

SUMMONER'S CIRCLE

GUIDELINES FOR EXPANDING AND CUSTOMIZING SUMMON ALLY
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From mad cultists calling up tentacled horrors to holy priests praying for warrior angels to clockwork contraptions crafted by a mad scientist, the *summon ally* power is found throughout just about every Savage Worlds setting. Using this book, you'll be able to make that power your own, customizing your allies to fit the concept you have in mind for what your hero calls to battle - or use one of the deadly rivals or monsters in this book to challenge your players!

Sample Allies

The *summon ally* power calls one creature to aid the summoner for, basically, one fight. The power doesn't have the option for a long duration; it's maintained at the same duration as all the other combat-focused powers like *armor* or *smite*. Each Rank grants access to another construct-like creature of ascending power, from the fairly trivial Attendant to the imposing Sentinel at Heroic rank. Its range is fairly short, but since this is only the range at which the creature can appear, not a limitation on its movement, that's not too significant. It is, until late in your hero's career, a combat power. Unlike most other powers, it also gets more useful as you go up in Rank, since you can summon both more powerful creatures, and with multiple castings you can summon more than one ally at a time. As such, a smart summoner can get a lot out of one power, which is what prompted me to put together this book – it's one of the few powers that I think can be significant enough to center a whole character concept around.

As with most powers, a more skilled spellcaster can get a bit more out of this power with a lucky roll. If *summon ally* is cast with a Raise, the summoned creature gains the Resilient ability, which means that it's an Extra that can take a single Wound before it's Incapacitated. This helps with their survival quite a bit. Note that since all the default allies are Constructs, they ignore this Wound penalty, though that won't be the case with all summoned allies if you use all the rules in this



book.

There are a few modifiers specific to *summon ally*. The most important is probably Mind Rider, which allows the caster to communicate and sense through the summoned ally for +1 Power Point. This is a very useful modifier, completely alleviating any questions about communication between the summoner and his allies if it's selected, and turning any ally into a useful scout. The other two modifiers add abilities; Bite/Claw upgrades the natural weapons of the ally and is only relevant for the Attendant, since all of the others

have better attacks anyway. Flight is quite a significant modifier, granting a huge mobility boost for only 2 Power Points, compared to 3 PP for the Fly Power at Veteran Rank. Flight is worthwhile for any scouting-focused ally or when dealing with difficult terrain or flying opponents. Note that the Making a Friend chapter later makes significant adjustments to these power modifiers.

The generic modifiers of Glow/Shroud and Hinder/Hurry work for summoned allies, and Range is clearly allowed, though perhaps not the most useful, since summoned allies can use their own movement to go where they want after they're summoned – it might be handy to summon a non-flying ally on the other side of a pit or something. Glow and Shroud would let the ally either shed light or get a minor bonus to defense and stealth, and a Hurried ally would get a +2 to Pace for the duration. The damage-focused power modifiers shouldn't be applied to summoned allies, since they're balanced for the one-shot damaging Powers, not as modifiers to the weapon attacks of a summoned creature.

Another consideration that's not clearly spelled out in the power is communication. Without the Mind Rider modifier in place, summoned allies do what the summoner wants, but how do they know what that is? Do they just know what the summoner wants them to do, or does she have to give them orders? By default, they're described as not having personality or emotions; they have Smarts traits but no wills of their own. This suggests that they're not intended to be able to act on their own and rely on the summoner for all direction. They are assumed to share a language with the summoner, though I won't be listing that in their stat blocks, and if they're forced to act on their own (such as if they're far away from the summoner or she's Stunned) they will have only rudimentary tactical abilities and self-direction. If the creature is smarter (such as a Mirror Self or a custom ally with increased Smarts) then it makes sense to allow them to act more tactically or even take actions for themselves.

By-the-Book Allies



There are four allies presented as choices at different ranks – the Attendant, Bodyguard, Mirror Self, and Sentinel. They are all Constructs with the Fearless ability, and are described as having no personality, creativity, or emotions. The default assumption of the power is that the creatures summoned have no existence outside of the summoner. I'll discuss some expanded options for that later, but we'll get to that.

Attendant: The attendant is a very basic Size 0 humanoid ally with d4s in almost all the Traits it has, a very basic claw attack, and the Construct and Fearless abilities. In terms of combat ability, it's a speed bump at best for anything at all threatening; its stats are considerably worse than the goblin presented in the core rulebook. It's barely useful in combat, so it's often better to figure out how else it can be used. It has a d6 Stealth, so it's a passable scout with Mind Rider, and depending on trappings, it could blend in easily in crowds without drawing attention if it looks like a normal humanoid. It's also a construct, which means it doesn't need to breathe and is immune to poison, which could make it useful for operating in some dangerous environments. If analyzed with the rules below, most of the attendant's points are invested in Construct and Fearless; its Traits are pretty trivial.

Trappings: Ethereal servant, frail skeleton, humanoid tulpa with no personality.

Bodyguard: At Seasoned, the bodyguard is actually a useful warrior construct. It's not going to do a lot of killing itself, but it's roughly equivalent to a lot of generic bad guys that a hero will be facing throughout his career. It's a bit better in melee than at range, and is reasonably tough and capable of guarding someone with its First Strike Edge.

Trappings: Holographic alien sparring dummy, skeletal warrior, terra cotta warriors

Mirror Self: The hero summons an Extra version of herself, with all Traits bumped down one die type, a number of Power Points equal to their current Power Points after casting *summon ally*, and non-magical versions of all gear. This is a very cool ability, and allows you do all kinds of shenanigans about which one is real, especially if you start doing something like moving around under obscure or using teleport trickery. The Mind Rider modifier is almost mandatory for using the mirror self to its full capacity, since otherwise it's a near-mindless magical construct (though with a Smarts only one die lower than the caster's; I'm not sure how that's intended to work). It doesn't specify any way to tell which is you and which is the mirror, though I'd argue that the duplication power in the *Super*

Powers Companion suggests that a Notice roll at -2 should be able to determine which one is real. You can do things like fake your own death, intimidate minions without putting yourself at risk, and otherwise enjoy the ability to appear to go somewhere without being at risk. It's useful enough as a combat ability, though that depends on your power selection and the setting – nonmagical version of sci-fi weapons or grenades can still do quite a bit of damage. One-use items like grenades are especially useful for a mirror self; they usually don't require a very high roll to use, everybody gets a d4 in Athletics as a core skill anyway, and they're effectively free for your mirror. **Trappings:** Cross-dimensional twin, shadow clone, your reflection stepping out of a mirror, leaving you with no reflection while the power is active.

Sentinel: Available at Heroic rank, the sentinel is a melee powerhouse with a Toughness of 13 (4) and a melee attack against all adjacent creatures that deals d12+d8+2 damage. It's also got some good defensive abilities – Arcane Resistance, Construct, and Fearless. Basically, it's a giant killing machine. There aren't nearly as many interesting shenanigans with the sentinel as there are with the mirror self, but sometimes you just need to call up a giant stompy monster that can tear its way through a bunch of bad guys. Giving it a massive set of wings for two extra Power Points is a hilarious and recommended addition. **Trappings:** elite ogre warmonger, mecha with silly oversized sword that appears with a long video cutaway scene, stone golem

Existing Mechanics and Interactions

Edges

A few Edges are particularly notable or require clarification for a character focused on summoned allies.

