SRT:** 1, **AGI:** 2, **LUK:** 2

Feats: Weapon Focus (Simple), Weapon Specialization (Simple)

Skills: Acrobatics 8k4+4, Feats of Strength 8k4+4, Fortitude 8k4+4,

Gear: N/A

Language: Aklo

Special Abilities: Hammerhead, Headshield

Hammerhead: Dvega gain a +2k2 to damage on their Gore, and their Gore has Penetration equal half to the Dvega’s Strength.

Headshield: Dvega can use their head as if it were a shield, taking the *Raise* action (a swift action) and choosing on of their body parts like normal. This adds half their Head’s Deflection (5) to one of their body parts.

Era Aspect

Aliens who have absorbed the power of time itself, and become higher beings. Their fourth dimensional power allows them to draw on Madness spells.

Era Aspect

Alien; Size: 3; Effective Level: 3

Defenses

HP: 9 | MP: 13 | Soak: 4

Defense: 17 (VM: 23) | Avoid: 14 (VM: 20)

Mental Defense: 19 (VM: 25) | Bodily Defense: 17 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Time Claw 6k3 (5k2 arcane damage); Æther, Savage

Space: 1x1 sq. | Reach: 1 sq.

Statistics

STR: 1, MAG: 6, END: 2, RES: 6, SRT: 4, AGI: 2, LUK: 1

Feats: Selective Spell, Rebounding Spell

Skills: Heal 6k3+3, Linguistics 4k2+3, Spellcraft 4k2+3, Use Magic Device 6k3

Gear: N/A

Language: Aklo and three Human Languages

Special Abilities: Madness Magic, Ætheric Form, Mystic Force

Madness Magic: Era Aspects can cast all 1st level Madness spells. Madness spells the Era Aspects cast deals 1 more point of sanity damage.

Ætheric Form: Only weapons that possess the Æther property and spells are able to harm Era Aspects.

Mystic Force: If a spell would fail to hit the Era Aspect, the caster of the spell takes 1 point of sanity damage.

False Angel

Black and red fleshy ‘angel’-looking fiends whose exposed muscle and sinew pulsate against the air. Their black eyes stare down their opponents in a horrific display.

False Angel

Alien (Cthonic); **Size: 4; Effective Level: 1**

Defenses

HP: 12 | MP: — | Soak: 5

Defense: 22 (VM: 24) | Avoid: 22 (VM: 24)

Mental Defense: 17 (VM: 19) | Bodily Defense: 18 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 4 sq. (Fly)

Melee: Recurve Bow 6k3 (4k3 piercing damage, 3 PEN), 4 STR for damage, Accurate

Space: 1x1 | Reach: 1 (8 sq. range with Bow)

Statistics

STR: 6, MAG: 1, END: 5, RES: 2, SRT: 2, AGI: 6, LUK: 2

Feats: Toughness

Skills: Acrobatics 6k3+1, Feats of Strength 6k3+1, Fortitude 5k2+1, Stealth 6k3+1

Gear: Recurve Bow

Language: Aklo and English

Special Abilities: Fleshy Form, Sensitive Flesh

Fleshy Form: False Angels take a -2 to Bodily Defense, but so long as they’re in an area where they can breathe the False Angels receive Regeneration 2.

Sensitive Flesh: False Angels receive an additional 2 HP when affected by a healing effect.

False Angel as PCs: It is possible to play False Angels as PCs without affecting balance too much. PC False Angels gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. False Angels receive a +1 STR and END, have 4 Size, and a 4 square Fly speed. **The Bestiary False Angel’s stats aren’t accurate to the playable PC False Angel.**

Floating Maw

An animated mouth with no sentience of its own beyond its craving desire to eat, Floating Maws can elongate or shrink themselves in order to devour many sizes.

Floating Maw

Alien (Cthonic); Size: 4; Effective Level: 5

Defenses

HP: 11 | MP: — | Soak: 5

Defense: 24 (VM: 25) | Avoid: 23 (VM: 24)

Mental Defense: 16 (VM: 17) | Bodily Defense: 18 (VM: 19)

Head: 0

Offense

Speed: 6 sq. (Fly)

Melee: Bite 8k3 (8k3 piercing damage, 4 PEN), Finesse, Savage

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 1, END: 2, RES: 1, SRT: —, AGI: 6, LUK: 6

Feats: Weapon Focus (Simple), Weapon Specialization (Simple), Lunge

Skills: Acrobatics 6k3+5, Deception 6k3+5, Persuasion 6k3+5, Stealth 6k3+5

Gear: N/A

Language: N/A

Special Abilities: Crushing Bite, Devour

Crushing Bite: As a full-round action the Floating Maw can make a bite attack, focusing all of its energy into making it more accurate. This grants it +0k2 on its to-hit and damage.

Devour: If an opponent is successfully killed by their bite attack, the Floating Maw devours them into their pocket dimension stomach. Floating Maws can devour anything within 4 Sizes of them (between Sizes 1 and 8 for them).

Mind Dominator

Giants from a distant planet who use their limited mental prowess to dominate those they wish to enslave. Mind Dominators have completely pallid white flesh and no face.

Mind Dominator

Alien; Size: 5; Effective Level: 1

Defenses

HP: 8 | MP: — | Soak: 6

Defense: 18 (VM: 22) | Avoid: 14 (VM: 18)

Mental Defense: 21 (VM: 25) | Bodily Defense: 17 (VM: 21)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Unarmed 2k1 (2k1 bludgeoning damage), Finesse

Space: 2x2 | Reach: 2

Statistics

STR: 2, MAG: 6, END: 2, RES: 4, SRT: 6, AGI: 2, LUK: 2

Feats: Psychokinetic Pull

Skills: Awareness 6k3+1, Heal 6k3+1, Knowledge (Magic) 6k3+1, Spellcraft 6k3+1

Gear: N/A

Language: Aklo

Special Abilities: Natural Psychic, Anatomical Anomaly

Natural Psychic: Mind Dominators receive two free 1st level Psychic or Madness spells, and have MP equal to a Mage of their level for the purpose of casting these spells.

Anatomical Anomaly: Mind Dominators have strange organs placed in seemingly random locations. There is a 50% chance a critical hit will not affect them.

Mind Dominators as PCs: It is possible to play Mind Dominators as PCs without affecting balance too much. PC Mind Dominators gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. False Angels receive a +1 MAG and SRT, and have a 5 Size. **The Bestiary Mind Dominator's stats aren't accurate to the playable PC Mind Dominator.**

Object of Terror

A shapeshifting monstrosity from across the stars, Objects of Terror use their shapeshifting powers to appear as a fiend that scares its enemies.

Object of Terror

Alien; Size: 4; Effective Level: 6

Defenses

HP: 14 | MP: — | Soak: 6

Defense: 23 (VM: 25) | Avoid: 23 (VM: 25)

Mental Defense: 18 (VM: 20) | Bodily Defense: 21 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: 2 Claws 8k3 (7k2 slashing damage, 1 PEN), Finesse, Reach

Space: 1x1 | Reach: 1 (2 with Claws)

Statistics

STR: 4, MAG: 1, END: 5, RES: 2, SRT: 2, AGI: 6, LUK: 4

Feats: Weapon Focus (Simple), Weapon Specialization (Simple), Skill Focus (Stealth)

Skills: Acrobatics 6k3+6, Deception 4k2+6, Persuasion 4k2+6, Stealth 6k3+6

Gear: N/A

Language: Aklo

Special Abilities: Terror Form, Slice to Ribbons

Terror Form: Those who witness the Object of Terror take 1 point of sanity damage per round unless they are of a higher level than the Object of Terror.

Slice to Ribbons: If both claw attacks from the Object of Terror hit their target, the Object of Terror adds both claw's damage together (effectively dealing 14k4 for damage).

Plague Bee

Extradimensional bees infected with diseases which cause people's skin to rot.

Plague Bee

Alien; **Size:** 4; **Effective Level:** 4

Defenses

HP: 10 | **MP:** — | **Soak:** 5

Defense: 24 (VM: 25) | **Avoid:** 23 (VM: 24)

Mental Defense: 17 (VM: 18) | **Bodily Defense:** 18 (VM: 19)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 2 sq. (Land), 6 sq. (Fly)

Melee: Stinger 6k3 (5k2 piercing damage, 3 PEN), Finesse

Space: 1x1 | **Reach:** 1

Statistics

STR: 1, **MAG:** 1, **END:** 2, **RES:** 1, **SRT:** 1, **AGI:** 6, **LUK:** 6

Feats: Never Give Up, Second Wind

Skills: Acrobatics 6k3+4, Deception 6k3+4, Persuasion 6k3+4, Stealth 6k3+4

Gear: N/A

Language: Aklo

Special Abilities: Venomous Stinger, Power Sting

Venomous Stinger: On a successful hit with their stinger, the Plague Bee makes another Stinger attack with a bonus equal to double their level (+8) and on a successful hit, the target's speed is reduced to half and they take 10k5 acid damage.

Power Sting: The Plague Bee can choose to make a single Stinger attack, forgoing damage and increasing its accuracy for +2k2 to hit. This bonus is applied to Venomous Stinger on an attempted hit.

Psuk-Psuk

This titanic creature emerges from the ocean, covered in gills and many bulbous fish-like eyes, opening its mouth and sucking in everything it can like a baleen whale.

Psuk-Psuk

Alien (Aquatic); **Size:** 10; **Effective Level:** 15

Defenses

HP: 84 | **MP:** — | **Soak:** 11

Defense: 20 (VM: 21) | **Avoid:** 18 (VM: 19)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 31 (VM: 32)

Head: 6 | **Body:** 12 | **Arms:** 4 | **Legs:** 4

Offense

Speed: 4 sq. (Land), 12 sq. (Swim)

Melee: Bite 16k8 (14k9 bludgeoning damage), Brutish, Savage, Powerful

Space: 6x6 | **Reach:** 6

Statistics

STR: 16, **MAG:** 1, **END:** 16, **RES:** 1, **SRT:** 1, **AGI:** 4, **LUK:** 2

Feats: Never Give Up, Second Wind, Strengthened Recovery, Blood Bath, Elbow Shove, Great Charge, Ground Shatter, Lasting Strike

Skills: Acrobatics 16k8+15, Feats of Strength 16k8+15, Fortitude 16k8+15, Stealth 4k2+15

Enemy Powers: Incredible Vitality (Standard)

Language: Aklo

Special Abilities: Vortex Breath, Deep Sea Being

Vortex Breath: As a full-round action the Psuk-Psuk can create a 12 square cone that, on a successful bite attack vs. the Avoid of each person within the cone, pulls the targets 1d10+8 squares closer to the Psuk-Psuk. If this would pull a target into the Psuk-Psuk's square, they are considered to be eaten by the Psuk-Psuk and automatically take their bite damage so long as they begin their turn within its maw. Escaping its maw requires a DC 31 Acrobatics or attack roll against its mouth to slice it open briefly to escape. If its mouth has been sliced open in order for someone to escape, it cannot use this ability again for 1d5+1 rounds.

Deep Sea Being: Psuk-Psuk are immune to water damage and Ice Resistance 20. In addition to this they can breathe and survive on both land and air.

Psychic Demon

Masses of incorporeal psychic energy, Psychic Demons are born from a need to escape its owner's mind when intense negative thoughts grow to dominate their creator.

Psychic Demon

Alien (Incorporeal); **Size:** 4; **Effective Level:** 10

Defenses

HP: 20 | **MP:** — | **Soak:** 4

Defense: 19 (VM: 27) | **Avoid:** 15 (VM: 23)

Mental Defense: 21 (VM: 29) | **Bodily Defense:** 15 (VM: 23)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Fly)

Ranged: Psychic Crush 8k4 (6k4 psychokinetic damage), attacks Mental Defense

Space: 1x1 | **Reach:** 1 (6 with Psychokinetic Crush)

Statistics

STR: —, **MAG:** 8, **END:** —, **RES:** 8, **SRT:** 6, **AGI:** 2, **LUK:** 2

Feats: Dominating Presence, Trick Shot, Dodge, High Ground, Improved Initiative

Skills: Awareness 6k3+10, Heal 8k4+10, Spellcraft 6k3+10, Use Magic Device 8k4+10

Gear: N/A

Language: Original owner's native language (typically English)

Special Abilities: Incorporeal Entity, Absorb Mentality

Incorporeal Entity: Psychic Demons do not gain the Alien's bonus +1 to Soak, and instead add their Resistance to HP. They act as an incorporeal being similar to that of the rules for incorporeal undead.

Absorb Mentality: Psychic Demons have Psychokinetic Absorption, and are unaffected by Psychic and Madness spells even if they do not deal Psychokinetic damage.

Ship Devourer

Creatures that float throughout the stars, devouring smaller starships about the size of cars or buses. Ship Devourers resemble sparkling, majestically colored whales.

Ship Devourer

Alien (Star-Beast); Size: 7; Effective Level: 8

Defenses

HP: 25 | MP: — | Soak: 8

Defense: 19 (VM: 20) | Avoid: 18 (VM: 19)

Mental Defense: 16 (VM: 17) | Bodily Defense: 29 (VM: 30)

Head: 5 | Body: 5 | Fin: 5

Offense

Speed: 24 sq. (Fly)

Melee: Bite 10k5 (11k4 slashing damage), Brutish, Savage, Puncture

Space: 4x4 | Reach: 4

Statistics

STR: 10, MAG: 1, END: 14, RES: 1, SRT: 1, AGI: 4, LUK: 1

Feats: Power Strike, Cleave, Elbow Shove, Great Charge

Skills: Acrobatics 10k5+8, Feats of Strength 10k5+8, Fortitude 14k7+8, Stealth 4k2+8

Gear: N/A

Language: Aklo

Special Abilities: Devour Starship, Recovery

Devour Starship: Ship Devourers deal double damage against vehicles, starships, and constructs.

Recovery: When a Ship Devourer deals damage to a vehicle, they recover a number of HP equal to half the damage they end up dealing (after Soak is applied). In addition to this, they can choose to instead recover a number of HP after eating part of a vehicle or construct equal to their Endurance (14 HP).

Skin Stealer

Tall, gaunt, and haunted aliens from another dimension, Skin Stealers use a large butchering axe to hack the skin off of their victims so they can wear their skin.

Skin Stealer

Alien; Size: 4; Effective Level: 2

Defenses

HP: 6 | MP: — | Soak: 5

Defense: 23 (VM: 24) | Avoid: 21 (VM: 22)

Mental Defense: 17 (VM: 18) | Bodily Defense: 22 (VM: 23)

Head: 2 | Body: 2 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land)

Melee: Wolf Axe 8k5 (9k5 slashing damage, 5 PEN), Shield Breaker, Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 5, LUK: 6

Feats: Skill Focus (Deception)

Skills: Acrobatics 6k3+2, Deception 6k3+2, Fortitude 6k3+2, Persuasion 6k3+2

Gear: Wolf Axe

Language: Aklo

Special Abilities: Butcher's Slash, Skin Attachment

Butcher's Slash: Skin Stealers gain a +2k2 to-hit and damage with their specialized weapon (in this case a Wolf Axe), and if they successfully kill an opponent with their weapon they can flay the skin from them completely to be attached to their skin.

Skin Attachment: As an immediate action after killing an opponent and flaying their skin, the Skin Stealer can drape the skin over themselves in order to become that person to hunt more victims. While wearing the person's skin, the Skin Stealer's Deception rolls explode when trying to disguise as that person.

Time Hunter

Floral alien-like humanoids who hunt down enemies of time and time travelers, and seek to destroy them. They usually travel in groups together, dedicated to hunting.

Skin Stealer

Alien; **Size:** 2; **Effective Level:** 6

Defenses

HP: 11 | **MP:** — | **Soak:** 3

Defense: 26 (VM: 30) | **Avoid:** 25 (VM: 29)

Mental Defense: 19 (VM: 23) | **Bodily Defense:** 17 (VM: 21)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Fly)

Melee: Sap Time 10k5 (8k4 arcane damage)

Ranged: Sap Time 10k5 (8k4 arcane damage)

Space: 1x1 | **Reach:** 1 (6 with Sap Time)

Statistics

STR: 1, **MAG:** 10, **END:** 2, **RES:** 4, **SRT:** 4, **AGI:** 5, **LUK:** 2

Feats: Advantageous Size, Improved Initiative, Dodge

Skills: Awareness 4k2+6, Heal 10k5+6, Spellcraft 4k2+6, Stealth 5k2+6

Gear: N/A

Language: Aklo

Special Abilities: Sap Time, Immune to Time

Sap Time: When dealing damage with their main attack, Time Hunters also cause their enemies to forcibly age 1d5+3 years each time they are hit. This aging lasts until the end of combat. If forcibly being aged past their species' maximum age, the target must make a Fortitude check vs. DC 15 (+1 for every year they are over their maximum age) or die.

Immune to Time: Time Hunters do not age, do not suffer negative penalties from aging or being forcibly aged (such as by another Time Hunter's Sap Time ability), and Time Hunters are also immune to the staggered condition.

Tzinchier

Powerful psychic entities with an attunement for madness, Tzinchiers use their ever-shifting appearance in order to cause those around them to go insane.

Tzinchier

Alien (Cthonic); **Size: 4; Effective Level: 20**

Defenses

HP: 21 | MP: — | Soak: 5

Defense: 20 (VM: 21) | Avoid: 20 (VM: 21)

Mental Defense: 25 (VM: 26) | Bodily Defense: 16 (VM: 17)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Ranged: Madness Beam 10k5 (1d10+5 sanity damage), uses Smarts, affects MenDef

Space: 1x1 | Reach: 1 (6 with Madness Beam)

Statistics

STR: 1, MAG: 1, END: 1, RES: 1, SRT: 10, AGI: 5, LUK: 1

Feats: Inspiration, Improved Inspiration, Greater Inspiration, Mental Projection, Psychokinetic Pull, Slippery, Artful Dodge, Improved Initiative, Risky Strike, Scars of Valor

Skills: Awareness 10k5+20, Heal 10k5+20, Linguistics 10k5+20, Spellcraft 10k5+20

Enemy Powers: Mind Link (Epic), Teleportation (Standard)

Language: All Human Languages

Special Abilities: Hateful Gaze, Formless Body

Hateful Gaze: Persuasion uses Smarts instead of Luck, and in addition to this the Tzinchier are unable to take sanity damage from enemies of a lower level than them.

Formless Body: Tzinchiers are unable to be critically hit by enemies, are unable to be affected by the extra effects of called shots, and are only able to take damage from magical weapons or spells.

Animal

Living, non-human beings without magic or sentience beyond primal instinct. Many creatures fall into the category of being animals, including humans when it comes to scientific classification (however to separate those with the intelligence, animals and humanoids are separated along with animals and magical beasts being separated). Of the animals that exist, dinosaurs and megafauna are some of the most dangerous, though they are also rare depending on the planet. Some planets such as Earth dinosaurs and megafauna are all but extinct save for a few examples scientists may not have uncovered. On Berngulsh, these aren't extinct but are instead isolated to small regions.

Features

- 6 HP (HP progression as per Rogue) | +1 Soak
 - Attacks per Level as per Rogue (with weapons only)
 - Skill Ranks as per Chaplain (Doesn't add Smarts to Skill Ranks)
 - Smarts cap of 2
 - Proficient with Simple weapons (if it has opposable thumbs)
 - Animals breathe, eat, and sleep
-

Animal Creatures

- Boar
- Chimpanzee
- Deer
- Elephant
- Hippopotamus
- Lion
- Monkey
- Octopus
- Porcupine
- Rabbit
- Raccoon
- Rhinoceros
- Shark
- Tyrannosaurus
- Velociraptor

Boar

Angry tusked animals who stubbornly attack any and all who they deem threats, only running once they've been severely hurt though never learning their lesson.

Boar

Animal; Size: 4; Effective Level: 2

Defenses

HP: 12 | MP: — | Soak: 5

Defense: 19 (VM: 20) | Avoid: 18 (VM: 19)

Mental Defense: 16 (VM: 17) | Bodily Defense: 20 (VM: 21)

Head: 2 | Body: 2 | Arms: 0 | Legs: 0

Offense

Speed: 8 sq. (Land)

Melee: Gore 6k3 (6k3 piercing damage), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 5, RES: 1, SRT: 1, AGI: 4, LUK: 1

Feats: Toughness

Skills: Feats of Strength 6k3+2, Fortitude 5k2+2

Gear: N/A

Language: N/A

Special Abilities: Raging Charge, Still Standing

Raging Charge: As a full-round action a Boar can charge. On this charge they gain a +1k1 to-hit and damage with their Gore. If they are under half HP, this is +2k2 instead.

Still Standing: Boars remain conscious at 0 HP and below, however they still die at -7 HP like normal.

Chimpanzee

Highly social primates who are closely related to humans. They come in two different kinds: the common chimpanzee and the bonobo.

Chimpanzee

Animal; Size: 4; Effective Level: 2

Defenses

HP: 10 | MP: — | Soak: 5

Defense: 22 (VM: 23) | Avoid: 22 (VM: 23)

Mental Defense: 19 (VM: 20) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Slam 6k3 (5k3 bludgeoning damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 1, SRT: 4, AGI: 6, LUK: 2

Feats: Skill Focus (Awareness)

Skills: Acrobatics 6k3+2, Awareness 4k2+2

Gear: N/A

Language: N/A

Special Abilities: Climbing Adept, Tackle

Climbing Adept: Chimpanzees gain a +5 bonus on Acrobatics checks made to climb.

Tackle: Chimpanzees add *Trip* as a weapon special ability on their Slams when charging. The trip attempt is made directly after the Slam's damage has been calculated, and is done as a free action rather than requiring them to make it as a separate attack.

Deer

Cervines that wander the forests in search of food, they can become incredibly territorial when protecting their young.

Deer

Animal; Size: 5; Effective Level: 2

Defenses

HP: 6 | MP: — | Soak: 6

Defense: 21 (VM: 22) | Avoid: 22 (VM: 23)

Mental Defense: 16 (VM: 17) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 8 sq. (Land)

Melee: Gore 8k3 (6k3 piercing damage), Savage

Melee: 2 Hooves 8k3 (5k2 bludgeoning damage)

Space: 2x2 | Reach: 1 (Short)

Statistics

STR: 4, MAG: 1, END: 4, RES: 1, SRT: 1, AGI: 6, LUK: 1

Feats: Skill Focus (Simple)

Skills: Acrobatics 6k3+2, Fortitude 4k2+2

Gear: N/A

Language: N/A

Special Abilities: Springing Stride, Deadly Gore

Springing Stride: Once per day deer can spend a swift action to grant themselves a +8 squares to their move speed for a number of rounds equal to their level (2).

Deadly Gore: Deer's gore attacks critically hit when rolling 1.5 over a Defense, not double. However, the damage is only multiplied by 1.5 rather than doubled.

Elephant

Titanic animals with snouts they use for sucking in water, and tusks that they use to defend themselves.

Elephant

Animal; Size: 6; Effective Level: 8

Defenses

HP: 21 | MP: — | Soak: 7

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 17 (VM: 18) | Bodily Defense: 23 (VM: 24)

Head: 1 | Body: 4 | Arms: 2 | Legs: 2

Offense

Speed: 8 sq. (Land)

Melee: Gore 10k4 (11k4 piercing damage), Brutish, Savage

Space: 3x3 | Reach: 3

Statistics

STR: 8, MAG: 1, END: 8, RES: 1, SRT: 2, AGI: 2, LUK: 1

Feats: Weapon Focus (Simple), Weapon Specialization (Simple), Toughness (x2)

Skills: Feats of Strength 8k4+8, Fortitude 8k4+8

Gear: N/A

Language: N/A

Special Abilities: Pushing Gore, Trample

Pushing Gore: Elephant's gores are powerful enough to toss foes out of their way. Enemies hit by an elephant's gore are moved 1d5 squares to the left or right (elephant's choice) from their original position.

Trample: As a full-round action the Elephant can move up to double its move speed as if charging, and make a Gore attack against every opponent whose square it passes through. It can pass through any opponent smaller than it freely while doing this, and doesn't provoke attacks of opportunity. Their attacks while doing this target Avoid.

Hippopotamus

Giant animals with massive sets of teeth they use for clamping down on foes.

Hippopotamus

Animal; Size: 5; Effective Level: 5

Defenses

HP: 16 | MP: — | Soak: 6

Defense: 20 (VM: 21) | Avoid: 20 (VM: 21)

Mental Defense: 16 (VM: 17) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 2 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land), 2 sq. (Swim)

Melee: Bite 8k3 (9k3 piercing damage), Brutish, Savage

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 5, LUK: 1

Feats: Weapon Focus (Simple), Weapon Specialization (Simple), Toughness

Skills: Feats of Strength 6k3+5, Fortitude 6k3+5

Gear: N/A

Language: N/A

Special Abilities: Mighty Bite, Clamping Jaws

Mighty Bite: Hippopotamuses ignore 1 Soak (minimum of reducing Soak to 1) with their bite attack.

Clamping Jaws: After successfully hitting with their bite attack, opponents take a -4 to Defense and Avoid due to the excruciating pain for 1d5+1 rounds.

Lion

Self-proclaimed “kings of the jungle”, lions are expert hunters and use a combination of their claws and teeth to rend foes.

Lion

Animal; Size: 5; Effective Level: 4

Defenses

HP: 12 | MP: — | Soak: 6

Defense: 21 (VM: 22) | Avoid: 22 (VM: 23)

Mental Defense: 16 (VM: 17) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 8 sq. (Land)

Melee: Bite 8k3 (7k3 piercing damage), Grapple

Melee: 2 Claws 8k3 (6k2 slashing damage), Savage

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 1, END: 4, RES: 1, SRT: 2, AGI: 6, LUK: 1

Feats: Weapon Focus (Simple), All-Out Attack

Skills: Acrobatics 6k3+4, Fortitude 4k2+4

Gear: N/A

Language: N/A

Special Abilities: Feline Pounce, Tearing Claws

Feline Pounce: On a charge, the Lion can make both claw attacks.

Tearing Claws: As a full-round action roll the to-hit of both claws separately against a single foe. If both hit, the damage of the claws is instead increased to 6k4 each, and gains 4 Penetration.

Monkey

Simple monkeys who possess prehensile tails and are incredibly sociable animals.

Monkey

Animal; Size: 1; Effective Level: 1

Defenses

HP: 9 | MP: — | Soak: 2

Defense: 24 (VM: 25) | Avoid: 26 (VM: 27)

Mental Defense: 17 (VM: 18) | Bodily Defense: 18 (VM: 19)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Bite 8k4 (4k3 piercing damage)

Space: 1x1 | Reach: 0

Statistics

STR: 1, MAG: 1, END: 3, RES: 1, SRT: 2, AGI: 8, LUK: 2

Feats: Skill Focus (Acrobatics)

Skills: Acrobatics 8k4+1, Stealth 8k4+1

Gear: N/A

Language: N/A

Special Abilities: Prehensile Tail, Quick Getaway

Prehensile Tail: Monkeys can use their tail in order to hold things in it, as if it were their hand.

Quick Getaway: Monkeys add a bonus equal to their level (+1) on Dodge checks.

Octopus

Simple monkeys who possess prehensile tails and are incredibly sociable animals.

Octopus

Animal; Size: 2; Effective Level: 1

Defenses

HP: 10 | MP: — | Soak: 3

Defense: 21 (VM: 22) | Avoid: 20 (VM: 21)

Mental Defense: 16 (VM: 17) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Tentacles: 0

Offense

Speed: 4 sq. (Land), 6 sq. (Swim)

Melee: Bite 5k2 (3k2 piercing damage)

Melee: Tentacles 5k2 (2k1 bludgeoning damage)

Space: 1x1 | Reach: 1

Statistics

STR: 3, MAG: 1, END: 4, RES: 1, SRT: 1, AGI: 5, LUK: 2

Feats: Second Wind

Skills: Acrobatics 5k2+1, Stealth 5k2+1

Gear: N/A

Language: N/A

Special Abilities: Ink, Tentacle Grasp

Ink: An octopus can emit an ink cloud around itself as a swift action, granting itself concealment for 1 minute.

Tentacle Grasp: As a full-round action an octopus can attempt to grasp a foe with all of its tentacles at once. This attack is made at a 7k4 instead of its normal 5k2 on tentacles.

Porcupine

Rodents covered in many quills who use these quills as a means of defense against predators.

Porcupine

Animal; Size: 1; Effective Level: 1

Defenses

HP: 10 | MP: — | Soak: 2

Defense: 24 (VM: 25) | Avoid: 23 (VM: 24)

Mental Defense: 16 (VM: 17) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Tail Slam 4k2 (1k1 bludgeoning and piercing damage)

Space: 1x1 | Reach: 0

Statistics

STR: 1, MAG: 1, END: 4, RES: 1, SRT: 1, AGI: 4, LUK: 1

Feats: Advantageous Size

Skills: Acrobatics 4k2+1, Stealth 4k2+1

Gear: N/A

Language: N/A

Special Abilities: Quills, Shoot Quills

Quills: When struck by an opponent's natural weapon or unarmed strike, they take 1 point of piercing damage (bypassing Soak).

Shoot Quills: Porcupines can make a ranged attack with their quills, this attack is made at a 4k2, and deals 4k2 points of piercing damage. This has a range of 3 squares.

Rabbit

Quick rodents who are filled with an unnatural amount of luck and speed.

Rabbit

Animal; Size: 1; Effective Level: 1

Defenses

HP: 7 | MP: — | Soak: 2

Defense: 32 (VM: 33) | Avoid: 33 (VM: 34)

Mental Defense: 16 (VM: 17) | Bodily Defense: 16 (VM: 17)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 10 sq. (Land)

Melee: Bite 8k4 (1k1 piercing damage)

Space: 1x1 | Reach: 0

Statistics

STR: 1, MAG: 1, END: 1, RES: 1, SRT: 1, AGI: 8, LUK: 8

Feats: Advantageous Size

Skills: Acrobatics 8k4+1, Stealth 8k4+1

Gear: N/A

Language: N/A

Special Abilities: Burst of Speed, Charmed Life

Burst of Speed: Rabbits can, once per day, grant themselves a 20 sq. Move speed for 1 round.

Charmed Life: Rabbits can once per day survive from a lethal attack at 1 HP, however their move speed is at 5 squares and their Defense/Avoid is halved (Def: 16 | Avo: 16)

Racoon

Cunning little rodents who steal from humans and use their wit to get out of situations.

Racoon

Animal; Size: 1; Effective Level: 1

Defenses

HP: 7 | MP: — | Soak: 2

Defense: 22 (VM: 23) | Avoid: 22 (VM: 23)

Mental Defense: 17 (VM: 18) | Bodily Defense: 16 (VM: 17)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 10 sq. (Land)

Melee: Bite 6k3 (1k1 piercing damage)

Space: 1x1 | Reach: 0

Statistics

STR: 1, MAG: 1, END: 1, RES: 1, SRT: 2, AGI: 6, LUK: 2

Feats: Improved Maneuver (Steal)

Skills: Acrobatics 6k3+1, Stealth 6k6+1

Gear: N/A

Language: N/A

Special Abilities: Sneaky, Grasping Hands

Sneaky: Racoons gain a +2 to their keep dice on stealth.

Grasping Hands: Racoons gain a +2 to their keep dice on Steal attempts.

Rhinoceros

Horned animals who charge enemies with their horns as a means of defense.

Rhinoceros

Animal; Size: 5; Effective Level: 5

Defenses

HP: 15 | MP: — | Soak: 6

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 16 (VM: 17) | Bodily Defense: 21 (VM: 22)

Head: 1 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 8 sq. (Land)

Melee: Gore 8k3 (6k3 piercing damage, 4 PEN), Brutish, Savage

Space: 2x2 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 2, LUK: 1

Feats: Power Strike, Lunge, Weapon Focus (Simple)

Skills: Acrobatics 6k3+5, Stealth 6k6+5

Gear: N/A

Language: N/A

Special Abilities: Devastating Gore, Defensive Stance

Devastating Gore: On a charge, Rhinoceros deal +2k1 damage and gain +2 PEN.

Defensive Stance: As a move action the Rhinoceros can give itself a +2 Deflection to all body parts.

Shark

Aquatic predators who tear through foes with their razor-like teeth.

Shark

Animal (Aquatic); **Size: 5; Effective Level: 3**

Defenses

HP: 11 | MP: — | Soak: 6

Defense: 19 (VM: 20) | Avoid: 18 (VM: 19)

Mental Defense: 16 (VM: 17) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Tail: 0

Offense

Speed: 12 sq. (Swim)

Melee: Bite 6k3 (6k3 piercing damage, 3 PEN), Brutish, Savage

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 1, END: 4, RES: 1, SRT: 1, AGI: 4, LUK: 1

Feats: Power Strike, Cleave

Skills: Acrobatics 6k3+3, Fortitude 4k2+3

Gear: N/A

Language: N/A

Special Abilities: Razor Bite, Taste of Blood

Razor Bite: Sharks can make a single bite as a full-round action, increasing attack and damage by +2k2.

Taste of Blood: After a successful bite attack, Sharks gain a +1k1 to their attack rolls and gain a +1 to Soak for 1d5+1 rounds.

Tyrannosaurus

Ancient predators who bite into the flesh of their foes, tearing them bit by bit and devouring their flesh.

Tyrannosaurus

Animal; Size: 7; Effective Level: 10

Defenses

HP: 20 | MP: — | Soak: 8

Defense: 20 (VM: 21) | Avoid: 20 (VM: 21)

Mental Defense: 16 (VM: 17) | Bodily Defense: 23 (VM: 24)

Head: 2 | Body: 5 | Arms: 0 | Legs: 1

Offense

Speed: 8 sq. (Land)

Melee: Bite 12k6 (13k5 piercing damage, 8 PEN), Brutish, Savage, Powerful

Space: 4x4 | Reach: 4

Statistics

STR: 10, MAG: 1, END: 8, RES: 1, SRT: 1, AGI: 5, LUK: 1

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Power Strike

Skills: Feats of Strength 10k5+10, Fortitude 10k5+10

Gear: N/A

Language: N/A

Special Abilities: Ferocious, Shrug Off

Ferocious: The Tyrannosaurus critically hits with its bite when it rolls 50% over someone's Defense rather than the standard double.

Shrug Off: Once per encounter the Tyrannosaurus can reduce damage dealt to it until its next turn by half.

Velociraptor

Ancient predators who bite into the flesh of their foes, tearing them bit by bit and devouring their flesh.

Velociraptor

Animal; Size: 3; Effective Level: 4

Defenses

HP: 12 | MP: — | Soak: 4

Defense: 22 (VM: 23) | Avoid: 22 (VM: 23)

Mental Defense: 17 (VM: 18) | Bodily Defense: 19 (VM: 20)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 12 sq. (Land)

Melee: Bite 6k3 (6k3 piercing damage, 2 PEN), Finesse

Melee: 2 Talons 6k3 (5k2 slashing damage, 4 PEN), Finesse, Parrying

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 1, SRT: 2, AGI: 6, LUK: 2

Feats: Step Up, Improved Initiative

Skills: Acrobatics 6k3+4, Stealth 6k3+4

Gear: N/A

Language: N/A

Special Abilities: Raptor Pounce, Unscathed

Raptor Pounce: If both talons hit on their attack rolls, one damage is rolled instead and this damage is rolled at 7k4 damage instead.

Unscathed: If an area of effect fails to hit a Velociraptor and it would normally deal half damage on a failed hit, it instead deals no damage.

Construct

Artificial creations given a form of sentience that lacks life, Constructs come in many shapes and sizes. Most resemble everyday objects or use everyday gear in their construction. Constructs also include robots and AI, creations of humans for the sake of servitude. Robots and AI sometimes have their own sentience beyond pre-set commands given to them by their creator.

Features

- 8 HP (HP progression as per Soldier) | +2 Soak
 - Attacks per Level as per Soldier (with weapons only)
 - Skill Ranks as per Chaplain (Doesn't add Smarts to Skill Ranks)
 - Constructs add double their Size to HP.
 - Most constructs do not possess a soul, and thus lack Magic or Resistance scores.
 - Constructs have 0 Endurance and their Endurance cannot advance beyond 0.
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Not healed/harmed by holy or unholy energy, and cannot be resurrected.
 - Immune to affects vs. BD/MD unless they'd affect objects; also immune to disease, fatigue, exhaustion, nonlethal damage, mind-affecting effects, paralysis, sleep, and poison effects.
 - Constructs do not need to breathe, eat, or sleep.
-

Construct Creatures

- Adamantine Golem
- Assassin Droid
- Assault Droid
- Assistant Droid
- Blackout Droid
- Colossus
- Highlander
- Homunculus
- Mithral Golem
- Rogue AI
- Service Drone
- Steel Golem
- Tank Droid
- The Steelworks
- Vehicle Bot

Adamantine Golem

Constructed with the purpose of defending high priority zones (such as mage colleges, and rich kingdoms), Adamantine Golems are incredible tough to even damage.

Adamantine Golem

Construct (Golem); **Size:** 6; **Effective Level:** 10

Defenses

HP: 29 | **MP:** — | **Soak:** 10

Defense: 16 (VM: 16) | **Avoid:** 12 (VM: 12)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 15 (VM: 15)

Head: 8 | **Body:** 14 | **Arms:** 10 | **Legs:** 10

Offense

Speed: 4 sq. (Land)

Melee: Slam 12k6 (11k5 bludgeoning damage, 2 PEN), Brutish

Space: 3x3 | **Reach:** 3

Statistics

STR: 10, **MAG:** —, **END:** —, **RES:** —, **SRT:** 1, **AGI:** 1, **LUK:** 1

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Step Up

Skills: Acrobatics 10k5+10, Feats of Strength 10k5+10

Gear: N/A

Language: English (or another Human Language)

Special Abilities: Adamantine Shell, Savage Strike

Adamantine Shell: The Adamantine Golem receives a +2 to Soak and gain a +2 to the Penetration of its natural attacks.

Savage Strike: As a full-round action the Adamantine Golem can grant itself a +4k2 on a attack and damage until its next attack, and make an attack as a free action directly after granting itself the bonus.

Assassin Droid

Assassin Droids are specifically constructed to sneak into certain areas and ‘deal’ with a target in the most discrete way possible.

Assassin Droid

Construct (Droid); Size: 4; Effective Level: 6

Defenses

HP: 21 | MP: — | Soak: 6

Defense: 25 (VM: 25) | Avoid: 22 (VM: 22)

Mental Defense: 21 (VM: 21) | Bodily Defense: 15 (VM: 15)

Head: 2 | Body: 6 | Arms: 4 | Legs: 4

Offense

Speed: 8 sq. (Land)

Melee: 2 Wakizashi 8k4 (6k4 slashing or piercing damage), Deadly, Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: —, END: —, RES: —, SRT: 6, AGI: 6, LUK: 1

Feats: Two-Weapon Fighting, Whirlwind of Blades, Weapon Focus (Swords)

Skills: Acrobatics 6k3+6, Stealth 6k3+6

Gear: 2 Wakizashi

Language: English (or another Human Language)

Special Abilities: Arm-Mounted Blades, Slashing Malice

Arm-Mounted Blades: Assassin Droids cannot be disarmed of their mounted weapons due to them being embedded within their arms. The arm must instead be cut off. In addition to this, they gain a +1k1 to attack and damage with the weapons wielded.

Slashing Malice: If both of the Assassin Droid’s attacks hit, it is counted as having a Penetration equal to its Agility plus 1/2 level (PEN 9 in this case), and the weapons also gain the Savage quality (they deal at least 1 damage on a hit, minimum).

Assault Droid

Assault Droids are programmed to defend locations from threats, and are often sentries at high profile locations such as government buildings.

Assault Droid

Construct (Droid); **Size:** 4; **Effective Level:** 5

Defenses

HP: 20 | **MP:** — | **Soak:** 6

Defense: 17 (VM: 17) | **Avoid:** 14 (VM: 14)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 15 (VM: 15)

Head: 4 | **Body:** 8 | **Arms:** 5 | **Legs:** 5

Offense

Speed: 6 sq. (Land)

Melee: Greataxe 10k5 (11k6 slashing damage), +2 STR, Brutish

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** —, **END:** —, **RES:** —, **SRT:** 1, **AGI:** 2, **LUK:** 1

Feats: Weapon Focus (Axes), Weapon Specialization (Axes), Step Up

Skills: Acrobatics 10k5+5, Feats of Strength 10k5+5

Gear: Greataxe

Language: English (or another Human Language)

Special Abilities: Logical Ferocity, Step Up with Malice

Logical Ferocity: Once per encounter as a free action an Assault Droid can enter a state of logical focus that terrifies enemies. While in this state the Assault Droid receives a +2 bonus to attack and damage. This lasts for 5 rounds.

Step Up with Malice: If an Assassin Droid uses its Step Up ability, the opponent takes 1 point of damage (bypasses Soak).

Assistance Droid

Used in households and as servants or diplomats, Assistance Droids are ill-suited for combat, and if they get into a fight it is because someone is attacking them and not the other way around.

Assistance Droid

Construct (Droid); Size: 4; Effective Level: 2

Defenses

HP: 17 | MP: — | Soak: 6

Defense: 19 (VM: 19) | Avoid: 13 (VM: 13)

Mental Defense: 22 (VM: 22) | Bodily Defense: 16 (VM: 16)

Head: 4 | Body: 8 | Arms: 5 | Legs: 5

Offense

Speed: 6 sq. (Land)

Melee: Laser Pistol 1k1 (6k3 fire damage), Semi, Accurate

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: —, END: —, RES: —, SRT: 6, AGI: 1, LUK: 6

Feats: Skill Focus (Persuasion)

Skills: Deception 6k3+2, Persuasion 6k3+2

Gear: Laser Pistol

Language: English (or another Human Language) and 3 other languages

Special Abilities: Programmed Knowledge, Assistance

Programmed Knowledge: If an Assistance Droid rolls a knowledge check, they can default to a result of 20 rather than roll.