Arcane Resistance: I would not generally recommend that the attacks of a summoned ally count as magical damage for the purposes of this Edge, though I could see it for certain allies depending on trappings.

Beast Bond: This is a useful replacement for Common Bond if your hero doesn't meet the requirements of that Edge, but generally Common Bond is more useful because you can share your Bennies with both your summoned allies and your companions. However, not all heroes will have the Spirit d8+ required for Common Bond, particularly at the start of their career.

Champion: Some summoned creatures should count as "supernaturally evil" or "supernaturally good". In the basic system this is mostly dependent on trappings; if your Bodyguards are described as undead pulled from the ground and your winged Sentinel is a fiery demon, it should be subject to the effects of this Edge. In the sample allies list below and the Making a Friend chapter, both supernaturally aligned (subject to Champion) and extraplanar (subject to banish) are called out specifically as possible negative abilities for allies.

Concentration: This Edge is handy for any summoners that intend to keep their summoned allies around for a while, as it bumps the base duration of the Power to one minute (ten rounds).

Followers and Sidekick: These two Legendary Edges could easily be described as a result of summoning abilities. The Soldier granted by Followers is roughly equivalent to a Seasoned ally per the Making a Friend rules below (26 points without any gear, but Followers typically come with gear, so a bit of a bump would be appropriate) so you could build five identical allies with those rules at Seasoned level and it should work. A Novice character right out of the gate for most settings is 29 points with these rules (10 points of attributes, 17 points of skills, and 2 points of racial bonuses) so you could build an ally at that point level and then make it a Wild Card and it should be balanced, though it might be more flexible than a standard Sidekick. Remember that Followers are replaced automatically, but Sidekicks are not, so consider that when deciding on which to take and how you describe the relationship involved.

Leadership Edges: These are great for a dedicated summoner, since you'll always have allied Extras around that they apply to. Tactician is particularly

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useful, since as a character with an Arcane Background you'll likely have a decent Smarts anyway. The extra card from Tactician does allow the Extra to act on their own card for the turn, so if you give it to a summoned ally, they don't act with you that turn and can gain the benefits of a Joker independently. While it could vary by trappings, your allies should be able to benefit from your Leadership Edges.

Level Headed and Quick: Any Edges that boost your ability to act first apply equally to your summoned allies, since they act on your initiative. This makes them quite useful for a summoner. Don't forget that you can also spend a Benny to draw a new action card if you still end up with something you're not happy with (though it might end up lower than what you started with). If you DO draw a Joker, your allies also benefit from the +2 to all rolls for the round. It's a great time to have them go all-out with multiple actions or a Wild Attack.

Social Edges: Several of these, particularly Common Bond, Rabble Rouser, Work the Room, and Work the Crowd, are very useful for a summoner who intends to focus on Support and Test rolls and let his summoned allies do his fighting for him. If your ally has a good Taunt, Provoke is a great Edge for a defensive ally to use to protect a summoner.

Wizard: I would not generally allow a character to use Wizard to change what they can summon; that's what the Flexible Summoner Edge, below, is intended for. Wizard might allow a caster to change how their summoned allies look, but the mechanics in use would remain the same for a custom ally.

Hold

Since summoned beings act on the caster's Action Card, it's not clear how it works if they go On

Hold if the caster doesn't. The best solution I've found is just to deal the summoned ally the top card of the Action Deck when they go On Hold, and then use the normal rules for holding to determine when they go and if they're able to interrupt, as needed. The next time they start the turn not On Hold, they start acting on the caster's card again as normal.

Jokers

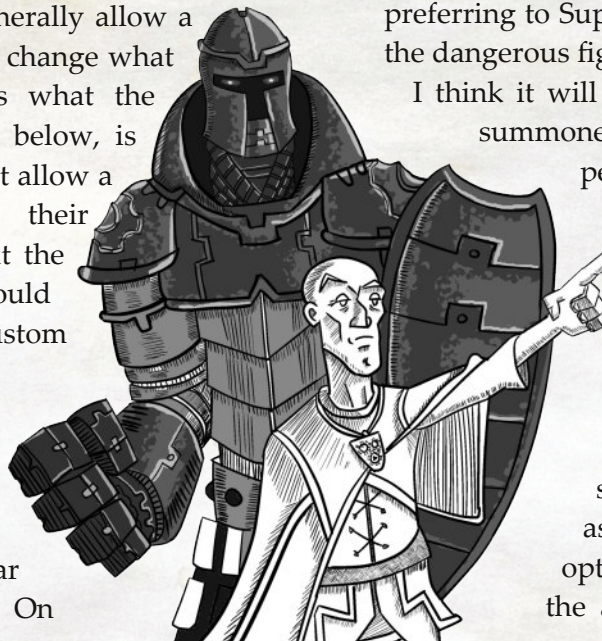
Don't forget that the bonus from a Joker applies to all of your allied Extras as well during that turn. This makes a Joker a great force multiplier for a character with a number of summoned allies, and makes options like Hesitant, Level Headed, Quick, and Tactician a better option for a character that will have lots of allies. Any character investing in those Edges might look a little more closely at some of the Wild Card Edges too – something like Power Surge is a lot more tempting if you're casting summon ally at the start of every combat and also have a much higher chance of drawing a Joker.

Support

Some summoners prefer to avoid combat as much as possible; Support offers a great option for such characters. They can roll to assist their allies, making combat rolls easier and bolstering their resolve in a pinch. Several of the sample summoners later in this book mostly stay out of direct combat, preferring to Support their allies and let them do all the dangerous fighting.

I think it will probably be a rare case when the summoner wants to have one of his allies perform a Support action on him.

Most summoned allies only have combat-related skills, which are generally of limited use in non-combat support scenarios. Athletics can be used for a decent number of Support tests, and most summoned allies have that, though as with most other advanced tactical options that depends on how smart the ally is as well. Multiple allies can



support each other effectively, though – stacking a Gang Up bonus with a Fighting Support roll can make an attack much more likely to hit in a pinch, even if performed by a weak ally.

Tests

Tests are great to impose Distracted, Vulnerable, and Shaken on your enemies at just the right time. If you build your summoner to do so and want to rely on your summoned allies most of the time, you could spend most of your time doing Tests – Spellcasting tests would mostly be resisted by Smarts and can be great for minor flashes of light and other magical trickery, but if you rely too much on any one kind of Test, expect your enemies to start getting a bonus on rolls to resist it.

Your allies can also be great to use to perform Tests, both for the benefit of you and your allies. While most of them would be best at Agility-based Tests like Athletics and Fighting, some do have Intimidation, allowing for a Spirit-based Test. Using an ally to impose the Distracted condition is great when you follow up with a power that requires the target to roll to resist, and a Distracted and Vulnerable target is almost guaranteed to fail an opposed roll against a power like *dispel* or *puppet*.



Summoning in your Setting

Since *Savage Worlds Adventure Edition* is designed to cover an extremely broad range of settings, the *summon ally* power, by design, has to cover a lot of ground, from cultists calling up a tentacled fiend in a horror-pulp adventure to a sci-fi robot using nanofabricator to create a battle drone to a fantasy wizard calling up an elemental to serve him. It's worth thinking a bit about how summoning works and what the logic of it is in your setting or for your character. The characters from the Sample Summoners chapter are used as examples as I discuss the different possibilities and what effects they might have in your game.

Constructed

Constructed allies are the most temporary type – the summoner makes them when needed, and when they're not needed further, they fall apart to nothing. This could be temporary undead, animated scraps of metallic junk, or holographic projections from a long-dead civilization. These are typically the most mindless type of ally, and usually don't have any desires, urges, or even language – they follow the orders of the summoner and their built-in programming until they stop existing. Some summoners might require raw materials to create them, so you'll often find these spellcasters surrounded by what they need, like junkyard scraps or the dead of a graveyard. Iga and Segara both summon constructed allies.

Displaced

These allies aren't called from a different reality or created from whole cloth – they're just pulled from somewhere else in the world while the summoner needs them. They're real creatures with their own lives, so they generally have all the self-preservation instincts you'd expect a real creature to have. It's assumed that they're generally aware of what's going on to some degree and follow the summoner's orders, but if they die, they stay dead,

and another casting of summon ally pulls a different (though mechanically identical) creature from elsewhere in the world. Of the sample summoners, Allandra does this when she summons regular animals, and Sir Augustus uses his chronal gauntlets to pull real dinosaurs (or his butler) from his 31st century zoo/mansion complex.

Empowered

Some allies exist in some form all the time in the fiction of the setting, but are only mechanically significant when they're empowered through the *summon ally* power. Perhaps an unobtrusive pet mouse is transformed into a shockingly powerful pocket monster when called into battle, or a lumbering automaton useful only for carrying baggage suddenly whirs into battle mode when a weird scientist needs to be protected. The ally modifiers of Requires Replacement and Unique might be appropriate for this kind of summoner. Timmy the Terrific is this kind of summoner, using his mutant abilities to grant power to normal animals from his environment.

Spirits

Most summoners in fiction summon spirits of some kind – a creature that exists and has its own life, but on a different reality from the summoner or without physical form. Angels, demons, elder things from another dimension, elementals, and nature spirits all fall into this category. These creatures typically have their own agendas of some kind, and work for the summoner because she has power over them or because their interests align. In many settings, knowledge of a spirit's true name might give a spellcaster the ability to call on that creature, making it a closely-guarded secret. The type-based abilities Angel, Demon, and Elemental are very common for spirits, which usually include Extraplanar and Supernaturally Aligned. Of the sample summoners in this book, Allandra (when summoning powerful fey), Father Callahan, Gunnar, and Kho'marog are all spirit-based summoners.

Thoughtforms

A thoughtform (or tulpa) is a psychically constructed mind shard, like a concentrated daydream or nightmare made real. It's usually a fragment of the psychic's personality, and often resembles its creator in some way – a similar voice, an exaggerated version of their quirks, or a manifestation of what they're afraid of. For some, a tulpa is a constant companion in their mind, though it only manifests to others when they call it forth and give it power. Others consider this sort of permanent tulpa dangerous, and destroy such a psychic fragment as soon as possible to avoid madness. Fariza and Lobsang both create thoughtforms, though Fariza prefers to reach into the minds of her enemies and create tulpas from their thoughts rather than her own.

Hindrances & Edges

While most mechanical distinctions between characters can be made with existing Edges and Hindrances, here is one Hindrance and a handful of Power Edges that allow you customize a summoning-oriented character.

UNCONTROLLED POWER (MINOR OR MAJOR)

Your hero isn't fully in control of one (for a Minor hindrance) or all (for a Major hindrance) of his powers, and they sometimes activate without his conscious control, making things awkward, uncomfortable, or even dangerous for the hero and those around him. Perhaps he automatically attempts to mind link with anyone he makes eye contact with, or an angel with a flaming sword appears to protect him whenever it thinks your hero is in danger, regardless of your opinion on the subject, or her body erupts in the flames of a damage field whenever she gets angry, even in a crowded subway. Work with your GM to determine what circumstances may trigger your hero's powers. When a power is triggered, it is automatically cast (with the normal skill roll and spending Power Points as normal) as a free action, with targets and

other power-specific choices made by the GM. If your hero attempts to suppress the power, make a Spirit roll (counting as an action on your next turn if you're in combat), with modifiers as the GM feels appropriate for the circumstances; this may need to be done repeatedly if the circumstances still apply on later rounds. Remember that this is a Hindrance; if you want the power to go off, it's still an action for you to use it as normal – it only activates as a free action if you don't want it to.

CROWD CALLER

REQUIREMENTS: Seasoned, *summon ally*

Sometimes what you really need is numbers on your side, and your character is able to provide. He can summon multiple identical creatures with a single casting of *summon ally*. This costs an additional two Power Points per additional ally, plus one for every rank of the servant beyond Novice. Each additional ally also increases the cost to maintain the Power by one.

EXPLOSIVE ALLY

REQUIREMENTS: Seasoned, *summon ally* or *zombie*

When one of your hero's conjured creatures is Incapacitated, it explodes into bony shards, erupts into golden light, or otherwise ends violently as appropriate to its trappings, dealing 2d6 damage to all creatures adjacent to it. This damage can be Evaded.

FLEXIBLE SUMMONER

REQUIREMENTS: Smarts d8+, Occult d8+, *summon ally*

Your hero is familiar with a number of creatures they can summon, or their summoned spirits are unusually malleable. Instead of one ally choice per Rank, select two different allies of each Rank; your hero can choose between these with each casting of *summon ally*. She can also spend eight hours of work or meditation to change one of these allies out for another of the same Rank.

INSPIRED SUMMONS

REQUIREMENTS: Wild Card, Seasoned, Spirit d8+, Beast Bond or Common Bond, *summon ally*

Whenever your hero casts *summon ally*, draw a Benny that can only be spent by your summoned allies. If you still have this Benny when the power ends, discard it.

MASTER SUMMONER

REQUIREMENTS: Spirit d8+, Occult d8+, *summon ally*

Your hero's custom summoned allies gain an additional number of build points (from Chapter 4, Making a Friend) to allocate equal to your Rank (1 for Novice, 2 for Seasoned, and so on). If you are using an ally from the core rules or from this document, you can select additional enhancements for each of your hero's allies from that chapter when you gain this Edge, or whenever they learn a new ally. These points can be re-allocated each time your hero gains a Rank.

POWER TRAP

REQUIREMENTS: Seasoned, Occult d8+, Spellcasting d8+

Your hero has learned to create magical triggers that activate a power when another creature moves through an area, reads a magical rune, or otherwise triggers the trap. Common triggers are movement, creature type, anyone who doesn't say a passphrase, anyone not wearing a certain symbol, or other clear circumstances based on sensory information. When the trap is triggered, it casts a Power that your hero knows against the triggering creature or centered on itself, rolling the caster's arcane skill as normal. All the choices for this Power are set when the trap is created, and any Power Points are spent. The caster doesn't get these Power Points back until the trap is either triggered or deactivated. Power traps can be disarmed using the caster's arcane skill opposed by the disarmer's Occult or Thievery skill (whichever is worse) with a penalty equal to the Rank of the Power; the trap's creator can do this automatically.