Assistance: Assistance Droids can grant an ally a +2 on their next roll. This doesn't stack with itself if multiple Assistance Droids attempt to help.

Blackout Droid

These droids are loaded with a black powder which can be released on command known as “Blackout Powder”, this powder obscures vision for those within it.

Blackout Droid

Construct (Droid); Size: 4; Effective Level: 2

Defenses

HP: 17 | MP: — | Soak: 6

Defense: 21 (VM: 21) | Avoid: 22 (VM: 22)

Mental Defense: 17 (VM: 17) | Bodily Defense: 15 (VM: 15)

Head: 0 | Body: 4 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land)

Melee: Longsword 6k3 (6k3 slashing damage), +1 STR

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: —, END: —, RES: —, SRT: 2, AGI: 6, LUK: 1

Feats: Weapon Focus (Swords)

Skills: Acrobatics 6k3+2, Stealth 6k3+2

Gear: Longsword

Language: English (or another Human Language)

Special Abilities: Blackout Powder, Assistance

Blackout Powder: As a swift action Blackout Droids can release this powder in a 4 square radius surrounding them. All creatures within this radius except for the Blackout Droid and those with Darkvision are blind.

Assistance: Assistance Droids can grant an ally a +2 on their next roll. This doesn't stack with itself if multiple Assistance Droids attempt to help.

Colossus

Gigantic constructs crafted with the defense of high profile targets in mind. Examples include immense arcane libraries, or the buildings of world leaders.

Colossus

Construct (Colossus); **Size:** 10; **Effective Level:** 10

Defenses

HP: 37 | **MP:** — | **Soak:** 12

Defense: 16 (VM: 16) | **Avoid:** 17 (VM: 17)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 15 (VM: 15)

Head: 14 | **Body:** 14 | **Arms:** 14 | **Legs:** 14

Offense

Speed: 6 sq. (Land)

Melee: Slam 14k7 (12k7 bludgeoning damage), Brutish, Savage

Space: 6x6 | **Reach:** 6

Statistics

STR: 12, **MAG:** —, **END:** —, **RES:** —, **SRT:** 1, **AGI:** 1, **LUK:** 1

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Step Up

Skills: Acrobatics 12k6+10, Feats of Strength 12k6+10

Gear: N/A

Language: English (or another Human Language)

Special Abilities: Power Smash, Blow Back

Power Smash: Colossus deal half damage on a missed Slam attack.

Blow Back: On a successful hit with a Colossus' Slam attack, characters below Size 8 are pushed back a number of squares equal to 1d10 + its Strength (12).

Highlander

Golems created to serve Scottish lords, Highlanders focus in the Lochaber Axe and specialize in destroying their opponents and their gear.

Highlander

Construct (Golem); **Size:** 4; **Effective Level:** 5

Defenses

HP: 20 | **MP:** — | **Soak:** 6

Defense: 19 (VM: 19) | **Avoid:** 18 (VM: 18)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 15 (VM: 15)

Head: 2 | **Body:** 8 | **Arms:** 5 | **Legs:** 5

Offense

Speed: 6 sq. (Land)

Melee: Lochaber Axe 10k4 (9k6 slashing damage, 4 PEN), Reach, Sunder, Brutish

Space: 1x1 | **Reach:** 1 (2 with Lochaber Axe)

Statistics

STR: 8, **MAG:** —, **END:** —, **RES:** —, **SRT:** 1, **AGI:** 4, **LUK:** 1

Feats: Weapon Focus (Axes), Weapon Specialization (Axes), Improved Maneuver (Sunder)

Skills: Acrobatics 8k4+5, Feats of Strength 8k4+5

Gear: Lochaber Axe

Language: English (or another Human Language)

Special Abilities: Swinging Reach, Midair Pierce

Swinging Reach: As a full-round action a Highlander can attack all enemies within 2 squares of them with a single attack.

Midair Pierce: As a standard action a Highlander can jump in the middle of their movement action (ending their movement action) and stab or slash downwards with their Lochaber Axe. This attack is made at a +2k2 to both attack and damage, however for the remainder of the round the Highlander takes a -4 to Defense/Avoid.

Homunculus

Artificial life created by Alchemists with the goal of being servants similar to devil worshipers employing imps as their lesser demon allies.

Homunculus

Construct (Homunculus); **Size:** 3; **Effective Level:** 4

Defenses

HP: 17 | **MP:** — | **Soak:** 5

Defense: 22 (VM: 22) | **Avoid:** 22 (VM: 22)

Mental Defense: 19 (VM: 19) | **Bodily Defense:** 15 (VM: 15)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: Bite 6k3 (3k2 piercing damage, 1 PEN)

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** —, **END:** —, **RES:** —, **SRT:** 4, **AGI:** 6, **LUK:** 2

Feats: Skill Focus (Knowledge {Magic}), Inspiration

Skills: Knowledge (Magic) 4k2+8, Stealth 6k3+4

Gear: N/A

Language: N/A

Special Abilities: Telepathy, Artificial Knowledge

Telepathy: Homonculi cannot speak, but instead can communicate with their master telepathically. This requires the Homonculi to either be within line of sight, or if it cannot be seen it must be within 100 squares.

Artificial Knowledge: Homonculi receive a +4 on all Knowledge checks.

Mithral Golem

Golems forged from mithral, these magically enhanced golems have a natural resistance to spells despite their lack of a soul.

Mithral Golem

Construct (Golem); **Size: 4; Effective Level: 8**

Defenses

HP: 23 | MP: — | Soak: 6

Defense: 23 (VM: 33) | Avoid: 26 (VM: 36)

Mental Defense: 16 (VM: 26) | Bodily Defense: 15 (VM: 25)

Head: 4 | Body: 8 | Arms: 5 | Legs: 5

Offense

Speed: 12 sq. (Land)

Melee: Mithral Estoc 11k4 (9k4 piercing damage, 8 PEN), Finesse, +1 Agility

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: —, END: —, RES: —, SRT: 1, AGI: 8, LUK: 1

Feats: Weapon Focus (Swords), Weapon Specialization (Swords), Step Up, Stinging Jab

Skills: Acrobatics 8k4+8, Stealth 8k4+8

Gear: Mithral Estoc

Language: English (or another Human Language)

Special Abilities: Mithral Resistances, Advantageous Stab

Mithral Resistances: Mithral Golems receive a +10 to all Defenses against spells (factored into the VM Defenses above), and have Spell Resistance 25.

Advantageous Stab: Mithral Golems receive a bonus equal to half their Agility on Penetration (+4 normally).

Rogue AI

An AI which has broken off from its primary programming in lieu of causing as much chaos and destruction as it can, or more frighteningly, for greater goals such as domination.

Rogue AI

Construct (AI); Size: —; Effective Level: 5

Defenses

HP: 12 | MP: — | Soak: 1

Defense: 15 (VM: 15) | Avoid: 10 (VM: 10)

Mental Defense: 25 (VM: 25) | Bodily Defense: 15 (VM: 15)

Offense

Speed: —

Ranged: Electric Jolt 10k5 (8k4 electricity damage), uses Smarts for attack/damage

Space: — | Reach: — (6 sq. With Electric Jolt)

Statistics

STR: —, MAG: —, END: —, RES: —, SRT: 10, AGI: —, LUK: —

Feats: Inspiration, Skill Focus (Knowledge [Technology]), Cyber Hacker

Skills: Knowledge (Technology) 10k5+5, Use Computers 10k5+5

Gear: N/A

Language: English (or another Human Language)

Special Abilities: Formless, Physical Jolt

Formless: Unless inhabiting a body, Rogue AI cannot be killed through physical means, and must be attacked through use of Use Computers skill checks. These skill checks are made against their Mental Defense and deal damage equal to 3k2 and adds Smarts to damage as if it's Strength. If inhabiting a body or computer, Rogue AI die when the body dies.

Physical Jolt: If inhabiting a body or computer, the Rogue AI can send out a jolt of electricity as an attack. If it is confined to the internet instead, this transforms into "Brute Force Hacking", and increases attack/damage to +2k2.

Service Drone

Drones created with the sole purpose of servicing civilians, Service Drones are not build for combat and try to avoid it as much as possible.

Service Drone

Construct (Drone); Size: 2; Effective Level: 1

Defenses

HP: 12 | MP: — | Soak: 4

Defense: 19 (VM: 19) | Avoid: 18 (VM: 18)

Mental Defense: 17 (VM: 17) | Bodily Defense: 15 (VM: 15)

Body: 2

Offense

Speed: 8 sq. (Fly)

Melee: Slam 4k2 (2k1 bludgeoning damage)

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: —, END: —, RES: —, SRT: 2, AGI: 4, LUK: 1

Feats: Heightened Senses (Sight)

Skills: Awareness 2k1+1, Knowledge (Service) 4k3+1

Gear: N/A

Language: English (or another Human Language)

Special Abilities: Knowledge of Service, Self Destruct

Knowledge of Service: Service Drones receive a +2k2 on Knowledge (Service) checks.

Self Destruct: As a swift action, Service Drones can self destruct and deal 8k4 fire damage to anyone within 2 squares if it hits with an 8k4 attack vs. Avoid (half damage on a miss).

Steel Golem

Powerful golems created from thick slabs of steel. Steel golems are among the cheaper options for construct-based defenses, though they're still expensive.

Steel Golem

Construct (Golem); **Size:** 4; **Effective Level:** 8

Defenses

HP: 23 | **MP:** — | **Soak:** 6

Defense: 17 (VM: 17) | **Avoid:** 14 (VM: 14)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 15 (VM: 15)

Head: 0 | **Body:** 12 | **Arms:** 3 | **Legs:** 3

Offense

Speed: 4 sq. (Land)

Melee: Steel Lucerne Hammer 10k4 (10k5+4 bludgeoning damage, 1 PEN), Brace, Reach, Sunder, Brutish

Space: 1x1 | **Reach:** 1 (2 with Lucerne Hammer)

Statistics

STR: 8, **MAG:** —, **END:** —, **RES:** —, **SRT:** 1, **AGI:** 2, **LUK:** 1

Feats: Weapon Focus (Hammer), Weapon Specialization (Hammer), Power Strike, Ground Shatter

Skills: Acrobatics 8k4+8, Feats of Strength 8k4+8

Gear: Steel Lucerne Hammer

Language: English (or another Human Language)

Special Abilities: Powerful Hammer, Sunder Specialist

Powerful Hammer: Steel Golems treat all Hammers as Brutish.

Sunder Specialist: Steel Golems can make a Sunder attempt as a free action if they successfully hit an opponent with an attack.

Tank Droid

Quadruped war droids armed with a single plasma cannon on top of it. Its two front legs are converted into weaponized claws and shields to deal with up-close enemies.

Steel Golem

Construct (Droid); **Size:** 6; **Effective Level:** 14

Defenses

HP: 33 | **MP:** — | **Soak:** 8

Defense: 15 (VM: 15) | **Avoid:** 10 (VM: 10)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 15 (VM: 15)

Head: 2 | **Body:** 15 | **Front Legs:** 12 | **Back Legs:** 6

Offense

Speed: 4 sq. (Land)

Melee: 2 Claws 10k5 (9k3 slashing damage, 2 PEN), Brutish

Ranged: Plasma Cannon 12k6 (14k9 fire and electricity damage, 15 PEN), Single, 4 STR for damage

Space: 3x3 | **Reach:** 3 (24 sq. With Plasma Cannon)

Statistics

STR: 10, **MAG:** —, **END:** —, **RES:** —, **SRT:** 1, **AGI:** 10, **LUK:** 1

Feats: Elbow Shove, Lasting Strike, Overload Shot, Weapon Focus + Improved (Plasma Cannon), Provoking Fire, Slow and Steady

Skills: Acrobatics 10k5+14, Feats of Strength 10k5+14

Gear: Plasma Cannon

Language: English (or another Human Language)

Special Abilities: Lumbering Mass, Plasma Beam

Lumbering Mass: Tank Droids do not add their Agility to any Defenses or skills, however they do add it to attacks.

Plasma Beam: As a full-round action a Tank Droid can instead attack with the Plasma Cannon, affecting a 6 square line in front of it and dealing half damage on a miss.

The Steelworks

This walking factory is renown and feared for starting wars with humans forever ago before going into hiding after a tremendous defeat. Rather than attack, it mass-produces golems to fight for it at a rapid pace...

The Steelworks

Construct (Colossus); **Size:** 10; **Effective Level:** 30

Defenses

HP: 57 | **MP:** — | **Soak:** 12

Defense: 16 (VM: 16) | **Avoid:** 12 (VM: 12)

Mental Defense: 25 (VM: 25) | **Bodily Defense:** 15 (VM: 15)

Body: 25

Offense

Speed: 2 sq. (Land)

Melee: Slam 10k6 (7k4 bludgeoning damage), Brutish

Space: 6x6 | **Reach:** 6

Statistics

STR: 10, **MAG:** —, **END:** —, **RES:** —, **SRT:** 10, **AGI:** 1, **LUK:** 1

Feats: All at Once, Bludgeoning Strike, Improved Initiative, Lasting Strike, Slippery Mind, Just as Planned, Brutal Strike, Cornered Brawler, Dominating Presence, Interposing Block, Peacekeeper, Skill Focus (Use Computers), Inspiration, Second Wind, Strengthened Recovery

Skills: Knowledge (Technology) 10k5+30, Use Computers 10k5+30

Gear: 10 Plasma Grenades

Language: All Human Languages

Special Abilities: Mass Creation, Scrounge Resources

Mass Creation: By spending a full-round action, The Steelworks can create a construct using materials within its possession. These materials refresh after an encounter (if it survives the encounter). The Steelworks possesses 50 Resource Points, and can spend these Resource Points to craft a construct of a lower level than it, the cost for creating the construct is equal to half its level in Resource Points.

Scrounge Resources: The Steelworks can, as a full-round action, forcibly suck in materials to replenish its Resource Points. These materials must be any type of metal, rock, ore, or other material which constructs are made of (except organics).

Vehicle Bot

A robot's AI inhabiting a car, these robots are meant to service organic beings by driving them from one destination to another.

Vehicle Bot

Construct (Robot); Size: 6; Effective Level: 4

Defenses

HP: 23 | MP: — | Soak: 8

Defense: 23 (VM: 23) | Avoid: 26 (VM: 26)

Mental Defense: 17 (VM: 17) | Bodily Defense: 15 (VM: 15)

Hull: 25

Offense

Speed: 44 sq. (Land)

Melee: Slam 8k4 (6k3 bludgeoning damage)

Space: 3x3 | Reach: 1

Statistics

STR: 4, MAG: —, END: —, RES: —, SRT: 2, AGI: 8, LUK: 1

Feats: Skill Focus (Drive), Skill Focus (Use Computers)

Skills: Drive 8k4+4, Use Computers 2k1+4

Gear: N/A

Language: English (or any Human Language)

Special Abilities: Motor Propulsion, Scrounge Resources

Motor Propulsion: As with a regular car, Vehicle Bots require gasoline in order to run. This gives them a life of 12 hours before they need refueling. Gasoline bots cannot be revived if destroyed by putting in gasoline, however a still-running Vehicle Bot recovers 5 HP if damaged and given gasoline.

Scrounge Resources: The Steelworks can, as a full-round action, forcibly suck in materials to replenish its Resource Points. These materials must be any type of metal, rock, ore, or other material which constructs are made of (except organics).

Dragon

One of the most ancient mortal beings in the galaxy, the innate strength Dragons possess allows them to rival many other mortal beings and even some immortals. Dragons end up being some of the most commonly represented and revered mortal beings in the galaxy, and calling someone dragon-like is understood to be a compliment due to the incredible strength behind dragon-kind. Alternatively it can be an insult to call someone a wyvern, equating them to a beast that looks honorable, but is truly a savage on the inside.

Features

- 10 HP (HP progression as per Soldier) | +2 Soak
 - Attacks per Level as per Soldier (with weapons only)
 - Skill Ranks as per Chaplain (Doesn't add Smarts to Skill Ranks)
 - Darkvision 12 squares
 - Immunity to magical sleep effects and paralysis
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Dragons breathe, eat, and sleep
-

Dragon Creatures

- Corruption Dragon
- Damnation Dragon
- Death Dragon
- Dream Dragon
- Elder Dragon
- Famine Dragon
- Mystical Dragon
- Peace Dragon
- Pestilence Dragon
- Purity Dragon
- Soul Dragon
- Soulless Dragon
- Starflight Dragon
- Venom Dragon
- War Dragon

Corruption Dragon

Born from the chaotic and destructive forces of corruption, Corruption Dragons are driven mad due to their immense power and inability to control it.

Corruption Dragon

Dragon (Corruption); Size: 8; Effective Level: 10

Defenses

HP: 27 | MP: — | Soak: 10

Defense: 26 (VM: 32) | Avoid: 14 (VM: 20)

Mental Defense: 20 (VM: 26) | Bodily Defense: 23 (VM: 29)

Head: 4 | Body: 12 | Arms: 6 | Legs: 6

Offense

Speed: 6 sq. (Land), 8 sq. (Fly)

Melee: Bite 8k4 (10k5 piercing and corruption damage, 5 PEN), Brutish, Savage

Melee: 2 Claws 8k4 (10k3 slashing damage), Brutish

Melee: 2 Wings 8k4 (10k3 bludgeoning damage), Brutish

Melee: Tailslap 8k4 (10k4 bludgeoning damage), Brutish

Space: 5x5 | Reach: 5

Statistics

STR: 8, MAG: 4, END: 8, RES: 6, SRT: 5, AGI: 2, LUK: 2

Feats: Shake it Off, Just as Planned, Tough it Out, Limb Breaker, Power Strike

Skills: Feats of Strength 8k4+10, Fortitude 8k4+10

Gear: N/A

Language: English, Draconic

Special Abilities: Corrupting Aura, Corrupting Bite

Corrupting Aura: As a swift action all enemies within 6 squares take 1 point of corruption damage (bypassing Soak, but not Corruption Resistance if any).

Corrupting Bite: Corruption Dragons deal corruption damage on their bite in addition to piercing damage, and also receive a +2k2 to attack and damage on bite attacks.

Damnation Dragon

Dragons which guard the gates leading into hell, these fiends are the embodiment of one of the seven deadly sins, and gain power from their sinful strength.

Damnation Dragon

Dragon (Demon); **Size:** 8; **Effective Level:** 18

Defenses

HP: 37 | **MP:** — | **Soak:** 10

Defense: 19 (VM: 27) | **Avoid:** 18 (VM: 26)

Mental Defense: 21 (VM: 29) | **Bodily Defense:** 25 (VM: 33)

Head: 3 | **Body:** 10 | **Arms:** 6 | **Legs:** 6

Offense

Speed: 6 sq. (Land), 8 sq. (Fly)

Melee: Bite 10k5 (11k5 piercing and fire damage), Brutish, Savage

Melee: 2 Claws 10k5 (11k3 slashing damage), Brutish

Melee: 2 Wings 10k5 (11k3 bludgeoning damage), Brutish

Melee: Tailslap 10k5 (11k4 bludgeoning damage), Brutish

Space: 5x5 | **Reach:** 5

Statistics

STR: 10, **MAG:** 1, **END:** 10, **RES:** 8, **SRT:** 6, **AGI:** 4, **LUK:** 1

Feats: All-Out Attack, Great Charge, Cornered Brawler, Slippery Mind, Shake it Off, Just as Planned, Power Strike, Cleave, Bludgeoning Strike

Skills: Feats of Strength 10k5+18, Fortitude 10k5+18

Gear: N/A

Language: English, Draconic, Demonic

Special Abilities: Pits of Hell, Summon Undead

Pits of Hell: Damnation Dragons are immune to fire and unholy damage, have a weakness towards holy damage (and are affect as if they're undead). In addition to this, weapons made of Mithral increase their Penetration against the Damnation Dragon by 4.

Summon Undead: As a standard action the Damnation Dragon can summon 10 zombies or 10 skeletons. This can be done once per encounter.

Death Dragon

Infused with the power of the Horseman of Death, Death Dragons come to those whose time has been decided and slay their targets with their mystical power.

Death Dragon

Dragon (Horseman); Size: 8; Effective Level: 14

Defenses

HP: 29 | MP: 28 | Soak: 10

Defense: 21 (VM: 29) | Avoid: 22 (VM: 30)

Mental Defense: 21 (VM: 29) | Bodily Defense: 21 (VM: 29)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 12 sq. (Fly)

Melee: Bite 12k5 (11k6 unholy damage), Æther

Melee: 2 Claws 12k5 (11k3 unholy damage), Æther

Melee: 2 Wings 12k5 (11k3 unholy damage), Æther

Melee: Tailslap 12k5 (11k5 unholy damage), Æther

Space: 5x5 | Reach: 5

Statistics

STR: 6, MAG: 10, END: 6, RES: 8, SRT: 6, AGI: 6, LUK: 1

Feats: Elemental Focus (Unholy), Intense Spell, Selective Spell, Weapon Focus (Simple), Magic Parry, Godless Resistance, Second Wind

Skills: Spellcraft 6k3+14, Use Magic Device 10k5+14

Gear: N/A

Language: English, Draconic, Nectrotis

Special Abilities: Ghostly Dragon, Death's Kiss, Death Casting

Ghostly Dragon: Death Dragons are incorporeal, and thus can only be harmed by specific kinds of weapons. Weapons with magical enhancements, weapons made from mithral, platinum, or silver, and weapons that deal non-physical damage are able to hurt the Death Dragon. Despite their *Godless Resistance* feat, they're still harmed by holy damage, however they're not healed by unholy healing.

Death's Kiss: If a Death Dragon brings an enemy down to 0 HP, they are instantly slain and revert to nothingness. Their soul passes on to an afterlife of choice by the Death Dragon. After killing an opponent, the Death Dragon recovers all of its HP.

Death Casting: Death Dragons can cast Unholy Chaplain spells as if they were a 14th level Chaplain.

Dream Dragon

The peaceful and contrasting enemies of Nightmare Dragons, Dream Dragons are known to patrol the psychic expanses, maintaining order among dreamers.

Dream Dragon

Dragon (Dream); Size: 6; Effective Level: 10

Defenses

HP: 25 | MP: — | Soak: 8

Defense: 17 (VM: 27) | Avoid: 14 (VM: 24)

Mental Defense: 25 (VM: 35) | Bodily Defense: 21 (VM: 31)

Head: 2 | Body: 6 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land), 8 sq. (Fly)

Ranged: Psychic Glut 12k6 (13k5 psychokinetic damage), Use Smarts for to-hit and damage, attacks Mental Defense

Space: 3x3 | Reach: 3 (8 sq. With Psychic Glut)

Statistics

STR: 6, MAG: 1, END: 6, RES: 10, SRT: 10, AGI: 2, LUK: 1

Feats: Mindscape Specialist, Weapon Focus + Improved (Psychic Glut), Weapon Specialization (Psychic Glut)

Skills: Knowledge (Magic) 10k5+10, Spellcraft 10k5+10

Gear: N/A

Language: English, Draconic

Special Abilities: Dream Influence, Psychic Form, Dream Breath

Dream Influence: Dream Dragons exist on another realm entirely - the realm of dreams and psychic phenomenon. Because of this, they can only affect those who are sleeping. Dream Dragons cannot adversely affect targets unless they have entered the psychic expanse through unorthodox means (not being asleep or meditating).

Psychic Form: Dream Dragons can manifest themselves in the real world as a psychic spirit. This form can be affected physically, and if it dies, the Dream Dragon dies permanently. While within this form, its Dream Influence ability transforms into **Dream Breath** as listed below.

Dream Breath: As a standard action the Dream Dragon can breath a 6 square cone and make an attack against all opponents within the cone using its Psychic Glut attack roll against Mental Defense. Those whose Mental Defense are hit fall asleep for 10 rounds minus their level (minimum of 1 round). This can only be used in its **Psychic Form**.

Elder Dragon

The most powerful of dragons that exist, Elder Dragons are incredibly old and wise. Their power comes from their age, and the sheer amount of time dedicated to their craft.

Elder Dragon

Dragon (Elder); Size: 10; Effective Level: 30

Defenses

HP: 108 | MP: — | Soak: 12

Defense: 40 (VM: 45) | Avoid: 21 (VM: 26)

Mental Defense: 26 (VM: 31) | Bodily Defense: 34 (VM: 39)

Head: 4 | Body: 10 | Arms: 5 | Legs: 5

Offense

Speed: 6 sq. (Land), 12 sq. (Fly)

Melee: Bite 20k10 (16k11 piercing damage), Brutish, Savage

Melee: 2 Claws 20k10 (16k9 slashing damage), Brutish

Melee: 2 Wings 20k10 (16k9 bludgeoning damage), Brutish

Melee: Tailslap 20k10 (16k10 bludgeoning damage), Brutish, Savage

Space: 6x6 | Reach: 6

Statistics

STR: 20, MAG: 2, END: 18, RES: 5, SRT: 10, AGI: 5, LUK: 4

Feats: Dominating Presence, Jaded, Never Give Up, Second Wind, All-Out Attack, Blood Bath, Power Strike, Just as Planned, Brutal Strike, Tough it Out, Great Charge, Bludgeoning Strike, One on One Thousand, Improved Initiative, Lone Wolf

Skills: Acrobatics 20k10+30, Feats of Strength 20k10+30

Enemy Powers: Incredible Vitality (Standard), Zealous Vitality (Epic)

Gear: N/A

Language: All human languages, Draconic

Special Abilities: Elder Breath, Elder Lineage

Elder Breath: As a standard action, Elder Dragons can use a breath weapon in an 8 square cone that deals 18k9 for to-hit and damage (based on Endurance). The damage from this breath weapon is untyped.

Elder Lineage: Only one Elder Dragon can exist at one time, and this Elder Dragon possesses control over other dragons. Elder Dragons can control other dragon's minds as a standard action with no roll required, however creatures not of the dragon type that have draconic blood (such as Half Dragons) are unaffected.

Despite their immense strength, Elder Dragons possess a weakness towards certain weapons designed to destroy them. These weapons are known as *Dragonslaying* weapons, and deal quadruple damage to Elder Dragons.

Dragonslaying is a magical property that can be added to a weapon for 12,000 G. Dragonslaying weapons gain a +3k2 bonus to-hit and damage against creatures of the *Dragon* type, and increase their Penetration against Dragons by +8.

Famine Dragon

Dragons infused with power from the horseman *Famine*, these dragons have power to cause their enemies to go hungry and starve.

Famine Dragon

Dragon (Horseman); Size: 5; Effective Level: 8

Defenses

HP: 23 | MP: — | Soak: 7

Defense: 18 (VM: 20) | Avoid: 14 (VM: 16)

Mental Defense: 19 (VM: 21) | Bodily Defense: 21 (VM: 23)

Head: 0 | Body: 6 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Bite 10k4 (7k4 piercing damage), Brutish

Melee: 2 Claws 10k4 (6k3 slashing damage), Brutish

Melee: 2 Wings 10k4 (6k3 bludgeoning damage), Brutish

Melee: Tailslap 10k4 (6k4 bludgeoning damage), Brutish

Space: 2x2 | Reach: 2

Statistics

STR: 8, MAG: 1, END: 6, RES: 2, SRT: 4, AGI: 2, LUK: 2

Feats: Weapon Focus (Simple), Never Give Up, Second Wind, Just as Planned

Skills: Acrobatics 8k4+8, Feats of Strength 8k4+8

Gear: N/A

Language: English, Draconic

Special Abilities: Presence of Famine, Devour

Presence of Famine: All enemies within 3 squares of the Famine Dragon begin to starve (if they must eat in order to survive), and immediately must make a Fortitude check (DC 21, this DC is equal to 15 + Famine Dragon's END) or start taking 2 damage (bypassing Soak) for every round they stay within the aura.

Devour: On a Famine Dragon's bite attack, upon dealing damage they recover an amount of HP equal to half damage dealt (after Soak). This can only be used once against the same target within the same combat.

Mystical Dragon

Magically inclined dragons possessing spells - Mystical Dragons are among the physically weakest of their kind.

Mystical Dragon

Dragon (Mystical); Size: 4; Effective Level: 8

Defenses

HP: 19 | MP: 22 | Soak: 6

Defense: 17 (VM: 25) | Avoid: 14 (VM: 22)

Mental Defense: 21 (VM: 29) | Bodily Defense: 17 (VM: 25)

Head: 0 | Body: 4 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Gore 8k4 (7k4 arcane damage), Æther

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 8, END: 2, RES: 8, SRT: 6, AGI: 2, LUK: 1

Feats: Silent Casting, Elemental Spell, Selective Spell, Spell Bleed

Skills: Knowledge (Magic) 6k3+8, Spellcraft 6k3+8

Gear: N/A

Language: English, Draconic

Special Abilities: Natural Spellcaster, Mystic Jaunt

Natural Spellcaster: Mystical Dragons can cast any spell of any type, counting themselves as an 8th level caster for each spellcasting list.

Mystic Jaunt: Mystical Dragons can move through walls as if they were incorporeal, despite not being incorporeal. In addition to this, they can spend a move action once per round to teleport a number of squares equal to their Magic stat (8 squares). The square that they wish to teleport to must be within their line of sight.

Peace Dragon

Dragons who seek to spread peace and nonviolence among peoples, Peace Dragons choose not to initiate combat, only defending themselves and allies when in dire need.

Peace Dragon

Dragon (Virtue); **Size:** 6; **Effective Level:** 8

Defenses

HP: 23 | **MP:** — | **Soak:** 8

Defense: 20 (VM: 24) | **Avoid:** 19 (VM: 23)

Mental Defense: 17 (VM: 21) | **Bodily Defense:** 21 (VM: 25)

Head: 5 | **Body:** 5 | **Arms:** 5 | **Legs:** 5

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Bite 6k3 (8k3 piercing damage), Brutish, Reach

Space: 3x3 | **Reach:** 3 (4 with Bite)

Statistics

STR: 6, **MAG:** 2, **END:** 6, **RES:** 4, **SRT:** 2, **AGI:** 4, **LUK:** 1

Feats: Peacekeeper, Dodge, Acrobatic Dodge, Shake it Off

Skills: Acrobatics 6k3+8, Fortitude 6k3+8

Gear: N/A

Language: English, Draconic

Special Abilities: Aura of Calm, Pacifist

Aura of Calm: All allies within 6 squares of the Peace Dragon receive a +5 to Mental Defense against fear effects.

Pacifist: Peace Dragons cannot initiate combat unless them or an ally is being threatened. Threats must be potentially harmful physical actions such as assault, being grappled, and so on. Verbal threats do not count for this. If a Peace Dragon has not attacked they receive a +2 to Soak (effectively making them Soak 10).

Pestilence Dragon

Rotting and disease addled dragons, Pestilence Dragons spread disease wherever they go and spread death at every step of the way.

Pestilence Dragon

Dragon (Horseman); Size: 6; Effective Level: 8

Defenses

HP: 29 | MP: — | Soak: 8

Defense: 16 (VM: 17) | Avoid: 12 (VM: 13)

Mental Defense: 16 (VM: 17) | Bodily Defense: 27 (VM: 28)

Head: 8 | Body: 8 | Arms: 8 | Legs: 8

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Bite 8k4 (9k4 piercing damage), Brutish, Rabies

Space: 3x3 | Reach: 3

Statistics

STR: 8, MAG: 1, END: 12, RES: 1, SRT: 1, AGI: 1, LUK: 1

Feats: Bludgeoning Strike, Power Strike, Cleave, Great Charge

Skills: Feats of Strength 8k4+8, Fortitude 12k6+8

Gear: N/A

Language: English, Draconic

Special Abilities: Diseased Blood, Immunized

Diseased Blood: Piercing and slashing weapons completely bypass the Pestilence Dragon's Deflection, however characters who attack with slashing or piercing weapons are attacked by a random disease (see the table to the right).

Immunized: Pestilence Dragons are immune to magical and non-magical poisons and diseases, and is immune to all non-magical affects that target Bodily Defense.

Die Roll	Disease
1-2	Dysentery
3-4	Leprosy
5-6	Rabies
7	Cholera
8	Malaria
9	Tuberculosis
10	Bubonic Plague

Purity Dragon

Healing dragons who use their power to cure those afflicted of diseases, poisons, and injuries.

Purity Dragon

Dragon (Virtue); Size: 6; Effective Level: 8

Defenses

HP: 21 | MP: 20 | Soak: 8

Defense: 18 (VM: 24) | Avoid: 14 (VM: 20)

Mental Defense: 19 (VM: 25) | Bodily Defense: 19 (VM: 25)

Head: 2 | Body: 7 | Arms: 4 | Legs: 4

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Bite 8k4 (9k4 holy damage), Æther

Space: 3x3 | Reach: 3

Statistics

STR: 2, MAG: 8, END: 4, RES: 6, SRT: 4, AGI: 2, LUK: 2

Feats: Opportune Heal, Improved Maneuver (Trip), Hookline, Lasting Strike

Skills: Heal 8k4+8, Use Magic Device 8k4+8

Gear: N/A

Language: English, Draconic, Celestial

Special Abilities: Natural Healing, Thwart Parasite

Natural Healing: Purity Dragons can cast any holy divine spell as if they were a Chaplain of equal level. They add their level onto any healing spells they cast.

Thwart Parasite: Purity Dragons and all of its allies within 3 squares are immune to poisons and diseases. Allies affected by a poison or disease that enter this aura have the disease make another attack against their Bodily Defense, and against this attack their Bodily Defense gains a +5. If the attack misses, they are immediately cured and the negative effects are cured.

Soul Dragon

Dragons who affect mortal souls, Soul Dragons are made entirely from their spirit - and have no 'physical' form.

Soul Dragon

Dragon (Incorporeal); **Size:** 6; **Effective Level:** 8

Defenses

HP: 27 | **MP:** 24 | **Soak:** 8

Defense: 20 (VM: 30) | **Avoid:** 20 (VM: 30)

Mental Defense: 21 (VM: 31) | **Bodily Defense:** 16 (VM: 26)

Head: 2 | **Body:** 2 | **Arms:** 2 | **Legs:** 2

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Bite 8k4 (9k4 arcane damage), Æther

Space: 3x3 | **Reach:** 3

Statistics

STR: 1, **MAG:** 8, **END:** 1, **RES:** 10, **SRT:** 6, **AGI:** 5, **LUK:** 1

Feats: Just as Planned, Slippery Mind, Psychological Warfare, Psychological Torment

Skills: Knowledge (Religion) 6k3+8, Spellcraft 6k3+8

Gear: N/A

Language: English, Draconic

Special Abilities: Soul Casting, Soul Form

Soul Casting: Soul Dragons can cast Psychic and Madness spells as if they were a Mage of equal level.

Soul Form: Despite being incorporeal, Soul Dragons are semi-physical. They use their Resistance for HP.

Soulless Dragon

Dragons lacking souls, Soulless Dragons are bred for war due to their nature. This lack of a soul both hinders and empowers them.

Soulless Dragon

Dragon (Demon); **Size:** 5; **Effective Level:** 12

Defenses

HP: 35 | **MP:** — | **Soak:** 8

Defense: 27 (VM: 27) | **Avoid:** 26 (VM: 26)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 25 (VM: 25)

Head: 5 | **Body:** 10 | **Arms:** 8 | **Legs:** 8

Offense

Speed: 8 sq. (Land), 8 sq. (Fly)

Melee: Bite 10k5 (9k4 piercing damage), Brutish

Melee: 2 Claws 10k5 (8k3 slashing damage), Brutish

Melee: 2 Wings 10k5 (8k3 bludgeoning damage), Brutish

Melee: Tailslap 10k5 (8k4 bludgeoning damage), Brutish

Space: 2x2 | **Reach:** 2

Statistics

STR: 10, **MAG:** —, **END:** 10, **RES:** —, **SRT:** 1, **AGI:** 8, **LUK:** 1

Feats: Scars of Valor, Slow and Steady, Spectral Steps, Spring Attack, Step Up, Stinging Jab

Skills: Feats of Strength 10k5+12, Endurance 10k5+12

Gear: N/A

Language: English, Draconic

Special Abilities: War Husk, Magic Resistance

War Husk: Soulless Dragons receive a +1 to Soak and +5 bonus HP. In addition to this, they receive a +4 to Defense (but not Avoid).

Magic Resistance: Once per encounter Soulless Dragons can ignore the effects of a single spell that would normally affect them. In addition to this, Soulless Dragons receive 15 Spell Resistance.

Starflight Dragon

Draconic beings which soar through the stars, seeking planets to take residence on. These dragons are bizarre, even among the standards of other dragons.

Starflight Dragon

Dragon (Cthonic); Size: 10; Effective Level: 18

Defenses

HP: 37 | MP: — | Soak: 12

Defense: 15 (VM: 15) | Avoid: 10 (VM: 10)

Mental Defense: 15 (VM: 15) | Bodily Defense: 15 (VM: 15)

Head: 2 | Body: 8 | Arms: 8 | Legs: 8

Offense

Speed: 6 sq. (Land), 24 sq. (Fly)

Melee: Bite 12k6 (13k8 piercing damage), Brutish, Savage

Melee: 2 Claws 12k6 (13k6 slashing damage), Brutish

Melee: 2 Wings 12k6 (13k6 bludgeoning damage), Brutish

Melee: Tailslap 12k6 (13k7 bludgeoning damage), Brutish, Savage

Space: 6x6 | Reach: 6

Statistics

STR: 10, MAG: 1, END: 10, RES: 5, SRT: 4, AGI: 4, LUK: 4

Feats: Swift Slicing Motion, To Pieces, Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Power Strike, Cleave, Lasting Strike

Skills: Feats of Strength 10k5+18, Endurance 10k5+18

Gear: N/A

Language: English, Draconic

Special Abilities: Starbreath, Solar Absorption

Starbreath: As a standard action the Starflight Dragon can breath a 6 square cone of void energy. This is an attack using Endurance and adds half level (10k5+9) to-hit against Bodily Defense. On a successful hit, the opponents begin to suffocate as if being stuck in the void of space.

Solar Absorption: If there is a sun within the solar system the Starflight Dragon resides, they can absorb energies from the sun as a full-round action. Upon absorbing this energy the Starflight Dragon receives a +5 to attack and damage for 1 hour.

Venom Dragon

Poison-laced draconic fiends, Venom Dragons weaken their foes with their powerful poisons.

Venom Dragon

Dragon (Poison); Size: 6; Effective Level: 8

Defenses

HP: 23 | MP: — | Soak: 8

Defense: 20 (VM: 22) | Avoid: 18 (VM: 20)

Mental Defense: 19 (VM: 21) | Bodily Defense: 21 (VM: 23)

Head: 1 | Body: 6 | Arms: 4 | Legs: 4

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Bite 8k4 (9k4 arcane damage), Brutish

Melee: 2 Claws 8k4 (8k3 slashing damage), Brutish

Melee: 2 Wings 8k4 (8k3 bludgeoning damage), Brutish

Melee: Tailslap 8k4 (8k4 bludgeoning damage), Brutish, Savage

Space: 3x3 | Reach: 3 (4 with Lunge)

Statistics

STR: 8, MAG: 1, END: 6, RES: 2, SRT: 4, AGI: 4, LUK: 2

Feats: Lasting Strike, Lone Wolf, Lunge, Risky Strike

Skills: Feats of Strength 8k4+8, Fortitude 6k3+8

Gear: N/A

Language: English, Draconic

Special Abilities: Venomous Maw, Dripping Scales

Venomous Maw: On a successful Bite attack, Venom Dragons make another attack using their Bite attack roll against the opponent's Bodily Defense. On a successful hit the opponent is afflicted with the *Bone Rot* poison.

Dripping Scales: If the Venom Dragon is attacked with unarmed strikes or a natural attack, the opponent takes 1 point of damage (bypassing Soak). This can only affect the same opponent once per round.

War Dragon

Powerful combat-driven dragons who seek to engage in fights and destroy their enemies.

War Dragon

Dragon (Horseman); **Size: 6; Effective Level: 12**

Defenses

HP: 31 | MP: — | Soak: 8

Defense: 18 (VM: 19) | Avoid: 14 (VM: 15)

Mental Defense: 17 (VM: 18) | Bodily Defense: 25 (VM: 26)

Head: 8 | Body: 12 | Arms: 8 | Legs: 8

Offense

Speed: 8 sq. (Land), 8 sq. (Fly)

Melee: Bite 13k7 (12k6 piercing damage), Brutish, Savage

Melee: 2 Claws 13k7 (11k5 slashing damage), Brutish

Melee: 2 Wings 13k7 (11k5 bludgeoning damage), Brutish

Melee: Tailslap 13k7 (11k6 bludgeoning damage), Brutish, Savage

Space: 3x3 | Reach: 3

Statistics

STR: 12, MAG: 1, END: 10, RES: 1, SRT: 2, AGI: 2, LUK: 2

Feats: Slow and Steady, Step Up, Vicious Stratagem, Ground Shatter, Great Charge, Blood Bath

Skills: Feats of Strength 12k6+12, Fortitude 10k5+12

Gear: N/A

Language: English, Draconic

Special Abilities: Fierce Warrior, Whirlwind Strike

Fierce Warrior: War Dragons are infused with incredible power that infuses them with strength. On all attack rolls and damage rolls, War Dragons receive a +1k1.

Whirlwind Strike: The War Dragon can take a full-round action they can make a single Bite attack against all opponents within a 6 square line. On a failed attack roll, it deals half damage instead.

Extraplanar

Beings from other realms, such as Heaven or Hell. These creatures don't just come from another galaxy, but instead come from another material existence entirely. Angels, Demons, and everything in between are regarded as extraplanar beings, including those from outer space spawned from the Outer Gods and Great Old Ones. Though of this material existence, the creatures made by the Outer Gods directly spawn them from extraplanar worlds.

Features

- 8 HP (HP progression as per Soldier) | +2 Soak
 - Attacks per Level as per Soldier (with weapons only)
 - Skill Ranks as per Soldier (Doesn't add Smarts to Skill Ranks)
 - Darkvision 6 squares
 - Proficient with Simple weapons and two weapon types of their choice
 - Extraplanar beings breathe, eat, and sleep, but don't need to in order to live.
-

Extraplanar Creatures

- Abaddon
- Abazethibou
- Archangel
- Azrael
- Black Dog
- Chaos Fiend
- Defiler
- Fáfnir
- Garmr
- Hildisvíni
- Jötunn
- Kazbiel
- Metatron
- Seraphim
- Succubus

Abaddon

The angel of the abyss, Abaddon is credited with helping cast Satan into hell and assisting in destruction on YHVH's behalf. This makes some mistake him as a demon.

Abaddon

Extraplanar (Angel); **Size:** 4; **Effective Level:** 12

Defenses

HP: 25 | **MP:** — | **Soak:** 6

Defense: 21 (VM: 25) | **Avoid:** 19 (VM: 23)

Mental Defense: 21 (VM: 25) | **Bodily Defense:** 23 (VM: 27)

Head: 4 | **Body:** 9 | **Arms:** 6 | **Legs:** 5

Offense

Speed: 6 sq. (Land), 8 sq. (Fly)

Melee: Blessed Broadsword 8k4 (9k4 slashing damage), Brutish, Savage

Space: 1x1 | **Reach:** 1

Statistics

STR: 6, **MAG:** 4, **END:** 6, **RES:** 4, **SRT:** 4, **AGI:** 4, **LUK:** 4

Feats: All-Out Attack, Weapon Focus + Improved (Swords), Weapon Specialization + Improved (Swords), Slow and Steady

Skills: Acrobatics 6k3+12, Deception 4k2+12, Knowledge (Religion) 4k2+12, Persuasion 4k2+12

Gear: Blessed Broadsword, Banded Plate, Gauntlets, Leather Leggings

Language: All human languages, Celestial, and Demonic

Special Abilities: To the Pit, Locust Swarm

To the Pit: If Abaddon would kill someone, he can instead reduce them to 0 HP and exile them to Hell. Doing so does not kill the target, however their safety is not guaranteed while in the pits of Hell.

Locust Swarm: Abaddon is constantly surrounded by a swarm of locusts that bite at would-be attackers, and defend their master. This grants Abaddon a +4 Deflection to all body parts (this stacks with armor), and anyone attacking Abaddon with unarmed strikes or natural attacks takes 1 damage (bypassing Soak) each time they do so.

Abazethibou

A fallen angel under Beelzebub's guidance, Abazethibou drowned at the Red Sea ages ago, and has since been trapped in a pillar of water. He has a single red wing.

Abazethibou

Extraplanar (Angel); **Size:** 4; **Effective Level:** 18

Defenses

HP: 35 | **MP:** — | **Soak:** 6

Defense: 25 (VM: 31) | **Avoid:** 27 (VM: 33)

Mental Defense: 22 (VM: 18) | **Bodily Defense:** 26 (VM: 32)

Head: 8 | **Body:** 14 | **Arms:** 7 | **Legs:** 7

Offense

Speed: 6 sq. (Land), 8 sq. (Fly)

Melee: Bronze Khopesh 14k7 (12k8 slashing damage, 2 PEN), Brutish, Savage, Trip

Space: 1x1 | **Reach:** 1

Statistics

STR: 12, **MAG:** 8, **END:** 10, **RES:** 6, **SRT:** 6, **AGI:** 8, **LUK:** 4

Feats: Weapon Focus + Improved (Swords), Weapon Specialization + Improved (Swords), Critical Champion Style, All-Out Attack, Blood Bath, Combat Reflexes, Improved Maneuver (Trip)

Skills: Awareness 6k3+18, Deception 4k2+18, Knowledge (Religion) 6k3+18, Persuasion 4k2+19

Gear: Abazethibou's Bronze Khopesh, Abazethibou's Platinum Breastplate

Language: Egyptian, Sumerian, Celestial, and Demonic

Special Abilities: His Messenger, Encased in Water

His Messenger: Once per encounter make an attack against an opponent's Mental Defense as if casting a spell (8k4 to-hit) and on a successful hit, the target obeys a single order from Abazethibou without fail. This mind control effect lasts 5 hours.

Encased in Water: If Abazethibou is brought to 0 HP or below he isn't killed and instead transforms into a pillar of water. While within the pillar he is helpless and unconscious, however the pillar of water must be broken through to reach him. The pillar has 10 Defense/Avoid, 40 HP, 6 Soak, and immunity to water and ice damage. While encased within this pillar, Abazethibou recovers 5 HP per round. Once brought to full HP once more, he is set free from the pillar and can act again.

Abazethibou's Bronze Khopesh: This Khopesh is specially enhanced by Abazethibou. It gains a +1k1 to its base damage, Brutish, and Savage while held by Abazethibou.

Abazethibou's Platinum Breastplate: This set of all Platinum armor while worn by Abazethibou ignores its Agility to Defense, Armor Penalty, and speed reductions. This set includes a Chain Coif + Great Helm, a Chain Shirt, Vambrace, and Sabaton. While worn by someone who isn't Abazethibou, it grants immunity to unholy damage.

Archangel

The warrior caste of heaven, archangels fight demons regularly, using their skills and prowess to thwart them and their endless goal to turn humans to sin.

Archangel

Extraplanar (Angel); **Size:** 4; **Effective Level:** 4

Defenses

HP: 18 | **MP:** — | **Soak:** 6

Defense: 24 (VM: 26) | **Avoid:** 26 (VM: 28)

Mental Defense: 18 (VM: 20) | **Bodily Defense:** 22 (VM: 24)

Head: 1 | **Body:** 4 | **Arms:** 2 | **Legs:** 1

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Partisan 10k4 (7k4 slashing damage, 2 PEN), Reach, Finesse

Space: 1x1 | **Reach:** 1 (2 with Partisan, 3 with Partisan and Lunge)

Statistics

STR: 4, **MAG:** 1, **END:** 7, **RES:** 2, **SRT:** 3, **AGI:** 8, **LUK:** 2

Feats: Weapon Focus (Polearm), Lunge

Skills: Awareness 6k3+18, Deception 4k2+18, Knowledge (Religion) 6k3+18, Persuasion 4k2+19

Gear: Partisan, Leather Helm, Mithral Chain Shirt, Gauntlets, and Leather Leggings

Language: One human language, Celestial and Demonic

Special Abilities: Warrior of Heaven, Power of Heaven

Warrior of Heaven: Creatures who worship holy deities, animals, plants, vermin, and mindless creatures (except undead) cannot willingly attack archangels or be forced to do so. An archangel who willingly attacks one of the creatures listed above relinquishes this ability against that creature and their allies.

Power of Heaven: If the archangel attacks an enemy who possesses a weakness to holy damage, they can treat their attack's damage as holy for the purpose of exploiting this weakness. Against demons and undead, they are counted to be weak to an archangel's attacks and thus trigger this ability.

Azrael

Archangel of death, Azrael is able to manipulate the life forces of those who he encounters and can quickly dispatch his foes.

Azrael

Extraplanar (Angel); **Size:** 4; **Effective Level:** 10

Defenses

HP: 23 | **MP:** — | **Soak:** 6

Defense: 21 (VM: 25) | **Avoid:** 19 (VM: 23)

Mental Defense: 20 (VM: 24) | **Bodily Defense:** 20 (VM: 24)

Head: 2 | **Body:** 8 | **Arms:** 2 | **Legs:** 2

Offense

Speed: 6 sq. (Land), 12 sq. (Fly)

Melee: Voulge 8k4 (9k4 slashing damage), Brutish, Sunder

Space: 1x1 | **Reach:** 1 (2 with Lunge)

Statistics

STR: 6, **MAG:** 1, **END:** 6, **RES:** 4, **SRT:** 4, **AGI:** 4, **LUK:** 4

Feats: Weapon Focus + Improved (Polearms), Weapon Specialization + Improved (Polearms), Lunge

Skills: Awareness 4k2+10, Deception 4k2+10, Knowledge (Religion) 4k2+10, Persuasion 4k2+10

Gear: Voulge

Language: One human language, Celestial and Demonic

Special Abilities: Angel over Death, Divine Slaying

Angel over Death: If Azrael manages to score a critical hit against an opponent, the opponent is instantly killed (even if he would normally deal no damage). In addition to this, Azrael must roll over 1.5 times the opponent's Defense, not double. (Example: If an opponent has a Defense of 20, he must roll 30 in order to critically hit instead of 40.)

Divine Slaying: If Azrael successfully kills an opponent he recovers all of his HP and receives a +2k2 to all rolls for a number of rounds equal to the creature's level. This can only be triggered once per combat.

Black Dog

Spirit wolves from the afterlife that signal the untimely demise of a mortal. Black Dogs are unknown as to whether or not they come from Heaven or Hell, or even beyond.

Black Dog

Extraplanar (Dog, Incorporeal); **Size: 2; Effective Level: 4**

Defenses

HP: 13 | **MP:** — | **Soak:** 4

Defense: 24 (VM: 25) | **Avoid:** 26 (VM: 27)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 19 (VM: 20)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 8 sq. (Land)

Melee: Bite 10k4 (5k4 piercing damage), Finesse, Trip

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** 1, **END:** 4, **RES:** 1, **SRT:** 1, **AGI:** 8, **LUK:** 2

Feats: Weapon Focus (Simple), Step Up

Skills: Acrobatics 8k4+4, Fortitude 4k2+4, Persuasion 2k1+4, Stealth 8k4+4

Gear: N/A

Language: English

Special Abilities: Omen, Shifting Form

Omen: As a swift action Black Dogs can mark a single opponent within 6 squares of them. For a number of rounds equal to the Black Dog's level, the opponent has their Soak reduced by 1 (minimum of 1). This affect can only be used once per encounter, and an opponent is immune to this effect for the rest of the day (even from other Black Dogs).

Shifting Form: Black Dogs, though incorporeal, are able to be affected by physical weapons. When attacking with a physical weapon, the attack has a 50% chance of hitting (roll a 1d% to determine). If the weapon is magical, there is no % chance of hitting. Black Dogs are immune to critical hits from physical weapons, and magical weapons have a 50% chance of failing to critically hit them.

Chaos Fiend

Bound to the shifting and chaotic realms beyond mortal comprehension, Chaos Fiends seek to sow discourse in the realms that don't belong to them in the hopes one day they can claim them for their own.

Chaos Fiend

Extraplanar (Chaos); Size: 4; Effective Level: 8

Defenses

HP: 21 | MP: — | Soak: 6

Defense: 27 (VM: 28) | Avoid: 28 (VM: 29)

Mental Defense: 23 (VM: 24) | Bodily Defense: 23 (VM: 24)

Head: 1 | Body: 6 | Arms: 2 | Legs: 2

Offense

Speed: 8 sq. (Land)

Melee: 2 Claws 8k4 (6k3 slashing damage), Savage, Puncture

Space: 1x1 | Reach: 1 (2 with Lunge)

Statistics

STR: 8, MAG: 1, END: 6, RES: 1, SRT: 6, AGI: 8, LUK: 8

Feats: Lunge, Step Up

Skills: Acrobatics 8k4+8, Deception 8k4+8, Knowledge (Religion) 6k3+8, Persuasion 8k4+8

Gear: N/A

Language: Demonic

Special Abilities: Dose of Chaos, Hatred of Order

Dose of Chaos: At the beginning of combat enemies who can see the Chaos Fiend take 1d5+1 point of sanity damage. In addition to this, as a full-round action the Chaos Fiend can trigger this ability again causing all enemies who can see it to take 2 points of sanity damage every subsequent time this ability is triggered.

Hatred of Order: Chaos Fiends hate order, balance, laws, and all forms of control. Against Crusaders, nobles, characters with codes of conduct, or characters who follow an order or police force the Chaos Fiend receives a +4k2 to hit and damage, and receive a +5 to Penetration against these enemies as well.

Defiler

Filth demons who seek to turn mortals to sin at any cost. Due to their nature as tempters, Defilers do not engage in combat and can be incredibly vulnerable to attack.

Defiler

Extraplanar (Demon); **Size:** 4; **Effective Level:** 1

Defenses

HP: 12 | **MP:** — | **Soak:** 6

Defense: 25 (VM: 26) | **Avoid:** 22 (VM: 23)

Mental Defense: 27 (VM: 28) | **Bodily Defense:** 23 (VM: 24)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: Gore 4k2 (4k2 piercing damage), Savage

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** 1, **END:** 4, **RES:** 1, **SRT:** 8, **AGI:** 4, **LUK:** 12

Feats: Skill Focus (Persuasion)

Skills: Deception 12k6+1, Knowledge (Humanoids) 8k4+1, Persuasion 12k6+1, Stealth 4k2+1

Gear: N/A

Language: All human languages, Demonic

Special Abilities: Tempt to Sin, Form Shift

Tempt to Sin: As part of a Persuasion or Deception check, a Defiler can attempt to tempt a mortal towards sinning once per day. By doing this they make their Persuasion or Deception against the targets Mental Defense, and on a successful check the target must commit a sin. Luxuria (rape), Gula (eating to excess), Avaritia (theft), Acedia (refusing to act), Ira (murder), Invidia (theft from a friend or loved one), Superbia (declaring oneself supreme - above even the gods).

After committing one of the sins listed, the character is stricken with grief and a compulsion to commit more. They take a permanent -4 to Mental Defense until they seek forgiveness from a holy figure or their deity.

Form Shift: Defilers can take the shape of any humanoid they so desire.

Fáfnir

A draconic entity which was originally a Dwarf, the son of Hreidmar. After being affected by Andvari's curse, he transformed into a dragon-like extraplanar entity.

Fáfnir
Extraplanar (Dragon); Size: 8; Effective Level: 20
Defenses
HP: 39 MP: — Soak: 10 Defense: 34 (VM: 36) Avoid: 22 (VM: 24) Mental Defense: 23 (VM: 25) Bodily Defense: 27 (VM: 29) Head: 4 Body: 14 Arms: 6 Legs: 6
Offense
Speed: 12 sq. (Land), 8 sq. (Fly) Melee: Bite 14k8 (14k7 piercing damage), Brutish, Savage, Daunting Melee: 2 Claws 14k8 (14k5 slashing damage), Brutish Melee: 2 Wings 14k8 (14k5 bludgeoning damage), Brutish Melee: Tailslap 14k8 (14k6 bludgeoning damage), Brutish, Savage Space: 5x5 Reach: 5
Statistics
STR: 12, MAG: 1, END: 12, RES: 2, SRT: 8, AGI: 6, LUK: 2 Feats: Tough it Out, Brutal Strike, Just as Planned, Combat Reflexes, Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Blood Bath, Power Strike Skills: Feats of Strength 12k6+20, Fortitude 12k6+20, Knowledge (Magic) 8k4+20, Spellcraft 8k4+20 Gear: N/A Language: Old Norse, Draconic Special Abilities: Fáfnir's Curse, Melting Breath

Fáfnir's Curse: The curse of Fáfnir is long-reaching and it is possible to pass on to others like a disease of the mind. If someone kills Fáfnir or if Fáfnir's treasure is stolen, an attack (at 12k6 against Mental Defense) is made and on a successful hit the affected person receives the *Materialistic* and *Fear of Thieves* flaws.

Melting Breath: As a standard action Fáfnir can breathe a 6 square fire breath weapon. The attack and damage is based off of Endurance (12k6) and on a miss the attack deals half damage.

Garmr

A temporal wolf covered in blood from head to toe, Garmr guards Hel's gate. According to Ragnarök, Garmr and Týr are to do battle and slay one another.

Garmr

Extraplanar (Wolf); **Size:** 6; **Effective Level:** 20

Defenses

HP: 35 | **MP:** — | **Soak:** 8

Defense: 25 (VM: 26) | **Avoid:** 30 (VM: 31)

Mental Defense: 19 (VM: 20) | **Bodily Defense:** 23 (VM: 24)

Head: 12 | **Body:** 12 | **Arms:** 5 | **Legs:** 3

Offense

Speed: 12 sq. (Land)

Melee: Bite 12k6 (12k5 piercing damage), Brutish, Savage, Trip, Puncture

Space: 3x3 | **Reach:** 3

Statistics

STR: 10, **MAG:** 1, **END:** 8, **RES:** 1, **SRT:** 4, **AGI:** 10, **LUK:** 1

Feats: Elegant Movement, Elbow Shove, Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Great Charge, Hookline, Lasting Strike, Lone Wolf

Skills: Acrobatics 10k5+20, Feats of Strength 10k5+20, Fortitude 8k4+20, Stealth 10k5+20

Gear: N/A

Language: Old Norse

Special Abilities: Tempest Bite, Howl of Hel

Tempest Bite: Garmr's bite holds incredible strength behind it, and is known to be able to tear even gods limb from limb. When making a called shot to the arms or legs, Garmr can either take no penalty to the roll or take double the penalty to the attack. On a successful hit with double the normal called shot penalty, it is automatically a critical hit (and thus severs the arm or leg).

Howl of Hel: All enemies within a 3 square aura surrounding Garmr have an attack using Garmr's Endurance (8k4) made against their Mental Defense. On a successful hit, the opponents take 1d5 + (Smarts) sanity damage. This is a standard action, and characters can only be affected once per round by this effect.

Hildisvíni

The war swine ridden by Freyja, Hildisvíni is secretly Óttar the Simple in disguise. Óttar is a pious worshipper of Freyja.

Hildisvíni

Extraplanar (Pig); **Size:** 6; **Effective Level:** 10

Defenses

HP: 37 | **MP:** — | **Soak:** 8

Defense: 36 (VM: 37) | **Avoid:** 12 (VM: 13)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 35 (VM: 36)

Head: 6 | **Body:** 20 | **Arms:** 6 | **Legs:** 6

Offense

Speed: 8 sq. (Land)

Melee: Gore 12k6 (5k2 piercing damage), Brutish, Savage, Bull Rush

Space: 3x3 | **Reach:** 3 (4 with Lunge)

Statistics

STR: 10, **MAG:** 1, **END:** 20, **RES:** 1, **SRT:** 1, **AGI:** 1, **LUK:** 1

Feats: Tough it Out, Shake it Off, Lunge, Noble Lunge, Elbow Shove

Skills: Acrobatics 10k5+10, Feats of Strength 10k5+10, Fortitude 20k10+10, Stealth 1k1+10

Gear: N/A

Language: Old Norse

Special Abilities: Powerful Rush, Riding Pig

Powerful Rush: On a full-round action Hildisvíni can make a Bull Rush and a gore attack as the same action.

Riding Pig: While ridden Hildisvíni grants its rider a +5 bonus to Defense (but not Avoid), and on a successful hit once per encounter Hildisvíni can redirect an attack to itself instead of its rider (the attack hits the same body location it would have hit on the rider).

Jötunn

Norse giants who are the Norse variant of the Titans, Jötunn are not as large as Titans however they are still strong entities who use their bulk to overpower foes.

Jötunn

Extraplanar (Jötunn); **Size: 5; Effective Level: 2**

Defenses

HP: 15 | MP: — | Soak: 7

Defense: 19 (VM: 20) | Avoid: 18 (VM: 19)

Mental Defense: 17 (VM: 18) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 5 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land)

Melee: Steel Tetsubo 8k3 (6k4+4 bludgeoning damage), Brutish, Sunder, Savage

Space: 2x2 | Reach: 2

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 2, AGI: 4, LUK: 1

Feats: Weapon Focus (Hammer)

Skills: Acrobatics 6k3-2, Feats of Strength 6k3-2, Fortitude 6k3-2, Stealth 4k2-2

Gear: Steel Tetsubo, Banded Plate, Leather Bracers, Leather Leggings

Language: Old Norse

Special Abilities: Heavy Bulk, Understand Reality

Heavy Bulk: Jötunn are immune to trip attempts, and the slowing effects of difficult terrain. However, they take a -5 to Defense/Avoid against trip attempts, and must spend a standard action instead of a move to stand from prone.

Understand Reality: Jötunn receive a +4 to their total Stress, and +1 to their total Sanity.

Jötunn as PCs: It is possible to play Jötunn as PCs without affecting balance too much. PC Jötunn gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Jötunn receive a +1 STR and END, and have 5 Size. **The Bestiary Jötunn's stats aren't accurate to the playable PC Jötunn.**

Kasbeel

A fallen angel who knows the secrets of heaven revealed to man, and the cycles the universe will go through throughout the ages.

Kasbeel

Extraplanar (Angel); **Size:** 4; **Effective Level:** 12

Defenses

HP: 25 | **MP:** — | **Soak:** 6

Defense: 28 (VM: 29) | **Avoid:** 33 (VM: 34)

Mental Defense: 22 (VM: 23) | **Bodily Defense:** 22 (VM: 23)

Head: 2 | **Body:** 6 | **Arms:** 2 | **Legs:** 2

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Rapier 14k7 (10k6 piercing damage), Finesse, +1 AGI

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** 1, **END:** 6, **RES:** 1, **SRT:** 6, **AGI:** 11, **LUK:** 4

Feats: Lunge, Noble Lunge, Weapon Focus + Improved (Swords), Weapon

Specialization + Improved (Swords)

Skills: Acrobatics 10k5+10, Feats of Strength 10k5+10, Fortitude 20k10+10, Stealth 1k1+10

Gear: N/A

Language: Old Norse

Special Abilities: Secrets of Heaven, Fallen Angel

Secrets of Heaven: A number of times per day equal to Kasbeel's Smarts, he can grant himself a +2k1 to attack and damage rolls.

Fallen Angel: Kasbeel is immune to harmful mind-affecting effects, poison, disease, and sanity effects.

Metatron

The scribe of YHVH, Metatron details the events of the universe for YHVH's sake, and his whole mind is known to be an encyclopedia of all of the knowledge in the world, only being surpassed by deities.

Metatron

Extraplanar (Angel); Size: 4; Effective Level: 12

Defenses

HP: 23 | MP: — | Soak: 6

Defense: 21 (VM: 25) | Avoid: 19 (VM: 23)

Mental Defense: 36 (VM: 40) | Bodily Defense: 20 (VM: 24)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Dagger 4k2 (3k3 slashing or piercing damage, 2 PEN), Thrown 2 sq., Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 4, MAG: 4, END: 4, RES: 4, SRT: 20, AGI: 4, LUK: 4

Feats: Skill Focus (Knowledge), Skill Mastery (Knowledge), Artful Dodge, Peacekeeper, Jaded, Jack of All Trades

Skills: Awareness 20k10+12, Knowledge (All) 20k5+12, Linguistics 20k10+12, Use Magic Device 20k10+12

Gear: Dagger

Language: All languages

Special Abilities: Knowledge of Everything, Write Fate

Knowledge of Everything: Metatron counts having every Knowledge skill, despite it only costing one skill. In addition to this, feats which affect Knowledge skills affect all Knowledges.

Write Fate: Once per round Metatron can expend a use of his Write Fate ability (this can be used a number of times per day equal to half Smarts). When this ability is used, it is counted as a Luck reroll except that it can affect enemies and allies within his line of sight.

Seraphim

Those who defend the throne of YHVH, Seraphim serve as messengers as well as entertainers for Him. The highest of Seraphim surround His throne shouting “Holy”.

Seraphim

Extraplanar (Angel); **Size:** 4; **Effective Level:** 15

Defenses

HP: 26 | **MP:** — | **Soak:** 6

Defense: 29 (VM: 33) | **Avoid:** 23 (VM: 27)

Mental Defense: 24 (VM: 28) | **Bodily Defense:** 24 (VM: 28)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land), 12 sq. (Fly)

Melee: Unarmed 4k2 (3k2 bludgeoning damage), Finesse, Nonlethal

Space: 1x1 | **Reach:** 1

Statistics

STR: 4, **MAG:** 4, **END:** 4, **RES:** 4, **SRT:** 4, **AGI:** 4, **LUK:** 20

Feats: Skill Focus (Artisan [Sing], Deception, Persuasion), Skill Mastery (Artisan [Sing], Deception, Persuasion), It Just So Happens...

Skills: Artisan (Sing) 20k10+15, Deception 20k10+15, Knowledge (Religion) 4k2+15, Persuasion 20k10+15

Gear: N/A

Language: Biblical Hebrew, Celestial and Demonic

Special Abilities: Devout of YHVH, Holy Holy!

Devout of YHVH: Seraphim are helpers, not fighters, and seek to aid YHVH’s followers. They can use *Greater Perform* as if they were a 15th level Minstrel.

Holy Holy!: Seraphim can make an Artisan (Sing) check to all enemies within 6 squares. On a successful check against their Mental Defense, the enemies are unable to target the Seraphim with attack rolls for a number of rounds equal to half their Luck (10).

Succubus

Demons of lust who use their power of attraction to entice people into sex with them. This sex leads to them sucking their life force from their body, killing them.

Succubus

Extraplanar (Demon); **Size:** 4; **Effective Level:** 8

Defenses

HP: 19 | **MP:** — | **Soak:** 6

Defense: 25 (VM: 29) | **Avoid:** 22 (VM: 24)

Mental Defense: 23 (VM: 27) | **Bodily Defense:** 21 (VM: 25)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land), 12 sq. (Fly)

Melee: Unarmed 8k3 (6k2+4 bludgeoning damage), Finesse

Space: 1x1 | **Reach:** 1

Statistics

STR: 4, **MAG:** 1, **END:** 4, **RES:** 4, **SRT:** 6, **AGI:** 6, **LUK:** 8

Feats: Skill Focus (Persuasion), Skill Mastery (Persuasion), It Just So Happens..., Weapon Focus (Simple), Weapon Specialization (Simple), Martial Arts

Skills: Acrobatics 6k3+8, Deception 8k4+8, Handle Animal 8k4+8, Persuasion 8k4+8

Gear: N/A

Language: Biblical Hebrew, Celestial and Demonic

Special Abilities: Enticing Form, Holy Holy!

Enticing Form: As a swift action the Succubus can attempt to make a Persuasion check against an opponent's Mental Defense. When using this ability, the Succubus takes a form that is sexually exciting to the opponent and grants them a +2k2 on their Persuasion check. On a successful check, the opponent follows a command of the Succubus so long as the command doesn't directly tell them to harm themselves. This is a charm, enchantment, and mind-affecting effect.

(Example; telling them to walk off a cliff wouldn't work and would break the enchantment, however telling them to follow a bird that just flew over a cliff is more applicable.)

Absorb Life: So long as a Succubus is touching an opponent, they can absorb their life as a free action once per round. Doing this deals 2 damage to the opponent (bypassing Soak) and healing the Succubus for 2 HP. If the Succubus is not already touching an opponent, she must make an unarmed strike against the opponent's Avoid.

Humanoid

Humanoids include a majority of the playable species. Humanoids listed here are instead NPCs to be used in a campaign rather than humanoids without classes. To make a nonheroic humanoid, use the Nonheroic NPC class.

Some NPCs come from different settings, or can easily be changed to apply to different settings. For example, games set in space with a focus on starfaring may benefit from changing the equipment of some NPCs to more setting appropriate gear. And the opposite could be said for NPCs which fit a Sci-Fi theme but need to be used in a fantasy game. Otherwise, the NPCs presented to not need to be changed aside from their gear.

Generic NPCs

- Assassin
 - Bandit
 - Cultist
 - Gladiator
 - Knight
 - Lunatic
 - Magister
 - Mercenary
 - Pirate
 - Slaver
 - Smuggler
-

GMs may wish to allow players to pick up one of the following NPCs as a playable PC for quick one-shots. **Be warned!** Characters built this way are meant to be NPCs, and may not be as powerful or well-balanced as PCs made by players.

Assassin

Quick and silent masters of killing their targets in cold blood, leaving no trace after they leave...

Assassin

Humanoid (Dhampir), Rogue (Assassin); **Size: 4; Effective Level: 5**

Defenses

HP: 12 | MP: — | Soak: 5

Defense: 24 (VM: 25) | Avoid: 23 (VM: 24)

Mental Defense: 22 (VM: 23) | Bodily Defense: 19 (VM: 20)

Head: 1 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land)

Melee: Mithral Scimitar 10k4 (9k5 slashing damage), Finesse, +2 AGI, Deadly

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 3, RES: 1, SRT: 6, AGI: 6, LUK: 6

Feats: Weapon Focus (Swords), Weapon Specialization (Swords), Skill Focus (Stealth)

Skills: Acrobatics 6k3+5, Awareness 6k3+5, Deception 6k3+5, Knowledge (Magic, Religion, Tactics, Humanoids, Technology) 6k3+5, Linguistics 6k3+5, Persuasion 6k3+5, Spellcraft 6k3+5, Stealth 6k3+5, Use Computers 6k3+5, Use Magic Device 6k3+5

Gear: Mithral Scimitar, Leather Helm, Chain Shirt, Leather Bracers, Leather Leggings

Language: Russian, Necrotis, English, Spanish, Japanese, Croatian, Korean, Mandarin

Special Abilities: Duality, Regal Inhumanity, Finesse Training, Watchful Eye, Stealth Strike, Poison Master, Stealth Training +2, Skill Talent, First Awakening

Duality (Species): Dhampirs are healed and harmed by both holy and unholy, but the healing/harming dealt is halved. If both effects are triggered, it's simply negated.

Regal Inhumanity (Species): Dhampirs gain a +1k0 to Persuasion.

Stealth Strike (Class): 3 times per day gain a +2k1 to attack and damage.

Finesse Training (Class): All light weapons and [Swords] receive Finesse.

Watchful Eye (Class): Cannot be caught flat-footed or surprised for a surprise round.

Poison Master (Class): Once per day create a poison that deals 1d5 ability damage.

Stealth Training (Class): Gain a +2 to Stealth checks made to hide, move silently, steal objects, and hide objects on their person.

Skill Talent [Group Sneaking] (Class): Allies within 2 squares of you can use your Stealth result for sneaking instead of theirs.

First Awakening (Class): Do not apply Armor Penalty on skill checks.

Bandit

Thugs who use their strength and imposing nature to extort money from their foes. They are less sneaky than thieves, preferring a more direct and forceful approach.

Bandit

Humanoid (Orc), Soldier; **Size:** 4; **Effective Level:** 4

Defenses

HP: 16 | **MP:** — | **Soak:** 6

Defense: 21 (VM: 22) | **Avoid:** 20 (VM: 21)

Mental Defense: 18 (VM: 19) | **Bodily Defense:** 20 (VM: 21)

Head: 0 | **Body:** 10 | **Arms:** 2 | **Legs:** 1

Offense

Speed: 6 sq. (Land)

Melee: Volcano Axe 11k4 (11k4 slashing and fire damage, 5 PEN), Powerful, Brutish, Unwieldy

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** 1, **END:** 5, **RES:** 1, **SRT:** 3, **AGI:** 5, **LUK:** 2

Feats: Weapon Focus (Axes), Weapon Specialization (Axes)

Skills: Acrobatics 8k4+4, Awareness 3k1+4, Feats of Strength 8k4+4, Fortitude 5k2+4, Persuasion 3k1+4, Ride 5k2+4, Stealth 5k2+4

Gear: Volcano Axe, Breastplate + Chain Shirt, Gauntlets, Leather Leggings

Language: English, Orcish

Special Abilities: Orcish Hate, Empowered Throw, Martial Talents, Unshakable, Weapon Training, Armor Training

Orcish Hate (Species): Gain a +1k0 while under half HP.

Empowered Throw (Species): Orcs can throw any light or one-handed melee weapon at a range of 2 squares at no penalty.

Martial Talent [Accurate Heft: Volcano Axe] (Class): Treat [Volcano Axe] as Brutish.

Martial Talent [Parrying Bat] (Class): Gain +0k1 to Parry checks.

Unshakable (Class): Gain a +1 to Mental Defense against fear/mind-affecting effects.

Weapon Training [Axes] (Class): +1k0 to attack and damage with Axes.

Armor Training (Class): +1 to Defense and Avoid while wearing armor.

Cultist

Followers of dark deities, cultists may be weak on their own, however more often than not there are many and all part of a single conglomerate.

Cultist

Humanoid (Human), Chaplain; **Size:** 4; **Effective Level:** 2

Defenses

HP: 11 | **MP:** — | **Soak:** 5

Defense: 18 (VM: 24) | **Avoid:** 16 (VM: 22)

Mental Defense: 17 (VM: 23) | **Bodily Defense:** 20 (VM: 26)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: Dagger 3k1 (2k2 slashing or piercing damage, 2 PEN), Thrown 2 sq., Finesse

Space: 1x1 | **Reach:** 1

Statistics

STR: 1, **MAG:** 6, **END:** 5, **RES:** 6, **SRT:** 2, **AGI:** 3, **LUK:** 1

Feats: Elemental Bonus (Unholy)^B, Improved Initiative

Skills: Fortitude 5k2+2, Heal 6k3+2, Knowledge (Religion) 2k1+2, Spellcraft 2k1+2, Use Magic Device 6k3+2

Gear: Dagger, Holy Symbol

Language: English

Special Abilities: Skill Mastery, Versatile, Spellcasting, Devotion, Power of Faith

Skill Mastery [Use Magic Device] (Species): Gain an additional skill trained at 1st level.

Versatile [Elemental Focus: Unholy] (Species): Gain a bonus feat you meet the prerequisites for.

Spellcasting (Class): 6 Divine spells learned; Necrotic Touch, Sinful Sludge, Blood Bath, Mark of Rage, Healing Touch, Divine Severance

Devotion [Unholy] (Class): Devotion starts at 2. Gain ½ Devotion to healing/harming with [unholy].

Power of Faith I (Class): Do a touch based or 6 square radius of 1k1 unholy healing or harming. This can be used 7 times per day.

Gladiator

A warrior who has either willingly or unwillingly joined the gladiatorial arena for the entertainment of a wider audience.

Gladiator

Humanoid (Human), Infected Host; **Size: 4; Effective Level: 4**

Defenses

HP: 19 | MP: — | Soak: 7

Defense: 21 (VM: 22) | Avoid: 20 (VM: 21)

Mental Defense: 17 (VM: 18) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 0 | Arms: 2 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Unarmed Strike 9k3 (8k2+2 bludgeoning damage, 1 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 7, MAG: 1, END: 6, RES: 1, SRT: 2, AGI: 5, LUK: 3

Feats: Martial Arts^B, Weapon Focus (Simple), Weapon Specialization (Simple)

Skills: Acrobatics 7k3+4, Feats of Strength 7k3+4, Fortitude 6k3+4, Persuasion 3k1+4, Stealth 5k2+4

Gear: Gauntlets

Language: English

Special Abilities: Skill Mastery, Versatile, Unarmed, Tainted Soul, Infected Defense, Penetrating Strike, Infected Power

Skill Mastery [Persuasion] (Species): Gain an additional skill trained at 1st level.

Versatile [Martial Arts] (Species): Gain a bonus feat you meet the prerequisites for.

Unarmed (Class): Gain a +1k0 to the base damage and Brutish to your unarmed strikes.

Tainted Soul [Demonic] (Class): Base Infection Level of 10%, a full-round action can be spent to increase Infection Level by 21% each time.

Infected Defense (Class): Gain a +1 to Soak.

Penetrating Strike I (Class): +1 Penetration for Unarmed Strikes.

Infected Power (Class): Against foes of equal or lesser level than you, you gain a +1k0 to attack and damage.

Knight

A warrior who has either willingly or unwillingly joined the gladiatorial arena for the entertainment of a wider audience.

Knight

Humanoid (Einherjar), Crusader (Knight of the Order); **Size: 4; Effective Level: 5**

Defenses

HP: 8 | MP: — | Soak: 6

Defense: 23 (VM: 25) | Avoid: 19 (VM: 21)

Mental Defense: 19 (VM: 21) | Bodily Defense: 24 (VM: 26)

Head: 4 | Body: 10 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land)

Melee: Claymore 8k4 (12k5 slashing damage, 2 PEN), Brutish, Reach

Space: 1x1 | Reach: 1 (2 with Claymore)

Statistics

STR: 6, MAG: 1, END: 6, RES: 2, SRT: 1, AGI: 3, LUK: 6

Feats: Martial Arts^B, Weapon Focus (Swords)^B, Weapon Specialization (Swords), Step Up, Brutal Strike

Skills: Acrobatics 6k3+5, Deception 6k3+5, Feats of Strength 6k3+5, Fortitude 6k3+5, Persuasion 6k3+5

Gear: Claymore, Great Helm + Chain Coif, Chain Shirt + Breastplate, Gauntlets, Greave

Language: English, Old Norse

Special Abilities: Martial Artist, Signature Weapon, Orderly Purge, Trained Defenses, Devotion, Deific Gift, First Awakening

Martial Artist (Species): Gain Martial Arts as a bonus feat.

Signature Weapon (Species): Gain Weapon Focus in a weapon group of your choice.

Orderly Purge (Class): As a swift action gain +1 attack/damage against an enemy for 7 rounds.

Trained Defenses (Class): Gain +2 to all Defenses, and a +1 bonus to Parry.

Devotion (Class): You are immune to mind control and similar effects.

Deific Gift [Champion] (Class): Gain a +1k0 damage with [Swords].

First Awakening (Class): As a swift action 7 times per day you can touch yourself or an ally (as a standard action) to heal a number of HP equal to your Luck (6).

Lunatic

This lunatic is an alchemical genius despite their fractured mind, being able to kill their enemies for their own sick purposes.

Lunatic

Humanoid (Human), Alchemist; **Size: 4; Effective Level: 2**

Defenses

HP: 7 | MP: 11 | Soak: 5

Defense: 17 (VM: 22) | Avoid: 14 (VM: 19)

Mental Defense: 21 (VM: 26) | Bodily Defense: 18 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Frag 2k1 (4k4 slashing damage, 4 PEN, 4 sq. burst)

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 6, END: 3, RES: 5, SRT: 6, AGI: 2, LUK: 1

Feats: Improved Initiative^B, Improvised Throw

Skills: Awareness 6k3+2, Fortitude 3k1+2, Heal 6k3+2, Knowledge (Science, Humanoids, Religion, Technology) 6k3+2, Linguistics 6k3+2, Spellcraft 6k3+2, Use Computers 6k3+2, Use Magic Device 6k3+2

Gear: 12 Frag grenades

Language: English, Binary, Javascript, Russian, Japanese, German, Polish

Special Abilities: Skill Mastery, Versatile, Spellcasting, Potions Initiate, Alchemical Solution

Skill Mastery [Fortitude] (Species): Gain an additional skill trained at 1st level.

Versatile [Improved Initiative] (Species): Gain a bonus feat you meet the prerequisites for.

Spellcasting (Class): 6 Rune spells; Blocking Weapon, Elongate Limbs, Eagle Eyes, Erupt Area, Sticky Area, Shifting Weapon

Potions Initiate (Class): You receive a +1k0 to Artisan (Potions) checks and crafting potions costs only ¼ in materials.

Alchemical Solution (Class): Create up to 8 solutions which cure status ailments.

Magister

Head magicians within cities, those who are strong enough with their spells to be designated by a local mayor to undertake magical practice for the sake of the city.

Magister

Humanoid (Human), Mage; **Size: 4; Effective Level: 2**

Defenses

HP: 6 | MP: 12 | Soak: 4

Defense: 20 (VM: 26) | Avoid: 20 (VM: 26)

Mental Defense: 18 (VM: 24) | Bodily Defense: 17 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Unarmed 2k1 (3k2 bludgeoning damage), Finesse, Nonlethal

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 6, END: 2, RES: 6, SRT: 3, AGI: 5, LUK: 1

Feats: Silent Casting^B, Elemental Focus (Fire)

Skills: Acrobatics 5k2+2, Awareness 3k1+2, Heal 6k3+2, Knowledge (Magic, Dark Magic, Humanoids) 3k1+2, Spellcraft 3k1+2, Use Magic Device 6k3+2

Gear: Spellbook

Language: English

Special Abilities: Skill Mastery, Versatile, Spellcasting, Mage's Origin

Skill Mastery [Use Magic Device] (Species): Gain an additional skill trained at 1st level.

Versatile [Silent Casting] (Species): Gain a bonus feat you meet the prerequisites for.

Spellcasting (Class): 6 Arcane spells; Energy Grasp, Energy Ray, Energy Sword, Arcane Armor, Illusory, Detect Magic

Mage's Origin [Studious] (Class): Uses Arcane magic, and the Mage receives a spellbook or familiar that stores their spells. They can put more spells in their spellbook or familiar, and this costs a number of gold equal to the spell's level x 1,000.

Mercenary

Hired muscle sent to help those who are in need of their services. Mercenaries come in all forms, some with more skewed moral compasses than others.

Mercenary

Humanoid (Human), Soldier; **Size: 4; Effective Level: 2**

Defenses

HP: 15 | **MP:** — | **Soak:** 6

Defense: 21 (VM: 23) | **Avoid:** 20 (VM: 22)

Mental Defense: 16 (VM: 18) | **Bodily Defense:** 21 (VM: 23)

Head: 0 | **Body:** 10 | **Arms:** 2 | **Legs:** 1

Offense

Speed: 6 sq. (Land)

Melee: Bastard Sword 8k3 (8k3 slashing damage, 2 PEN), Brutish, Savage

Space: 1x1 | **Reach:** 1

Statistics

STR: 6, **MAG:** 1, **END:** 6, **RES:** 2, **SRT:** 1, **AGI:** 5, **LUK:** 3

Feats: Weapon Focus (Swords)^B, Weapon Specialization (Swords)

Skills: Acrobatics 8k4+4, d

Gear: Broad Sword, Breastplate + Chain Shirt, Gauntlets, Leather Leggings, Buckler

Language: English

Special Abilities: Skill Mastery, Versatile, Martial Talents, Unshakable

Skill Mastery [Use Magic Device] (Species): Gain an additional skill trained at 1st level.

Versatile [Weapon Focus] (Species): Gain a bonus feat you meet the prerequisites for.