SPELL LINK

REQUIREMENTS: Veteran, Occult d8+, *summon ally* or *zombie*

Your hero can channel magical energy through her magical creations. If your hero is linked to a creature with the Mind Rider modifier, she can cast any known power and use that ally as the point of origin, as though it were coming from her but measuring all range, effects, and other considerations as though the ally was the source of the spell. Roll her arcane skill as normal to resolve the power.

SUMMONED COMPANION

REQUIREMENTS: Veteran, *summon ally*

While a summoned ally can be helpful in battle, some are more useful if kept around for a longer time. By performing a minute-long ritual to cast *summon ally*, your hero can summon one of her allies and keep them around permanently until destroyed (banished, dispelled, or Incapacitated by Wounds). You cannot short this ritual, and all Power Points spent are invested and unavailable until the summoning ends, and cannot be regained. The power ends immediately if your character is Stunned or Incapacitated. A summoner cannot have more than one summoned companion at a time.

VITAL LINK

REQUIREMENTS: Novice, Vigor d8+, *summon ally*

Tougher than most other spellcasters, your hero has learned to sacrifice himself to keep his summoned allies alive. When a summoned ally takes a Wound and your character isn't Shaken, you may spend a Benny to take a Wound to your character and prevent the Wound to the ally. You cannot soak or otherwise reduce this Wound. If your ally takes multiple Wounds at once, your hero can take more than one, up to Incapacitation. These Wounds do not make your hero Shaken, and if all Wounds are prevented to your ally, they aren't Shaken either.

Making a Friend



The Heart of the System

Caster Rank	Ally Build Points
Novice	16
Seasoned	32
Veteran	48
Heroic	64
Legendary	80

The system for creating a custom ally is point-based; custom allies start with a d4 in all Attributes, a base Pace of 6, and no skills (not even core skills). Anything else they have, including gear, is purchased from the following tables of positive and negative abilities, similar to the way races are built in the core rules. The number of points available is based on the Rank of the ally, using the table below. These tables are adapted from a couple of sources, most notably the Race Creation and Bestiary sections of the core rules, the *Super Powers Companion* powers system, and the old *Showdown* rules.

Unlike the mindless Construct allies in the core rules, these allies are creatures in their own right. While the summoner is in charge, and the caster's player runs the allies at the table, they're not assumed to be mindless, fearless, or without language – by default, they're just creatures under the control of the summoner, and any behavioral oddities are represented as negative abilities like Hindrances, Unpredictable, or Uncontrolled. GMs are encouraged to work with their players to figure out how any Trappings or individual quirks of their powers and how it might be incorporated into how their allies are built; there's also some discussion of this above in the Summoning in your Setting chapter.

Size Costs	
Size	Point Value
-4 (Tiny)	5
-3 (Very Small)	7
-2 (Small)	3
-1 (Normal)	-1
0	0
1	1
2	2
3	3
4 (Large)	1
5	2
6	3
7	4
8 (Huge)	2
9	3
10	4
11	5
12 (Gargantuan)	15
13+	+1 per Size

The Cost of Size

The costs in the Size chart may seem arbitrary, since they jump around a lot at different points. Here's my logic. Within the Normal size range (-1 to 3) there's no mechanical difference between Size and Toughness, so they're the same point value. This is the size range represented in the Making Races section in *Savage Worlds Adventure Edition*.

At smaller sizes, in addition to the Toughness penalty, creatures get a scale modifier that rapidly makes attacks against them ineffective and gives them a significant bonus on most attacks that they make. I valued this as an ability with a point cost of 2.5 times the modifier (so +5 for scale modifier -2, +10 for scale modifier -4, etc.). I didn't include any restrictions on Strength in these point values, but Size -4 creatures have an additional penalty per the table on p179 of the *Savage Worlds Adventure Edition* core rules – they can't damage any creatures with a Toughness greater than 1. For point costs, I treated this like a backwards version of Heavy Armor – they treat everything else as having Heavy Armor, a -6 ability.

Conversely, creatures larger than Size 3 get an effective penalty to most attacks they make, and a bonus on attacks against them. This was again valued at 2.5 x the cost of the scale modifier. They also get extra Wound levels at the same point where their scale modifier changes (at Large, Huge, and Gargantuan). Wound levels are 2 points per additional Wound, so that's included in the Size point cost as a positive ability. At Gargantuan, all creatures pick up several new abilities – Heavy Armor (+6), all natural attacks are considered Heavy Weapons (+2), and they pick up a Stomp attack (+4). No new abilities are gained after Gargantuan and scale modifier doesn't change, so it's just +1 Size for +1 Toughness after that.

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Positive Abilities

Value	Ability
3	Additional Action: Ignore 2 points of MAP per turn due to extra arms, unusual speed, and so on.
1	Angel: Extradimensional creatures of a benevolent nature. They typically have the following: immune to disease and poison (+1), immune to Fear (+2), extraplanar (-1), and supernaturally good (-1). More powerful angels are often omniglots (4 points, can speak and read all languages fluently)
2	Aquatic: Creature is native to the water and can't drown, swimming Pace equal to Athletics or base Pace (whichever is greater)
1+	Armor: +2 to Armor per point spent on this ability, maximum of +8 for 4 points
2	Attributes: All Attributes start at d4, each increase is 2 per increase, including increases above d12. Derived statistics change every +2 above d12 as normal.
3+	Breath Weapon: A successful Athletics roll lets creature create a cone that deals 2d6 damage, targets can Evade, usable at will (like a dragon's breath) but prevents other actions in the same turn; +2 to impose -2 on Agi roll to Evade, +4 to increase damage to 3d6, +2 to count as magical
1+	Burrow: Creature can travel underground at the listed Pace and move anywhere in that distance on its turn. Can't be attacked while burrowing, might be able to surprise opponents. Burrow speed starts at 1/2 Pace, +1 for full Pace, +2 for double Pace
2	Constrictor: +2 to Athletics rolls to grapple and Strength rolls to perform a Crush (but not to crush damage)
6	Construct: Combination of other abilities to reflect a non-living object. Includes +2 to recover from Shaken (2), ignore 1 level of Wound penalties (2), doesn't breathe or eat (1), immune to disease and poison (1), doesn't Bleed Out, and Wounds are removed with Repair rather than Healing (last two items don't count for points when evaluating a custom ally)
2	Darksight: Ignores all bad lighting penalties
1	Demon: Demons are creatures pulled from another dimension or plane of evil. They typically have the following: immune to poison and disease (1), extraplanar (-1), supernaturally evil (-1), and get a +2 bonus to rolls to recover from Shaken (+2).
1	Doesn't Breathe: Doesn't need air/atmosphere, can't be suffocated
2+	Edge: Creature must meet Edge, Rank, and Trait requirements. Add Edge's Rank to cost to ignore requirements except other Edges. Creatures are considered to be the Rank at which they can be summoned (so a Veteran ally is considered of Veteran Rank in terms of Edge requirements)