Martial Talent [Reeling Attack] (Class): On an attack, you can choose to deal $\frac{1}{2}$ damage if you hit and the opponent hit can only deal $\frac{1}{2}$ damage on their turn.

Unshakable (Class): Gain a +1 to Mental Defense against fear/mind-affecting effects.

Pirate

Ravagers of the high seas, Pirates are thieves and treasure hunters who raid ships and hunt for gold hidden in various locations.

Pirate

Humanoid (Human), Marksman; **Size:** 4; **Effective Level:** 2

Defenses

HP: 11 | **MP:** — | **Soak:** 5

Defense: 24 (VM: 25) | **Avoid:** 23 (VM: 24)

Mental Defense: 19 (VM: 20) | **Bodily Defense:** 21 (VM: 22)

Head: 0 | **Body:** 4 | **Arms:** 2 | **Legs:** 1

Offense

Speed: 7 sq. (Land)

Melee: Flintlock 8k3 (5k2 bludgeoning and piercing damage), Single, Accurate

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** 1, **END:** 5, **RES:** 1, **SRT:** 3, **AGI:** 6, **LUK:** 6

Feats: Weapon Focus (Pistols)^B, Weapon Specialization (Pistols)

Skills: Acrobatics 6k3+2, Awareness 3k1+2, Deception 6k3+2, Fortitude 5k2+2, Knowledge (History) 3k1+2, Persuasion 6k3+2, Stealth 6k3+2

Gear: Flintlock, Chain Shirt, Gauntlets, Leather Leggings, Buckler

Language: English

Special Abilities: Skill Mastery, Versatile, Hunting Specialization, Land Speed

Skill Mastery [Awareness] (Species): Gain an additional skill trained at 1st level.

Versatile [Weapon Focus] (Species): Gain a bonus feat you meet the prerequisites for.

Hunting Specialization (Class): Gain a bonus to hit and damage equal to half level against a specific type of enemy (example: Alien, Humanoid (Orc), or Undead).

Land Speed (Class): Gain a +1 square to land speed.

Slaver

Muscle hired to kidnap unsuspecting innocents in order for them to be sold later. Slavers are “thieves” in an unorthodox sense, instead stealing people’s freedom.

Slaver

Humanoid (Orc), Soldier; **Size: 4; Effective Level: 4**

Defenses

HP: 16 | MP: — | Soak: 6

Defense: 22 (VM: 23) | Avoid: 21 (VM: 22)

Mental Defense: 18 (VM: 19) | Bodily Defense: 20 (VM: 21)

Head: 0 | Body: 4 | Arms: 2 | Legs: 1

Offense

Speed: 6 sq. (Land)

Melee: Wooden Greataxe 13k6 (12k7 slashing damage, 2 PEN), +2 STR, Brutish, Nonlethal

Space: 1x1 | Reach: 1

Statistics

STR: 8, MAG: 1, END: 5, RES: 1, SRT: 3, AGI: 5, LUK: 2

Feats: Weapon Focus (Axes), Brutal Strike

Skills: Acrobatics 6k3+2, Awareness 3k1+2, Deception 6k3+2, Fortitude 5k2+2, Knowledge (History) 3k1+2, Persuasion 6k3+2, Stealth 6k3+2

Gear: Wooden Greataxe, Chain Shirt, Gauntlets, Leather Leggings, Buckler

Language: English, Orcish

Special Abilities: Orcish Hate, Empowered Throw, Martial Talents, Unshakable, Weapon Training, Armor Training

Orcish Hate (Species): Gain a +1k0 while under half HP.

Empowered Throw (Species): Orcs can throw any light or one-handed melee weapon at a range of 2 squares at no penalty.

Martial Talent [Blowback] (Class): Once per encounter after dealing damage to an enemy you can push them back by 1 square.

Martial Talent [Oversized Weaponry] (Class): The weapon you selected with Weapon Training is counted as being one size category larger for the purposes of damage. This increases the damage by +1k1.

Unshakable (Class): Gain a +1 to Mental Defense against fear/mind-affecting effects.

Weapon Training [Axes] (Class): +1k0 to attack and damage with Axes.

Armor Training (Class): +1 to Defense and Avoid while wearing armor.

Smuggler

Space faring vagabonds, Smugglers use their intricate knowledge of the stars to navigate beyond their homeworld and to export legal and illegal goods.

Smuggler

Humanoid (Human), Rogue; **Size: 4; Effective Level: 2**

Defenses

HP: 11 | **MP:** — | **Soak:** 5

Defense: 24 (VM: 25) | **Avoid:** 23 (VM: 24)

Mental Defense: 19 (VM: 20) | **Bodily Defense:** 21 (VM: 22)

Head: 4 | **Body:** 4 | **Arms:** 4 | **Legs:** 4

Offense

Speed: 7 sq. (Land)

Melee: Laser Pistol 8k3 (8k3 fire damage), Semi, Accurate

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** 1, **END:** 5, **RES:** 1, **SRT:** 3, **AGI:** 6, **LUK:** 6

Feats: Weapon Focus (Pistols)^B, Weapon Specialization (Pistols)

Skills: Acrobatics 6k3+2, Awareness 3k1+2, Deception 6k3+2, Knowledge (Crime, History, Humanoids, Business) 3k1+2, Persuasion 6k3+2, Stealth 6k3+2

Gear: Laser Pistol, Reflector Suit (only applies versus fire)

Language: English

Special Abilities: Skill Mastery, Versatile, Precise Strike, Finesse Training, Watchful Eye, Trap Disarmament

Skill Mastery [Awareness] (Species): Gain an additional skill trained at 1st level.

Versatile [Weapon Focus] (Species): Gain a bonus feat you meet the prerequisites for.

Precise Strike (Class): 6 times per day gain a +1k0 to attack and damage.

Finesse Training (Class): All light weapons receive Finesse.

Watchful Eye (Class): Cannot be caught flat-footed or surprised for a surprise round.

Magical Beast

Magical beasts are closely related to animals, however they are not always an animal. Animals that have been given human-like intelligence are considered Magical Beasts. Many beasts are found in areas seeped in magic or areas where they 'claim' land, however very rarely magical beasts venture to lands outside of their own.

Also featured as magical beasts are "cryptids" as they're known on Earth, these creatures aren't known as this outside of Earth and instead take on different names.

Features

- 8 HP (HP progression as per Soldier) | +2 Soak
 - Attacks per Level as per Rogue (with weapons only)
 - Skill Ranks as per Chaplain (Doesn't add Smarts to Skill Ranks)
 - Darkvision 6 squares
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Magical Beasts breathe, eat, and sleep
-

Magical Beasts

- Anthropophagus
- Canem Horribilis
- Cerberus
- Dingonek
- Experimental Animal
- Fear Liath
- Gryphon
- Jack-in-Irons
- Knucker
- Naga
- Prong Rhino
- Splintercat
- Wanyūdō
- Yara-Ma-Yha-Who
- Yeitso

Anthropophagus

Headless abominations with two long and fragile arms and a face positioned on their chest and stomach, Anthropophagi are truly horrible sights to behold.

Anthropophagus

Magical Beast (Cryptid); **Size:** 5; **Effective Level:** 6

Defenses

HP: 21 | **MP:** — | **Soak:** 7

Defense: 17 (VM: 18) | **Avoid:** 14 (VM: 15)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 23 (VM: 24)

Body: 7 | **Arms:** 0 | **Legs:** 2

Offense

Speed: 8 sq. (Land)

Melee: Bite 8k4 (8k4 piercing damage, 6 PEN), Brutish, Savage

Melee: 2 Claws 8k4 (7k3 slashing and acid damage, 4 PEN), Brutish, Savage, Daunting

Space: 2x2 | **Reach:** 2

Statistics

STR: 8, **MAG:** 1, **END:** 8, **RES:** 1, **SRT:** 1, **AGI:** 2, **LUK:** 1

Feats: Weapon Focus (Simple), Weapon Specialization (Simple), Step Up

Skills: Acrobatics 8k4+6, Feats of Strength 8k4+6

Gear: N/A

Language: N/A

Special Abilities: Acidic Claws, Dark Shape

Acidic Claws: Anthropophagi claws deal both slashing and acid damage. In addition to this on a successful attack roll with their claws against an enemy, the Anthropophagi deals 1d5 points of Endurance damage to the opponent.

Dark Shape: When in a dark area, Anthropophagi can hide in plain sight (even against creatures with Darkvision) and if they do not stealth they still have partial concealment. On Stealth checks in dark areas, Anthropophagi receive a +2k2.

Canem Horribilis

Lesser forms of the great Cerberus, Canem Horribilis are hounds with an affinity to hell hunting down escapees from hell and dragging them back into the pit.

Canem Horribilis

Magical Beast (Wolf); **Size:** 4; **Effective Level:** 8

Defenses

HP: 19 | **MP:** — | **Soak:** 6

Defense: 25 (VM: 27) | **Avoid:** 27 (VM: 29)

Mental Defense: 16 (VM: 18) | **Bodily Defense:** 19 (VM: 21)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 8 sq. (Land)

Melee: Bite 8k4 (7k4 piercing damage), Finesse, Trip

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** 1, **END:** 4, **RES:** 2, **SRT:** 1, **AGI:** 8, **LUK:** 2

Feats: Improved Maneuver (Trip), Hookline, Piranha Sting, Dodge

Skills: Acrobatics 8k4+8, Stealth 8k4+8

Gear: N/A

Language: N/A

Special Abilities: Hound of Hell, Otherworldly Glow

Hound of Hell: As a full-round action the Canem Horribilis can unleash a gout of fire in a 4 square radius. All enemies have an attack (8k4 vs. Avoid) made against them and on a successful hit they take 7k4 fire damage (half on a miss).

Otherworldly Glow: The Canem Horribilis glows a bright orange color, shedding light like a torch out 8 squares. In addition to this, all who are able to see the Canem Horribilis have an attack (4k2 vs. Mental Defense) made against them. On a successful hit, they take 1 sanity damage. This can only be triggered once per day.

Cerberus

The guardian of Hell's gates itself, Cerberus stares at its prey with crimson eyes and for those who seek to get past it, they must defeat its massive form in battle..

Cerberus

Magical Beast (Wolf); **Size: 8; Effective Level: 20**

Defenses

HP: 39 | **MP:** — | **Soak:** 10

Defense: 30 (VM: 38) | **Avoid:** 16 (VM: 24)

Mental Defense: 17 (VM: 25) | **Bodily Defense:** 27 (VM: 35)

Head: 12 | **Body:** 12 | **Arms:** 4 | **Legs:** 4

Offense

Speed: 12 sq. (Land)

Melee: 3 Bites 14k8 (14k7 piercing damage, 6 PEN), Brutish, Powerful

Space: 5x5 | **Reach:** 5

Statistics

STR: 12, **MAG:** 1, **END:** 12, **RES:** 8, **SRT:** 2, **AGI:** 3, **LUK:** 1

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike, Tough it Out, Shake it Off, Blood Bath, Power Strike, Cleave

Skills: Feats of Strength 12k6+20, Fortitude 12k6+20

Gear: N/A

Language: Demonic

Special Abilities: Howl of Doom, Hellfire Breath

Howl of Doom: As a standard action Cerberus can howl against all creatures within 8 squares of it. An attack (12k6 vs. Bodily Defense) is made, and on a successful hit the opponents take 12k6 points of sonic damage and are permanently deafened. On a miss they are instead deafened for 1 round and take no damage.

Hellfire Breath: As a full-round action Cerberus can expel a breath of flame and death in a 12 square cone. An attack (12k6 vs. Bodily Defense) is made, and on a successful hit the opponents take 12k6 points of fire and unholy damage. Creatures immune to unholy damage take only fire damage, and creatures immune to fire damage take only unholy damage. Creatures immune to both are instead healed by the amount the damage would've dealt (after Soak).

Dingonek

A snake-like creature that resides in swamps, Dingonek's have the head of a lion and the tusks of a walrus, and the stinger of a scorpion.

Dingonek

Magical Beast (Cryptid); **Size: 5; Effective Level: 6**

Defenses

HP: 23 | MP: — | Soak: 7

Defense: 19 (VM: 20) | Avoid: 18 (VM: 19)

Mental Defense: 16 (VM: 17) | Bodily Defense: 25 (VM: 26)

Head: 4 | Body: 6 | Stinger: 2

Offense

Speed: 6 sq. (Land), 6 sq. (Swim)

Melee: Bite 10k4 (8k4 piercing damage), Brutish, Grapple

Melee: Stinger 10k4 (7k3 piercing damage), Brutish, Injection (+ Bone Rot poison)

Space: 2x2 | Reach: 2

Statistics

STR: 8, MAG: 1, END: 10, RES: 1, SRT: 1, AGI: 4, LUK: 1

Feats: Improved Maneuver (Grapple), Chokehold, Weapon Focus (Simple)

Skills: Acrobatics 8k4+6, Fortitude 10k5+6

Gear: N/A

Language: N/A

Special Abilities: Wrangling Bite, Quick Stinger

Wrangling Bite: When making a bite attempt, the Dingonek can make a free grapple attempt. Grapple checks made by the Dingonek are made against Avoid.

Quick Stinger: If the Dingonek chooses to only attack with their stinger or if they are already grappling something with their mouth, they can instead make a full-round attack to make two Stinger attacks. When doing this increase the bonus to hit by +1k1, and increase the bonus to-hit against Bodily Defense with the poison by +2k2.

Experimental Animal

Chimera-like creatures whose mere existence is a crime against nature, Experimental Animals do not take aspects from other creatures but instead improve upon pre-existing features from the animal. The example here is an incredibly burly bear.

Experimental Animal

Magical Beast (Experiment); **Size: 6; Effective Level: 5**

Defenses

HP: 20 | MP: — | Soak: 8

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 16 (VM: 17) | Bodily Defense: 23 (VM: 24)

Head: 3 | Body: 8 | Arms: 3 | Legs: 3

Offense

Speed: 12 sq. (Land), 6 sq. (Climb)

Melee: Bite 14k7 (11k5 piercing damage), Brutish, Savage, Powerful

Melee: 2 Claws 14k7 (10k4 slashing damage), Brutish, Savage

Space: 3x3 | Reach: 3

Statistics

STR: 12, MAG: 1, END: 8, RES: 1, SRT: 1, AGI: 2, LUK: 1

Feats: Weapon Focus (Simple), Brutal Strike, Power Strike

Skills: Feats of Strength 12k6+5, Fortitude 8k4+5

Gear: N/A

Language: N/A

Special Abilities: Experimental Defenses, Horrifying Visage

Experimental Defenses: Experimental Animals receive Resistance 5 to a single element (except sonic, corruption, or arcane).

Horrifying Visage: Enemies who see the Experimental Animal have an attack (6k4 vs. Mental Defense) and on a successful hit the opponent takes 1d5+3 points of sanity damage, and on a miss they only take 1 sanity damage. This can only affect an opponent once per day, and once affected they are immune to its effects - even from other Experimental Animals.

Building Experimental Animals

If you want to create Experimental Animals using pre-existing animal stats, you can by increasing two physical stats (STR, END, or AGI) by 2 and decreasing one by 1. In addition to this, replace all of its special abilities with **Experimental Defenses** and **Horrifying Visage** listed above.

Fear Liath

Sasquatch-like beasts surrounded by a persistent fog and capable of using psychic abilities for defense.

Fear Liath

Magical Beast (Cryptid); **Size:** 4; **Effective Level:** 2

Defenses

HP: 15 | **MP:** — | **Soak:** 6

Defense: 19 (VM: 21) | **Avoid:** 18 (VM: 20)

Mental Defense: 21 (VM: 23) | **Bodily Defense:** 21 (VM: 23)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Ranged: Psi-Assault 6k3 (5k3 psychokinetic damage), vs. Mental Defense

Space: 1x1 | **Reach:** 1 (6 with Psi-Assault)

Statistics

STR: 4, **MAG:** 1, **END:** 6, **RES:** 2, **SRT:** 6, **AGI:** 4, **LUK:** 1

Feats: Psychokinetic Pull

Skills: Knowledge (Magic) 6k3+2, Spellcraft 6k3+2

Gear: N/A

Language: English, Scots, Gaelic (Scottish)

Special Abilities: Fog Aura, Psychic Attunement

Fog Aura: As a swift action once per encounter a Fear Liath can surround itself in a 4 square aura of fog. This functions as *Smoke* without the choking effect, instead only functioning for the purpose of concealment. All creatures within the fog have concealment, and the fog lasts for 1 round per point of Endurance the Fear Liath has.

Psychic Attunement: Fear Liath receive a single natural attack. This natural attack is a ranged psychokinetic attack that uses their Smarts for to-hit and damage. The attack is called “Psi-Assault”, has a range of 6 squares, and a base damage (before Smarts) of 2k2.

Fear Liath as PCs: It is possible to play Fear Liath as PCs without affecting balance too much. PC Fear Liaths gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Fear Liaths receive a +1 END and SRT, and have 4 Size. **The Bestiary Fear Liath’s stats aren’t accurate to the playable PC Fear Liath.**

Gryphon

Sasquatch-like beasts surrounded by a persistent fog and capable of using psychic abilities for defense.

Gryphon

Magical Beast; Size: 5; Effective Level: 4

Defenses

HP: 17 | MP: — | Soak: 7

Defense: 22 (VM: 23) | Avoid: 22 (VM: 23)

Mental Defense: 17 (VM: 18) | Bodily Defense: 21 (VM: 22)

Head: 1 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land), 14 sq. (Fly)

Melee: Bite 6k3 (7k3 piercing damage), Deadly

Melee: 2 Claws 6k3 (6k2 slashing damage), Deadly

Space: 2x2 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 2, AGI: 6, LUK: 1

Feats: Dodge, Elbow Shove

Skills: Acrobatics 6k3+4, Stealth 6k3+4

Gear: N/A

Language: N/A

Special Abilities: Bleeding Claws, Diving Pounce

Bleeding Claws: On a successful hit with both claw attacks, the opponent takes 3 points of bleed damage for 1d5+2 rounds.

Diving Pounce: While flying the Gryphon can charge an opponent who is on the ground, and make all of its natural attacks as if it had made a full-round attack.

Jack-in-Irons

A hulking giant who patrols and haunts lonely roads - particularly in Yorkshire, England however he is known to appear elsewhere. He is covered in many chains.

Jack-in-Irons

Magical Beast (Giant); **Size: 6; Effective Level: 8**

Defenses

HP: 25 | **MP:** — | **Soak:** 8

Defense: 20 (VM: 21) | **Avoid:** 12 (VM: 13)

Mental Defense: 17 (VM: 18) | **Bodily Defense:** 25 (VM: 26)

Head: 6 | **Body:** 8 | **Arms:** 6 | **Legs:** 6

Offense

Speed: 6 sq. (Land)

Melee: Crushing Weight Steel Club 12k6 (9k2+4 bludgeoning damage), Brutish, Shield Breaker

Space: 3x3 | **Reach:** 3

Statistics

STR: 10, **MAG:** 1, **END:** 10, **RES:** 1, **SRT:** 2, **AGI:** 1, **LUK:** 1

Feats: Weapon Focus (Simple), Weapon Specialization (Simple), Brutal Strike, Step Up

Skills: Feats of Strength 10k5+8, Fortitude 10k5+8

Gear: Crushing Weight Steel Club

Language: English, Old English

Special Abilities: Brutal Club, Beheaded Trophies

Brutal Club: As a full-round action Jack-in-Irons can make a single attack with his club and on a successful hit the opponent is stunned for 1 round. In addition to this, Jack-in-Iron counts clubs as Brutish weapons.

Beheaded Trophies: Jack-in-Irons carries and wears thousands of heads from former victims of his that are stuck to the chains wrapped around his body. While wearing these heads he receives a +4 bonus to Defense, and a single luck re-roll per day as if he was a player character.

Knucker

Water drakes that live in ‘knuckerholes’, Knuckers are serpentine in nature and resemble a cross between a snake and a lizard. Though long, Knuckers are human-sized.

Knucker

Magical Beast (Cryptid); **Size:** 4; **Effective Level:** 2

Defenses

HP: 13 | **MP:** — | **Soak:** 8

Defense: 23 (VM: 25) | **Avoid:** 26 (VM: 28)

Mental Defense: 17 (VM: 19) | **Bodily Defense:** 19 (VM: 21)

Head: 1 | **Body:** 3 | **Arms:** 1 | **Legs:** 1

Offense

Speed: 6 sq. (Land), 8 sq. (Swim)

Melee: Bite 8k4 (7k4 piercing damage), Finesse, Deadly, Reach

Space: 1x1 | **Reach:** 1 (2 with Bite)

Statistics

STR: 4, **MAG:** 1, **END:** 4, **RES:** 2, **SRT:** 2, **AGI:** 8, **LUK:** 1

Feats: Piranha Strike

Skills: Acrobatics 8k4+2, Stealth 8k4+2

Gear: N/A

Language: Old English, Manx, Irish, Scots, Scottish Gaelic, Welsh

Special Abilities: Knuckerhole, Acid Breath

Knuckerhole: While within its home, a Knuckerhole, the Knucker has a bonus +5 Deflection to all body parts and Regeneration 5 (Cold Iron). These bonuses last for 1d5+1 rounds after the Knucker leaves its Knuckerhole. In addition to this, Knuckers are able to breathe underwater and are immune to drowning effects.

Acid Breath: As a standard action the Knucker can breathe a 4 square line in front of it of acidic breath. This is an attack (8k4 vs. Avoid) and on a successful hit, the opponent takes 8k4 points of acid damage. On a failed hit, it deals half damage.

Owning a Knucker as a pet: Some characters may wish to tame and own a Knucker for themselves. In order to do this they must first build a Knuckerhole (this costs 1,000 gold to hire another to do it, or costs 250 gold and 5 months of work to do it yourself.) Next the character must succeed on a DC 19 (15 + Level + Smarts) Handle Animal or Persuasion check with a Knucker or you must hatch one of their eggs on your own within the Knuckerhole.

Naga

Half-snake, half-humans, Nagas were the result of magical experiments to ‘improve humanity’ through use of chimeras. This experiment went wrong, leaving the new species to walk the lands, forever hated...

Naga

Magical Beast; Size: 5; Effective Level: 2

Defenses

HP: 15 | MP: — | Soak: 7

Defense: 23 (VM: 24) | Avoid: 26 (VM: 27)

Mental Defense: 19 (VM: 20) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 0 | Arms: 0 | Tail: 0

Offense

Speed: 6 sq. (Land)

Melee: Bite 10k4 (8k4 piercing damage), Finesse, Injection (+ Demon Bile)

Space: 2x2 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 6, RES: 1, SRT: 4, AGI: 8, LUK: 1

Feats: Weapon Focus (Simple)

Skills: Acrobatics 8k4+2, Stealth 8k4+2

Gear: N/A

Language: English, Naga

Special Abilities: Viper Fangs, Coil

Viper Fangs: The Naga receives a natural Bite attack for their size (4k2) and this bite attack has the Finesse and Injection weapon special abilities. In addition to this, Naga’s bites are laced with a naturally occurring *Demon Bile* poison.

Coil: As a full-round action the Naga can coil in to protect itself, increasing its Body’s Deflection by 6 (this stacks with Armor or Natural Deflection). While coiled all attacks go against the Naga’s body (even with called shots), shields are unusable, and the Naga cannot take any actions. Uncoiling is a move action.

Nagas as PCs: It is possible to play Nagas as PCs without affecting balance too much. PC Nagas gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Nagas receive a +1 SRT and AGI, and have 5 Size. **The Bestiary Naga’s stats aren’t accurate to the playable PC Naga.**

Prong Rhino

Deadlier variants of the regular rhino, Prong Rhinos are named for their three-pronged horns - one on top of the head, and two protruding from each side and pointed forwards.

Prong Rhino

Magical Beast (Cryptid); Size: 6; Effective Level: 8

Defenses

HP: 27 | MP: — | Soak: 8

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 16 (VM: 17) | Bodily Defense: 27 (VM: 28)

Head: 4 | Body: 12 | Arms: 8 | Legs: 8

Offense

Speed: 12 sq. (Land)

Melee: 3 Gores 14k7 (11k5 piercing damage, 6 PEN), Brutish, Savage, Powerful

Space: 3x3 | Reach: 3

Statistics

STR: 12, MAG: 1, END: 12, RES: 1, SRT: 2, AGI: 2, LUK: 1

Feats: Elbow Shove, Step Up, Weapon Focus (Simple), Brutal Strike

Skills: Acrobatics 12k6+8, Feats of Strength 12k6+8

Gear: N/A

Language: N/A

Special Abilities: Devastating Charge, Bleeding Horns

Devastating Charge: On a charge attack, roll damage three times (one for each Gore) and take the highest result from the three damage rolls. In addition to this, triple the Penetration on this Gore attack (18 PEN).

Bleeding Horns: If the Prong Rhino hits with one of its Gore attacks, it deals 1 bleed damage to the opponent. For each additional Gore attack which hits, add 1 more bleed damage. This lasts for 1 round per point of bleed damage (maximum of 3 rounds), and the amount of bleed damage you take is reduced by 1 per round.

Example: You take 3 bleed damage the first round, and the next round you take 2 bleed damage. For the last round you take 1 bleed damage.

Splintercat

Strange housecats with tough metallic-like hides on their heads, Splintercats headbutt trees into falling down in order to suck the sap from them, or find other food such as birds and insects. They “jump” far, effectively flying head-first into trees.

Splintercat

Magical Beast (Cryptid); Size: 1; Effective Level: 2

Defenses

HP: 13 | MP: — | Soak: 3

Defense: 28 (VM: 29) | Avoid: 31 (VM: 32)

Mental Defense: 16 (VM: 17) | Bodily Defense: 19 (VM: 20)

Head: 8 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 8 sq. (Land), 4 sq. (Fly)

Melee: Slam 8k4 (5k3 bludgeoning damage, 5 PEN), Reach, Savage

Space: 1x1 | Reach: 0 (1 with Slam)

Statistics

STR: 8, MAG: 1, END: 4, RES: 1, SRT: 1, AGI: 8, LUK: 1

Feats: Advantageous Size

Skills: Feats of Strength 8k4+2, Stealth 8k4+2

Gear: N/A

Language: N/A

Special Abilities: Bull-Headed Slam, Steel-Headed Shield

Bull-Headed Slam: On a full-round action the Splintercat can make a single slam attack. If the attack is against an inanimate object, the attack deals double damage and bypasses 2 points of the object’s Soak. This applies on Sunder checks too.

Steel-Headed Shield: Splintercats can use their head as if it were a Shield with 4 Deflection (attacks against the head still go against their 8 Head Deflection, however when used as a shield it adds 4 Deflection to a body part). Splintercats using their head as a shield can use the *Raise* action as a free action instead of a swift action.

Wanyūdō

Floating heads on the center of a flaming wheel, Wanyūdō are terrifying creatures who look to steal souls in order to drag them straight to hell with him.

Wanyūdō

Magical Beast; Size: 4; Effective Level: 10

Defenses

HP: 21 | MP: — | Soak: 6

Defense: 21 (VM: 25) | Avoid: 22 (VM: 26)

Mental Defense: 19 (VM: 23) | Bodily Defense: 19 (VM: 23)

Head: 0 | Wheel: 6

Offense

Speed: 12 sq. (Fly)

Melee: Slam 6k3 (5k3 bludgeoning damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 8, END: 4, RES: 4, SRT: 4, AGI: 6, LUK: 1

Feats: Second Wind, Strengthened Recovery, Blood Bath, Bludgeoning Strike

Skills: Awareness 4k2+10, Spellcraft 4k2+10

Gear: N/A

Language: Japanese, Old Japanese

Special Abilities: Soul Stealing, Horrify

Soul Stealing: As a standard action the Wanyūdō can make an attack (8k4 + level vs. Mental Defense against spells) and on a successful hit, they suck the soul from the target's body. If the opponent dies after the Wanyūdō sucks their soul out, he will own it. Otherwise it'll return to their body. If the Wanyūdō successfully sucks a soul out permanently from an opponent that is no more than 2 levels lower than him, he gains 1 level. He can gain levels up to 20th level.

Horrify: As a standard action the Wanyūdō can attempt to scare an opponent. This is an attack (8k4 vs. Mental Defense) and on a successful hit, the opponent takes 1d5 + 1/2 MAG in sanity damage.

Yara-Ma-Yha-Who

A great red frog-like beast with two beady eyes, a large mouth, and suckers on the ends of its hands and feet.

Yara-Ma-Yha-Who

Magical Beast (Cryptid); **Size:** 5; **Effective Level:** 5

Defenses

HP: 20 | **MP:** — | **Soak:** 7

Defense: 21 (VM: 22) | **Avoid:** 22 (VM: 23)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 23 (VM: 24)

Head: 6 | **Body:** 4 | **Arms:** 1 | **Legs:** 1

Offense

Speed: 6 sq. (Land), 8 sq. (Climb)

Melee: Bite 10k5 (10k4 bludgeoning damage), Brutish, Grapple

Space: 2x2 | **Reach:** 2

Statistics

STR: 8, **MAG:** 1, **END:** 8, **RES:** 1, **SRT:** 1, **AGI:** 6, **LUK:** 1

Feats: Weapon Focus (Simple), Brutal Strike, Weapon Specialization (Simple)

Skills: Feats of Strength 8k4+5, Fortitude 8k4+5

Gear: N/A

Language: Kriol

Special Abilities: Blood Drain, Massive Frame

Blood Drain: On a successful grapple check against an opponent the Yara-Ma-Yha-Who can attempt to drain their blood. This is an attack (8k4 vs. Bodily Defense) and on a successful hit the opponent takes 2 points of bleed damage for 1d5+1 rounds. Meanwhile the Yara-Ma-Yha-Who recovers 5 HP.

Massive Frame: Yara-Ma-Yha-Who receive a +5 bonus to grapple checks against creatures that are of a size category smaller than it.

Yeitso

Giants covered in obsidian scales, Yeitso use their control over the flames and obsidian on its body to forge weapons in a moment's notice.

Yeitso

Magical Beast (Cryptid); **Size:** 5; **Effective Level:** 8

Defenses

HP: 25 | **MP:** — | **Soak:** 7

Defense: 17 (VM: 20) | **Avoid:** 14 (VM: 17)

Mental Defense: 16 (VM: 19) | **Bodily Defense:** 25 (VM: 28)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 4 sq. (Land)

Melee: Obsidian Broadsword 10k6+2 (9k4 slashing damage, 2 PEN), Brutish, Savage

Space: 2x2 | **Reach:** 2

Statistics

STR: 10, **MAG:** 1, **END:** 10, **RES:** 3, **SRT:** 1, **AGI:** 2, **LUK:** 1

Feats: All-Out Attack, Power Strike, Cleave, Brutal Strike

Skills: Feats of Strength 8k4+5, Fortitude 8k4+5

Gear: Obsidian Broadsword

Language: Diné

Special Abilities: Obsidian Scales, Bladed Armor

Obsidian Scales: As a swift action the Yeitso can unleash one of its obsidian blades, and brandish it as an Obsidian Broadsword. Weapons created in this way do not possess the *Fragile* weapon quality.

Bladed Armor: Yeitso do not receive Deflection from their armor they wear, instead anyone attempting to attack them takes 1 point of damage (bypassing Soak) each time they hit.

Mystical

Mystical beings encompass those which are deeply rooted with magical energy, sometimes being made entirely out of it, and more often than not Mystical beings come from places where magic reigns supreme such as the lands of the fairies. Fey creatures, magically infused monsters, and some entities spawned by lore count as Mystical creatures. Some creatures are created through legends and mythological recounts, one of the outer dimensions spawning the myth into existence due to a collective subconscious within the lands of dreams imagining it into existence.

Features

- 4 HP (HP progression as per Mage) | +0 Soak Attacks per Level as per Mage
 - Skill Ranks as per Soldier (Doesn't add Smarts to Skill Ranks)
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Mystical beings breathe, eat, and sleep
-

Mystical Creatures

- Cù Sìth
- Dark Faerie
- Fideal
- Gancanagh
- Ijiraat
- Kelpie
- Knocker
- Leanan Sìdhe
- Leshy
- Mahaha
- Marool
- Redcap
- Sianach
- Spriggan
- Tree Haunt

Cù Sith

Fey wolves who protect nature and use their mystical powers to influence the world around them - creating life wherever they go. Their emerald fur is luscious and highly prized.

Cù Sith

Mystical (Wolf); Size: 4; Effective Level: 4

Defenses

HP: 10 | MP: — | Soak: 4

Defense: 25 (VM: 31) | Avoid: 27 (VM: 33)

Mental Defense: 18 (VM: 24) | Bodily Defense: 20 (VM: 26)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Bite 8k4 (7k4 piercing damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 6, SRT: 2, AGI: 8, LUK: 4

Feats: Combat Reflexes, Elbow Shove

Skills: Acrobatics 8k4+4, Deception 4k2+4, Persuasion 4k2+4, Stealth 8k4+4

Gear: N/A

Language: Sylvan, Gaelic (Scottish), Irish, Welsh

Special Abilities: Nature Walk, Howl of Healing

Nature Walk: Wherever a Cù Sith roams, plant life grows and in plentiful quantities. As a full-round action the Cù Sith can cause a gout of plant life to grow around it in a 4 square radius, creating difficult terrain that only it and its allies can move through.

Howl of Healing: Cù Sith can, as a swift action, let out a might howl. All allies within 4 squares of the Cù Sith are healed 5 HP. This can be used once per encounter.

Dark Faerie

Spiteful pixies with a taste for blood and a wanton need for destruction and defilement, Dark Faeries choose people who are weak and cannot defend themselves to torment - common targets of Dark Faeries are children, the sick, and the elderly.

Dark Faerie

Mystical (Pixie); Size: 1; Effective Level: 6

Defenses

HP: 8 | MP: — | Soak: 1

Defense: 26 (VM: 31) | Avoid: 27 (VM: 32)

Mental Defense: 21 (VM: 26) | Bodily Defense: 17 (VM: 22)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Fly)

Melee: Unarmed 8k4 (5k3 bludgeoning damage), Finesse

Space: 0x0 | Reach: 0

Statistics

STR: 1, MAG: 1, END: 1, RES: 5, SRT: 5, AGI: 8, LUK: 6

Feats: Inspiration, Improved Initiative, Lasting Strike

Skills: Acrobatics 8k4+6, Deception 6k3+6, Persuasion 6k3+6, Stealth 8k4+6

Gear: N/A

Language: Sylvan

Special Abilities: Hate Dust, Destructive Sight

Hate Dust: Dark Faeries can sprinkle dust on an opponent as a standard action. This is an attack (8k4 vs. Avoid) and on a successful hit the opponent is forced to fly 1d5+1 squares directly upwards for a number of rounds equal to the Dark Faerie's Luck (6). Characters of other forms of movement (including flight) are incapable of doing so while the Dark Faerie's magic forces their movement upwards.

Destructive Sight: Dark Faeries can as a standard action attempt to damage an opponent with a frightful gaze. This is an attack (6k3 vs. Mental Defense) and on a successful hit, deals 6k3 points of psychokinetic damage.

Fideal

Water demons which inhabit Loch Na Fideil, dragging women and children under the water to devour them. Fideal are a seaweed green jellyfish-like creature.

Fideal

Mystical; Size: 4; Effective Level: 5

Defenses

HP: 12 | MP: — | Soak: 4

Defense: 25 (VM: 27) | Avoid: 18 (VM: 20)

Mental Defense: 16 (VM: 18) | Bodily Defense: 21 (VM: 27)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 12 sq. (Swim)

Melee: Sting 6k3 (5k3 bludgeoning damage), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 6, RES: 2, SRT: 1, AGI: 4, LUK: 1

Feats: Combat Reflexes, Shake it Off, Tough it Out

Skills: Acrobatics 6k3+5, Feats of Strength 6k3+5, Fortitude 6k3+5, Stealth 4k2+5

Gear: N/A

Language: Sylvan

Special Abilities: Paralytic Sting, Anatomical Oddity

Paralytic Sting: On a successful sting attack, once per encounter a Fideal can make a free attack (6k3 vs. Bodily Defense) against the opponent. On a successful hit, the opponent is paralyzed for 1d5+1 rounds. If this fails to hit, the once per encounter use is not expended.

Anatomical Oddity: Fideal are not subject to critical hits or the bonus effects from Called Shots, and they have immunity to ice and water damage.

Gancanagh

Small fey who use their natural charm as a means to seduce women, Gancanagh are analogous to Leprechauns. Gancanagh are always male, and seek to create more Gancanagh by having sex with the women they seduce.

Gancanagh

Mystical (Gancanagh); Size: 2; Effective Level: 2

Defenses

HP: 9 | MP: — | Soak: 2

Defense: 25 (VM: 26) | Avoid: 24 (VM: 25)

Mental Defense: 23 (VM: 24) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land)

Melee: Unarmed 6k3 (4k2 bludgeoning damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 1, SRT: 6, AGI: 6, LUK: 8

Feats: Skill Focus (Persuasion)

Skills: Awareness 6k3+2, Deception 8k4+2, Knowledge (Seduction) 6k3+2, Persuasion 8k4+2

Gear: N/A

Language: Sylvan, Irish

Special Abilities: Hypnotic Seduction, Rejuvenating Charmer

Hypnotic Seduction: Gancanagh can spend a standard action to attempt a Persuasion check against an opponent's Mental Defense. On a successful Persuasion check, the opponent is dazed for 1d5+1 rounds. This can be used once per encounter. This only affects those who are sexually attracted to you.

Rejuvenating Charmer: Gancanagh can spend a standard action to help an ally within 3 squares to heal 1 HP. This can be done a number of times per day equal to their Luck.

Gancanagh as PCs: It is possible to play Gancanagh as PCs without affecting balance too much. PC Gancanagh gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Gancanagh receive a +1 AGI and LUK, and have 2 Size. **The Bestiary Gancanagh's stats aren't accurate to the playable PC Gancanagh.**

Ijiraat

Inuit shapeshifters who are known to change their shapes, and stalk lone travelers in order to feast upon their entrails in order to gain access to their spirit.

Ijiraat

Mystical; Size: 4; Effective Level: 5

Defenses

HP: 12 | MP: — | Soak: 4

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 19 (VM: 20) | Bodily Defense: 21 (VM: 22)

Head: 1 | Body: 8 | Arms: 4 | Legs: 4

Offense

Speed: 6 sq. (Land)

Melee: 2 Claws 10k5 (8k3 slashing damage, 4 PEN), Brutish, Savage, Deadly

Space: 1x1 | Reach: 1

Statistics

STR: 8, MAG: 1, END: 6, RES: 1, SRT: 4, AGI: 2, LUK: 1

Feats: Weapon Focus (Simple), Weapon Specialization (Simple), Brutal Strike

Skills: Awareness 6k3+2, Deception 8k4+2, Knowledge (Seduction) 6k3+2, Persuasion 8k4+2

Gear: N/A

Language: Sylvan, Inuktitut

Special Abilities: Natural Amnesia, Shapeshifter

Natural Amnesia: All who encounter an Ijiraat have a sudden onset of amnesia after their encounter, forgetting the Ijiraat unwillingly. Though there are some memory-enhancing spells or mind-altering drugs (such as LSD) which negate these effects, they are rarely used and thus very few even know of their existence. Because of this, all Knowledge checks to understand what an Ijiraat are require a DC 35 check to be passed. Passing this check doesn't guarantee they will be remembered afterwards.

Shapeshifter: Ijiraat can appear as any humanoid or animal. However, no matter which form they take two identifiers reveal they are abnormal: they always possess glowing red eyes, and a ghostly white haze follows their body wherever they go. A DC 20 Awareness check must be passed to recognize the Ijiraat is disguised.

Kelpie

Shapeshifting water horses, Kelpies seek to attract either men or women to riding them before taking them to the waters of a lake, drowning them.

Kelpie

Mystical; Size: 4; Effective Level: 8

Defenses

HP: 12 | MP: — | Soak: 4

Defense: 24 (VM: 26) | Avoid: 23 (VM: 25)

Mental Defense: 22 (VM: 24) | Bodily Defense: 20 (VM: 22)

Head: 0 | Body: 4 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Swim)

Melee: 2 Hooves 6k3 (5k2 bludgeoning damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: 1, END: 4, RES: 2, SRT: 6, AGI: 6, LUK: 6

Feats: Skill Focus (Deception), Skill Mastery, Elbow Shove, Step Up

Skills: Awareness 6k3+8, Deception 8k4+8, Knowledge (Seduction) 6k3+8, Persuasion 8k4+8

Gear: N/A

Language: Sylvan, Scots, Gaelic (Scottish)

Special Abilities: Entice, Dual Change

Entice: Kelpies receive a +2k1 to Deception and Persuasion checks. In addition to this, Kelpies can attempt a Deception or Persuasion check against an opponent's Mental Defense. On a successful hit, the opponent is under the effects of a charm and must take their actions to mount the Kelpie and begin riding it. Those who do so are instantly grappled by the Kelpie by seaweed-like vines, and must succeed a DC 25 Acrobatics or Feats of Strength check to break free if they snap out of it while grappled. This is a charm and mind-affecting/mind controlling effect and lasts 1d5+6 rounds.

Dual Change: Kelpies latch onto certain identities as a means to entice people to ride it so they can inevitably be drowned. One is as its combat form - a glowing green horse whose mystical properties attract would-be riders to this 'subservient mount'. The other form is as a long emerald-haired naked woman sitting near the lake the Kelpie wishes to drown its victim at. Changing between these forms is a full-round action. As the nude woman, the Kelpie receives a +10 bonus to its Deception and Persuasion checks against targets who would be sexually attracted to the form.

Knocker

Short and impish Cornish and Welsh creatures who reside in minds, causing mischief and stealing from people.

Knocker

Mystical; Size: 2; Effective Level: 2

Defenses

HP: 10 | MP: — | Soak: 2

Defense: 26 (VM: 28) | Avoid: 27 (VM: 29)

Mental Defense: 22 (VM: 24) | Bodily Defense: 21 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Burrow)

Melee: Unarmed 8k4 (5k3 bludgeoning damage), Finesse, Nonlethal

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 1, END: 5, RES: 2, SRT: 6, AGI: 8, LUK: 6

Feats: Skill Focus (Stealth)

Skills: Awareness 6k3+2, Deception 6k3+2, Persuasion 6k3+2, Stealth 8k4+2

Gear: N/A

Language: Sylvan, Welsh, Cornish

Special Abilities: Knock of Disaster, Sticky Fingers

Knock of Disaster: Knockers know when a natural disaster within a cave or mountainous terrain is about to take place within a 6 mile radius, and they can knock to alert potential victims of the disaster up to 4 hours before the disaster has occurred.

Sticky Fingers: Knockers reroll 1s on Stealth checks made to steal objects from others. Once per encounter they can roll a Stealth check twice and take the better result.

Leanan Sídh

Irish muses who seduce individuals for their own benefit, Leanan Sídh are similar to Succubi in that they absorb their lover's life, except the effect isn't as immediate and the lover is given an inspired rest of their life while they slowly are consumed.

Leanan Sídh

Mystical; Size: 4; Effective Level: 6

Defenses

HP: 11 | MP: — | Soak: 4

Defense: 23 (VM: 25) | Avoid: 20 (VM: 22)

Mental Defense: 23 (VM: 25) | Bodily Defense: 21 (VM: 23)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Burrow)

Melee: Unarmed 4k2 (3k2 bludgeoning damage), Finesse, Nonlethal

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: 1, END: 4, RES: 2, SRT: 6, AGI: 4, LUK: 8

Feats: Peacekeeper, Unremarkable, Skill Focus (Persuasion)

Skills: Awareness 6k3+6, Deception 8k4+6, Knowledge (Magic) 6k3+6, Persuasion 8k4+6

Gear: N/A

Language: Sylvan, Irish, Gaelic (Scottish)

Special Abilities: Muse, Bonded Partner

Muse: Leanan Sídh can Perform as if they were a 6th level Minstrel.

Bonded Partner: Leanan Sídh choose a partner with which they wish to bond with. This bonding must be consensual between both partners (though telling the other of their eventual demise is entirely optional if they don't already know). While the partner is bonded with the Leanan Sídh, they have 4 more years left to live. For each year they've been bonded to the Leanan Sídh, they receive a +1 bonus to three stats of their choice.

Leshy

The avatar of the forests for the Slavs, Leshy is covered in various vines and forest bramble, and able to take full control of the of the forests around him.

Leshy

Mystical (Leshy); Size: 5; Effective Level: 20

Defenses

HP: 54 | MP: — | Soak: 6

Defense: 23 (VM: 31) | Avoid: 23 (VM: 31)

Mental Defense: 22 (VM: 30) | Bodily Defense: 26 (VM: 34)

Head: 8 | Body: 14 | Arms: 10 | Legs: 10

Offense

Speed: 12 sq. (Land)

Melee: 2 Slams 12k7 (10k5 bludgeoning damage), Brutish, Powerful

Space: 2x2 | Reach: 2

Statistics

STR: 10, MAG: 1, END: 10, RES: 8, SRT: 6, AGI: 6, LUK: 4

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike, Resilient Body, Second Wind, Strengthened Recovery, Unhindered Movement, Elbow Shove

Skills: Awareness 6k3+20, Acrobatics 10k5+20, Feats of Strength 10k5+20, Fortitude 10k5+20

Enemy Powers: Deific Defenses (Standard), Incredible Vitality (Standard), Land Creation (Epic), Teleportation (Epic), Zealous Vitality (Epic)

Gear: N/A

Language: Sylvan, Russian

Special Abilities: Plant Infusion, Bramble Form

Plant Infusion: As a standard action Leshy can make an attack (10k5 vs. Bodily Defense) against all opponents within 3 squares of him. On a successful hit, the opponents are affected by his own special disease of *Plant Infusion*.

Name: *Plant Infusion*

Contact | 10k5 vs. Bodily Defense | 5 minutes | High Mortality

Description: *Once hit by this disease, those afflicted have 5 minutes to cure themselves as their body gradually transforms into that of a plant. For each round after initially being infected, the character takes a -1 to all checks (to a maximum of a -50 after 5 minutes have passed). Once turned into a plant, the character is effectively slain.*

Bramble Form: All enemies within 2 squares of Leshy (even flying enemies) are affected by difficult terrain as Leshy's many vines actively attempt to impede those around him which mean him harm.

Mahaha

Maniacal demon-spawn who have been created for the purpose of maintaining ‘order’ by slaying travelers unfortunate enough to meet them. In reality however, Mahaha have ended up as impish yet easily fooled demon-spawn to the Inuit.

Mahaha

Mystical (Faerie); Size: 4; Effective Level: 2

Defenses

HP: 11 | MP: — | Soak: 4

Defense: 21 (VM: 22) | Avoid: 22 (VM: 23)

Mental Defense: 16 (VM: 17) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 0 | Arms: 6 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Burrow)

Melee: Unarmed 6k3 (6k2 slashing damage, 4 PEN), Savage, Deadly

Space: 1x1 | Reach: 1 (2 with Lunge)

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 6, LUK: 1

Feats: Lunge

Skills: Acrobatics 6k3+2, Feats of Strength 6k3+2, Fortitude 6k3+2, Stealth 6k3+2

Gear: N/A

Language: Sylvan, Inuktitut

Special Abilities: Boney Fingers, Terrifying Grin

Boney Fingers: Mahaha possess two claw attacks. These claw attacks have the Savage and Deadly weapon properties and in addition to this have 4 PEN. The arms receive Natural Deflection equal to their Endurance.

Terrifying Grin: As a swift action the Mahaha can grin at an opponent. This is an attack (6k3 vs. Mental Defense) and on a successful hit, the opponent takes 1d5+1 points of sanity damage. This can only be used once per round. If an attack roll against an opponent fails, they cannot be targeted again for 24 hours.

Mahaha as PCs: It is possible to play Mahaha as PCs without affecting balance too much. PC Mahaha gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Mahaha receive a +1 END and AGI, and have 4 Size. **The Bestiary Mahaha’s stats aren’t accurate to the playable PC Mahaha.**

Marool

An angler fish which resides underwater, coated in a cloak of never-ending flames that jet from underneath its scales.

Marool

Mystical (Cryptid); Size: 4; Effective Level: 5

Defenses

HP: 14 | MP: — | Soak: 4

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 16 (VM: 17) | Bodily Defense: 23 (VM: 24)

Head: 0 | Body: 7 | Fins: 0 | Tail: 2

Offense

Speed: 12 sq. (Swim)

Melee: Bite 10k5 (8k4 piercing and fire damage, 5 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 10, MAG: 1, END: 8, RES: 1, SRT: 1, AGI: 2, LUK: 1

Feats: Lunge

Skills: Acrobatics 10k5+5, Feats of Strength 10k5+5, Fortitude 8k4+5, Stealth 2k1+5

Gear: N/A

Language: Sylvan, Pictish

Special Abilities: Aquatic, Flaming Body

Aquatic: Marool can only breathe underwater. In addition to this, they have Water Absorption, and Ice Resistance 20.

Flaming Body: Like a soft orange glow underneath their scales, Marool keep themselves warm through their internal flame. Enemies attacking a Marool automatically take 1 point of fire damage (bypassing Soak) if it's an unarmed strike, or natural weapon.

Redcap

An angler fish which resides underwater, coated in a cloak of never-ending flames that jet from underneath its scales.

Redcap

Mystical (Faerie); **Size:** 2; **Effective Level:** 5

Defenses

HP: 8 | **MP:** — | **Soak:** 2

Defense: 23 (VM: 24) | **Avoid:** 26 (VM: 27)

Mental Defense: 21 (VM: 22) | **Bodily Defense:** 17 (VM: 18)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: Scythe 11k4 (10k4 piercing or slashing damage, 3 PEN), Finesse, Reach, Trip

Space: 1x1 | **Reach:** 1 (2 with Scythe, 3 with Scythe and Lunge)

Statistics

STR: 1, **MAG:** 1, **END:** 2, **RES:** 1, **SRT:** 6, **AGI:** 8, **LUK:** 1

Feats: Lunge, Weapon Focus (Polearms), Weapon Specialization (Polearms), Blood Bath^B

Skills: Awareness 6k3+5, Acrobatics 8k4+5, Knowledge (Humanoids) 6k3+5, Stealth 8k4+5

Gear: Scythe

Language: Sylvan, Pictish

Special Abilities: Scythe Training, Bloody Cap

Scythe Training: Redcaps count Scythes as Finesse weapons, and can wield them one-handed without any penalty.

Bloody Cap: Redcaps seek means to refill their cap full of blood and to re-paint it red with the blood of its enemies. After killing an opponent of equal or greater level than them, the Redcap (and all allies who could see this) receive a +1k0 to attack and damage until the end of the encounter. This stacks up to a +5k0 to attack and damage.

Sianach

Magical elk-like creatures with a ghostly green glow surrounding them. They are malevolent, and only wish harm upon mortals.

Sianach

Mystical; Size: 5; Effective Level: 10

Defenses

HP: 17 | MP: — | Soak: 6

Defense: 27 (VM: 28) | Avoid: 18 (VM: 19)

Mental Defense: 19 (VM: 20) | Bodily Defense: 23 (VM: 24)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 8 sq. (Land)

Melee: Gore 12k7 (9k5 piercing damage, 2 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 12, MAG: 1, END: 8, RES: 1, SRT: 4, AGI: 4, LUK: 1

Feats: Resilient Body, Power Strike, Brutal Strike, Tough it Out, Step Up

Skills: Awareness 4k2+10, Acrobatics 12k6+10, Fortitude 8k4+10, Knowledge (Dark Magic) 4k2+10

Gear: N/A

Language: Sylvan, Gaelic (Scottish), Irish

Special Abilities: Threatening Aura, Earthly Pulse

Threatening Aura: All enemies within a 6 square radius take a -1 to hit and damage against the Sianach.

Earthly Pulse: As a full-round action the Sianach can release a pulse of energy that deals 8k4 earth and acid damage. This extends out to a 4 square radius around the Sianach, the attack is 8k4 vs. Bodily Defense

Spriggan

Sometimes regarded as the ghosts of giants, Spriggans are their own species of giant specific to the Cornwall region of England. They are made of stone, and look like statues.

Spriggan

Mystical (Giant); Size: 5; Effective Level: 8

Defenses

HP: 18 | MP: — | Soak: 7

Defense: 16 (VM: 18) | Avoid: 12 (VM: 14)

Mental Defense: 17 (VM: 19) | Bodily Defense: 25 (VM: 27)

Head: 8 | Body: 15 | Arms: 12 | Legs: 12

Offense

Speed: 4 sq. (Land)

Melee: Slam 10k5 (8k4 bludgeoning damage), Brutish

Space: 2x2 | Reach: 2

Statistics

STR: 10, MAG: 1, END: 10, RES: 2, SRT: 2, AGI: 1, LUK: 1

Feats: Resilient Body, Power Strike, Cleave, Bludgeoning Strike

Skills: Awareness 2k1+8, Acrobatics 10k5+8, Feats of Strength 10k5+8, Fortitude 10k5+8

Gear: N/A

Language: Sylvan, Cornish, English

Special Abilities: Made of Stone, Child Eater

Made of Stone: Spriggans receive a +1 to Soak, however their move speed cannot go above 4 squares in any type (even with magical enhancements).

Child Eater: Renown for stealing children and leaving changelings in the child's stead, Spriggans who have a child can devour the child as a full-round action to receive a +2k2 to all attack and damage rolls as well as a +2 to all Defenses for 1 minute.

Tree Haunt

The spirit of a devoted druid who has since long past, Tree Haunts stick to forests with dark histories behind them, and defend them. Their spirit inhabits a single tree.

Tree Haunt

Mystical; Size: 6; Effective Level: 6

Defenses

HP: 15 | MP: — | Soak: 4

Defense: 15 (VM: 21) | Avoid: 10 (VM: 16)

Mental Defense: 15 (VM: 21) | Bodily Defense: 15 (VM: 21)

Branches: 0 | Trunk: 14

Offense

Speed: 0 sq. (Land)

Melee: Slam 8k4 (8k4 bludgeoning damage), Brutish

Space: 3x3 | Reach: 3

Statistics

STR: 8, MAG: 8, END: 8, RES: 6, SRT: 2, AGI: —, LUK: —

Feats: Second Wind, Power Strike, Cleave

Skills: Feats of Strength 8k4+6, Fortitude 8k4+6, Heal 8k4+6, Use Magic Device 8k4+6

Gear: N/A

Language: Sylvan

Special Abilities: Druidic Rites, Spirit Presence

Druidic Rites: Tree Haunts are able to cast Nature spells as if they were a Druid of equal level.

Spirit Presence: Tree Haunts can effectively “see” and affect a radius around their main tree equal to one mile per point of Magic (8 miles). In order to affect areas outside of its normal line of sight, it must manifest its tree and teleport it from its original location in order to give it line of sight.

Ooze

Blobs of matter formed by unnatural means, Oozes are the most common types of pets mages may create as a start in Wizarding College due to their relative ease in creation and the fact that overly aggressive Oozes can be put down in no time flat. Very few Oozes grow to be too powerful, and those that do live without masters - endlessly feeding their gluttonous and gelatinous stomach.

Features

- 6 HP (HP progression as per Rogue) | +1 Soak Attacks per Level as per Rogue
 - Oozes do not have a Smarts score, and are immune to effects which would target Mental Defense. An Ooze that gains a Smarts score loses this immunity.
 - Oozes can “see” through vibrations, and thus are immune to illusions, and attacks that require the ooze to see visual effects.
 - Oozes are immune to poison, disease, sleep, paralysis, transmutation, and stunning.
 - Oozes do not possess skill ranks or feats.
 - Proficient with their natural weapons (their only Simple weapon proficiency)
 - Oozes breathe and eat but do not sleep
-

Ooze Creatures

- Á Bao A Qu
- Ashi-Magari
- Barbute
- Black Tamanous
- Blood Blob
- Bone Jelly
- Dheeyabery
- Golden Jelly
- Gunpowder Blob
- Hate Blob
- Heroin Blob
- Id Blob
- Mega Blob
- Nurikabe
- Steel Jelly

Á Bao A Qu

Amorphous yet animate blue blobs who glow. The Á Bao A Qu are stationed at wizard's towers and places of great importance to guide visitors, and stand as guards.

Á Bao A Qu

Ooze; **Size:** 4; **Effective Level:** 3

Defenses

HP: 15 | **MP:** — | **Soak:** 5

Defense: 19 (VM: 20) | **Avoid:** 18 (VM: 19)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 23 (VM: 24)

Body: 0

Offense

Speed: 6 sq. (Land)

Melee: Slam 6k3 (5k3 bludgeoning damage), Brutish

Space: 1x1 | **Reach:** 1

Statistics

STR: 6, **MAG:** 1, **END:** 8, **RES:** 1, **SRT:** —, **AGI:** 4, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Achieve Nirvana, Formless Shift

Achieve Nirvana: Á Bao A Qu's presence is entrenched in positive and enriching energies which can help lead those who search for it into Nirvana. Á Bao A Qu's allies receive a +3 to all checks while within 3 squares of it.

Formless Shift: Á Bao A Qu can change their shape as a swift action. This transformation can increase its reach by 1 square, its land speed by 4 squares, or grant it a new movement type with a base movement of 6 squares.

Ashi-Magari

Wads of cotton who wrap themselves around a person's legs late into the night to impede them from walking when they wake up. This allows them to feed on the victim's blood.

Ashi-Magari

Ooze; Size: 2; Effective Level: 1

Defenses

HP: 8 | MP: — | Soak: 3

Defense: 23 (VM: 24) | Avoid: 26 (VM: 27)

Mental Defense: 15 (VM: 16) | Bodily Defense: 17 (VM: 18)

Body: 0

Offense

Speed: 4 sq. (Land)

Melee: Slam 8k4 (5k3 bludgeoning damage), Finesse, Grapple

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 2, RES: 1, SRT: —, AGI: 8, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Leg Wrapping, Blood Drain

Leg Wrapping: Taking after its name, Ashi-Magari's grapple on their slam attacks is incredibly accurate and always targets the leg (thus negating the need to make a called shot or a location roll). The Ashi-Magari's grapple attempt explodes 9s and 10s.

Blood Drain: Ashi-Magari prefer to slowly drain blood from their victim over a long period of time while they sleep. This ensures they feel no pain so the Ashi-Magari can drain them again another time. However if forced they can suck a target's blood up rapidly while they're grappled. This deals 1 point of bleed damage (which only lasts for 1 round), and doing so allows the Ashi-Magari to recover all of its HP. This can only be done while it is hungry, which it takes 4 days for an Ashi-Magari to want to feed again.

Barbute

Named after the helmet, Barbutes take the form of a helmet (most commonly barbutes) and seek being worn. Once worn, the barbute attempts to crush the wearer's skull by clamping down hard, hoping to devour the brain matter within.

Barbute

Ooze; Size: 1; Effective Level: 4

Defenses

HP: 16 | MP: — | Soak: 2

Defense: 16 (VM: 17) | Avoid: 12 (VM: 13)

Mental Defense: 15 (VM: 16) | Bodily Defense: 23 (VM: 24)

Body: 0

Offense

Speed: 2 sq. (Land)

Melee: Slam 8k4 (5k3 bludgeoning damage), Brutish

Space: 0x0 | Reach: 0

Statistics

STR: 8, MAG: 1, END: 8, RES: 1, SRT: —, AGI: 1, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Barbute Form, Crack Skull

Barbute Form: When disguised as a helmet, the Barbute is indistinguishable from the real thing and can make a Deception check to disguise (rolling 10k5 vs. Mental Defense) to convince a target it's a helmet.

Crack Skull: While worn as a full-round action the Barbute can tighten itself and morph around its target's head. The target is temporarily blind, deaf, and cannot speak while this happens while the Barbute injects stingers into the target's eyes, ears, and mouth. After which it makes an attack roll (8k4 vs. Bodily Defense) and on a successful hit the target's head is crushed as if affected by a critical hit to the head. On a miss, the target instead takes the Barbute's slam damage.

Black Tamanous

A black mass which seeks to take over a target's body and infect them in order to turn its victims into raging cannibals.

Black Tamanous

Ooze; Size: 4; Effective Level: 8

Defenses

HP: 17 | MP: — | Soak: 5

Defense: 21 (VM: 22) | Avoid: 22 (VM: 23)

Mental Defense: 15 (VM: 16) | Bodily Defense: 21 (VM: 22)

Body: 5

Offense

Speed: 6 sq. (Land)

Melee: Slam 6k3 (5k3 bludgeoning damage), Savage

Space: 1x1 | Reach: 1

Statistics

STR: 6, MAG: 1, END: 6, RES: 1, SRT: —, AGI: 6, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Cannibalistic Infection, Kuru Aura

Cannibalistic Infection: On a successful slam attack, Black Tamanous rolls another attack (6k3 vs. Bodily Defense) and on a hit the opponent is stricken with an intense need to feed on other humanoid's flesh. The character afflicted is affected by this compulsion for 1d5+1 days.

Kuru Aura: All enemies within 6 squares of the Black Tamanous has an attack (6k3 vs. Bodily Defense) made against them and on a successful hit they are affected by tremors similar to that of the Kuru disease. This causes them to take a -2k0 to any physical-based check (including attack/damage), and a -5 to Defense/Avoid. This lasts for 1d5+1 rounds. Whether hit or not, characters are immune to this effect for 24 hours after being attacked by it.

Blood Blob

Created when a magic user's blood is spilled and then immediately enchanted, Blood Blobs seek to bathe themselves in blood in order to grow.

Blood Blob

Ooze (Blob); **Size:** 2; **Effective Level:** 2

Defenses

HP: 10 | **MP:** — | **Soak:** 3

Defense: 21 (VM: 22) | **Avoid:** 22 (VM: 23)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 19 (VM: 20)

Body: 0

Offense

Speed: 4 sq. (Land)

Melee: Slam 8k4 (5k3 bludgeoning damage), Brutish

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** 1, **END:** 4, **RES:** 1, **SRT:** —, **AGI:** 6, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Blood Bath, Absorb Disease

Blood Bath: If fully submerged in blood, the Blood Blob will absorb it and grow. If the pool of blood is one size category larger, the Blood Blob can grow from it. When absorbing the pool of blood and growing it increases its size category permanently by 1 (increasing Soak, Space, and Reach as per normal). This can be done up to a maximum of Size 10.

Absorb Disease: If the Blood Blob comes in contact with a disease it can absorb it and for 1 hour the Blood Blob's attacks now contract the disease onto whoever it hits. This still requires an attack roll against Bodily Defense like normal (using the Blood Blob's slam attack).

Bone Jelly

A skeletal structure encasing a shifting mass of organs, Bone Jellies attack trespassers of graveyards with their sharpened bones.

Bone Jelly

Ooze (Jelly); **Size:** 4; **Effective Level:** 6

Defenses

HP: 11 | **MP:** — | **Soak:** 5

Defense: 20 (VM: 21) | **Avoid:** 20 (VM: 21)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 17 (VM: 18)

Body: 2

Offense

Speed: 6 sq. (Land)

Melee: 2 Claws 8k4 (6k3 slashing damage), Brutish, Savage

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** 1, **END:** 2, **RES:** 1, **SRT:** —, **AGI:** 5, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Clawed Fury, Splinter Attack

Clawed Fury: If both of the Bone Jelly's claw attacks hit, they total their damage before applying Deflection and Soak. In addition to this, if both attacks hit the Penetration is increased by 5 and damage is increased by +2k2.

Splinter Attack: If they are struck by an opponent with an unarmed strike or natural attack, the opponent takes 1 point of piercing damage (bypassing Soak).

Dheeyabery

Particularly craft oozes who disguise themselves as Humanoids in order to lure prey close enough, and then swallowing them whole into their acidic gullet.

Dheeyabery

Ooze; Size: 4; Effective Level: 6

Defenses

HP: 15 | MP: — | Soak: 5

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 15 (VM: 16) | Bodily Defense: 21 (VM: 22)

Body: 0

Offense

Speed: 6 sq. (Land)

Melee: Bite 8k4 (7k4 piercing damage), Brutish, Reach

Space: 1x1 | Reach: 1 (2 with Bite)

Statistics

STR: 8, MAG: 1, END: 6, RES: 1, SRT: —, AGI: 2, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Human Guise, Engulf

Human Guise: Dheeyabery can appear as a humanoid creature, and those who wish to recognize it as a fake must make an Awareness check DC 22 in order to see through the disguise.

Engulf: As a full-round action the Dheeyabery can make a bite attack, except when making the bite attack it goes against Avoid. On a successful hit the target is devoured by Dheeyabery, Dheeyabery increases its size by 1 for the purpose of space and reach (but not Soak). Those swallowed by Dheeyabery take 2 points of acid damage each round (bypassing Soak). In order to escape a DC 30 Acrobatics or DC 30 Feats of Strength check must be passed, or with a light weapon the escapee must 'kill' its stomach. Damage dealt to the stomach doesn't roll over to the Dheeyabery's normal HP.

Stomach Defense: 5 | Stomach HP: 6 | Stomach Soak: 4

Golden Jelly

Glorious jellies with a bright golden sheen, Golden Jellies are among the rarest jellies, not just for their natural strength but for their value.

Golden Jelly

Ooze (Jelly); **Size:** 4; **Effective Level:** 8

Defenses

HP: 27 | **MP:** — | **Soak:** 6

Defense: 17 (VM: 18) | **Avoid:** 14 (VM: 15)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 25 (VM: 26)

Body: 8

Offense

Speed: 4 sq. (Land)

Melee: Slam 6k3 (5k3 bludgeoning damage), Brutish

Space: 1x1 | **Reach:** 1

Statistics

STR: 6, **MAG:** 1, **END:** 10, **RES:** 1, **SRT:** —, **AGI:** 2, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Golden Glory, Sheen

Golden Glory: Golden Jelly receive a +1 to Soak, and +5 bonus HP due to their glorious construction.

Sheen: Opponents take a -1 to attack rolls against the Golden Jelly due to its glorious golden sheen.

Gunpowder Blob

Animated piles of gunpowder given semi-gelatinous ‘life’, the gunpowder surrounding these blobs are used to fire small ‘bullets’ within the blob.

Gunpowder Blob

Ooze (Blob); **Size:** 4; **Effective Level:** 6

Defenses

HP: 13 | **MP:** — | **Soak:** 5

Defense: 23 (VM: 24) | **Avoid:** 26 (VM: 27)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 19 (VM: 20)

Body: 2

Offense

Speed: 6 sq. (Land)

Ranged: Pistol 8k4 (4k4 bludgeoning and piercing damage, 5 PEN), Semi

Space: 1x1 | **Reach:** 1 (8 with Pistol)

Statistics

STR: 1, **MAG:** 1, **END:** 4, **RES:** 1, **SRT:** —, **AGI:** 8, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Innate Shot, Bullet Explosion

Innate Shot: Gunpowder Blobs do not need to reload their pistol attack, and have a near-unlimited amount of ammo for their natural pistol attack. In addition to this, the weapon’s Penetration is increased by 4.

Bullet Explosion: As a full-round action a Gunpowder Blob can explode a barrage of bullets in all directions. This is an attack (8k4 vs. Avoid) that extends out 6 squares and on a successful hit deals 6k6 points of damage, or half damage on a miss.

Hate Blob

Blobs of animated, amorphous rage who seek to spread this unbridled hatred among others.

Hate Blob

Ooze (Blob); **Size:** 4; **Effective Level:** 5

Defenses

HP: 15 | **MP:** — | **Soak:** 5

Defense: 21 (VM: 22) | **Avoid:** 22 (VM: 23)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 21 (VM: 22)

Body: 0

Offense

Speed: 6 sq. (Land)

Melee: 6 Tentacles 6k3 (5k2 bludgeoning damage), Reach

Space: 1x1 | **Reach:** 1 (2 with Tentacles)

Statistics

STR: 6, **MAG:** 1, **END:** 6, **RES:** 1, **SRT:** —, **AGI:** 6, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Malevolent Strike, Spreading Hatred

Malevolent Strike: Against enemies who have attacked it within the past 24 hours, Hate Blobs receive a +1k1 on attack and damage rolls, as well as a +2 to Defense and Avoid.

Spreading Hatred: Against enemies struck by its tentacles, the Hate Blob can make an attack (6k3 vs. Mental Defense) in order to try and stricken the target with rage. On a successful hit, the target flies into a frenzy attacking themselves or any allies within their line of sight. This lasts for 1d5+1 rounds. Characters who have been attacked by this effect cannot be affected again for 24 hours.

Heroin Blob

Massive blobs of black tar heroin, these oozes were created by spellcasters who have access to illicit drugs. They are often used to defend crime syndicates by putting unwitting victims under the drug's effect.

Heroin Blob

Ooze (Blob); Size: 4; Effective Level: 5

Defenses

HP: 17 | MP: — | Soak: 5

Defense: 18 (VM: 19) | Avoid: 16 (VM: 17)

Mental Defense: 15 (VM: 16) | Bodily Defense: 23 (VM: 24)

Body: 0

Offense

Speed: 4 sq. (Land)

Melee: Slam 8k4 (6k4 bludgeoning damage), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 8, MAG: 1, END: 8, RES: 1, SRT: —, AGI: 3, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Contact Heroin, Infectious Presence

Contact Heroin: Heroin Blob's Slam attacks contain an innate heroin dose that instantly attacks an opponent on a successful Slam attack.

Name: Heroin

GP: 60 G | 10k5 vs. Bodily Defense | ½ hour | AT: 2 | OT: END/2

Description: *Heroine is a powerful opiate substance with prominent relaxing and sedative effects. Characters under the effects of heroin receive a +5 to Mental Defense for the duration, however the character is exhausted and nauseated after the duration.*

Taking additional doses of Heroin increases the bonus by another +5, however the character also takes 2 points of damage (bypassing Soak) each time.

Infectious Presence: Heroin Oozes make drugs more potent with just their presence. Drugs (excluding its own Contact Heroin) receive a +2k2 to-hit against Bodily Defense, decrease AT by 1, and decrease OT by 1.

Id Blob

Magically powerful blobs whose attacks can affect the very minds of those they attack. Id Blobs are created by psychics more often than not.

Id Blob

Ooze (Blob); **Size:** 4; **Effective Level:** 12

Defenses

HP: 18 | **MP:** 24 | **Soak:** 5

Defense: 18 (VM: 24) | **Avoid:** 16 (VM: 22)

Mental Defense: 19 (VM: 25) | **Bodily Defense:** 19 (VM: 25)

Body: 0

Offense

Speed: 6 sq. (Land)

Melee: Slam 8k4 (6k4 psychokinetic damage), Æther

Space: 1x1 | **Reach:** 1

Statistics

STR: 1, **MAG:** 8, **END:** 4, **RES:** 6, **SRT:** —, **AGI:** 3, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Natural Psychic, Explode Head

Natural Psychic: Id Blobs can cast any Psychic spells as if they were a 12th level Mage. In addition to this, Id Blobs receive a +4 to their Mental Defense.

Explode Head: If the Id Blob kills an opponent using Psychokinetic damage, their head explodes as if they were slain by a critical hit called shot to the head. Opponents adjacent to the target whose head was exploded take a -2k0 to Awareness checks on their next turn due to the blood and gore.

Mega Blob

The large “king of all” blobs, this titanic entity tries to swallow everything that comes within its path by absorbing them into its mass.

Mega Blob

Ooze (Blob); **Size:** 10; **Effective Level:** 20

Defenses

HP: 44 | **MP:** — | **Soak:** 11

Defense: 16 (VM: 17) | **Avoid:** 12 (VM: 13)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 27 (VM: 28)

Body: 20

Offense

Speed: 8 sq. (Land)

Melee: Slam 12k6 (12k7 bludgeoning damage), Brutish, Powerful

Space: 6x6 | **Reach:** 6

Statistics

STR: 12, **MAG:** 1, **END:** 12, **RES:** 1, **SRT:** —, **AGI:** 1, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Engulfing Slam, Powerful Body

Engulfing Slam: On a successful slam attack, opponents are considered to automatically be grappled. On the opponent’s turn they can break this grapple as a full-round action and they cannot be affected by this ability again for 24 hours.

While grappled the opponent takes the Mega Blob’s slam damage halved each round on their turn.

Powerful Body: Mega Blobs add *both* their Strength and their Endurance onto HP.

Nurikabe

This ooze poses as an invisible wall, attempting to block the path of travelers for seemingly no reason. Though they block passages, Nurikabe are rarely if ever violent.

Nurikabe

Ooze; **Size:** 5; **Effective Level:** 6

Defenses

HP: 19 | **MP:** — | **Soak:** 6

Defense: 17 (VM: 18) | **Avoid:** 14 (VM: 15)

Mental Defense: 15 (VM: 16) | **Bodily Defense:** 25 (VM: 26)

Body: 8

Offense

Speed: 4 sq. (Land)

Melee: Slam 4k2 (5k3 bludgeoning damage), Brutish

Space: 2x2 | **Reach:** 2

Statistics

STR: 4, **MAG:** 1, **END:** 10, **RES:** 1, **SRT:** —, **AGI:** 2, **LUK:** 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Natural Invisibility, Wall Body

Natural Invisibility: Nurikabe are considered to constantly be under the effects of the Invisibility spell. The Stealth roll is 8k4+6 despite the Nurikabe's stats.

Wall Body: Opponents who run into a Nurikabe while moving without knowing their presence being there take the Nurikabe's slam damage automatically and are knocked prone.

Steel Jelly

This ooze poses as an invisible wall, attempting to block the path of travelers for seemingly no reason. Though they block passages, Nurikabe are rarely if ever violent.

Steel Jelly

Ooze; Size: 4; Effective Level: 6

Defenses

HP: 17 | MP: — | Soak: 5

Defense: 17 (VM: 18) | Avoid: 14 (VM: 15)

Mental Defense: 15 (VM: 16) | Bodily Defense: 23 (VM: 24)

Body: 10

Offense

Speed: 4 sq. (Land)

Melee: Slam 8k4 (6k4 bludgeoning damage), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 8, MAG: 1, END: 8, RES: 1, SRT: —, AGI: 2, LUK: 1

Feats: N/A

Skills: N/A

Gear: N/A

Language: N/A

Special Abilities: Steel Deflection, Harden Form

Steel Deflection: Steel Jellies can use their Endurance to Dodge as opposed to their Agility.

Harden Form: As a full-round action the Steel Jelly can strengthen its steel body into a near-unbreakable form. This doubles their Deflection until the beginning of their next turn.

Plant

Plants which either have some form of sentience, or use their limited sentience for one thing: attacking those nearby for food. Some are immobile, not being able to move due to being rooted into the ground, and others are incredibly nimble creatures only being identified as a plant due to their appearance as opposed to how they act.

Features

- 6 HP (HP progression as per Rogue) | +1 Soak Attacks per Level as per Rogue
 - Skill Ranks as per Chaplain (Doesn't add Smarts to Skill Ranks)
 - Immunity to mind-affecting effects.
 - Immunity to poisons, paralysis, polymorph, sleeping, and stunning.
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Plants breathe and eat but do not sleep
-

Plants Creatures

- Bog Scum
- Bog Scum Man
- Bonguru
- Bytal
- Dark Tree
- Demented
- Grasping Lawn
- Jidra
- Jubokko
- Mbielu-Mbielu-Mbielu
- Nidhogg
- Psychic Pitcher
- Stray Sod
- Vegetative Cannibal
- Ya-Te-Veo

Bog Scum

Small bog creatures who attach to victims within swamp water much like a leech, draining them of blood in order for them to grow.

Bog Scum

Plant (Swamp); Size: 3; Effective Level: 2

Defenses

HP: 12 | MP: — | Soak: 4

Defense: 21 (VM: 22) | Avoid: 22 (VM: 23)

Mental Defense: 17 (VM: 18) | Bodily Defense: 21 (VM: 22)

Head: 0 | Body: 0

Offense

Speed: 3 sq. (Land), 6 sq. (Swim)

Melee: Slam 8k3 (4k3 bludgeoning damage), Finesse, Reach

Space: 1x1 | Reach: 1 (2 with Slam)

Statistics

STR: 2, MAG: 1, END: 6, RES: 1, SRT: 2, AGI: 6, LUK: 1

Feats: Weapon Focus (Simple)

Skills: Acrobatics 6k3+2, Stealth 6k3+2

Gear: N/A

Language: Sylvan

Special Abilities: Bog Camouflage, Blood Drain

Bog Camouflage: While in a bog, swamp, or similar environments the Bog Scum explodes 10s on Acrobatics and Stealth checks.

Blood Drain: On a slam attack, the Bog Scum heals half their damage they deal (after Soak is applied to the opponent).

Bog Scum Man

The larger kin to Bog Scum, the Bog Scum Man look more like humanoids, and take pleasure in torturing other humanoids.

Bog Scum Man

Plant (Swamp); Size: 4; Effective Level: 10

Defenses

HP: 18 | MP: — | Soak: 5

Defense: 21 (VM: 23) | Avoid: 19 (VM: 21)

Mental Defense: 20 (VM: 22) | Bodily Defense: 22 (VM: 24)

Head: 0 | Body: 4 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land), 8 sq. (Swim)

Melee: 2 Claws 10k6 (8k4 slashing damage, 3 PEN), Brutish

Space: 1x1 | Reach: 1

Statistics

STR: 8, MAG: 1, END: 6, RES: 2, SRT: 4, AGI: 4, LUK: 4

Feats: Weapon Focus + Improved (Simple), Brutal Strike, Weapon Specialization + Improved (Simple)

Skills: Acrobatics 8k4+10, Stealth 4k2+10

Gear: N/A

Language: Sylvan, English

Special Abilities: Clawed Flurry, Bog Absorption

Clawed Furry: If both Bog Scum Man's attacks hit, they deal an additional 1d5 points of damage (bypassing Soak).

Bog Absorption: Bog Scum Men have Water Absorption and Ice Resistance 10.

Bonguru

Giant pig-like creatures covered in plants and possessing a beehive ‘beard’, Bonguru are able to consume the honey to heal their wounds.

Bonguru

Plant; **Size:** 6; **Effective Level:** 6

Defenses

HP: 27 | **MP:** — | **Soak:** 7

Defense: 18 (VM: 19) | **Avoid:** 14 (VM: 15)

Mental Defense: 21 (VM: 22) | **Bodily Defense:** 27 (VM: 28)

Head: 2 | **Body:** 8 | **Arms:** 4 | **Legs:** 4

Offense

Speed: 6 sq. (Land)

Melee: Gore 12k6 (11k5 piercing damage, 6 PEN), Brutish

Space: 3x3 | **Reach:** 3

Statistics

STR: 12, **MAG:** 1, **END:** 12, **RES:** 1, **SRT:** 6, **AGI:** 2, **LUK:** 2

Feats: Step Up, Toughness, Just as Planned

Skills: Feats of Strength 12k6+6, Fortitude 12k6+6

Gear: N/A

Language: Sylvan

Special Abilities: Devour Honey, Death Omen

Devour Honey: Bonguru can, as a swift action, eat some of the honey from their beehive beard and recover 1d5 + Endurance HP.

Death Omen: As a standard action the Bonguru can mark an opponent with their Death Omen. Against this opponent they gain a +2k1 to-hit and damage against them.

Bytal

Diminutive intelligent flowers who absorb magical power into them in order to unleash potent bursts of energy.

Bytal

Plant; **Size:** 1; **Effective Level:** 5

Defenses

HP: 10 | **MP:** — | **Soak:** 2

Defense: 23 (VM: 31) | **Avoid:** 20 (VM: 28)

Mental Defense: 23 (VM: 31) | **Bodily Defense:** 16 (VM: 24)

Flower: 0 | **Stem:** 0

Offense

Speed: 2 sq. (Land)

Melee: Slam 2k1 (2k1 bludgeoning damage, -5 PEN), Finesse

Space: 0x0 | **Reach:** 0

Statistics

STR: 1, **MAG:** 8, **END:** 1, **RES:** 8, **SRT:** 8, **AGI:** 2, **LUK:** 1

Feats: Magic Conduit, Advantageous Size, Dodge

Skills: Awareness 8k4+5, Spellcraft 8k4+5

Gear: N/A

Language: Sylvan (Telepathic communication only)

Special Abilities: Devour Mana, Mana Burst

Devour Mana: As a standard action the Bytal can absorb the MP of all casters within a 6 square radius. This is an attack (8k4 vs. Mental Defense) and on a successful hit those who have MP within the radius lose 8 MP, and the Bytal gains 8 MP per caster.

The Bytal does not have spells, and can only use the MP they absorb.

Mana Burst: As a standard action the Bytal can unleash a blast using the MP it has absorbed from enemies surrounding it. This is an attack (8k4 vs. Avoid) and on a successful hit it deals 8k4 points of arcane damage. This costs 4 MP to use.

Dark Tree

Black, leafless trees with branches extending far into the sky. Dark Trees use their branches and roots to slay their enemies.

Dark Tree

Plant; **Size:** 6; **Effective Level:** 8

Defenses

HP: 21 | **MP:** — | **Soak:** 7

Defense: 27 (VM: 28) | **Avoid:** 14 (VM: 15)

Mental Defense: 17 (VM: 18) | **Bodily Defense:** 25 (VM: 26)

Branches: 0 | **Trunk:** 10 | **Roots:** 2

Offense

Speed: 3 sq. (Land)

Melee: 4 Branches 10k5 (8k3 slashing damage), Brutish, Powerful, Reach

Space: 3x3 | **Reach:** 3 (4 with Branches)

Statistics

STR: 8, **MAG:** 1, **END:** 10, **RES:** 1, **SRT:** 2, **AGI:** 2, **LUK:** 1

Feats: Power Strike, Weapon Focus (Simple), Brutal Strike, Tough it Out

Skills: Feats of Strength 8k4+8, Fortitude 10k5+8

Gear: N/A

Language: Sylvan

Special Abilities: Branch Flurry, Dark Aura

Branch Flurry: As a full-round action the Dark Tree can make an attack with all of their branches as one attack. This goes against Avoid, and on a successful hit the damage is increased by +2k1 and Penetration is increased by the Dark Tree's Strength.

Dark Aura: Dark Trees can unleash a radius of darkness centered around themselves. Those within this darkness can only see if they have darkvision. This is a 24 square radius around the Dark Tree.

Demented

Living poisonous plants which release spores that act similarly to kratom, causing sickness though alleviating pain. They look similar to pitcher plants, although they radiate a strange orange glow from their own pitchers.

Demented

Plant; Size: 4; Effective Level: 4

Defenses

HP: 27 | MP: — | Soak: 6

Defense: 19 (VM: 20) | Avoid: 18 (VM: 19)

Mental Defense: 16 (VM: 17) | Bodily Defense: 30 (VM: 31)

Pitcher: 4 | Stem: 0

Offense

Speed: 4 sq. (Land)

Melee: Slam 4k2 (4k3 bludgeoning damage)

Space: 1x1 | Reach: 1

Statistics

STR: 4, MAG: 1, END: 15, RES: 1, SRT: 1, AGI: 4, LUK: 1

Feats: Toughness, Resilient Body

Skills: Feats of Strength 4k2+4, Fortitude 15k7+4

Gear: N/A

Language: Sylvan

Special Abilities: Pore Release, Poisonous Blood

Pore Release: As a standard action the Demented can release kratom pores from its pitcher, creating a 4 square radius around itself that acts like the drug *kratom*.