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5	Elemental: Combination of other abilities to reflect a creature made of raw elemental material. Includes ignore 1 level of Wound penalties (+2), immune to called shots (+1), doesn't breathe or eat (+1), immune to disease and poison (+1), and can only be healed by magic or natural healing (+0 for this system)
2	Energy Attacks: Creature's natural attacks deal +2 damage of an energy type and count as magical (as the smite power, but constantly in effect)
1	Environmental Resistance: Resistant to a type of energy or substance (heat, cold, iron, etc). Damage from that source is reduced by 4, and add +4 to rolls to resist matching Hazards or powers with a similar trapping.
1	Equippable: The creature can be given gear that will persist from summoning to summoning; appears carrying and using that gear when it's summoned again; single-use items like grenades are destroyed when used.
10	Ethereal: Cannot be harmed by non-magical attacks, creature cannot be seen unless they want to be, it takes the ethereal creature an action to become physical
4+	Explosive Attack: Explosion hits all in Medium Blast Template, they take 2d6 damage, all in area can attempt to Evade. Range 12/24/48. +1 to add +50% to all Ranges, +2 to impose -2 on Agi roll to Evade, +3 to increase damage to 3d6, +2 to use LBT instead, +2 to count as magical
3+	Fear: Causes Fear checks in those who see them; +2 for -2 to Spirit roll to resist and +2 to Fear table roll. The summoner is immune to this effect, but their allies are not.
2	Fearless: Creature is immune to Fear and Intimidation tests
2+	Flight: Fly at Pace of 6", can run for extra movement as normal, handling 0. +1 for each +1 to handling, +2 for Pace 12", +4 to increase Pace to 24". Assumes wings that can be bound/entangled to prevent flight. +2 for wingless flight.
2	Grab: Raise on a Fighting roll with a specific attack form initiates a grapple rather than dealing extra damage
2	Hardy: This creature doesn't take a Wound if Shaken while already Shaken
6	Heavy Armor: Creature can only take Wounds from Heavy Weapons; requires at least +4 in Armor
1	Immune to Disease and Poison: Creature is immune to both disease and poison; neither is significant enough to be worth 1 point for a creature that exists for only a few rounds
2	Immune to Fatigue: Ignores Fatigue, cannot become Fatigued (may be overcome by specific things that target it by type)
4	Immunity: Immune to one type of energy or Trappings (fire, acid, etc)
1	Infravision: Halve penalties for bad lighting when attacking living targets, can see living invisible creatures by heat signature
8	Invulnerability: Immune to non-magical weapons and attacks except its Weakness (required with Invulnerability). Can be Shaken or Stunned but not Wounded unless it's by their Weakness.

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2	Leaper: Jump twice as far as normal; +4 damage when leaping and performing a Wild Attack instead of the usual +2 as long as it has room to jump
3	Lifedrain: Target struck must make a Vigor roll or take a level of Fatigue every time the creature's natural attack inflicts Shaken; cannot cause Incapacitation
1	Low Light Vision: Creature ignores Dim and Dark illumination penalties
1+	Natural Melee Weapon: Starts as a Str+1d4 melee weapon of some kind; +1 point to increase damage die or +2 AP, +2 to count as magical, +2 to count as Heavy Weapon. Bites can be used on bound/entangled foe; claws grant +2 to climbing-related Athletics rolls and can climb at full pace; horns deal +4 damage on a charge as long as the creature moves at least 6" in a straight line, tentacles grant +2 to grappling rolls but can be severed. If this takes the form of a melee weapon, add other abilities of the weapon (ie Parry, Reach) to the cost of this ability, but natural weapons get these bonuses for free.
2+	Natural Ranged Attack: Base attack is 2d6 damage, range 6/12/24, usable at will, rolled using either Athletics or Shooting. +1 for AP2, +3 for 3d6 damage, +3 for +1 RoF, +2 to count as magical; +2 to count as Heavy Weapon, +1 for 12/24/48 range
1	No Vital Organs: No extra damage from called shots
2+	Pace: +2" Pace and increase running die by a die type; +1/-1 to just bump Pace by 1 and not impact running die
1+	Parry: Creature is unusually skilled defensively and adds +1 to Parry per point; max +3
4+	Poison: Mild poison as per poison hazard rules in SW core book; +3 to upgrade to Lethal poison, +2 to impose -2 to Vigor rolls; +5 for -4 to Vigor roll
2+	Power: Innate ability that functions as the Gifted Arcane Background. +1 per additional Power known; have to purchase additional New Power Points Edge and Focus skill
2+	Push: If this creature performs a Push, it moves target by 1d6" rather than standard 1"; +1 to gain a free Push any time creature's natural weapons hit with a raise instead of +1d6 damage
1	Reach: +1" Reach per point, up to 3. Size does not grant Reach by default.
4+	Regeneration: Creature makes a Natural Healing roll once every ten minutes. +4 for 1/minute; +6 for 1/round.
2	Resilient: Extra creature can take one Wound before being Incapacitated; +2 more for Very Resilient (two Wounds). This stacks with getting a Raise on the <i>summon ally</i> power.
1	Seep: Can squeeze through any porous gap as if it were Difficult Ground
Special	Size: See the Size chart and sidebar for discussion of the point cost of the Size ability.
2	Skill Bonus: +2 to rolls with one skill (not combat or arcane skills)
1	Skills: 1 skill point per rank; don't bother adjusting based on controlling Attribute
4+	Stun: Single melee attack or ranged attack causes the Stunned condition on a hit for 1d6 rounds or until recovered; Vigor negates; +2 to impose -2 to Vigor roll, +2 to increase duration to 2d6 rounds

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2	Swat: Creature ignores up to 4 points of Scale penalties on attack rolls
1	Toughness: +1 to Toughness per point
8	Undead: Creatures brought back from the dead by magic. Generally includes: +2 Toughness (+2), +2 to recover from Shaken (+2), immune to called shots (+1), ignores 1 point of Wound penalties (+2), doesn't breathe/eat (+1), immune to disease and poison (+1), and supernaturally evil (-1)
1	Wall Walker: Creature can walk on vertical surfaces normally or inverted surfaces at half