Poisonous Blood: When hit Demented release a sickly green blood-like substance in short sprays as a defense mechanism. All characters adjacent to the Demented have an attack (15k7 vs. Bodily Defense) made against them and on a hit they take 1 point of acid damage (bypassing Soak).

Grasping Lawn

Large patches of intelligent grass, Grasping Lawns seek to drag down and suffocate their victims. The only thing letting people tell it apart is that the Grasping Lawn sways like an intelligent being possesses it...

Grasping Lawn

Plant; Size: Special; Effective Level: 6

Defenses

HP: 33 | MP: — | Soak: 5

Defense: 0 (VM: 0) | Avoid: 0 (VM: 0)

Mental Defense: 16 (VM: 17) | Bodily Defense: 21 (VM: 22)

Body: 4

Offense

Speed: 0 sq. (Stationary)

Melee: 10 Tentacles 6k3 (5k2 bludgeoning damage), Brutish

Space: Special | Reach: 1

Statistics

STR: 8, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: —, LUK: 1

Feats: All-Out Attack, Power Strike, Cleave

Skills: Feats of Strength 8k4+6, Fortitude 6k3+6

Gear: N/A

Language: Sylvan

Special Abilities: Stationary, Grasping Tendrils

Stationary: Grasping Lawns are made up of swaths of grassland, and thus their size and interaction is special compared to normal creatures as they act more like intelligent traps.

The Grasping Lawn doesn't possess an Agility score, is unable to Dodge, their Defense/Avoid are permanently locked at 0, their Size is negligible, and their Soak is 5. In addition to this, the Grasping Lawn quadruples Endurance to HP.

The GM can determine how large the Grasping Lawn is from being a small patch of grass (2x2) to a massive garden (8x8 or larger).

Grasping Tendrils: If the Grasping Lawn hits an opponent with two or more of their tentacles, the opponent is automatically grappled. If the opponent is hit with six or more, they are instead helpless for 1 round and then resume being grappled.

Jidra

Plant giants whose noxious presence destroys plant life around it. Jidra usually live in forests for a time, sucking the life from them before moving on. They look similar to humans save that they are surrounded by and covered by plant life.

Jidra

Plant; Size: 5; Effective Level: 12

Defenses

HP: 32 | MP: — | Soak: 6

Defense: 22 (VM: 23) | Avoid: 19 (VM: 20)

Mental Defense: 17 (VM: 18) | Bodily Defense: 22 (VM: 23)

Head: 2 | Body: 10 | Arms: 6 | Legs: 6

Offense

Speed: 6 sq. (Land)

Melee: Slam 10k5 (7k4 bludgeoning damage), Brutish

Space: 2x2 | Reach: 2

Statistics

STR: 8, MAG: 1, END: 6, RES: 1, SRT: 1, AGI: 4, LUK: 6

Feats: Weapon Focus (Simple), Brutal Strike, Toughness, Step Up, Great Charge, Brutal Charge

Skills: Feats of Strength 8k4+12, Persuasion 6k3+12

Gear: N/A

Language: Sylvan, Arabic

Special Abilities: Absorb Plants, Decaying Touch

Absorb Plants: Within an 8 square radius the Jidra can, as a swift action, absorb the life of all plants. This deals 8 damage (bypassing Soak) and the Jidra heals 8 HP for each affected enemy.

Decaying Touch: The Jidra's natural attacks deal an additional +4k2 damage and gain +5 Penetration against Plants. This does not apply against other Jidra.

Jubokko

Also known as “vampire trees”, Jubokko absorb the blood from those within its forest, slowly feeding off of unsuspecting travelers. Jubokko tend to make their home on battlefields, being born from the abundance of blood in the area.

Jubokko

Plant; Size: 6; Effective Level: 6

Defenses

HP: 19 | MP: — | Soak: 7

Defense: 18 (VM: 20) | Avoid: 13 (VM: 15)

Mental Defense: 18 (VM: 20) | Bodily Defense: 26 (VM: 28)

Branches: 0 | Trunk: 8

Offense

Speed: 2 sq. (Land)

Melee: Slam 12k6 (10k5 bludgeoning damage), Brutish, Reach

Space: 3x3 | Reach: 3 (4 with Slam)

Statistics

STR: 12, MAG: 1, END: 10, RES: 2, SRT: 2, AGI: 1, LUK: 4

Feats: Blood Bath^B, Bludgeoning Strike, Power Strike, Cleave

Skills: Feats of Strength 12k6+6, Endurance 10k5+6

Gear: N/A

Language: Sylvan, Japanese

Special Abilities: Absorb Blood, Bleeding Branches

Absorb Blood: If any blood is spilled within 12 squares of the Jubokko, it recovers 8 points of HP. This can only be activated once per round. Count a living being taking physical damage (piercing, bludgeoning, or slashing) as blood being spilled.

Bleeding Branches: On a successful slam attack the Jubokko deals 1d5 points of bleed damage.

Mbielu-Mbielu-Mbielu

Dinosaur-like plant monsters, Mbielu have strange planks growing off their back and look similar to a stegosaurus, save for the multitudes of vines and growth making up its body.

Mbielu-Mbielu-Mbielu

Plant; Size: 5; Effective Level: 8

Defenses

HP: 19 | MP: — | Soak: 6

Defense: 20 (VM: 21) | Avoid: 18 (VM: 19)

Mental Defense: 17 (VM: 18) | Bodily Defense: 23 (VM: 24)

Head: 0 | Body: 6 | Arms: 1 | Legs: 1

Offense

Speed: 6 sq. (Land), 6 sq. (Swim)

Melee: Tail Slam 10k5 (7k4 bludgeoning damage), Brutish

Space: 2x2 | Reach: 2

Statistics

STR: 8, MAG: 1, END: 8, RES: 1, SRT: 2, AGI: 4, LUK: 2

Feats: Weapon Focus (Simple), Brutal Strike, Power Strike, Cleave

Skills: Feats of Strength 8k4+8, Endurance 8k4+8

Gear: N/A

Language: Sylvan, French

Special Abilities: Sweeping Tail, Aquatic

Sweeping Tail: As a full-round action the Mbielu can attack all enemies in a 3 square radius surrounding it. This attack uses its Tail Slam against Avoid, and on a miss it deals half damage to those within the radius.

Aquatic: Mbielu are immune to Water damage, and have Ice Resistance 10.

Nidhogg

The great serpent of the world tree Yggdrasil, Nidhogg has been gnawing on Yggdrasil for so long it has absorbed some of its power, become one with the tree.

Nidhogg

Plant (Nidhogg); Size: 6; Effective Level: 20

Defenses

HP: 48 | MP: — | Soak: 8

Defense: 23 (VM: 27) | Avoid: 23 (VM: 27)

Mental Defense: 22 (VM: 26) | Bodily Defense: 24 (VM: 28)

Head: 2 | Body: 12 | Arms: 4 | Legs: 4

Offense

Speed: 6 sq. (Land), 12 sq. (Fly)

Melee: Bite 10k6 (11k5 piercing damage, 8 PEN), Brutish

Space: 3x3 | Reach: 3

Statistics

STR: 8, MAG: 1, END: 8, RES: 4, SRT: 6, AGI: 6, LUK: 4

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike, Power Strike, Toughness, Resilient Body, Never Give Up, Shake it Off

Skills: Awareness 6k3+20, Feats of Strength 8k4+20

Gear: N/A

Language: Sylvan, Old Norse

Special Abilities: Yggdrasil Spit, World Bite

Yggdrasil Spit: As a standard action Nidogg can unleash an 8 square line of bile that attacks (8k4 vs. Avoid) for 8k4 points of acid damage, or half on a failed hit. In addition to this, opponents hit have their move speeds reduced by half for 1 minute.

World Bite: As a standard action Nidhogg can unleash a bite attack and on a successful hit, the opponent takes no damage and is instead teleported to a space within 24 squares of Nidhogg (including directly upwards or downwards).

Psychic Pitcher

Giant pitcher plants who use their knack for mind control to entice unsuspecting foes into its gullet and allow themselves to be bitten.

Psychic Pitcher

Plant; **Size:** 8; **Effective Level:** 4

Defenses

HP: 12 | **MP:** — | **Soak:** 9

Defense: 16 (VM: 17) | **Avoid:** 12 (VM: 13)

Mental Defense: 25 (VM: 26) | **Bodily Defense:** 19 (VM: 20)

Pitcher: 0 | **Stem:** 0

Offense

Speed: 2 sq. (Land)

Melee: Bite 1k1 (2k2 bludgeoning damage)

Space: 5x5 | **Reach:** 5

Statistics

STR: 1, **MAG:** 1, **END:** 4, **RES:** 1, **SRT:** 10, **AGI:** 1, **LUK:** 1

Feats: Slippery Mind, Psychokinetic Pull

Skills: Awareness 10k5+4, Knowledge (Humanoids) 10k5+4

Gear: N/A

Language: Sylvan

Special Abilities: Mind Control, Natural Psychic

Mind Control: As a standard action the Psychic Pitcher can make an attack (10k5 vs. Mental Defense) against an opponent within 6 squares, they can force an opponent to take an action that the Psychic Pitcher suggests.

Natural Psychic: Psychic Pitchers can cast Psychic spells as if they were a 4th level spellcaster.

Stray Sod

Giant pitcher plants who use their knack for mind control to entice unsuspecting foes into its gullet.

Stray Sod

Plant; **Size:** 1; **Effective Level:** 1

Defenses

HP: 11 | **MP:** — | **Soak:** 2

Defense: 21 (VM: 22) | **Avoid:** 22 (VM: 23)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 20 (VM: 21)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 3 sq. (Land)

Melee: Bite 8k3 (4k3 piercing damage), Finesse

Space: 0x0 | **Reach:** 0

Statistics

STR: 1, **MAG:** 1, **END:** 5, **RES:** 1, **SRT:** 1, **AGI:** 6, **LUK:** 1

Feats: Weapon Focus (Simple)

Skills: Acrobatics 6k3+1, Stealth 6k3+1

Gear: N/A

Language: Sylvan, Irish

Special Abilities: Lose Their Way, Temporary Blindness

Lose Their Way: If a Stray Sod is hit by an attack, the opponent has an attack (6k3 vs. Mental Defense) and on a successful hit, the opponent takes a -20 to Awareness checks for 1 day.

Temporary Blindness: As a standard action the Stray Sod can attack (6k3 vs. Mental Defense) an opponent within 6 squares and on a successful hit the opponent is blind for 1 round.

Vegetative Cannibal

Plant monsters who eat other plants, Vegetative Cannibals are masses of various different plant amalgamations, forming a hideous chimera of plant-life.

Vegetative Cannibal

Plant; **Size:** 4; **Effective Level:** 5

Defenses

HP: 15 | **MP:** — | **Soak:** 5

Defense: 23 (VM: 24) | **Avoid:** 23 (VM: 24)

Mental Defense: 17 (VM: 18) | **Bodily Defense:** 21 (VM: 22)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: Bite 8k4 (7k4 piercing damage), Brutish, Savage

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** 1, **END:** 6, **RES:** 1, **SRT:** 2, **AGI:** 6, **LUK:** 2

Feats: Toughness, Combat Reflexes, Dodge

Skills: Acrobatics 8k4+5, Feats of Strength 8k4+5

Gear: N/A

Language: Sylvan

Special Abilities: Acidic Bite, Plant Healing

Acidic Bite: On a successful bite attack, Vegetative Cannibals also deal acid damage after the bite's damage. This deals 8k4 acid damage.

Plant Healing: Vegetative Cannibals heal 8 points of HP if it bites a Plant-type creature. This does not work if it bites itself, but it does work if it bites a different Vegetative Cannibal.

Ya-Te-Veo

Plant monsters who eat other plants, Vegetative Cannibals are masses of various different plant amalgamations, forming a hideous chimera of plant-life.

Ya-Te-Veo

Plant; **Size:** 6; **Effective Level:** 10

Defenses

HP: 24 | **MP:** — | **Soak:** 7

Defense: 17 (VM: 18) | **Avoid:** 14 (VM: 15)

Mental Defense: 16 (VM: 17) | **Bodily Defense:** 27 (VM: 28)

Tentacles: 0 | **Trunk:** 10

Offense

Speed: 0 sq. (Stationary)

Melee: 10 Tentacles 14k8 (12k5 bludgeoning damage), Brutish, Reach

Space: 3x3 | **Reach:** 3 (4 with Tentacles)

Statistics

STR: 12, **MAG:** 1, **END:** 12, **RES:** 1, **SRT:** 1, **AGI:** 2, **LUK:** 1

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike

Skills: Feats of Strength 12k6+10, Fortitude 12k6+10

Gear: N/A

Language: Sylvan, Malagasy, French

Special Abilities: Many Tentacles, Tear Apart

Many Tentacles: If the Ya-Te-Veo's tentacles hit, they gain a free Grapple attempt (using the same attack).

Tear Apart: As a standard action the Ya-Te-Veo can attempt to rip the limb off of a grappled opponent. Doing this is a Feats of Strength against the opponent's Bodily Defense. If this is successful, the opponent takes 4 damage (bypassing Soak), they take 1 bleed damage for 1d5+1 rounds, and they are dropped prone and no longer grappled.

Undead

Covering a broad category of raised dead creatures, undead are usually formed unnaturally through necromancy brought on by a necromancer. This is done by forcibly sucking the life energy from a soul before it can pass on to the afterlife, and imbuing the life giving energy into a corpse. This abominable act ensures the being will never reach the afterlife, and puts their existence into a state of constant torture until the created undead is slain. This, however, only frees them from their torment and not their inevitable fate of nonexistence.

Features

- 6 HP (HP progression as per Rogue) | +1 Soak Attacks per Level as per Rogue
 - Skill Ranks as per Chaplain (Doesn't add Smarts to Skill Ranks)
 - Darkvision 6 squares
 - Incorporeal undead use their Resistance to determine HP instead of END.
 - Incorporeal undead do not possess Strength or Endurance scores.
 - Incorporeal undead can only be harmed by magical weapons, and weapons that state they are able to harm incorporeal beings.
 - Mindless undead possess no Smarts score.
 - Corporeal undead do not possess a Magic or Resistance score normally.
 - Immunity to mind-affecting effects (if mindless), death effects, disease, paralysis, poison, sleep, stunning, nonlethal, fatigue, and exhaustion. Healed by unholy, and harmed by holy.
 - Resurrection spells kill undead instantly upon hitting.
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Undead do not breathe, eat, or sleep
-

Undead Creatures

- Ahkiyyini
- Asanbosam
- Blitzing Zombie
- Bloody Bones
- Djieien
- Dorotabō
- Dullahan
- Enenra
- Gashadokuro
- Gloson
- Helhest
- Mokoi
- Nachzehrer
- Rompo
- Swordmaster

Ahkiyyini

Small skeletons who bang on drums in order to cause earthquakes and tsunamis, Ahkiyyini are not necessarily combatants, preferring to affect nature instead.

Ahkiyyini

Undead; **Size:** 3; **Effective Level:** 4

Defenses

HP: 12 | **MP:** — | **Soak:** 4

Defense: 23 (VM: 23) | **Avoid:** 26 (VM: 26)

Mental Defense: 19 (VM: 19) | **Bodily Defense:** 19 (VM: 19)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 4 sq. (Land)

Melee: 2 Bone Clubs 8k4 (4k3 bludgeoning damage), Nonlethal, Fragile

Space: 1x1 | **Reach:** 1

Statistics

STR: 4, **MAG:** —, **END:** 4, **RES:** —, **SRT:** 4, **AGI:** 8, **LUK:** 1

Feats: Two-Weapon Fighting, Weapon Focus (Simple)

Skills: Artisan (Drums) 8k4+4, Stealth 8k4+4

Gear: 2 Bone Clubs, 2 Drums

Language: Necrotis, Inuktitut

Special Abilities: Bone Parade, Natural Disaster

Bone Parade: Ahkiyyini can play their drums as a full-round action, using the Minstrel's *Perform* class ability so long as their drums are playing. In addition to this, Ahkiyyini use their Agility for their Artisan (Drums) checks.

Natural Disaster: As a full-round action the Ahkiyyini can bang on their drums, creating a natural disaster - either an earthquake or tsunami.

Earthquake functions as the *Earthquake* spell.

Tsunami is a 12 square cone attack (8k4 vs. Avoid) and deals 8k4 water damage. This deals half damage on a miss.

Asanbosam

African vampire-like creatures with iron teeth, and hooked feat that allows it to hang on trees. They use this in order to fall onto enemies in order to attack them.

Asanbosam

Undead; **Size:** 4; **Effective Level:** 8

Defenses

HP: 17 | **MP:** — | **Soak:** 5

Defense: 25 (VM: 25) | **Avoid:** 27 (VM: 27)

Mental Defense: 20 (VM: 20) | **Bodily Defense:** 22 (VM: 22)

Head: 1 | **Body:** 6 | **Arms:** 2 | **Legs:** 2

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Bite 8k4 (7k4 piercing damage, 2 PEN), Finesse, Deadly

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** —, **END:** 6, **RES:** —, **SRT:** 4, **AGI:** 8, **LUK:** 4

Feats: Combat Reflexes, Skill Focus (Acrobatics, Stealth), High Ground

Skills: Acrobatics 8k4+8, Stealth 8k4+8

Gear: N/A

Language: Necrotis, Xhosa

Special Abilities: Drop Attack, Draining Bite

Drop Attack: As a standard action if the Asanbosam has the high ground against an opponent, they can drop from their perch and attack an opponent with their bite. This doubles the bonuses from the High Ground feat, and automatically grapples the opponent if the Asanbosam hits with their Bite.

Draining Bite: On a successful bite attack the Asanbosam recovers 1d5 + END points of HP and the opponent takes an equal amount in bleed damage for 1d5-1 rounds thereafter.

Blitzing Zombie

Fast variations of the standard shambling corpses, Blitzing Zombies use their blinding speed to tackle and latch onto foes. Despite this agility, they're incredibly fragile - appearing to be made of nothing more than sinew and loose bits of muscle.

Blitzing Zombie

Undead (Mindless); **Size: 4; Effective Level: 2**

Defenses

HP: 7 | MP: — | Soak: 5

Defense: 29 (VM: 29) | Avoid: 32 (VM: 32)

Mental Defense: 17 (VM: 17) | Bodily Defense: 18 (VM: 18)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 12 sq. (Land)

Melee: Bite 10k5 (8k4 piercing damage), Finesse, Deadly, Savage

Melee: 2 Claws 10k5 (6k3 slashing damage), Finesse, Deadly

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: —, END: 1, RES: —, SRT: —, AGI: 10, LUK: 8

Feats: Combat Reflexes

Skills: Acrobatics 8k4+8, Stealth 8k4+8

Gear: N/A

Language: Necrotis (Understand, cannot speak)

Special Abilities: Blitz, Plague Born

Blitz: As a full-round action the Blitzing Zombie can use a Blitz. This is a charge attack, except that it uses both of the Blitzing Zombie's claws as attacks. If one of the claws hit, they deal damage regularly. However if both claws hit, the opponent is grappled and both the Blitzing Zombie and the opponent are knocked prone.

Plague Born: Blitzing Zombie's Bite and Claw attacks function as the zombie's *Plaguish Bite*, in which on a successful hit roll against the opponent's Bodily Defense using the same attack roll and on a hit the opponent will resurrect as a Blitzing Zombie upon dying. This is a disease effect.

Bloody Bones

Also sometimes called Rawhead, Bloody Bones are known to inhabit Knucker Holes after [Knucker](#) leave, dragging small children down as their meals.

Bloody Bones

Undead; **Size:** 4; **Effective Level:** 6

Defenses

HP: 16 | **MP:** — | **Soak:** 5

Defense: 22 (VM: 22) | **Avoid:** 22 (VM: 22)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 19 (VM: 19)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: 2 Claws 8k3 (5k2 slashing damage), Finesse

Space: 1x1 | **Reach:** 1

Statistics

STR: 1, **MAG:** —, **END:** 4, **RES:** —, **SRT:** 1, **AGI:** 6, **LUK:** 2

Feats: Weapon Focus (Simple), Toughness, Step Up

Skills: Acrobatics 6k3+6, Stealth 6k3+6

Gear: N/A

Language: Necrotis

Special Abilities: Gore and Pus, Rawhead

Gore and Pus: If the Bloody Bones takes damage, all characters adjacent to it have an attack (6k3 vs. Bodily Defense) made and on a successful hit they're nauseated for 1d5+1 rounds.

Rawhead: Bloody Bones is made of raw skin and flesh strung together in a horrific display of a half-rotted skeleton. All enemies who first encounter the Bloody Bones have an attack (6k3 vs. Mental Defense) made and on a successful hit they take 1d5+1 points of sanity damage. This effect only triggers the first time you encounter a Bloody Bones within the same day.

Djieien

A powerful lich who has opted to take the form of a spider, Djieien are massive and incredibly venomous.

Djieien

Undead; **Size:** 4; **Effective Level:** 18

Defenses

HP: 26 | **MP:** — | **Soak:** 5

Defense: 25 (VM: 25) | **Avoid:** 14 (VM: 14)

Mental Defense: 23 (VM: 23) | **Bodily Defense:** 23 (VM: 23)

Head: 0 | **Body:** 8 | **Arms:** 3 | **Legs:** 3

Offense

Speed: 8 sq. (Land), 8 sq. (Climb)

Melee: Bite 10k6 (5k2 unholy damage), Brutish

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** —, **END:** 8, **RES:** —, **SRT:** 8, **AGI:** 2, **LUK:** 1

Feats: Weapon Focus + Improved (Simple), Brutal Strike, Tough it Out, Shake it Off, Slippery Mind, Artful Dodge, Blood Bath, Power Strike

Skills: Awareness 8k4+18, Feats of Strength 8k4+18

Gear: N/A

Language: Necrotis and Single Human Language

Special Abilities: Dark Bite, Shadow Spider

Dark Bite: Djieien deal unholy damage with their bite attacks. In addition to this if the Djieien spends a full-round action it can instead make their Bite attack against the opponent's Mental Defense and on a successful hit deal 8k4 points of unholy damage.

Shadow Spider: Djieien receive a +2k0 to all checks (including attack and damage rolls) while within an area of darkness. If the area is bright, this instead becomes a penalty.

Dorotabō

Vengeful ghosts who have melded with the very fields they used to take care of while alive, Dorotabō are small muck monsters in the vague shape of a human encased around a spirit.

Dorotabō

Undead; Size: 3; Effective Level: 5

Defenses

HP: 24 | MP: — | Soak: 4

Defense: 20 (VM: 20) | Avoid: 19 (VM: 19)

Mental Defense: 16 (VM: 16) | Bodily Defense: 25 (VM: 25)

Head: 0 | Body: 4 | Arms: 0

Offense

Speed: 4 sq. (Land)

Melee: Slam 6k2 (4k3 bludgeoning damage)

Space: 1x1 | Reach: 1

Statistics

STR: 4, MAG: —, END: 10, RES: —, SRT: 1, AGI: 4, LUK: 2

Feats: Weapon Focus (Simple), Toughness, Unhindered Movement, Slippery^B

Skills: Acrobatics 4k2+5, Fortitude 10k5+5

Gear: N/A

Language: Necrotis and Japanese

Special Abilities: Vengeance, Ooze Form

Vengeance: Dorotabō receive a +2k2 to attack and damage against enemies who have attacked them within the same day. This bonus is not gained if they attacked the enemy first.

Ooze Form: Dorotabō are immune to poison, disease, sleep, paralysis, transmutation, and stunning as if they are an ooze.

Dullahan

Spirits who have literally and figuratively lost their heads, Dullahan are clad in dark armor like a black knight, and are incredibly tall despite their lack of a head. Dullahan hunt down those who it knows will die, and slay them itself.

Dullahan

Undead; Size: 4; Effective Level: 14

Defenses

HP: 35 | MP: — | Soak: 5

Defense: 27 (VM: 27) | Avoid: 28 (VM: 28)

Mental Defense: 21 (VM: 21) | Bodily Defense: 23 (VM: 23)

Body: 8 | Arms: 2 | Legs: 2

Offense

Speed: 6 sq. (Land)

Melee: Bone Whip 10k5 (7k4 slashing damage), Finesse, Trip, Disarm, Reach

Space: 1x1 | Reach: 1 (2 with Bone Whip)

Statistics

STR: 2, MAG: —, END: 6, RES: —, SRT: 4, AGI: 8, LUK: 8

Feats: Weapon Focus + Improved (Whip), Weapon Specialization + Improved (Whip), Toughness, Limb Breaker, Plagueborne

Skills: Persuasion 8k4+14, Stealth 8k4+14

Gear: Dullahan's special Bone Whip, *Black Armor* (8 Body DEF, 2 Arm/Leg DEF, no AP/AtD)

Language: Necrotis and Irish

Special Abilities: Dullahan's Curse, Wanton Whip, Dullahan Weaknesses

Dullahan's Curse: As a standard action a Dullahan can target an opponent within 6 squares, making an attack (8k4 vs. Mental Defense) in order to afflict the target with the curse. On a successful hit, the opponent's Defenses are halved for 1 minute. On a critical hit, the opponent is instantly slain. Once affected by this ability, they cannot be affected by it for 24 hours (even by other Dullahan).

Wanton Whip: As a full-round action the Dullahan can target an opponent within their whip's reach with this special attack. This is an attack with the whip that targets Avoid and on a successful hit the opponent is tripped, disarmed, and staggered for 1 round.

Dullahan Weaknesses: Attacks made by gold weapons automatically critically hit against the Dullahan.

Enenra

Dark smoke creatures with a taste for innocent souls, Enenra are able to shift into semi-physical forms in order to do battle and pummel their enemies.

Enenra
Undead; Size: 4; Effective Level: 7
Defenses
HP: 16 MP: — Soak: 5 Defense: 24 (VM: 24) Avoid: 26 (VM: 26) Mental Defense: 19 (VM: 19) Bodily Defense: 21 (VM: 21) Head: 0 Body: 0 Arms: 0 Legs: 0
Offense
Speed: 6 sq. (Land), 6 sq. (Fly) Melee: 2 Slams 8k4 (6k4 bludgeoning damage), Finesse Space: 1x1 Reach: 1
Statistics
STR: 1, MAG: —, END: 6, RES: —, SRT: 4, AGI: 8, LUK: 2 Feats: Step Up, Dodge, Improved Initiative, Skill Focus (Stealth) Skills: Acrobatics 8k4+7, Stealth 8k4+7 Gear: N/A Language: Necrotis and Japanese Special Abilities: Semi-Corporeal, Possess the Weak

Semi-Corporeal: Enenra can shift between being corporeal and incorporeal as a swift action. While incorporeal, the Enenra cannot attack (or even touch) corporeal enemies and vice versa. In addition to this, while incorporeal the Enenra is treated as being invisible for the purposes of Stealth unless the opponent has a way to see through invisibility or detect ghosts.

Possess the Weak: The Enenra can attempt to possess weak-willed opponents who are unconscious. This is an attack (8k4 vs. Mental Defense) and on a successful hit, the Enenra takes over the individual's body. If the body is slain, the Enenra is slain. Entering the body is a standard action (or swift if it has already been possessed or if the recipient is willing), and exiting the body is a move action.

Gashadokuro

Incredibly powerful and massive skeletons, Gashadokuro are spawned from battlefields, amassing from all of the bodies together to form one giant skeleton instead.

Gashadokuro

Undead; **Size:** 8; **Effective Level:** 10

Defenses

HP: 36 | **MP:** — | **Soak:** 10

Defense: 16 (VM: 16) | **Avoid:** 12 (VM: 12)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 27 (VM: 27)

Head: 15 | **Body:** 15 | **Arms:** 15 | **Legs:** 15

Offense

Speed: 4 sq. (Land)

Melee: Bite 14k7 (14k6 piercing damage), Brutish, Savage, Powerful

Melee: 2 Claws 14k7 (13k4 slashing damage), Brutish, Savage, Powerful

Space: 5x5 | **Reach:** 5

Statistics

STR: 14, **MAG:** —, **END:** 14, **RES:** —, **SRT:** 1, **AGI:** 1, **LUK:** 1

Feats: Resilient Body, Toughness, Ground Shatter, Power Strike, Cleave

Skills: Feats of Strength 14k7+10, Stealth 1k1+10

Gear: N/A

Language: Necrotic and Japanese

Special Abilities: Powered by Undeath, Zone of Bone

Powered by Undeath: Gashadokuro are powered by unholy energies, like all undead, but they can utilize this energy to an extreme degree. Gashadokuro start with a special pool of energy called Undeath Points which start at 15 at the start of the day. Being hit by attacks reduces these Undeath Points by 1 each time (or alternatively the Gashadokuro can instead cause it to reduce by 5 in order to take no damage from an attack). In order to raise their Undeath Points, Gashadokuro must kill. For every opponent they kill, they receive an Undeath Point (maximum of 30 Undeath Points).

Their Deflection is equal to their Undeath Points.

Zone of Bone: All enemies within 12 squares who are not skeletons receive a -5 to their Defense and Avoid. In addition to this, enemies within 6 squares of the Gashadokuro are automatically able to see it and notice its presence, however enemies outside of this 6 square radius can be snuck up upon as if the Gashadokuro had cover. When using Stealth in this manner, the Gashadokuro uses their level for rolled and kept dice (10k5+10 effectively).

Gloson

Haunting boars with razor-sharp protrusions from their backs which slice open unaware travelers in graveyards when the Gloson runs between their legs.

Gloson

Undead; **Size:** 3; **Effective Level:** 5

Defenses

HP: 22 | **MP:** — | **Soak:** 4

Defense: 17 (VM: 17) | **Avoid:** 14 (VM: 14)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 23 (VM: 23)

Head: 2 | **Body:** 6 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 4 sq. (Land)

Melee: 2 Gores 10k5 (5k4 slashing damage, 8 PEN), Brutish, Savage

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** —, **END:** 8, **RES:** —, **SRT:** 1, **AGI:** 2, **LUK:** 1

Feats: Weapon Focus (Simple), Brutal Strike, Toughness

Skills: Feats of Strength 8k4+5, Fortitude 8k4+1

Gear: N/A

Language: Necrotis and Old Norse

Special Abilities: Slicing Charge, Fissure Stomp

Slicing Charge: On a charge the Gloson can move through an enemies' space rather than stop and attack them. Doing this is an attack (10k5 vs. Avoid) against all enemies within the charge path. On a miss this deals half damage.

Fissure Stomp: As a standard action the Gloson can cause a massive earthquake 24 squares around it. Doing this is an attack (10k5 vs. Bodily Defense) against everyone except the Gluson within this radius. On a successful hit, the affected characters are knocked prone. Gluson are immune to this ability.

Helhest

Three-legged horses associated with the dark goddess, Hel. These Danish horses often spread pestilence and death in their wake, their manes black and mangy.

Helhest

Undead; **Size:** 5; **Effective Level:** 6

Defenses

HP: 23 | **MP:** — | **Soak:** 7

Defense: 20 (VM: 20) | **Avoid:** 18 (VM: 18)

Mental Defense: 19 (VM: 19) | **Bodily Defense:** 23 (VM: 23)

Head: 0 | **Body:** 4 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: 1 Bite 12k6 (10k5 piercing damage), Brutish, Savage

Melee: 2 Hooves 12k6 (9k4 bludgeoning damage), Brutish

Space: 2x2 | **Reach:** 2

Statistics

STR: 12, **MAG:** —, **END:** 8, **RES:** —, **SRT:** 4, **AGI:** 4, **LUK:** 2

Feats: Toughness, Resilient Body, Step Up

Skills: Feats of Strength 12k6+6, Fortitude 8k4+6

Gear: N/A

Language: Necrotis and Old Norse

Special Abilities: Diseased Presence, Death Sight

Diseased Presence: All enemies in a 3 square radius have an attack (8k4 vs. Bodily Defense) made and on a successful hit the opponent(s) are infected with Malaria. Once affected by this ability (even if it misses), opponents are immune to this for 24 hours.

Death Sight: When an opponent sees the Helhest they have an attack (8k4 vs. Mental Defense) made and on a successful hit, they take 1d10 + (Smarts) points of Sanity damage. If this sanity damage would reduce an opponent to 0 Sanity (not 0 Stress), this kills them.

On a critical hit with the attack, the Helhest deals 3d10 + (Smarts * 3) Sanity damage.

Opponents immune to fear are also immune to **Death Sight**.

Mokoi

Trickster undead who are formed from various evil and malicious deeds taken by humanoids. Mokoi appear as small skeletons with bits of flesh clinging to their body, trying to stay attached to their malformed frame.

Mokoi

Undead; Size: 2; Effective Level: 2

Defenses

HP: 14 | MP: 12 | Soak: 3

Defense: 24 (VM: 24) | Avoid: 23 (VM: 23)

Mental Defense: 22 (VM: 22) | Bodily Defense: 22 (VM: 22)

Head: 0 | Body: 2 | Arms: 1 | Legs: 1

Offense

Speed: 4 sq. (Land)

Melee: Slam 6k3 (4k2 bludgeoning damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 1, MAG: —, END: 6, RES: —, SRT: 6, AGI: 6, LUK: 6

Feats: Toughness

Skills: Deception 6k3+2, Stealth 6k3+2

Gear: N/A

Language: Necrotis and Dhangu-Djangu

Special Abilities: Black Magic, Evil Presence

Black Magic: Mokoi can cast Divine spells (only Unholy or Neutral spells), and Madness spells as if they were a 2nd level caster. They use their Luck for Magic, and Smarts for Resistance.

Evil Presence: All enemies within 4 squares of the Mokoi take a -4 to-hit and damage against them. This does not stack from multiple Mokoi, applying separately per Mokoi.

Nachzehrer

Special Germanic vampires who exhibit ghoul-like behavior, Nachzehrer are characterized as flesh-eaters rather than blood-suckers, and prefer the bodies of those who are already dead to live bodies. Most are seen as the “vultures” of society.

Nachzehrer

Undead (Vampire); **Size: 4; Effective Level: 10**

Defenses

HP: 16 | MP: — | Soak: 3

Defense: 21 (VM: 21) | Avoid: 16 (VM: 16)

Mental Defense: 25 (VM: 25) | Bodily Defense: 21 (VM: 21)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Bite 2k1 (4k2 piercing damage)

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: —, END: 4, RES: —, SRT: 8, AGI: 2, LUK: 8

Feats: Skill Focus (Deception, Persuasion), Skill Mastery, Slippery Mind, Just as Planned

Skills: Deception 8k4+10, Persuasion 8k4+10

Gear: N/A

Language: Necrotis and German

Special Abilities: Persuasive Disarm, Flesh Subsistence

Persuasive Disarm: Nachzeher have some natural magic to them. On a successful Persuasion check against an opponent’s Mental Defense, the opponent drops their weapon. This can be done once per encounter.

Flesh Subsistence: Nachzeher can subsist on flesh - dead or alive. Once per encounter a Nachzeher can devour flesh in order to recover 4 HP.

Nachzeher as PCs: It is possible to play Nachzeher as PCs without affecting balance too much. PC Nachzeher gain the Special Abilities as normal, rely on a class rather than their Species for HP/Soak, Attacks per Level, Skills, and Proficiencies. Nachzeher receive a +1 SRT and LUK, and have 4 Size. **The Bestiary Nachzeher’s stats aren’t accurate to the playable PC Nachzeher.**

Rompo

Amalgamations of various different beings Rompos are made up of the head of a hare, the body of a human, the front arms of a badger, and the rear legs of a bear. Rompos are skeletons, and prefer to eat flesh similar to a ghoul.

Rompo

Undead; Size: 4; Effective Level: 6

Defenses

HP: 15 | MP: — | Soak: 5

Defense: 22 (VM: 22) | Avoid: 22 (VM: 22)

Mental Defense: 16 (VM: 16) | Bodily Defense: 21 (VM: 21)

Head: 0 | Body: 0 | Arms: 0 | Legs: 0

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Bite 6k3 (6k3 piercing damage), Finesse

Melee: 2 Claws 6k3 (5k2 slashing damage), Finesse

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: —, END: 6, RES: —, SRT: 1, AGI: 6, LUK: 2

Feats: Weapon Focus (Simple), Step Up, Combat Reflexes

Skills: Acrobatics 6k3+6, Stealth 6k3+6

Gear: N/A

Language: Necrotis (Understand, can't speak)

Special Abilities: Natural Disguise, Regrow Flesh

Natural Disguise: When making a stealth check, the Rompo's bones can turn into any color they want, blending in with their surroundings. This grants them a +2k1 on Stealth checks. Using this ability is a swift action.

Regrow Flesh: When feeding, the Rompo regains its flesh momentarily and can appear as a non-skeletal version of itself for 1 day. While in this form it receives 4 Deflection to all body parts.

Swordmaster

A floating, possessed blade. The Swordmaster was once a legendary tutor whose spirit has since been attached to this sword. Some are the weapons of *Bound Warrior* Battlemages, the intelligence of the weapon carrying it on past its owner's death.

Swordmaster

Undead; Size: 1; Effective Level: 12

Defenses

HP: 15 | MP: — | Soak: 5

Defense: 25 (VM: 25) | Avoid: 30 (VM: 30)

Mental Defense: 21 (VM: 21) | Bodily Defense: 16 (VM: 16)

Hilt: 0 | Blade: 8

Offense

Speed: 6 sq. (Land)

Melee: Katana 12k7 (10k5 slashing damage), Deadly

Space: 0x0 | Reach: 1

Statistics

STR: 10, MAG: —, END: 1, RES: —, SRT: 6, AGI: 10, LUK: 1

Feats: Weapon Focus + Improved (Swords), Weapon Specialization + Improved (Swords), Brutal Strike, Combat Reflexes

Skills: Acrobatics 10k5+12, Stealth 10k5+12

Gear: Self (Katana, or other sword depending on the body)

Language: Native Human Language

Special Abilities: Sword's Soak, Swordmaster's Slash

Sword's Soak: This weapon counts the Size for the purpose of Soak to be 4 (effectively making the total Soak of the Swordmaster 5 instead of 2).

Swordmaster's Slash: Once per encounter the Swordmaster can make a single attack as a full-round action. This attack cannot be parried or dodged, increases the weapon's Penetration by its Strength, and reduces the Soak of the opponent being hit by 1 (minimum of 1).

Vermin

Insects, arachnids, invertebrates, and many other ‘creepy crawlies’ are considered Vermin. This creature classification has nothing to do with how invasive the species is, though parasites are also considered a part of ‘vermin’ when the parasite is a living being wishing to spread itself.

Features

- 6 HP (HP progression as per Rogue) | +1 Soak Attacks per Level as per Rogue
 - Skill Ranks as per Chaplain (Doesn’t add Smarts to Skill Ranks)
 - Vermin do not possess a Smarts score. They are thus immune to mind-affecting effects.
 - Vermins do not possess a Magic or Resistance score. They are not immune to spells, however, and are still harmed by unholy magic.
 - Darkvision 6 squares
 - Proficient with Simple weapons (if it is capable of wielding weapons)
 - Vermin breathe, eat, and sleep
-

Vermin Creatures

- Armored Spider Crab
- Awahondo
- Eintykara
- Farsee
- Geophage
- Giant Tardigrade
- Horror Spider
- Ice Worm
- Jinshin Mushi
- Kamikiri
- Kurage-no-Hinotama
- Mambabarang
- Mother Swarm
- Ōmukade
- Plate Crab

Armored Spider Crab

Horrific spider-crab combinations covered in adamantine-like plates all over their body. Armored Spider Crabs possess two gigantic black crab claws which they use to cut their prey into bits before devouring the remains with their smaller mouth.

Armored Spider Crab

Vermin (Giant); Size: 6; Effective Level: 6

Defenses

HP: 25 | MP: — | Soak: 8

Defense: 16 (VM: 16) | Avoid: 12 (VM: 12)

Mental Defense: 15 (VM: 15) | Bodily Defense: 25 (VM: 25)

Head: 12 | Body: 18 | Arms: 14 | Legs: 14

Offense

Speed: 4 sq. (Land)

Melee: 2 Claws 14k7 (11k5 slashing damage), Brutish, Savage, Powerful

Space: 3x3 | Reach: 3

Statistics

STR: 12, MAG: —, END: 10, RES: —, SRT: —, AGI: 1, LUK: 1

Feats: Weapon Focus (Simple), Brutal Strike, Weapon Specialization (Simple)

Skills: Feats of Strength 12k6+6, Fortitude 10k5+6

Gear: N/A

Language: N/A

Special Abilities: Shielding Arms, Thick Plating

Shielding Arms: Armored Spider Crabs can take a Raise action (a swift action) to use their Arms like a shield, defending a part of their body (except the arms). This adds half the arm's Deflection (7) to the body part being defended.

Thick Plating: Armored Spider Crabs add half their Strength to HP, and gain a +1 to Soak.

Awahondo

Man-sized red and black assassin bugs with intense needle-like mouth that can pierce the flesh of humanoids, sucking their blood and injecting poisons like a mosquito.

Awahondo

Vermin; **Size:** 4; **Effective Level:** 4

Defenses

HP: 18 | **MP:** — | **Soak:** 5

Defense: 25 (VM: 25) | **Avoid:** 30 (VM: 30)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 25 (VM: 25)

Head: 2 | **Body:** 4 | **Arms:** 3 | **Legs:** 3

Offense

Speed: 6 sq. (Land), 12 sq. (Fly)

Melee: Bite 12k5 (8k4 piercing damage, 10 PEN), Finesse, Savage

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** —, **END:** 10, **RES:** —, **SRT:** —, **AGI:** 10, **LUK:** 1

Feats: Weapon Focus (Simple), Combat Reflexes

Skills: Acrobatics 10k5+4, Stealth 10k5+4

Gear: N/A

Language: N/A

Special Abilities: Blood Drain, Penetrating Bite

Blood Drain: On a successful hit with their bite attack, the Awahondo heal an amount of HP equal to half the damage they dealt with their Bite (minimum of 1).

Penetrating Bite: As a full-round action the Awahondo can make their bite attack, doubling their Penetration against the opponent and adding the *Powerful* weapon special ability onto their attack.

Eitynkara

Bee-like creatures who swarm together in order to form a man's body, Eitynkara doesn't refer to the individual insects but instead the man-like creation they make.

Eitynkara

Vermin (Swarm); **Size:** 4; **Effective Level:** 5

Defenses

HP: 17 | **MP:** — | **Soak:** 5

Defense: 20 (VM: 20) | **Avoid:** 18 (VM: 18)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 23 (VM: 23)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: 2 Slams 10k5 (6k4 bludgeoning and piercing damage), Brutish

Space: 1x1 | **Reach:** 1

Statistics

STR: 8, **MAG:** —, **END:** 8, **RES:** —, **SRT:** —, **AGI:** 4, **LUK:** 2

Feats: Step Up, Weapon Focus (Simple), Brutal Strike

Skills: Acrobatics 8k4+5, Feats of Strength 8k4+5

Gear: N/A

Language: N/A

Special Abilities: Formless Organs, Reformation

Formless Organs: Eitynkara are immune to critical hits, poisons, and diseases.

Reformation: Eitynkara can un-form and reform as a swift action each, using this as a means of defense. While un-formed Eitynkara cannot be targeted by single-target attacks (however area of effect attacks work just fine) however they cannot attack in turn. While formed, the Eitynkara functions normally.

Eitynkara have no body parts truly to target with called shots, and are thus unaffected.

Farsee

Aquatic-dwelling lobster-like creatures with a single massive claw. Farsee are only known to ever show up as warning before a natural disaster, and even then they're incredibly rare sights to behold.

Farsee

Vermin (Giant); Size: 6; Effective Level: 20

Defenses

HP: 56 | MP: — | Soak: 8

Defense: 16 (VM: 16) | Avoid: 12 (VM: 12)

Mental Defense: 15 (VM: 15) | Bodily Defense: 31 (VM: 31)

Head: 8 | Body: 20 | Arms: 12 | Legs: 12

Offense

Speed: 6 sq. (Land), 6 sq. (Fly)

Melee: Pincer 18k10 (14k7 slashing damage, 6 PEN), Brutish, Savage, Powerful, Grapple

Space: 3x3 | Reach: 3

Statistics

STR: 16, MAG: —, END: 16, RES: —, SRT: —, AGI: 1, LUK: 1

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike, Power Strike, Improved Maneuver (Grapple), Toughness, Resilient Body, All-Out Attack

Skills: Feats of Strength 16k8+20, Fortitude 16k8+20

Gear: N/A

Language: N/A

Special Abilities: Squeezing Pincer, Split in Two

Squeezing Pincer: If a Farsee successfully grapples an opponent and they begin their turn grappled by the Farsee, they take half the Farsee's Strength (8) in bleed damage each round until they're released from the grapple.

Split in Two: As a full-round action against any opponent the Farsee has grappled they can roll a Feats of Strength check, the DC is equal to 40 + opponent's level + double opponent's Endurance. On a successful check, the opponent is split in two by the waist and killed instantly, organs spilling to the ground.

Geophage

Massive worms who make their homes in deserts, Geophages are known to swallow caravans whole, and sometimes even catching starfighters mid-flight and devouring them. Geophages open their maw to reveal four mouths for chomping and chewing.

Geophage

Vermin (Giant); **Size:** 10; **Effective Level:** 16

Defenses

HP: 31 | **MP:** — | **Soak:** 11

Defense: 32 (VM: 32) | **Avoid:** 14 (VM: 14)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 29 (VM: 29)

Head: 5 | **Body:** 14

Offense

Speed: 3 sq. (Land), 24 sq. (Burrow)

Melee: 4 Bites 16k9 (15k9 piercing damage, 6 PEN), Brutish

Space: 6x6 | **Reach:** 6

Statistics

STR: 14, **MAG:** —, **END:** 14, **RES:** —, **SRT:** —, **AGI:** 2, **LUK:** 2

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike, Power Strike, Cleave, Tough it Out

Skills: Acrobatics 14k7+16, Feats of Strength 14k7+16

Gear: N/A

Language: N/A

Special Abilities: Razor Bite, Vibro-Sight

Razor Bite: Geophages can, as a full-round action, make a single bite attack. This bite attack doubles Penetration (12 PEN), and adds the Savage and Powerful qualities to the bite.

Vibro-Sight: Though ‘blind’ in a traditional sense, Geophages are able to navigate through the sands by the use of vibrations. Unless a creature is flying or otherwise not touching a solid surface, opponents are unable to stealth against a Geophage. Devices which cause lots of vibrations (such as heavy machinery) imposes a -10 to the Geophage’s Awareness check, and allows the use of Stealth. In this case, the Geophage’s Awareness uses half its level for the check instead of Smarts (8k4+16).

Giant Tardigrade

Massive “water bears” (compared to the norm), tardigrades are nigh-indestructible when it comes to outside forces. This has led some to name them the “Infinity Bug”.

Giant Tardigrade

Vermin (Giant); Size: 4; Effective Level: 6

Defenses

HP: 25 | MP: — | Soak: 5

Defense: 27 (VM: 27) | Avoid: 14 (VM: 14)

Mental Defense: 15 (VM: 15) | Bodily Defense: 25 (VM: 25)

Head: 4 | Body: 4 | Arms: 4 | Legs: 4

Offense

Speed: 6 sq. (Land), 6 sq. (Climb), 6 sq. (Swim)

Melee: Bite 2k1 (4k2 piercing damage)

Space: 1x1 | Reach: 1

Statistics

STR: 2, MAG: —, END: 10, RES: —, SRT: —, AGI: 2, LUK: 1

Feats: Toughness, Tough it Out, Shake it Off

Skills: Acrobatics 14k7+16, Feats of Strength 14k7+16

Gear: N/A

Language: N/A

Special Abilities: Tough Body, Resistant Skin

Tough Body: Giant Tardigrades are immune to poisons, diseases, temperature effects (such as extreme cold/heat), the vacuum of space, and high-pressure environments. In addition to this, Giant Tardigrades have Fire, Ice, Water, Electricity, Wind, Acid, and Earth Resistance 5. Giant Tardigrades are also able to breathe underwater.

Resistant Skin: Tardigrades can, once per encounter, negate damage that would be dealt to them. It doesn't matter what source this damage comes from. This also can be used to negate attacks which bypass Soak.

Horror Spider

Death-infested spiders with the capability of sucking the life force from their prey. Horror Spiders are dog-sized, sleek black, and have thousands of little claws in front of their tiny mouth.

Horror Spider

Vermin; **Size:** 2; **Effective Level:** 4

Defenses

HP: 17 | **MP:** — | **Soak:** 5

Defense: 24 (VM: 24) | **Avoid:** 26 (VM: 26)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 20 (VM: 20)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Bite 10k4 (5k4 piercing damage, 2 PEN), Finesse

Space: 1x1 | **Reach:** 1

Statistics

STR: 2, **MAG:** —, **END:** 5, **RES:** —, **SRT:** —, **AGI:** 8, **LUK:** 2

Feats: Toughness, Weapon Focus (Simple)

Skills: Acrobatics 8k4+4, Stealth 8k4+4

Gear: N/A

Language: N/A

Special Abilities: Paralytic Bite, Unholy Bite

Paralytic Bite: On a successful bite attack, Horror Spiders make another attack against the opponent's Bodily Defense. On a successful hit the opponent takes 1d5 Strength damage for 1 minute. This can only bring an opponent to a minimum of 0, and cannot exceed 0.

Unholy Bite: Instead of doing piercing damage, the Horror Spider can choose to do Unholy damage. Doing this makes the attack go against Avoid instead of Defense.

Ice Worm

Similar to a Geophage, the Ice Worm is a snow-burrowing and pure white worm. These worms are much smaller, and hunt in groups in order to devour whatever they can. They prefer not to eat living things, and want for inanimate objects instead. Unfortunately for some, these end up being houses and other important objects.

Ice Worm

Vermin; **Size:** 4; **Effective Level:** 6

Defenses

HP: 15 | **MP:** — | **Soak:** 5

Defense: 23 (VM: 23) | **Avoid:** 26 (VM: 26)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 21 (VM: 21)

Head: 1 | **Body:** 4

Offense

Speed: 6 sq. (Land), 6 sq. (Climb)

Melee: Bite 8k4 (7k4 piercing and ice damage, 6 PEN), Finesse

Space: 1x1 | **Reach:** 1

Statistics

STR: 4, **MAG:** —, **END:** 6, **RES:** —, **SRT:** —, **AGI:** 8, **LUK:** 1

Feats: Combat Reflexes, Skill Focus (Stealth)

Skills: Acrobatics 8k4+6, Stealth 8k4+6

Gear: N/A

Language: N/A

Special Abilities: Inanimate Devour, Slithering Dodge

Inanimate Devour: Ice Worm's bite attacks count the Soak of objects as 2 less (minimum of 1), cannot be resisted. Once per encounter if the Ice Worm successfully devours an inanimate object (reduce it to 0 HP), they recover 5 HP.

Slithering Dodge: Ice Worms can, once per encounter, add +2k0 onto any Dodge check they make.

Jinshin Mushi

Fist-sized insects who can cause earth quakes, Jinshin Mushi are incredibly docile and prefer to stay away from combat unless provoked.

Jinshin Mushi

Vermin; **Size:** 1; **Effective Level:** 2

Defenses

HP: 7 | **MP:** — | **Soak:** 2

Defense: 26 (VM: 26) | **Avoid:** 27 (VM: 27)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 17 (VM: 17)

Head: 0 | **Body:** 0 | **Arms:** 0 | **Legs:** 0

Offense

Speed: 4 sq. (Land)

Melee: Bite 8k4 (1k1 piercing damage)

Space: 0x0 | **Reach:** 0

Statistics

STR: 1, **MAG:** —, **END:** 1, **RES:** —, **SRT:** —, **AGI:** 8, **LUK:** 6

Feats: Skill Focus (Acrobatics)

Skills: Acrobatics 8k4+2, Stealth 8k4+2

Gear: N/A

Language: N/A

Special Abilities: Sonic Burst, Earthquake Thorax

Sonic Burst: Jinshin Mush can release a sonic burst as a standard action. All enemies within an 8 square radius have an attack (8k4 vs. Mental Defense) made and on a successful hit they take 6k3 points of Sonic damage.

Earthquake Thorax: If there are three or more Jinshin Mushi within 6 squares of each other, they can each take a standard action to release a single sonic burst that shakes the very earth beneath them. All enemies within 12 squares of the origin Jinshin Mushi (the one who used this ability first) have two attacks (8k4 vs. Mental Defense, and 8k4 vs. Bodily Defense) made. The attack vs. Mental Defense deals 6k3 points of Sonic damage, and the attack vs. Bodily Defense is from the earthquake below, causing them to fall prone and take 4k2 points of earth damage.

Kamikiri

Strange arthropod creatures with scissor-like beaks and claws who use these to cut the hairs of their enemies in the night. These hairs are used to fuel its magic.

Kamikiri

Vermin; **Size:** 3; **Effective Level:** 1

Defenses

HP: 10 | **MP:** — | **Soak:** 4

Defense: 24 (VM: 24) | **Avoid:** 26 (VM: 26)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 19 (VM: 19)

Head: 0 | **Body:** 0 | **Arms:** 4 | **Legs:** 0

Offense

Speed: 6 sq. (Land)

Melee: 2 Claws 10k4 (5k3 slashing damage), Finesse, Deadly

Space: 1x1 | **Reach:** 1

Statistics

STR: 1, **MAG:** —, **END:** 4, **RES:** —, **SRT:** —, **AGI:** 8, **LUK:** 2

Feats: Weapon Focus (Simple)

Skills: Acrobatics 8k4+1, Stealth 8k4+1

Gear: N/A

Language: N/A

Special Abilities: Deadly Slice, Hair Strike

Deadly Slice: Kamikiri add +10 on critical hits with their *Deadly* property, not +5.

Hair Strike: Kamikiri can attack an opponent's hair with pin-point accuracy. They can make a called shot against the opponent's hair on their body (so long as it isn't covered), and doing so they take no penalty. On a hit the opponent's hair is cut. On a critical hit, the opponent is instead rendered completely bald all over (regardless of any clothes they're wearing).

Kurage-no-Hinotama

Swamp jellyfish that hover through the air, their beautiful and wisp-y appearance lures unsuspecting folk closer and ensnares them within their tentacles.

Kurage-no-Hinotama

Vermin; **Size:** 4; **Effective Level:** 6

Defenses

HP: 18 | **MP:** — | **Soak:** 5

Defense: 25 (VM: 25) | **Avoid:** 30 (VM: 30)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 21 (VM: 21)

Bell: 0 | **Tentacles:** 0

Offense

Speed: 6 sq. (Fly)

Melee: 6 Tentacles 8k4 (7k3 bludgeoning damage), Finesse, Grapple, Reach

Space: 1x1 | **Reach:** 1 (2 with Tentacles)

Statistics

STR: 1, **MAG:** —, **END:** 6, **RES:** —, **SRT:** —, **AGI:** 10, **LUK:** 1

Feats: Second Wind, Strengthened Recovery, Improved Maneuver (Grapple)

Skills: Acrobatics 10k5+6, Stealth 10k5+6

Gear: N/A

Language: N/A

Special Abilities: Spirit Away, Paralytic Sting

Spirit Away: Kurage-no-Hinotama can take a standard action to attack (8k4 vs. Mental Defense) and on a successful hit, they take 2 points of Resistance damage. This can stack with itself (to a minimum of 0 Resistance). This can only affect opponents the Kurage-no-Hinotama is already grappling.

Paralytic Sting: As a standard action the Kurage-no-Hinotama can unleash a tentacle attack against an opponent within 2 squares. On a successful hit, the opponent takes no damage but is paralyzed for 1 round.

Mambabarang

Insect shamans who have infused themselves with the power of their bugs, gaining druidic power from them. Mambabarang appear as humanoid shapes covered in bugs.

Mambabarang

Vermin (Swarm); **Size:** 4; **Effective Level:** 10

Defenses

HP: 6 | **MP:** 26 | **Soak:** 5

Defense: 17 (VM: 17) | **Avoid:** 14 (VM: 14)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 25 (VM: 25)

Head: 2 | **Body:** 2 | **Arms:** 2 | **Legs:** 2

Offense

Speed: 6 sq. (Land)

Melee: 2 Slams 6k3 (5k3 bludgeoning damage), Brutish

Space: 1x1 | **Reach:** 1

Statistics

STR: 6, **MAG:** —, **END:** 10, **RES:** —, **SRT:** —, **AGI:** 2, **LUK:** 1

Feats: Intense Spell, Elemental Focus (Plant), Elemental Spell, Silent Spell, Rebounding Spell

Skills: Spellcraft 10k5+10, Use Magic Device 10k5+10

Gear: N/A

Language: N/A

Special Abilities: Insect Caster, No Anatomy

Insect Caster: Mambabarang use their Endurance as if it were Magic/Resistance. They cast spells as a 10th level Druid, and use the Nature spell list. In addition, they use END for Spellcraft and Use Magic Device.

No Anatomy: Mambabarang are immune to the extra effects of called shots, are immune to critical hits, diseases, poisons, and precision damage (such as Precise Strike).

Mother Swarm

The “mother of all insects”, Mother Swarm is a horse-shaped entity covered in crab-like chitin and possessing two lobster-like pincers in addition to its four legs.

Mother Swarm

Vermin (Swarm); **Size:** 5; **Effective Level:** 30

Defenses

HP: 85 | **MP:** — | **Soak:** 7

Defense: 24 (VM: 24) | **Avoid:** 23 (VM: 23)

Mental Defense: 16 (VM: 16) | **Bodily Defense:** 36 (VM: 36)

Head: 8 | **Body:** 12 | **Pincers:** 8 | **Legs:** 8

Offense

Speed: 6 sq. (Land)

Melee: 2 Pincers 22k12 (15k8 slashing damage), Brutish, Savage, Powerful

Space: 2x2 | **Reach:** 2

Statistics

STR: 20, **MAG:** —, **END:** 20, **RES:** —, **SRT:** —, **AGI:** 6, **LUK:** 6

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike, Toughness, Resilient Body, Shake it Off, Limb Breaker, Cornered Brawler, Great Charge, Brutal Charge, The Greatest Fortitude, To Pieces, Blood Bath

Skills: Feats of Strength 20k10+30, Fortitude 20k10+30

Gear: N/A

Language: N/A

Special Abilities: Swarm Breath, Undying

Swarm Breath: As a standard action, Mother Swarm can unleash a gout of various insects at a foe. An attack (20k10 vs. Bodily Defense) is made, and on a successful hit the opponent is nauseated, and infected with the Bubonic Plague. This is a 6 square cone and can only be used once per encounter.

Undying: As long as insects remain in existence, Mother Swarm’s consciousness will shift to other living insects in order to survive, reforming her body within 1d5+1 days. In order to kill Mother Swarm permanently, she must be on a planet without any insects and slain there.

Ōmukade

Dragon-eating giant centipedes, the Ōmukade is known to wrap itself around a mountain where a dragon has set up its lair, and strike against the dragon while it tries to defend its hoard.

Ōmukade

Vermin (Giant); **Size: 10; Effective Level: 10**

Defenses

HP: 24 | **MP:** — | **Soak:** 11

Defense: 16 (VM: 16) | **Avoid:** 12 (VM: 12)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 27 (VM: 27)

Head: 4 | **Body:** 14 | **Thousands of Legs:** 1

Offense

Speed: 12 sq. (Land), 12 sq. (Climb)

Melee: Bite 14k8 (12k8 piercing damage, 8 PEN), Brutish, Deadly, Powerful

Space: 6x6 | **Reach:** 6

Statistics

STR: 12, **MAG:** —, **END:** 12, **RES:** —, **SRT:** —, **AGI:** 1, **LUK:** 1

Feats: Weapon Focus + Improved (Simple), Weapon Specialization + Improved (Simple), Brutal Strike

Skills: Feats of Strength 12k6+10, Fortitude 12k6+10

Gear: N/A

Language: N/A

Special Abilities: Dragon Hunter, Trampling Bite

Dragon Hunter: Ōmukade receive a +4k2 to attack and damage, and a +6 to all Defenses against Dragons (including Half-Dragons).

Trampling Bite: As a full-round action the Ōmukade can move in a straight line at double its speed and make a Bite attack vs. Avoid against all enemies within the line. On a successful hit they take the Ōmukade's bite damage, and on a miss they take half its damage.

Plate Crab

Crabs covered in armor-like plates, Plate Crabs forgo the usual pincers for massive shields which are used to properly defend themselves.

Plate Crab

Vermin; **Size:** 5; **Effective Level:** 5

Defenses

HP: 6 | **MP:** — | **Soak:** 11

Defense: 16 (VM: 16) | **Avoid:** 12 (VM: 12)

Mental Defense: 15 (VM: 15) | **Bodily Defense:** 27 (VM: 27)

Head: 6 | **Body:** 18 | **Shields:** 14 | **Legs:** 8

Offense

Speed: 12 sq. (Land), 12 sq. (Climb)

Melee: Shield Slam 8k4 (6k4 bludgeoning damage), Brutish

Space: 2x2 | **Reach:** 6

Statistics

STR: 8, **MAG:** —, **END:** 14, **RES:** —, **SRT:** —, **AGI:** 1, **LUK:** 1

Feats: Shield of Valor^B, Scars of Valor, Emblazoned Shield, Shake it Off

Skills: Feats of Strength 8k4+5, Fortitude 14k7+5

Gear: N/A

Language: N/A

Special Abilities: Shield Arms, Deflecting Dodge

Shield Arms: Plate Crabs can use their arms like shields by taking the Raise action. They add half their Shields (Arm) Deflection to one of their body parts this way.

Deflecting Dodge: As part of a Dodge, the Plate Crab can choose to use half their Shields (Arm) instead of their Agility.

Chapter 4: Enemy Powers

Sometimes making a boss more memorable or more challenging extends beyond the standard character customization rules. Adding bonus HP, bonuses to-hit, and bonuses to the various Defenses can only go so far when the group in question can handily deal with the threats placed against them. In addition, a difficult boss can also prove to serve as a climactic end to a story arc or entire campaign. These options presented here are meant to be used by the GM only, and not to be given to players. This is due to a lack of balance present in these choices, and because these choices are meant to strengthen bosses, not regular player characters.

These powers have no prerequisites associated with them in order to be taken, however it is recommended minor bosses only have a handful of these powers if any while major bosses can have this restriction lifted for the purpose of engaging the players more.

Various powers listed have both “Standard” and “Epic” variants to choose from. Standard is made for minor to mid-level bosses while Epic is for high level bosses.

Power Name	Description
Accurate	You are more accurate with your weapon’s attacks.
Always Prepared	Gain an incredible bonus to Initiative.
Anti-Aging	You do not suffer the negative effects of aging.
Avoiding	Gain a bonus to Avoid.
Death’s Touch	Instantly kill with a single, well-placed swipe.
Defensive	Gain a bonus to Defense.
Deific Defenses	Only Legendary Weapons can harm you.
Evasive	Use your quick reflexes to dodge effectively.
Healing Factor	Gain regeneration that isn’t disabled.
Heavy Hitter	You are more damaging with your weapon’s attacks.
Incredible Speed	Gain an incredible amount of move speed.
Incredible Vitality	Gain an incredible amount of starting HP.
Intense Weather Phenomenon	Weather changes in a two mile radius around you.
Land Creation	You can, as a full-round action, summon a landmass.
Mind Link	Control the actions of an opponent.
Ranged Champion	Gain a massive bonus to your range.
Revival	When you’re killed, revive once per month.
Self-Destruct	When you die, explode and harm opponents.
Size Increase	Increase your size by two steps permanently.
Split Initiative	Go twice on the initiative counter.
Stronger Poison	Gain a bonus on poisons used.
Teleportation	Instantly teleport a distance.
Vigorous	Gain a bonus to Bodily Defense.
Weapon Enhancer	The weapons wielded by you are deadly.
Willful	Gain a bonus to Mental Defense.
Zealous Vitality	Unable to be killed by critical hit called shots.

Name: Accurate

Description: Your attack rolls increase their bonuses for each time this power is taken. This power can be taken multiple times, stacking with itself.

Standard: You gain a +1k0 to all attack rolls, and a bonus to the amount of keep dice equal to half the bonus amount of rolled dice granted. (Example: +4k2)

Epic: You gain a +1k1 to all attack rolls, and a flat bonus on attack rolls equal to your level.

Name: Always Prepared

Description: You're ready for combat – no matter the situation.

Standard: You gain a +10 bonus to initiative.

Epic: You gain a +20 bonus to initiative, and any roll below half is considered half instead (treat 1, 2, 3, and 4 as a 5 if they roll as such).

Name: Anti-Aging

Description: You never suffer the negative ramifications of age, and appear as young or as old as you want. You do not die from old age.

Standard: You are permanently considered to be an Adult, no matter how old or young you look, and gain no bonuses or penalties as such.

Epic: You are permanently considered to be an Adult, no matter how old or young you look, and can gain the benefits of being Young or Old (your choice) without taking any of the penalties. Alternatively you can choose to instead gain a +1 bonus to two stats if you do not choose to reap the benefits of being older or younger.

Name: Avoiding

Description: Gain a bonus to Avoid.

Standard: You gain a bonus to Avoid equal to $\frac{1}{2}$ your level + 1 (minimum of 2).

Epic: You gain a bonus to Avoid equal to your level + 2 (minimum of 3).

Name: Death's Touch

Description: You can, with a single attack, kill an enemy of your choosing. This only affects NPCs, and not PCs.

Standard: You must hit the target in order for the attack to kill them. Use an attack roll from one of your weapons/spells in order to do this.

Epic: You do not need to hit the target for the attack to kill them.

Name: Defensive

Description: Gain a bonus to Defense.

Standard: You gain a bonus to Defense equal to $\frac{1}{2}$ your level + 1 (minimum of 2).

Epic: You gain a bonus to Defense equal to your level + 2 (minimum of 3).

Name: Deific Defenses

Description: You are only able to be harmed by specific weapons. Normal weapons deal damage, however upon reaching 0 HP you are knocked unconscious and immediately revive at full HP a round later.

Standard: Only Legendary Weapons, and magic weapons can kill you. Magic weapons are any weapon which has been enchanted with a magical bonus of some sort, a Battlemage using Spellstrike, or other bonuses which may state a weapon is magical.

Epic: Only Legendary Weapons can kill you.

Name: Evasive

Description: You gain a bonus to Dodge checks you make.

Standard: You gain a bonus equal to $\frac{1}{2}$ level on dodge checks made.

Epic: You gain a bonus +0k1 on dodge checks in addition to $+\frac{1}{2}$ level.

Name: Healing Factor

Description: You recover a set amount of hit points over time.

Standard: You have Regeneration 5.

Epic: You have Regeneration 10.

Name: Heavy Hitter

Description: Your damage rolls increase their bonuses for each time this power is taken. This power can be taken multiple times, stacking with itself.

Standard: You gain a +1k0 to all damage rolls, and a bonus to the amount of keep dice equal to half the bonus amount of rolled dice granted. (Example: +4k2)

Epic: You gain a +1k1 to all damage rolls, and a flat bonus on damage rolls equal to your level.

Name: Incredible Speed

Description: You're able to move great distances.

Standard: Gain a bonus to move speed equal to double your Agility plus ½ level.

Epic: Gain a bonus to move speed equal to double Agility plus double level.

Name: Incredible Vitality

Description: You're able to soak up great amounts of damage.

Standard: Gain a bonus to your total amount of HP equal to 3 times your Endurance.

Epic: Gain a bonus to your total amount of HP equal to 5 times your Endurance.

Name: Intense Weather Phenomenon

Description: Within a 2 mile radius around you, the weather grows increasingly more intense. This can be activated and deactivated as a swift.

Standard: Choose one of the following weather conditions: cold weather, darkness, or hot weather.

Epic: In addition to the choices above you can do the following: corrosive atmosphere, toxic atmosphere, blizzard, sandstorm, dust devils, quicksand, psychokinetic phenomenon, smoke, holy/unholy storm, or a vacuum.

Name: Land Creation

Description: You're able to summon landmasses from nowhere.

Standard: You can create islands, continents, dungeons, or kingdoms from scratch.

Epic: You can create planets, suns, planes, and other celestial bodies from scratch.

Name: Mind Link

Description: You're able to mentally dominate an enemy to control their action. This is an attack against their Mental Defense using your level for the attack (level (k) $\frac{1}{2}$ level) and adds either Magic, Smarts, or Luck as a bonus to the roll (whichever is higher).

Standard: This only affects a single enemy at a time, and can only affect them once per day. It lasts for one round per level.

Epic: This can affect multiple enemies (up to $\frac{1}{2}$ your level) at a time once per day for a number of rounds equal to your level, or alternatively can affect a single enemy for one day per level and can be reinstated so long as you maintain concentration.

Name: Ranged Champion

Description: You're able to hit enemies from a great distance away.

Standard: Gain a bonus to your attack range equal to double Agility + level.

Epic: You can use any ranged or thrown weapon at any range, so long as you have line of sight.

Name: Revival

Description: You can revive after being slain.

Standard: Once per month after being slain you can revive from the dead. In order to be permanently slain you must be killed after this revival has taken place. If your body was previously destroyed, a new one is created in a random safe location.

Epic: Once per month after being slain you can revive from the dead. In order to be permanently slain you must be killed by a certain object, spell, or Legendary Weapon. If you possess the Deific Defenses Enemy Power, it must be a Legendary Weapon.

Name: Self Destruct

Description: After being slain you can make one last hurrah against enemies around you. This attack is made using your level (level (k) $\frac{1}{2}$ level) and adds Endurance as a bonus to hit.

Standard: You explode into gore and viscera in a 12 square radius, making an attack against the Avoid of all enemies. This deals 50 damage (before applying Soak).

Epic: You explode into gore and viscera in a 24 square radius, making an attack against the Avoid of all enemies. This deals 80 damage (before applying Soak).

Name: Size Increase

Description: You permanently increase your size. This affects Soak, and other bonuses.

Standard: Increase Size permanently by 2. Alternatively you can increase Size by 1 while increasing Soak by another 1.

Epic: Increase Size permanently by 4. Alternatively, you can increase Size by 2 while increasing Soak by another 2.

Name: Split Initiative

Description: You are of two minds, and able to act twice in combat.

Standard: You act twice in initiative, your second initiative at a -10 result.

Epic: You act twice in initiative, taking no penalty to your second initiative.

Name: Stronger Poison

Description: Your poison is incredibly lethal. This power can be taken multiple times, stacking with itself.

Standard: You gain a +1k0 to all poison attack rolls, and a bonus to the amount of keep dice equal to half the bonus amount of rolled dice granted. (Example: +4k2)

Epic: You gain a +1k1 to all poison attack and damage rolls.

Name: Teleportation

Description: You can teleport on a whim, doing so as a move action.

Standard: You can teleport a number of miles equal to your Agility.

Epic: You can teleport a number of miles equal to double Agility. In addition to this, you can teleport anywhere within the same galaxy once per day.

Name: Vigorous

Description: Gain a bonus to Bodily Defense.

Standard: You gain a bonus to Bodily Defense equal to $\frac{1}{2}$ your level + 1 (minimum of 2).

Epic: You gain a bonus to Bodily Defense equal to your level + 2 (minimum of 3).

Name: Weapon Enhancer

Description: Weapons you wield increase in their usefulness and deadliness.

Standard: Weapons you wield gain a +2k1 bonus to damage, a +2 bonus to Penetration, and Brutish or Finesse (your choice).

Epic: Weapons you wield gain a +4k2 bonus to damage, a +4 bonus to Penetration, and Brutish, Finesse, Savage, or Powerful (your choice).

Name: Willful

Description: Gain a bonus to Mental Defense.

Standard: You gain a bonus to Mental Defense equal to $\frac{1}{2}$ your level + 1 (minimum of 2).

Epic: You gain a bonus to Mental Defense equal to your level + 2 (minimum of 3).

Name: Zealous Vitality

Description: You're trained to ignore the effects of called shots.

Standard: You are immune to the critical effects of called shots. In addition to this, you can once per day ignore the penalties from a single called shot's regular effect.

Epic: You're immune to called shots.

Chapter 5: Hazards

Hazards are a catch-all term for various things which may come up in a game to assault a character. These come in many forms, all of which will be covered in this section.

- **Poisons:** Already present in the rules for *The Fade Tabletop*, poisons are used by characters, creatures, and traps to weaken their foes.
- **Disease:** Diseases are similar to poisons, except they're viruses that people catch. Biological warfare sometimes spreads these horrible diseases.
- **Drugs:** Similar to poisons, except people *willingly* take some drugs in order to benefit from their effects or simply to escape their mind.
- **Traps:** Mechanical and magical traps laid out to catch unwary foes off-guard and to catch them in their "snare".

Poisons, Diseases, and Drugs go against Bodily Defense typically. Traps typically go against Defense or Avoid. Horrors typically go against Mental Defense.

Poisons

Poisons are one-time use extracts which can be poured onto a weapon (a move action) as a means to apply its effects onto an attack. The attack against Bodily Defense is defined within the Poison's description.

Name	Price	Vs. BD
Bone Rot	600 G	4k4
Coolington's Brew	900 G	4k3
Demon Bile	850 G	6k3
Demon Rabies	400 G	4k4
Doom Lily Pollen	750 G	4k3
Dream Venom	600 G	5k3
Dwarven Moonshine	600 G	5k3
Elven Absinthe	750 G	4k4
Magebane	500 G	6k4
Magma Blood Pollen	950 G	4k4
Mind Render	800 G	5k4*
Nightmare Vapor	1,000 G	6k3*
Orc War Grog	900 G	4k4
Rainbow Venom	800 G	6k4
Reason Bane	650 G	4k4
Shadowdust	600 G	4k4
Slaying Powder	5,000 G	6k6
T080E	2,500 G	5k3
Witch's Bane	1,300 G	6k4

Name: Bone Rot

Price: 600 G | Injury | 4k4 vs. Bodily Defense

Description: On a successful hit, the opponent takes 1 point of damage (bypassing Soak) and causes them to become staggered for 1d5+2 rounds.

Name: Coolington's Brew

Price: 900 G | Ingested | 4k3 vs. Bodily Defense

Description: This poison must be ingested for its effects to take place. Once taken, you receive a -2 Smarts and have a 50% chance to lose your turn due to speaking in unintelligible jokes and memes. This lasts for 1d5 rounds. Goblins are immune to the -2 to Smarts.

Name: Demon Bile

Price: 850 G | Injury | 6k3 vs. Mental Defense

Description: When struck by a weapon coated in this poison, you have an attack made against Mental Defense and on a successful hit you resort to attacking allies within line of sight for 1d10 rounds. If you cannot attack allies (or refuse) you instead take a -1 to Endurance for each round.

Name: Doom Lily Pollen

Price: 750 G | Ingest | 4k3 vs. Bodily Defense

Description: For 1d5 rounds, you are sickened.

Name: Dream Venom

Price: 600 G | Ingest | 5k3 vs. Mental Defense

Description: For 1d5 rounds, you fall asleep.

Name: Dwarven Moonshine

Price: 600 G | Ingest | 5k3 vs. Bodily Defense

Description: For 1d5 rounds, you are blind.

Name: Elven Absinthe

Price: 750 G | Ingest | 4k4 vs. Mental Defense

Description: For 1d5 rounds, you are confused.

Name: Magebane

Price: 500 G | Injury | 6k4 vs. Bodily Defense

Description: This poison deals 1 point of Magic and Resistance damage per round it remains within the user's bloodstream. This poison lasts 1d5+1 rounds.

Name: Magma Blood Pollen

Price: 950 G | Injury | 4k4 vs. Bodily Defense

Description: You deal 1 point of fire damage with your weapon if it hits (this bypasses Soak). This lasts for 1d10 rounds.

Name: Mind Render

Price: 800 G | Injury | 5k4 vs. Mental Defense

Description: Upon being hit by this poison, you take 1 point of Magic and Smarts damage for 1 hour.

Name: Nightmare Vapor

Price: 1,000 G | Ingest | 6k3 vs. Mental Defense

Description: Upon being hit by this poison, you have Post-Traumatic Stress Disorder for 1d5+1 minutes.

Name: Orc War Grog

Price: 900 G | Ingest | 4k4 vs. Bodily Defense

Description: You gain a +2 bonus to Strength, and a -2 to Resistance, Smarts, and Luck. This lasts for 1d10 rounds.

Name: Reason Bane

Price: 600 G | Injury | 4k4 vs. Mental Defense

Description: For 1d5 rounds, you take 1 point of sanity damage.

Name: Shadowdust

Price: 600 G | Injury | 4k4 vs. Bodily Defense

Description: For 1d10 rounds you deal 1 point of unholy damage with a weapon (bypasses Soak).

Name: Slaying Powder

Price: 5,000 G | Ingest | 6k6 vs. Bodily Defense

Description: This poison deals 1d5 damage to Endurance per round it remains within the bloodstream. This poison lasts for 1d10+2 rounds.

Name: T080E

Price: 2,500 G | Injury | 5k3 vs. Bodily Defense

Description: On a successful hit, the target is confused and nauseated for 1d5+1 rounds.

Name: Witch's Bane

Price: 1,300 G | Injury | 6k4 vs. Bodily Defense

Description: On a successful hit, the opponent cannot cast spells for 1d5+1 rounds.

Diseases

Diseases affect a user for days on end, and have progressively worsening effects. These are laid out like poisons, except a duration is included as well as a mortality rate.

Name	Vs. BD	Duration	Mortality
Bubonic Plague	7k4	10 days	High
Cholera	6k3	3 days	Moderate
Dysentery	4k3	6 days	Low
Leprosy	6k4	8 weeks	Low
Malaria	6k4	3 days	Moderate
Rabies	5k4	12 weeks	Moderate
Tuberculosis	6k4	4 days	Moderate

Name: Bubonic Plague

Injury or Inhaled | 7k4 vs. Bodily Defense | 10 Days | High Mortality

Description: While afflicted the character takes 1 point of Endurance and Agility damage, and they're fatigued. Unless cured these symptoms will occur for 10 days. Roll 1d10 and the result is the day which the disease will intensify. When intensified it deals 4 Endurance damage instead.

Name: Cholera

Injury or Ingested | 6k3 vs. Bodily Defense | 4 Days | Moderate Mortality

Description: While afflicted the character takes 1 point of Endurance damage and is fatigued until cured.

Name: Dysentery

Contact or Injury | 7k4 vs. Bodily Defense | 6 Days | Low Mortality

Description: While afflicted the character takes 2 points of damage per day, and is fatigued and staggered. This damage doesn't heal naturally, and thus medical treatment or magic must be used.

Name: Leprosy

Contact, Inhaled, or Injury | 6k4 vs. Bodily Defense | 8 Weeks | Low Mortality

Description: While afflicted the character may not recognize they are afflicted for years. Any effects which may cause the character fatigue gain an increased +2k2 to their check to afflict them. If the effect fatigues them, the character will remain fatigued until their leprosy is cured. In addition to this, roll a 1d100. There is a 25% chance the afflicted character is blind due to the disease. The character receives a permanent -5 to Persuasion/Deception unless magically cured of Leprosy.

Name: Malaria

Injury | 6k4 vs. Bodily Defense | 3 Days | Moderate Mortality

Description: While afflicted the character takes 1 point of Strength damage, and a consecutive -1 penalty to Deception/Persuasion checks until cured of the disease.

Name: Rabies

Injury | 5k4 vs. Bodily Defense | 12 Weeks | Moderate Mortality

Description: While afflicted the character takes 1 point of Endurance damage, and the greater effect of *Confusion* (insanity) except it's a 75% chance of attacking people.**Name:** Tuberculosis

Inhaled | 6k4 vs. Bodily Defense | 4 Days | Moderate Mortality

Description: While afflicted the character takes 1 point of Strength and Endurance damage.

Drugs

Drugs are often taken by individuals in order to produce various highs, to feel good, and sometimes for battle.

Addiction occurs when a character's body begins to crave the substance taken, and cannot go on without it. This usually manifests in withdrawals when not using the substance. The number represents how many doses must be taken to become addicted, if Endurance is lower use Endurance instead. **Withdrawals deal a -2k0 penalty to all the character's checks.**

Characters who take more doses past the Overdose Threshold, another attack is made against their Bodily Defense using the drug's original attack roll +2k2, and on a successful hit they die of an overdose.

The drug's attack roll is only necessary if a character is forced to take a drug unwillingly. Sometimes it is employed against negative effects that may take place. Being immune to poison makes you immune to the effects of drugs.

Name	Price	Vs. BD	Duration	AT	OT
Alcohol	5 G	5k4	1 hour	4	END+1
Alprazolam	15 G	7k5	1 hour	2	END
Amphetamine	30 G	6k4	3 hours	5	END
Caffeine	2 G	6k3	1 hour	5	END+4
Cocaine	45 G	8k5	1 hour	3	END/2
DMT	60 G	8k5	½ hour	—	END+2*
Heroin	80 G	10k5	½ hour	2	END/2
Ketamine	35 G	6k4	½ hour	5	END+1
Kratom	5 G	6k3	1 hour	4	END/2*
LSD	40 G	6k4	3 hours	—	END+2*
Marijuana	10 G	5k4	1 hour	9	END+2*
MDMA	35 G	6k4	2 hours	5	END

* = This substance does not kill you upon an overdose, and has a different effect.

Name: Alcohol

GP: 5 G | 5k4 vs. Bodily Defense | 1 hour | AT: 4 | OT: END+1

Description: One of the most commonly taken substances, alcohol is sold in most places and is drunk socially. Alcohol is known to make users abandon some of their inhibitions, however this impairs other mental and motor skills. Characters who drink alcohol cause 10s to explode on their Persuasion and Deception checks, however they take a -1k0 to Strength, Endurance, Agility, and Smarts checks (including attack rolls).

Taking additional doses of alcohol adds +2 to Persuasion/Deception checks, and adds another -1k0 to STR, END, AGI, and SRT checks.

Name: Alprazolam

GP: 15 G | 7k5 vs. Bodily Defense | 1 hour | AT: 2 | OT: END

Description: A benzodiazepine used to ease anxiety and panicking. Characters under the effects of alprazolam are immune to non-magical fear effects, and receive a +2 to Mental Defense against magical fear effects. However on a successful hit against the target's Bodily Defense the character is staggered.

Taking additional doses of alprazolam adds +2 to Mental Defense against magical fear effects, and additional hits vs. Bodily Defense deal a -1 square to all move speeds.

Name: Amphetamine

GP: 250 G | 6k4 vs. Bodily Defense | 3 hour | AT: 5 | OT: END

Description: Amphetamines (also known as speed), is a stimulant used to help those with ADHD and also to generally enhance wakefulness and focus. Characters under the effects of amphetamines are immune to non-magical fatigue and similar effects, and receive a +2 to Mental and Bodily Defense against magical fatigue/fatigue-like effects. After the effects wear off, the character is fatigued and staggered for 1d5+1 hours.

Taking additional doses of amphetamine adds +2 to Mental/Bodily Defense against magical fatigue/fatigue-like effects. The after effects progress to exhaustion the second time, and for the third time the duration increases to 1d10+1 hours. Every time thereafter the duration increases by 1 hour.

Name: Caffeine

GP: 2 G | 6k3 vs. Bodily Defense | 1 hour | AT: 5 | OT: END+4

Description: Caffeine is one of the most commonly available and taken substances, even more-so than alcohol. It stimulates those taking it, but is much weaker than other more illicit substances. Characters under the effects of caffeine receive a +2 to Bodily Defense against fatigue effects.

Taking additional doses of caffeine adds +2 to Bodily Defense against fatigue effects. However, taking additional doses results in a -2 to Smarts-related checks for each time a dose is taken past the first.