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Negative Abilities

Size	Point Value
-4	Animal: This creature has animal intelligence. This includes Cannot Speak and No Hands, and also means it's subject to the <i>beast friend</i> power.
-2+	Attribute Penalty: -1 penalty to attribute rolls with one attribute; -3 total for -2 penalty
-2	Cannot Speak: Creature doesn't have a language, though summoner can still give it orders
-1	Environmental Weakness: +4 to damage from a particular type of energy or substance, --4 to rolls to resist Hazards or powers with trappings based on that substance
2	Extraplanar: Subject to <i>banish</i> and similar powers related to being from another reality
-1/-2	Hindrance: Creature has a Minor Hindrance (1 point) or a Major Hindrance (2 points) not otherwise listed
-1	No Hands: No effective manipulator appendages; can't use most equipment, doors, etc
-1/-2	Reduced Pace: Reduce Pace by 1 and running die by one step; for -2 reduce base by 2 and suffer -2 penalty to Athletics rolls related to movement
-2	Requires Material: This summoned ally can only be created while within the Power's Range of some appropriate raw materials, like bones for a skeleton, scrap metal for a junk golem, or a bonfire for a fire elemental.
-2	Requires Replacement: If this ally is Incapacitated, it cannot be summoned again until the summoner spends 8 hours rebuilding, repairing, performing a ritual, or otherwise fixing it
Special	Size: See the Size sidebar for discussion of the point cost of the Size ability
-1	Supernaturally Aligned: Subject to Champion and other effects that key off of being either supernaturally good or evil
-6	Uncontrolled: This ally is all about havoc; it's not under the summoner's control at all, and acts entirely at the GM's discretion, and is as dangerous to the summoner and his allies as to others. It acts on its own action card.
-2	Unique: This custom ally is unique; the summoner can't use summon ally to summon more than one copy of it at the same time, and the Crowd Caller Edge doesn't work with it. Often paired with Requires Replacement.
-3	Unpredictable: If a Club is drawn for the caster's Action Card, creature just Defends and can take no other actions
0	Weakness: Mandatory with Invulnerability, something that bypasses that protection other than magic (which is assumed), must be somewhat common (fire, holy items, silver weapons, etc)



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Any abilities that aren't listed in the above tables are going to be up to GM arbitration based on the listed costs, though you can use the powers system from the *Super Powers Companion* as a guide for some things as well, like unusual senses or other strangeness. That book shouldn't be used to determine attacks or defenses, though – the prices and power level for those are very different than the rules used here.

Once you've got your ally created, the next step is to figure out the ally's custom Power Modifiers. Each +1 Power Point spent on an ally at the time of casting adds 2 points of ally build points to it, but these decisions are typically fixed when you learn the ally. By default, all allies have a +1 PP modifier and a +2 PP modifier, adding 2 and 4 build points, respectively. In general, I recommend having one of these be a movement or utility ability, and the other as a combat-boosting ability. These don't have to all be one ability, either – you could do two 1-point abilities for the +1 PP modifier, if that fit the concept best. Foregoing these Power Modifiers entirely is a 1-point Limitation on *summon ally*. I've included a few of these on the sample allies, but for the most part, these should be customized to the summoner and the trappings of their powers.



Let's walk through an example of this process. Kristen is playing a character with ice powers in a fantasy game. She's had *summon ally* for a while, and is finding her Attendant (a snowman) a bit lacking in combat. She just hit Seasoned and wants a battle-capable ally that fits in with her concept, so she wants to build an ice elemental bruiser.

That suggests high physical Attributes and decent Fighting and Intimidation. Looking over the positive abilities, the ones that fit her concept are **Armor**, **Breath Weapon**, **Burrow**, **Elemental**, **Energy Attacks**, **Natural Melee Attack**, and some increased **Size**. For negative traits she's thinking **Cannot Speak** (the Attendant has been stealing a lot of screen time already), and maybe **Requires Material (Ice/Snow)**. She plays around with different values for a bit and ends up with this.

Ice Elemental Bruiser	Points
Attributes	
Agility d4	0
Smarts d4	0
Spirit d8	4
Strength d10	6
Vigor d8	4
Skills	
Athletics d4	1
Fighting d8	3
Intimidation d8	3
Notice d4	1
Abilities	
Armor +2	1
Elemental	5
Immunity (Cold)	4
Natural Attack (Str+d6 fist)	2
Size 2	2
Cannot Speak	-2
Requires Material (Ice/Snow)	-2
TOTAL	32
+1 PP Modifier	
Armor to +4	1
Burrow 3"	1
+2 PP Modifier	
Athletics to d6	1
Breath Weapon (Ice)	3

Sample Allies

The following allies were built with the Making a Friend system above, and serve as sample allies to inspire your own creations, a bestiary of monsters in their own right, and as the allies of the sample summoners later in this book.

Novice Allies

BEAST

This is a smaller predatory beast of some kind like a wolf, leopard, or small dinosaur. It's a skilled hunter, preferring to surprise prey and take it down with a quick bite to a vulnerable spot.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d6, Stealth d6, Survival d6

Pace: 8 (running die d8); **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Bite (Str+d6)**
- **Size -1**

FRIGHT

Frights are the crawling, spiny terrors of human minds given form and power by a psychic. They're somewhat shaped by the minds they're pulled from, but most of them look like grey-skinned things between a monkey and a spiny insect. Mostly they prefer to sneak around whispering and gibbering to themselves, then leap out to frighten and attack anything that looks vulnerable.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d4-1, Vigor d4

Skills: Athletics d4, Fighting d6, Notice d4, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities:

- **Claws (Str+d4):** Frights are covered with spines and claws, though they're not terribly dangerous to an armored opponent.
- **Fear:** Frights are terrifying creatures pulled from the minds of those nearby. Anyone seeing a

fright must make a Fear roll.

- **Fearless:** As creatures of terror, frights are not subject to Fear.
- **Low-Light Vision.**
- **Size -1.**
- **Wall Walker:** Frights love to use their ability to move across walls and ceilings to find a good vantage point from which to leap out and scare people.

GUIDING LIGHT

Created to guide and watch over travelers, guiding lights are a minor form of angel that appears as a small floating golden flame, like a torch or will-o-wisp. They are usually summoned by the lost or desperate, as their nature allows them to lead people to safety and security. In a battle, they do their best to stay out of melee and Support their allies, only launching searing bolts in defense of those under their care.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d4-3, Vigor d4

Skills: Athletics d6, Notice d4, Persuasion d6, Shooting d6

Pace: 6" (flight); **Parry:** 2; **Toughness:** 2

Edges: Reliable

Special Abilities:

- **Angel:** As minor angels, guiding lights are immune to poison, disease, and called shots, and count as both extraplanar and supernaturally good creatures.
- **Flight:** Guiding lights can fly at a walking Pace, though they don't have wings.
- **Guide:** As spirits made to watch over travelers, guiding lights can never become lost, and always know the direction and distance to a given location. They also shed light in a Medium Blast Template; this cannot be turned off.
- **No Hands.**
- **Searing Bolt:** Guiding lights can shoot blasts of golden illumination, dealing 2d4 damage with a Range of 6/12/24. These count as magical attacks.

- **Size -2:** There is a small physical core to a guiding light's flame, though it's tenuous. They have a -2 scale modifier.

PITWRETCH

This is the lowest form of demon, a twisted creature formed from banal evil and spite. Their appearance can vary greatly, but they're all small, malformed things that look like a mixture of humanoid, animal, and monstrous features.

Attributes: Agility d6, Smarts d4-1, Spirit d4, Strength d6, Vigor d8

Skills: Athletics d6, Fighting d6, Intimidation d4, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Demon:** Demons are immune to poison and disease, are considered extraplanar and supernaturally evil, and gain a +2 to bonus to rolls to recover from Shaken.
- **Environmental Resistance (Acid and Fire):** Pitwretches are at home in the acidic slime and fiery pits of the infernal realms. They get a +4 bonus to rolls to resist such hazards, and a +4 bonus to Toughness against attacks with those Trappings.
- **Natural Weapon (Str+d4):** All pitwretches have some sort of crude natural weaponry that deals Str+d4 damage. Determine randomly if they have a bite, claws, horns, or tentacles.
- **Size -1.**



SCOUT

This is a small, stealthy, keen-eyed beast, almost always summoned to provide reconnaissance of an area. It might take the form of a rat, a spider, a raven, or similar small and unobtrusive creature, depending on the nature and preferences of its summoner.