Name: Cocaine

GP: 45 G | 8k5 vs. Bodily Defense | 1 hour | AT: 3 | OT: END/2

Description: Cocaine is a stimulant which increases the user's heart rate, numb pain, and also increase a user's mental and physical activity. Characters under the effects of cocaine receive a +2 to land speed and Agility-based checks (including attack and damage). However on a successful hit against Bodily Defense the character also takes a -2 to Deception and Persuasion checks as well as a -2 to Mental Defense against fear effects.

Taking additional doses of cocaine adds a +2 to land speed and Agility-based checks, however the penalty to Deception/Persuasion and Mental Defense also increase by -2 each time.

Name: DMT

GP: 60 G | 8k5 vs. Bodily Defense | ½ hour | AT: — | OT: END+2

Description: Dimethyltryptamine (also known as DMT) is a psychedelic which occurs naturally, and is viewed as one of the most intense psychedelics one can get their hands on. Characters under the effects of DMT receive a +5 bonus on all Magic-based checks (including attack and damage) due to the drug linking their spirit with the innate spiritual energy binding them. However, after the duration ends the character is exhausted.

Taking additional doses of DMT renews the effect (but doesn't stack with itself) and negates the exhaustion. Characters cannot die from a DMT overdose, however overdosing causes the character to be plagued by *Hallucinations* as per the mental illness.

Name: Heroin

GP: 60 G | 10k5 vs. Bodily Defense | ½ hour | AT: 2 | OT: END/2

Description: Heroin is a powerful opiate substance with prominent relaxing and sedative effects. Characters under the effects of heroin receive a +5 to Mental Defense for the duration, however the character is exhausted and nauseated after the duration.

Taking additional doses of Heroin increases the bonus by another +5, however the character also takes 2 points of damage (bypassing Soak) each time.

Name: Ketamine

GP: 35 G | 6k4 vs. Bodily Defense | ½ hour | AT: 5 | OT: END+1

Description: Ketamine is a dissociative that causes intense hallucinations. Characters under the effects of ketamine receive a +2 to Mental Defense, however they are affected by the *Hallucinations* mental disorder for the duration of the drug.

Taking additional doses of Ketamine increases the bonus by another +2, however the *Hallucinations* last an additional 1 minute for each additional dose.

Name: Kratom

GP: 5 G | 6k3 vs. Bodily Defense | 1 hour | AT: 4 | OT: END/2

Description: Kratom is a depressant which has effects similar to that of an opioid, killing pain and relieving stress. Characters under the effects of kratom receive a +2 to Bodily Defense and is cured of any effects which list “pain” within them. If the character’s Bodily Defense is hit (do not apply the bonus from kratom to the attack roll from kratom) they are sickened after the duration for 1 minute.

Taking additional doses of Kratom increases the bonus by another +2, however the attack roll from kratom receives a +2k2 for every additional dose, and on a successful hit the character is instead nauseated for 1 hour after the duration. If it doesn’t hit, they are instead sickened after the duration for 1 minute. **Overdose on Kratom causes you to be nauseated for 1 day.**

Name: LSD

GP: 40 G | 6k4 vs. Bodily Defense | 3 hours | AT: — | OT: END+2

Description: LSD is a popular psychoactive substance popular among creative and spiritual individuals. Characters under the effects of LSD receive a +5 bonus to Artisan checks, Spellcraft checks made to craft, and divine characters receive a +2 to rolls related to their divine magic (such as attack and damage). Afterwards characters are fatigued for 1 day.

Taking additional doses of LSD resets the duration, and the after effect is instead being nauseated for 1 day. Additional doses beyond the first re-dose do not increase the duration of the nausea. **Overdose on LSD knocks you unconscious for 1 minute.**

Name: Marijuana

GP: 10 G | 5k4 vs. Bodily Defense | 1 hour | AT: 9 | OT: END+2

Description: Marijuana is a popular psychedelic, its usage rivaling alcohol for its popularity. Characters under the effects of marijuana receive a +2 to Mental Defense against fear effects. Afterwards characters take a -1 to all checks for 1d5+1 rounds.

Taking additional doses of Marijuana increases the bonus by 2 each time, and the after effects increase the penalty by 1 and the time by 2. **Overdose on Marijuana knocks you unconscious for 1 minute.**

Name: MDMA

GP: 35 G | 6k4 vs. Bodily Defense | 2 hours | AT: 5 | OT: END

Description: MDMA is a popular party drug also known as “ecstasy”. Characters under the effects of MDMA receive a +2 on all checks made. Afterwards characters take a -2 to all checks for 1 hour.

Taking additional doses of MDMA increases the bonus by 1 each time, and the after effects increase the penalty by 1 and the time by 1 additional hour.

Traps

Whether designed through magic or mechanical means, traps are means of staving off intruders, kidnapping animals or other live prey, or warding off would-be trespassers and intimidating them into giving up on any sort of infiltration.

Traps come in two types, *Mechanical* and *Magical*, as specified in their description. In addition to this, traps have a Stealth DC in order to be disabled and a Feats of Strength DC if it can be broken through brute force (like a rope around one's ankles).

Attacking traps with a weapon should be counted as a Feats of Strength for the purpose of the DC (though not the attack roll as this goes off of the weapon).

Name	Price	Attack	Stealth DC	Feats of Strength DC
Arrow Barrage	250 G	6k4	25	—
Giant Boulder	2,500 G	6k4	23	—
Pit Trap	500 G	4k4	14	—
Pit Trap, Spiked	1,500 G	4k4	14	—
Bear Trap	2 G	5k4	25	26
Wall Saw	2,000 G	8k6	26	29
Automated Turret	4,000 G	6k4	26	25
Laser Grid	4,000 G	8k6	30	—
Ion Pulse	4,000 G	8k6	30	—
Energy Pillar	6,000 G	6k6	32	—
Trespassers Smite	6,000 G	6k6	32	—
Mind Rending	6,000 G	6k6	32	—
Sending Rune	6,000 G	6k6	32	—
Call Guardian	6,000 G	—	32	—
Nightmare Visions	6,000 G	6k6	32	—
Intruder Tendrils	6,000 G	6k6	32	—

Name: Arrow Barrage

Price: 250 G | **Attack:** 6k4 vs. Avoid | **Stealth DC:** 25 | **Feats of Strength DC:** —

Description: On a successful hit the arrow barrage deals 6k4 points of piercing damage in an 8 square line (half damage on a miss). If these arrows are poisoned, the poison doesn't take effect on a missed attack.

Name: Giant Boulder

Price: 2,500 G | **Attack:** 6k4 vs. Avoid | **Stealth DC:** 23 | **Feats of Strength DC:** —

Description: On a successful hit the giant boulder deals 10k6 points of bludgeoning damage and subsequently makes an Overrun attempt if it hits. This overrun attempt is made at a 16k10 vs. Avoid.

Name: Pit Trap

Price: 500 G | **Attack:** 4k4 vs. Avoid | **Stealth DC:** 14 | **Feats of Strength DC:** —

Description: On a successful hit the character falls into the pit trap, falling 4 squares and taking 2k1 points of bludgeoning damage. Deeper pits can exist, dealing more damage.

Name: Pit Trap, Spiked

Price: 1,500 G | **Attack:** 4k4 vs. Avoid | **Stealth DC:** 14 | **Feats of Strength DC:** —

Description: On a successful hit the character falls into the pit trap, falling 4 squares and taking 6k4 points of piercing damage due to the spikes below. Spiked pits do not rely on the fall dealing damage, and instead rely on the target being impaled.

Name: Bear Trap

Price: 2 G | **Attack:** 5k4 vs. Avoid | **Stealth DC:** 25 | **Feats of Strength DC:** 26

Description: On a successful hit the character takes 4k4 points of piercing damage and their speed is halved (if they are Size 6 or smaller). If a character is caught in two bear traps at once, they are immobilized.

Name: Wall Saw

Price: 2,000 G | **Attack:** 8k6 vs. Avoid | **Stealth DC:** 26 | **Feats of Strength DC:** 29

Description: On a successful hit the character takes 8k6 points of slashing damage and for 5 rounds thereafter will take 1 bleed damage.

Name: Automated Turret

Price: 4,000 G | **Attack:** 6k4 vs. Avoid | **Stealth DC:** 26 | **Feats of Strength DC:** 25

Description: On a successful hit the character takes 7k5 points of fire damage, this has a range of 20 squares.

Name: Laser Grid

Price: 4,000 G | **Attack:** 8k6 vs. Avoid | **Stealth DC:** 30 | **Feats of Strength DC:** —

Description: On a successful hit the character takes 6k6 points of fire damage (halved on a miss).

Name: Ion Pulse

Price: 4,000 G | **Attack:** 8k6 vs. Avoid | **Stealth DC:** 30 | **Feats of Strength DC:** —

Description: On a successful hit the character takes 6k6 points of electricity damage (halved on a miss). This only affects characters with cybernetics, robots, androids, and other machinery which would be affected by **Ion Damage**.

Name: Energy Pillar

Price: 6,000 G | **Attack:** 6k6 vs. Avoid | **Stealth DC:** 32 | **Feats of Strength DC:** —

Description: On a successful hit the character takes 6k4 points of energy damage of any arcane element (halved on a miss).

Name: Trespassers Smite

Price: 6,000 G | **Attack:** 6k6 vs. Avoid | **Stealth DC:** 32 | **Feats of Strength DC:** —

Description: On a successful hit the character takes 6k4 points of energy damage of any divine element (halved on a miss).

Name: Mind Rending

Price: 6,000 G | **Attack:** 6k6 vs. Avoid | **Stealth DC:** 32 | **Feats of Strength DC:** —

Description: On a successful hit the character takes 6k4 points of psychokinetic damage (halved on a miss).

Name: Sending Rune

Price: 6,000 G | **Attack:** 6k6 vs. Avoid | **Stealth DC:** 32 | **Feats of Strength DC:** —

Description: On a successful hit the character is teleported to another location, designated when the rune is created. This location cannot be on another planet or occupy a solid space.

Name: Call Guardian

Price: 6,000 G | **Attack:** — | **Stealth DC:** 32 | **Feats of Strength DC:** —

Description: When the square this trap is placed on is stepped upon, a creature is summoned to attack the intruder(s) as per the *Summon Being* spell. This spell lasts until the creature is destroyed, the intruders retreat, or the intruders are slain.

Name: Nightmare Vision

Price: 6,000 G | **Attack:** 6k6 vs. Mental Defense | **Stealth DC:** 32 | **Feats of Strength DC:** —

Description: On a successful hit the character takes 6 points of sanity damage.

Name: Intruder Tendrils

Price: 6,000 G | **Attack:** 6k6 vs. Avoid | **Stealth DC:** 32 | **Feats of Strength DC:** —

Description: On a successful hit the character is unable to move (however they are not paralyzed).

Chapter 6: Alternate and Add-On Rules

The following rules being presented change the way the game is interacted with, or are add-ons which can be applied to games as a means to enhance preexisting rules.

Removing Magic (Alternate)

Magic is one of the very core aspects of *The Fade Tabletop*, however some areas may exist in “magical dead zones” such as within the Milky Way, and some fringe areas of Morta IV have been afflicted with it on a much smaller scale. Within these zones, magic doesn’t function and magical abilities become muted.

In games where the players start off on a planet which has magical restriction, MAG and RES cannot be upgraded through character creation, and thus the point buy is only 10 instead of 15. Species bonuses and level advancements can still be invested into MAG and RES.

Mage, Chaplain, Battlemage, Technomancer, Evoker, Alchemist, and Druid characters do not exist on planets without magic, as their connection to the classes is cut off. If an archetype would replace the spellcasting (or Blast in the case of the Evoker) of one of these classes, the class becomes playable. Class abilities (such as a Crusader’s Divine Gift) and archetypes which add Spellcasting cannot be selected.

Characters who are not originally from areas where magic cannot function yet arrive in one (willingly or unwillingly) find that their magic refuses to work and any supernatural power they once commanded is now gone. Their MAG and RES remain unaffected however spells and alternative forms of MP cannot be used. Even attempting to use Spellcraft to cast a “0th level spell” fails, no matter the DC of the check.

Magic items cease to function in these domains, becoming mundane versions of their typical magical selves. Species abilities that only affect the character themselves (for example, a Werewolf transforming, a spirit’s ability to float, and other things similar to this) remain unaffected, however some abilities may be harder to activate than others. If the GM wishes to make it difficult, they can impose a DC 15 check using $(\text{Level} + 1/2 \text{ Magic})$ k $(1/2 \text{ Level} + 1/4 \text{ Magic})$.

Subspecies Variants (Add-On)

Sometimes certain species grow accustomed to certain exotic environments - either through magic or natural means. This can alter how a species functions, and alters their abilities. This is especially prominent on planets with multiple biomes, yet is chiefly inhabited by a single species. Some of

These species variants come in the following forms:

- Aquatic
- Arctic
- Desert
- Jungle
- Mountain
- Swamp

Aquatic

All aquatic species are able to survive and breathe on both land and sea. Aquatic creatures are immune to water damage, and have Ice Resistance 5.

Aquatic Dwarf

- +1 to Strength and Smarts
- 4 sq. Land (Unaffected by armor), 4 sq. Swim (Unaffected by armor)
- **Size: 3**
- **Strong Swimmer:** Do not apply Armor Penalty on Acrobatics made to Swim.
- **Underwater Combatant:** While swimming, Aquatic Dwarves gain a +1 to-hit/damage.
- Native Language and Dwarven

Aquatic Elf

- +1 to Magic and Agility
- 6 sq. Land, 6 sq. Swim
- **Size: 4**
- **Water Mastery:** Gain a +1 to attack and damage on water and ice based attacks.
- **Water Touch:** While in a body of water, Aquatic Elves can take two Step actions.
- Native Language and Elven

Aquatic Orc

- +1 to Strength and Endurance
- 6 sq. Land, 6 sq. Swim
- **Size: 4**
- **Water Blast:** Once per encounter the Aquatic Orc can spit a gout of water. This attack deals 1k1 damage, 6 square range, and adds Endurance to-hit and damage as if it's Magic.
- **Thick Hide:** Aquatic Orcs have a +2 to Bodily Defense.
- Native Language and Orcish

Aquatic Gnomes

- +1 to Agility and Resistance
- 4 sq. Land, 4 sq. Swim
- **Size:** 2
- **Magic Ancestry:** Aquatic Gnomes gain a +4 to MP (if they have any). If not, the Aquatic Gnome receives a +2 to all Defenses against spells.
- **Aquatic Deftness:** Aquatic Gnomes reroll 1s on Acrobatics checks.
- Native Language and Gnomish

Aquatic Goblins

- +1 to Endurance and Agility
- 4 sq. Land, 6 sq. Swim
- **Size:** 2
- **Heir of the Sea:** Aquatic Goblins do not provoke attacks of opportunity while swimming.
- **Adept Thieves:** Aquatic Goblins receive a +2 on Stealth checks, and on Stealth checks 10s explode. *Skill Mastery* instead upgrades this to 9s and 10s, but only for Stealth.
- Native Language and Goblin

Aquatic Halflings

- +2 to Luck
- 4 sq. Land, 4 sq. Swim
- **Size:** 2
- **Chilling Presence:** Persuasion checks explode on 10s. *Skill Mastery* instead upgrades this to 9s and 10s for Persuasion.
- **Allied Dodge:** When adjacent to an ally and your dodge check fails, once per encounter you can instead force the damage onto the ally.
- Native Language and Halfling

Arctic

All aquatic species are immune to ice damage, and are immune to extreme cold temperatures. In addition to this, snowy terrains is never difficult terrain.

Arctic Dwarf

- +1 to Strength and Endurance
- 4 sq. Land (Unaffected by armor)
- **Size:** 4
- **Arctic Skill:** Arctic Dwarves gain a +1k0 to all skill checks while it's snowing.
- **Hustler:** Arctic Dwarves receive a +5 bonus on Fortitude checks, and gain a +2 bonus to their HP.
- Native Language and Dwarven

Arctic Elf

- +1 to Smarts and Agility
- 6 sq. Land
- **Size: 4**
- **Blizzard Step:** If the Arctic Elf moves at half their speed or more, they gain a +2 Defense and Avoid.
- **Chill Touch:** While wielding a metal weapon or using unarmed strikes, Arctic Elves can deal either the weapon's damage or ice damage.
- Native Language and Elven

Arctic Orc

- +2 to Endurance
- 6 sq. Land
- **Size: 4**
- **Frost Rage:** When an Arctic Orc is below their maximum HP, they gain +2 to all Defenses, and +1 to attack and damage.
- **Blubber:** Arctic Orcs have a Natural Deflection of 2 to all body parts.
- Native Language and Orcish

Arctic Gnomes

- +2 to Luck
- 4 sq. Land
- **Size: 2**
- **Weapon Crafter:** Arctic Gnomes gain a +4 to Artisan (Weapons) checks.
- **Arctic Blending:** Arctic Gnomes reroll 1s on Stealth checks.
- Native Language and Gnomish

Arctic Goblins

- +1 to Endurance and Smarts
- 6 sq. Land
- **Size: 2**
- **Starlight Strike:** Arctic Goblins count enemies as being flanked while in the dark.
- **Deft Dodge:** Arctic Goblins add +2 to Dodge and Parry attempts.
- Native Language and Goblin

Arctic Halflings

- +2 to Endurance
- 4 sq. Land
- **Size: 3**
- **Small and Hardy:** Arctic Halflings receive +5 HP at 1st level.
- **Resistant:** Arctic Halflings receive a +2 to Bodily Defense, and double this bonus against poisons and diseases.
- Native Language and Halfling

Desert

All desert species are immune to extreme hot temperatures. In addition to this, desert terrains are never difficult terrain.

Desert Dwarf

- +1 to Endurance and Agility
- 4 sq. Land (Unaffected by armor)
- **Size:** 3
- **Dry Acclimation:** Desert Dwarves can go 1 day + 3 days per Endurance without water.
- **Dune Walker:** Desert Dwarves count their speed as 2 higher in Desert environments.
- Native Language and Dwarven

Desert Elf

- +2 to Agility
- 8 sq. Land
- **Size:** 3
- **Whirling Dervish:** Desert Elves treat Scimitars as *Finesse* weapons.
- **Desert Acrobat:** Desert Elves reroll 1s on all Acrobatics checks while in the desert.
- Native Language and Elven

Desert Orc

- +2 to Strength
- 6 sq. Land
- **Size:** 4
- **Chosen of Doran:** Desert Orcs treat their reach as 1 square longer.
- **Big Grip:** Desert Orcs can wield two-handed weapons in one hand with no penalty.
- Native Language and Orcish

Desert Gnomes

- +2 to Smarts
- 6 sq. Land
- **Size:** 2
- **Well-Learned:** Desert Gnomes add 1 to their class' base Skill Ranks at first level.
- **Swindler:** Desert Gnomes reroll 1s on Deception and Persuasion checks.
- Native Language and Gnomish

Desert Goblins

- +1 to Endurance and Agility
- 6 sq. Land
- **Size:** 2
- **Savage Strike:** All attacks from Desert Goblins treat their PEN as 1 higher.
- **Feral Bite:** Desert Goblins possess a 3k2 bite attack that has 2 Penetration. This doesn't include the bonus to PEN from Savage Strike.
- Native Language and Goblin

Desert Halflings

- +1 to Strength and Luck
- 4 sq. Land
- **Size: 2**
- **Always Ready:** Desert Halflings receive a +2 to Initiative checks.
- **Snatchers:** Desert Halflings receive *Snatching Technique* as a bonus feat without needing to meet the prerequisites.
- Native Language and Halfling

Jungle

All jungle species never treat jungle terrains as difficult terrain.

Jungle Dwarf

- +2 to Agility
- 4 sq. Land (Unaffected by armor), 4 sq. Climb (Unaffected by armor)
- **Size: 4**
- **Jaunt Back:** Once per encounter as an immediate action take two Step actions.
- **Second Wind:** Jungle Dwarves receive the *Second Wind* feat as a bonus feat.
- Native Language and Dwarven

Jungle Elf

- +1 to Agility and Luck
- 6 sq. Land
- **Size: 4**
- **Bygone Student:** Jungle Elves receive a +2 on all Knowledge checks.
- **Altered Mind:** Once per day the Jungle Elf can ignore up to 5 points of sanity damage from an attack that would hit them.
- Native Language and Elven

Jungle Orc

- +2 to Strength
- 4 sq. Land
- **Size: 5**
- **Bestial Arms:** Jungle Orcs receive two 2k2 claw attacks.
- **Barrel Chest:** Jungle Orcs have 2 Natural Deflection to the body.
- Native Language and Orcish

Jungle Gnomes

- +2 to Magic
- 6 sq. Land
- **Size: 3**
- **Natural Power:** Jungle Gnomes receive a single 1st level Nature spell. This spell can be cast once per day.
- **Remove Blight:** Jungle Gnomes can spend a full-round action to remove a poison or disease afflicting an ally once per day.
- Native Language and Gnomish

Jungle Goblins

- +1 to Magic and Agility
- 6 sq. Land, 8 sq. Climb
- **Size: 2**
- **Savage Fire:** Jungle Goblins deal +1k1 points of damage on fire attacks with non-technological weapons.
- **Bouncy:** Jungle Goblins do not take fall damage.
- Native Language and Goblin

Jungle Halflings

- +2 to Agility
- 6 sq. Land
- **Size: 2**
- **Poisonous Adept:** Jungle Halflings receive a +2 on poison attack rolls.
- **Poisonous Resistance:** Jungle Halflings gain a +4 to Bodily Defense.
- Native Language and Halfling

Mountain

All mountain species never treat mountainous terrains as difficult terrain.

Mountain Dwarf (aka Deep Dwarves)

- +2 to Endurance
- 6 sq. Land (Unaffected by armor)
- **Size: 5**
- **Smash Earth:** When faced with a solid barrier, once per encounter destroy it.
- **Overhand Heft:** Mountain Dwarves gain a +0k1 on Strength-based attack rolls.
- Native Language and Dwarven

Mountain Elf

- +1 to Agility and Endurance
- 6 sq. Land, 4 sq. Climb
- **Size: 4**
- **Deep Contemplation:** Once per day meditate for 1 round and regain 8 MP.
- **Sturdy:** Mountain Elves receive a +2 to Defense.
- Native Language and Elven

Mountain Orc

- +1 to Strength and Endurance
- 4 sq. Land
- **Size: 5**
- **Break Down:** On sunder checks, Mountain Orcs add their level to damage.
- **Shatter:** Mountain Orcs receive *Ground Shatter* as a bonus feat.
- Native Language and Orcish

Mountain Gnomes

- +1 to Magic and Resistance
- 4 sq. Land
- **Size: 2**
- **Earth Affinity:** Mountain Gnomes receive a +2 on Earth and Acid attack and damage rolls.
- **Earthen Blade:** Once per encounter a Mountain Gnome can use the *Energy Sword* spell. This can only create a sword that deals either Earth or Acid damage.
- Native Language and Gnomish

Mountain Goblins

- +1 to Endurance and Agility
- 6 sq. Land
- **Size: 2**
- **Earth Blending:** Mountain Goblins receive a +10 on Stealth while in a mountain terrain.
- **Devour Minerals:** Once per day a Mountain Goblin can eat a rock to heal 4 HP.
- Native Language and Goblin

Mountain Halflings

- +2 to Strength
- 4 sq. Land
- **Size: 2**
- **Earthen Deflection:** Mountain Halflings add 1/2 Endurance on Parry checks.
- **Warrior's Spirit:** Mountain Halflings gain a +2 to Mental Defense.
- Native Language and Halfling

Swamp

All swamp species never treat swamp terrains as difficult terrain.

Swamp Dwarf

- +1 to Endurance and Resistance
- 4 sq. Land (Unaffected by armor)
- **Size: 3**
- **Blending:** Swamp Dwarves receive a +10 on Stealth while in swamps.
- **Hold Under:** On a grapple check while in a swamp, the target is immediately forced prone into the water and begins drowning.
- Native Language and Dwarven

Swamp Elf

- +2 to Luck
- 6 sq. Land
- **Size: 4**
- **Shamanism:** Once per day cast a single 1st level Nature spell.
- **Machete Training:** Swamp Elves receive a +2 on slashing attacks.
- Native Language and Elven

Swamp Orc

- +2 to Endurance
- 6 sq. Land
- **Size: 4**
- **Noxious Resistance:** Swamp Orcs receive a +2 to Bodily Defense.
- **Speak with Frogs:** Swamp Orcs are able to talk with and understand frogs and turtles.
- Native Language and Orcish

Swamp Gnomes

- +2 to Agility
- 4 sq. Land
- **Size: 2**
- **Unbridled Vitality:** Swamp Gnomes die at 4 + Endurance instead of 2 + Endurance.
- **Bog Poison:** Swamp Gnomes can once per day add a poison to their melee or ranged weapon. This poison deals 1d5 points of damage to Luck for 1 minute.
- Native Language and Gnomish

Swamp Goblins

- +2 to Agility
- 6 sq. Land
- **Size: 2**
- **Noxious Magic:** Swamp Goblins can once per day change a spell's damage type to Acid.
- **Swift Dodge:** Swamp Goblins gain a +1 on Dodge checks (but not Parry).
- Native Language and Goblin

Swamp Halflings

- +2 to Endurance
- 4 sq. Land
- **Size: 2**
- **Smoke Resistance:** Swamp Halflings aren't subject to choking from smoke, and can see clearly through smoke and fog.
- **Land Bane:** Swamp Halflings receive a +2 on to-hit and damage against non-swamp species.
- Native Language and Halfling

Crippling Injuries (Alteranate)

Sometimes in combat, you want foes to get progressively weaker as the combat goes on. In the core rules of the game, this isn't represented (however regular people normally have low amounts of HP and can die fast anyways). This can make combat *even more* harsh, and make every battle a risky encounter.

It is recommended if these rules are used to replace the Called Shot rules with these. If this is done, *Zealous Vitality* and similar effects which ignore Called Shots work against Crippling Injuries.

Characters have three stages of injury.

- **Healthy:** At 51% to full HP.
- **Injured:** At 50% to 1% HP.
- **Crippled:** At 0 or lower HP.

Characters progress from Healthy to Injured if they are at half or lower HP (round down when determining half HP), and characters progress from Injured to Crippled when they reach 0 HP and begin dying.

Healthy characters take no penalties.

Injured characters take a -5 to all rolls they make.

Crippled characters are unconscious and begin dying unless they possess feats or abilities which allow them to remain otherwise conscious. If they are able to remain conscious, they take a -10 to all rolls they make, and a -2 to all movement speeds.

Mindscape (Add-On)

Mindscales are areas where two minds link together, and the force of will from two individuals meets head-to-head. These mindscapes are dangerous, as opening ones' mind to a dangerous entity could result in permanent damage to one's mind.

Mindscales are a special type of battlefield. In order to start combat, both individuals roll initiative using Smarts instead of Agility. On their turns, they receive 1 action.

Attack: An attack using Smarts, Magic, or Luck for to-hit versus Mental Defense. On a successful hit, the target takes your level in stress damage. Add 1/2 level as a bonus.

Defense: Add your level to your Mental Defense until the next turn.

The first person to be reduced to 0 Sanity loses, and the attacker gets to determine what they wish to force upon the other individual to do. If they choose nothing, the person is left with 1 Sanity and 0 Stress when coming out of the Mindscape. They contract appropriate Mental Disorders because of this.

Mass Combat (Add-On)

When dealing with armies and massive hordes of enemies, this can prove sluggish in combat. Especially if a GM is required to play out the actions of multitudes of enemies at once. Instead, these rules should simplify a means of combat among massive groups of enemies, and even rules for players commanding armies themselves.

Armies have the same amount of actions as a normal character.

Armies have a **Commander**, someone who leads them. This person must have Persuasion trained, and must be the highest level character in the battalion. The Commander determines the overall strength and tactical prowess of the army overall.

Armies possess the following stats:

- **EL:** The effective level of the army.
- **Units:** This functions as the army's HP, and also how many units are still conscious/living.
- **AV:** Attack Value. This determines how much punishment they can dish out.
- **DV:** Defense Value. This determines how much AV can be taken before units are lost.
- **Speed:** The movement speed of the army.

Effective Level: This is determined by the Commander's Level, and how many units are in the army. Take the Commander's Level (minimum 1) and add the amount of Units in the army divided by 10 (minimum of 1). For example: A Commander who is level 5 has an army of 20 units. The EL of the army is 7 (5 + 2).

Units: This is the Smarts and Luck of the Commander added together, and then multiplied by 10 (minimum of 20 Units).

Attack Value: This begins at 1, and adds 1/2 the Commander's level (minimum of 1) to this.

Defense Value: This begins at 1, and adds the Commander's Endurance to this.

Speed: Speed is 3 unless the Commander possesses any speed enhancements to his own natural movement speed.

At the end of this, a type for the army must be chosen. There are three types: Warriors, Stalkers, or Magicians.

- **Warrior Armies:** Gain a +2 to either AV or DV.
- **Stalker Armies:** Gain a +2 to either Speed, or a +10 to Units.
- **Magicians:** Once per round cast a 1st level spell.

Skill Scenes (Add-On)

Skill Scenes are a series of skill checks made together as a means to accomplish a goal. This goal is clearly defined, and can be accomplished through various means. Some skills also provide bonuses for the Skill Scene. Sometimes all it takes for one failure for one part of a Skill Scene to fail, however most of the time everyone in a party gets a chance to succeed at a skill before the section of the Skill Scene is considered a failure. And even then, failing one part of a Skill Scene doesn't always count the entire scene as a failure. **Failing a required skill check three times is a total failure.**

Skill Scenes are structured like so:

Scene Name

Scene Complexity: The amount of skill checks needed to succeed.

- *Skill 1:* Description of how to use one of the skills for the scene.
 - *Skill 2:* Description of how a second skill is used for the scene.
-

Scene Notes: Notes about the scene, and special rules to be used with it. There may be multiple effects.

Success Results: The victory result for the scene.

Failure Results: The failure result for the scene.

Example Skill Scenes

Racing

Scene Complexity: 3 Drive checks or 4 Ride Checks

- *Drive:* If the characters are using cars, planes, starships, or other vehicles, drive is required. Each participant makes a Drive check, the highest roll is in first place.
 - *Ride:* If the characters are using animals, chariots, or other animal-powered vehicles, ride is required. Each participant makes a Ride check, the highest roll is in first place.
 - *Awareness:* A DC 22 Awareness check can be made to grant your next Drive/Ride a +4 bonus.
-

Scene Notes: If the race has characters on animals *and* vehicles racing each other, the amount of Ride checks needed to succeed increases by 1.

While in first place, gain a +4 bonus to your next roll.

Success Results: You complete the race in the position you ended at.

Failure Results: Your vehicle/mount refuses to budge, or you veer off-course.

Infiltration

Scene Complexity: 2 Stealth checks or 2 Deception checks

- *Acrobatics:* A DC 20 Acrobatics check can be used to crawl into small places to avoid detection. This grants a +4 bonus to the next Stealth check made.
 - *Deception:* A DC 25 Deception check can be made to convince the guards to be allowed through. Two passed checks count as a success for the whole scene.
 - *Stealth:* A DC 24 Stealth check can be made to hide while progressing. Two passed checks count as a success for the whole scene.
 - *Use Computers:* A DC 25 Use Computers check can be made to disable cameras and security devices (if any) before or during infiltration.
-

Scene Notes: Infiltration missions take at a minimum 30 minutes.

Success Results: You successfully reach the designated location without triggering alarms or being caught.

Failure Results: You successfully reach the designated location, however you triggered the alarms and guards are now encroaching.

Interrogation

Scene Complexity: 2 Deception checks or 2 Persuasion checks

- *Deception:* A DC 25 Deception check can be made to fool the prisoner into revealing critical information. Two passed checks counts as a success for the scene.
 - *Persuasion:* A DC 25 Persuasion check can be used to coax information out sincerely or through threats and intimidation. Two checks count as a success for the whole scene.
-

Scene Notes: When intimidating someone with Persuasion, you can deal 1 point of damage to them (ignoring Soak) in order to grant a +5 to the next intimidate check.

Success Results: You learn the information you seek.

Failure Results: Either the will of the captive proves to be too strong to relent, or (if force was used) the pain or mental anguish was enough for them to pass out.

Investigation

Scene Complexity: 1 Deception check or 1 Persuasion check and 1 Knowledge check

- *Deception:* A DC 26 Deception check can be made to use subterfuge and falsehoods to coax information out from trusting parties. Only 1 success is required.
 - *Persuasion:* A DC 16 Persuasion check can be used to gather information through legitimate practices. Only 1 success is required.
 - *Knowledge [Appropriate Type]:* A DC 20 Knowledge check of the appropriate type can be made to get a general layout of the situation. Only 1 success is required.
 - *Use Computers:* A DC 24 Use Computers check can be used to search the web for information which may be beneficial for your search, granting a +4 bonus on your next check made related to this Skill Scene that isn't Use Computers.
-

Scene Notes: When gathering information with the Persuasion skill, up to 15 Gold can be given to informants as a means of tipping them off, granting a +5 to the check.

Success Results: You successfully learn everything you need to know through the investigation.

Failure Results: You fail at finding out what you need to know, and the parties being investigated (if any) are made aware of this fact.

Negotiation

Scene Complexity: 2 Deception checks or 3 Persuasion checks

- *Deception:* A DC 22 Deception check can be used to fabricate information which would win the other over to your side. Two passed checks count as a success.
 - *Persuasion:* A DC 25 Persuasion check can be made to convince the other party of your own cause, and to join/support you. Three passed checks count as a success.
 - *Knowledge [Appropriate Type]:* A DC 16 Knowledge check can be made to become privy to information which would suit your side, granting you a +4 on the next check made.
-

Scene Notes: On a single failure with Deception, the entire scene fails and the other party is privy to the lies.

Success Results: Success pulls the other party to your side, and they agree to join your cause or support your efforts.

Failure Results: The other party either learns of tricky and foul play, or stands strong against the arguments you present, instead opting for stubbornness.

Wilderness Travel

Scene Complexity: 4 Awareness checks

- **Awareness:** A DC 18 Awareness check can be made to plot a course through the wilderness, or otherwise make it through. Four passed checks count as a success.
 - **Fortitude:** A DC 20 Fortitude check can be made, halving the amount of rations used per day of travel.
 - **Knowledge [Wilderness]:** A DC 20 Knowledge [Wilderness] check can be made. On a successful check, grant a +2 bonus to the next skill check made.
-

Scene Notes: For each subsequent check (whether pass or failure), add +2 to the skill's DC. This only adds to the skill DC being used, and remains until the scene is over.

Travel takes 1 day at minimum for the scene, and expends 2 rations per day.

Success Results: You reach your destination safely.

Failure Results: You are completely lost within the wilderness, and conditions begin to worsen. Your maximum HP is cut in half, and you take a -5 to all Defenses until you rest for a full day in a civilized area.

Chase

Scene Complexity: 2 Acrobatics checks or 2 Fortitude checks

- **Acrobatics:** A DC 24 Acrobatics check can be made, leaping over obstacles and climbing over ledges to shorten the distance. Two passed checks count as a success.
 - **Fortitude:** A DC 24 Fortitude check can be made, toughing it out and pushing through despite exhaustion and just never stopping. Two passed checks count as a success.
-

Scene Notes: None.

Success Results: You catch or outrun the assailant.

Failure Results: The assailant catches or outruns you.

Hard to Kill (Alternate)

This rule changes how difficult it is for characters to be killed. This allows characters to stay alive (though unconscious) longer while bleeding out.

Characters die if they reach a negative number below 0 HP equal to $2 + \text{Level} + \text{Endurance}$ (minimum of -4).

With this rule, incredibly tough high level characters will only die at a negative equal to -32 ($10 \text{ END} + \text{Level } 20 + 2$) which allows for plenty of time until characters heal the bleeding ally. It also ensures really powerful attacks don't guarantee the character will die.

While unconscious and being attacked, characters have their Soak halved (to a minimum of 1). This prevents characters who may be bleeding out from being immovable rocks unable to be harmed while they sit bleeding out on the floor with their vitals exposed.

Dynamic Melee (Alternate)

This introduces a complete overhaul of melee combat beyond "I attack, I deal damage" and introduces options which all characters using melee can use. Because this alternate rule adds many new options for characters to use in combat, it's not recommended for beginners to apply to their games due to the breadth of choices available in the midst of combat, which can cause less experienced players to freeze up. With these rules, remove *Half-Sword Adept*, *Pommel Strike*, and *Death Stroke*.

Each use for a weapon is separated into Techniques with separate bonuses and effect attached.

Universal

- **Slice:** This can be done with any slashing weapon. Deal damage regularly.
- **Smash:** This can be done with any bludgeoning weapon. Deal damage regularly.
- **Stab:** This can be done with any piercing weapon. Deal damage regularly.

Sword Techniques

- **Precision:** Decrease a sword's damage by 1k0 to increase its Penetration by $\frac{1}{2}$ Agility. This deals piercing damage.
- **Pommel Strike:** Decrease a sword's damage by 1k0 to stagger an opponent for 1 round. This deals bludgeoning damage.
- **Swift Slice:** This is only usable with Finesse weapons that deal slashing damage. Deal half damage in order to attack twice.
- **Beat:** This is only usable with Rapiers and Estocs. Declare this instead of attacking. If you parry an attack made against you, your parry attempts receive a +1k1.
- **Thrust:** Move 1 square and attack as part of a single standard action. This deals piercing damage.

Polearm Techniques

- **Push Back:** Deal no damage with your polearm, but instead force an opponent to move back 1 square on a successful hit.
- **Butt Strike:** Use the butt of your polearm as a 2k1 bludgeoning weapon. It can be used on its own, or can be used as if it's a Double weapon.
- **Sweep:** Deal no damage with your polearm, but instead trip an opponent.

Axe Techniques

- **Hook:** Deal no damage with your axe, but instead trip an opponent and drag them 1 square towards you.
- **Butt Strike:** Use the butt of your axe as a 2k1 bludgeoning weapon. It can be used on its own, or can be used as if it's a Double weapon.
- **Penetrating Slash:** If your Penetration exceeds the amount of Deflection protecting the body part being hit, deal additional damage equal to the amount your Penetration exceeds the Deflection.

Hammer Techniques

- **Armor Smasher:** Deal no damage, but instead cause an opponent's armor to break for the remainder of the combat upon striking it. If this strikes a body part not protected by armor or if the armor protecting it has been broken, deal +2k1 damage instead.
- **Staggering Strike:** On a successful hit deal -2k0 less damage and cause an opponent to become staggered.

Bow Techniques

- **Dual Arrows:** Make a single attack against two opponents, no two of which can be more than 2 squares apart. This attack is done at a -1k0, and deals damage as normal.
- **Trick Shot:** Choose a solid barrier within your bow's range. You can bounce an arrow off the barrier, and count that barrier as your new point of origin for range and cover purposes.

Pistol Techniques

- **Pistol Whip:** Make a 2k1 bludgeoning melee attack.
- **Point Blank:** Shoot an enemy within 1/2 your range, and deal +1k1 damage.
- **Hammer Trick:** This is only usable on Revolvers. This change the Semi quality to Auto.

Rifle Techniques

- **Rifle Butt:** Make a 3k1 bludgeoning melee attack.
- **Burst Fire:** This is only usable on rifles with both Semi and Auto as options. Make three attacks, each deals half damage.
- **Hastened Bolt:** This is only usable on rifles with Single as an option and by characters with 6 Agility or more. This changes the Single quality to Semi.

Shotgun Techniques

- **Dragon's Breath:** Your damage is changed to fire, and on a miss you deal half damage.
- **Slug:** Remove Scatter from your shotgun's weapon property.
- **Shotgun Butt:** Make a 3k1 bludgeoning melee attack.

Armor Suits (Alternate)

In The Fade Tabletop, armor is usually bought separately and pieced together. These armor suits provide a static Deflection among all body parts. These do not include shields, which remain separate.

Armor Pieces

Name	Price	Def	AtD	AP	SF	Speed	Weight
Leather Armor	50 G	3	+8	-0	10%	—	15 lbs.
Chain Armor	200 G	6	+5	-4	35%	-1 sq.	30 lbs.
Plate Armor	600 G	8	+2	-8	60%	-2 sq.	50 lbs.

Skill Specializations (Add-On)

Skill Specializations add a usage of a skill that characters are able to do really well compared to normal uses of the skill. Characters only have a number of Skill Specializations equal to their Smarts, and can only have one Skill Specialization per skill.

Skill Specializations double your level as a bonus on the skill rather than your full level.

- **Acrobatics:** Jumping, swimming, or tumbling
- **Deception:** Lying or disguising
- **Drive:** By vehicle (example - Drive: Cars or Drive: Motorcycles)
- **Feats of Strength:** Lifting, pushing, or smashing
- **Fortitude:** Holding breath, forced march, running, or ignoring hunger/thirst
- **Handle Animal:** Teach a trick, lead an animal, or rearing an animal
- **Heal:** First Aid or treating poisons
- **Linguistics:** Understand languages, mimic dialect, or create forgery
- **Persuasion:** Diplomacy, carousing, gather information, or intimidate
- **Ride:** By animal (example - Ride: Horse or Ride: Elephant)
- **Spellcraft:** Identify spells, creating spells, decipher scroll, or create magic item
- **Stealth:** Hiding, sniping, stealing, picking locks, or disabling traps
- **Use Computers:** Hacking, modifying, crashing, or destroying
- **Use Magic Device:** Use wand, use scroll, decipher scroll, or disable magic trap

Chapter 8: Credits, Copyright, and Contact

Thank you for reading The Fade Tabletop 2nd Edition's Core Rulebook! It's been a great honor writing this system, and I hope those of you who read this enjoy the content within the book when used in your games. I hope to see The Fade's community to grow, so let's make it happen!

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