Attributes: Agility d10, Smarts d4 (A), Spirit d4, Strength d4-3, Vigor d6

Skills: Athletics d4, Notice d10, Stealth d10, Survival d4

Pace: 6; **Parry:** 2; **Toughness:** 2

Special Abilities:

- **Low-Light Vision:** Scouts can see decently well in the dark; they ignore illumination penalties for Dim and Dark conditions.
- **Size -3:** Scouts are Very Small, and have a -4 scale modifier.

SCORCH SNAKE

Flames curl around the head of this red-orange serpent when it's angry, and it's capable of spitting flames accurately and at a distance, making it a dangerous beast to approach.

Attributes: Agility d6, Smarts d4 (A), Spirit d4, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d4, Notice d4, Shooting d6

Pace: 6; **Parry:** 4; **Toughness:** 6 (2)

Special Abilities:

- **Armor +2:** The scales of this serpent are surprisingly tough for such a small creature.
- **Bite (Str+d4+2, AP 2):** The fangs of a scorch snake are burning hot and sharp enough to pierce through leather armor with ease, and their bites both cut and burn the target (the +2 damage is fire damage, as the *smite* power).
- **Fire Spit:** Scorch snakes can spit fire at a range of 6/12/24; a hit deals 2d6 damage.
- **Immunity (Fire/Heat):** Their preferred habitats are blisteringly hot deserts or inside active volcanoes.
- **Infravision:** As pit vipers, scorch snakes can sense the heat of living creatures, and halve

penalties related to darkness and concealment against them.

- **Size -1:** Scorch snakes are about 8' long when stretched out, but not as massive as a human.

WARRIOR

This summoned warrior could be any number of basic soldiers from across time and space, such as a holographic alien sparring dummy or an ancestral spirit called back from Valhalla. It wields a basic weapon of some form, and speaks one language known to the summoner.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Notice d4

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Str+d6 hand weapon (hand axe, heavy club, staff, spear, etc)

Special Abilities:

- **Equippable:** Any gear given to this creature becomes a part of it; when it's summoned again it will have that gear equipped and ready to use until the items are removed. Expendable items like grenades are destroyed when used.

Seasoned Allies

ALIEN MONK

Created as a holographic training aid by an extinct civilization thousands of years ago, this alien creature is a tall, long-skulled humanoid with four arms. Its programming causes it to occasionally stop in the middle of a fight to lecture its opponent on proper forms and techniques in a long-dead language, but when it's focused, it's a skilled warrior.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8+1, Notice d6

Pace: 6; **Parry:** 7; **Toughness:** 7

Edges: Brawler, Martial Artist, Improved Dodge

Special Abilities:

- **Additional Action:** This creature's four arms allow it to ignore two points of Multi-Action penalties each turn.

- **Hologram:** As a hologram, it is immune to disease, Fatigue, and poison.

- **Unpredictable:** In the heat of battle, its ancient programming sometimes causes this creature to stop fighting and instead offer combat advice in its ancient language. If the summoner's Action Card is a Club, the creature's only action for the turn is to Dodge.

BURROWING BORER

This awkward creature looks like a cross between a mole and a stony armadillo, with long claws on its forelegs and beady obsidian-black eyes. It can dig through the ground faster than it can walk, and can slam into the ground to create a dangerous earthquake.

Attributes: Agility d6, Smarts d4 (A), Spirit d6, Strength d6, Vigor d10

Skills: Athletics d4, Fighting d6, Notice d4, Stealth d4

Pace: 4 (running die d4); **Parry:** 5; **Toughness:** 11 (4)

Edges: Brute, Iron Jaw

Special Abilities:

- **Armor +4:** Borers have a stony, tough hide.
- **Burrow (8"):** These creatures can burrow through the earth faster than they can walk.
- **Claws (Str+d6, AP 2):** The claws of a borer can tear through flesh and armor as easily as they can through the ground.
- **Earthquake:** By slamming itself into the ground repeatedly, a borer can create a small earthquake centered on itself. This takes its whole turn (it can move before the earthquake but can't take any other actions) and makes the creature Vulnerable, but all creatures besides the borer in a Medium Blast Template take 2d6 damage; if they fail an Agility roll they are also knocked Prone. This can be Evaded.
- **Hardy:** Borers are tough creatures; being Shaken while already Shaken does not cause them a Wound.
- **Slow:** They are slow, ponderous creatures when not digging through the earth, and have a 4" pace and a d4 running die.

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DRAUGR

These ancient tomb guardians rise to defend their barrow mounds and sunken longships. Their skin is tight against their bones, and their eyes glow with unnatural blue light.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d6

Skills: Athletics d4, Fighting d8, Intimidation d6, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 9 (2)

Special Abilities:

- **Armor +2:** Draugr wear rusted metal armor.
- **Darksight:** The deep tombs of the draugr are entirely lightless; they ignore all illumination penalties.
- **Environmental Resistance (Cold):** The icy touch of their northern graves infuses a draugr; they get a +4 bonus to Toughness against cold-based attacks.
- **Equippable:** Any gear given to this creature becomes a part of it; when it's summoned again it will have that gear equipped and ready to use until the items are removed. Expendable items like grenades are destroyed when used.
- **Hand Weapon (Str+d6):** Draugr are entombed with their weapons, and still wield them after death. Most carry a rusty sword or battle axe.
- **Immune to Fatigue:** Draugr are restless dead, and cannot gain Fatigue.
- **Undead:** All undead get a +2 to basic Toughness, reduce Wound penalties by 1, ignore additional damage from called shots, don't breathe or eat, are immune to disease, fear, and poison, and are considered supernaturally evil.

DREAD

Born of nightmares given form, a dread looks like a rubbery mass of barbed tentacles, all coiling and writhing around a tumorous center. From somewhere in this mass, the creature's voice hisses threats of pain. It prefers to attack frightened

targets, and will usually go after those affected by its Fear ability or use Intimidate to frighten them before going in for the kill.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d4, Fighting d8, Intimidation d8, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: Counterattack

Special Abilities:

- **Fear:** Dreads are horrible creatures; seeing them requires a Fear roll.
- **Fearless:** As creatures born of fear, dreads are immune to it.
- **Low Light Vision:** Dreads ignore penalties for Dim and Dark illumination.
- **Seep:** The rubbery form of a dread can squeeze through tiny gaps only a few inches across, though it's treated as Difficult Ground.
- **Tentacles (Str+d6):** The barbed tentacles of a dread are Str+d6, Reach 1" weapons, and grant the creature a +2 bonus to grapple rolls. They can be severed with a Called Shot at -2, if the damage exceeds the dread's Toughness.

GHOST SWORD

This spectral weapon floats and engages on its own, attacking as directed by its creator. It is immune to non-magical attacks, but magical attacks can shatter it.

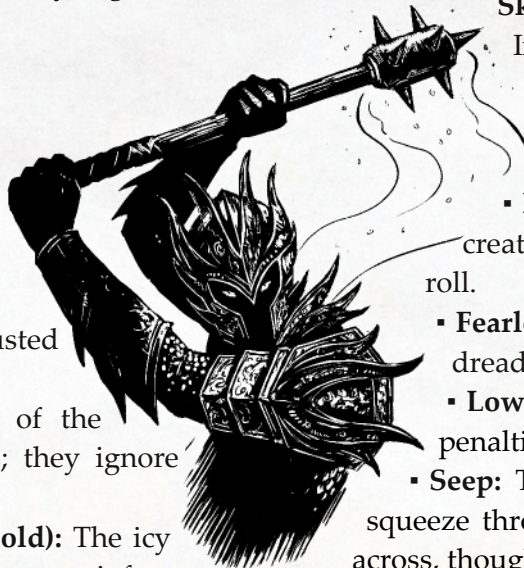
Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Athletics d4, Fighting d8

Pace: 6 (flight); **Parry:** 6; **Toughness:** 4

Special Abilities:

- **Blade (Str+d6):** The strike of a ghost sword is a magical weapon.
- **Cannot Speak.**
- **Construct:** Immune to called shots, disease, Fatigue, fear, and poison, gets +2 to recover from Shaken, and ignores 1 point of Wound penalties.
- **Flight 6":** Ghost swords can fly and hover,





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though they're fairly slow.

- **Invulnerability:** The immaterial form of a spectral weapon can't be hurt by non-magical attacks.
- **No Hands.**
- **Size -1.**

MALAKIM

These warrior angels are the lowest rank of soldiers in the armies of the Host. They tend to be businesslike and grim when in the mortal world, and prefer to eliminate threats quickly and efficiently. They look like tall, well-built humans with a faint glow to their skin.

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d8, Vigor d8

Skills: Athletics d6, Fighting d8, Intimidation d6, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: Champion

Special Abilities:

- **Angel:** As angels, malakim are immune to disease, Fear, and poison, and are considered both extraplanar and supernaturally good.
- **Celestial Sword (Str+d8):** Warrior angels carry a silvery blade that counts as a magical weapon. It cannot be given away or taken from them against their will; they can always call their blade back to their hand as a free action.

Modifiers:

- **+1 PP:** Glowing halo grants +2 to base Toughness, sheds light, but prevents Stealth
- **+2 PP:** Feathered wings grant Flight 12".

PREDATOR BEAST

These stats can be used for most man-sized predatory animals like a mountain lion or a deinonychus. It's a clever, stealthy predator that prefers to sneak up on its prey and deliver a single massive killing blow, but if pressed it will chase prey down and tear them apart with its teeth and claws.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Fighting d8, Notice d6, Stealth d8

Pace: 8 (running die d8); **Parry:** 6; **Toughness:** 6

Edge: Frenzy

Special Abilities:

- **Bite/Claws (Str+d6).**
- **Leaper:** Predatory beasts double all jumping distances, and deal +4 damage when pouncing as part of a Wild Attack (instead of the usual +2).
- **Low Light Vision:** These natural hunters ignore Dim and Dark illumination penalties.

SOLDIER

These soldiers could be pulled from any era, from Roman legionnaires to a medieval battlefield to the trenches of World War I. While the appearance of their gear might change, use the statistics presented below, choosing the bonus Combat Edge when they're summoned, not when the Power is learned.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Athletics d6, Fighting d6, Intimidation d6, Notice d6, Shooting d8, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 7 (2)

Edges: Soldier, one Combat Edge they qualify for

Gear: Military uniform and kit

Special Abilities:

- **Armor +2:** Summoned soldiers wear armor appropriate to their era.
- **Equippable:** Any gear given to this creature becomes a part of it; when it's summoned again it will have that gear equipped and ready to use until the items are removed. Expendable items like grenades are destroyed when used.
- **Weapons:** Regardless of era, these soldiers carry melee weapons that deal Str+d6 damage and ranged weapons that deal 2d6 damage with a range of 12/24/48; don't worry about ammunition for these weapons.

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STEED

Sometimes a summoner doesn't need a monster, they need a reliable steed. These stats work for a summoned horse or other horse-sized quadruped used as a mount – let your imagination run wild.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d8, Fighting d4, Notice d6

Pace: 12 (running die d12); **Parry:** 4; **Toughness:** 8

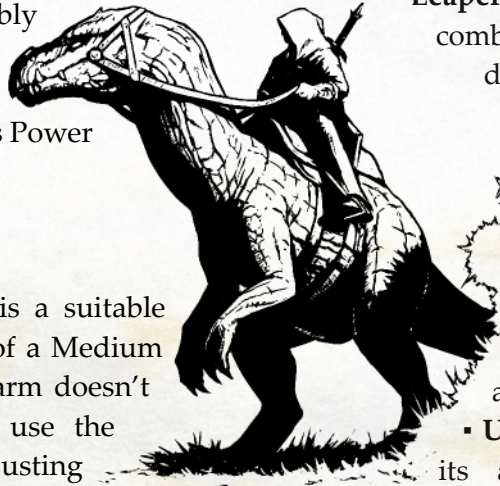
Edges: Extraction

Special Abilities:

- **Kick (Str+d4):** Steeds are quite strong, and usually have a nasty kick.
- **Size 2:** Steeds are considerably larger than a human.

Modifiers:

- **+2 PP:** The base duration of this Power becomes 1 hour.



SWARM

The swarm from the core book is a suitable Seasoned ally, covering the area of a Medium Blast Template. A summoned swarm doesn't split when Wounded. You can use the Swarm stats as a baseline, adjusting Traits down if you want to free up points to add other abilities (Flight, Poison, and Wall Walker might all be appropriate for real-world swarms you might want to build, for example).

Veteran Allies

ALIEN BLADEMASTER

These holographic creations were the elite warrior-knights of their society. They wear intricate carapace armor and wield four deadly blades. When fighting, they've been known to stop and offer both large-scale strategic advice as well as combat suggestions, though this helpful advice usually falls on deaf ears as it's in a long-dead alien tongue.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Athletics d8, Battle d6, Fighting d10, Notice d8

Pace: 6; **Parry:** 8; **Toughness:** 10 (4)

Edges: Ambidextrous, Frenzy, Two Fisted

Special Abilities:

- **Additional Action:** The four arms of this alien hologram allow it to ignore 2 points of Multi-Action Penalties every round.
- **Armor +4:** Blademasters wear ornate combat armor.
- **Blades (Str+d8):** As their name suggests, blademasters wield a set of four ornate swords, one in each hand.
- **Hologram:** As a hologram, it is immune to disease, Fatigue, and poison.
- **Leaper:** Blademasters are nimble combatants, doubling all jumping distances, and they deal +4 damage when pouncing as part of a Wild Attack (instead of the usual +2).
- **Parry +1:** These alien holograms are adept at defending themselves behind a barrier of steel blades. This is already included in their stats above.
- **Unpredictable:** In the heat of battle, its ancient programming sometimes causes this creature to stop fighting and instead offer combat advice in its ancient language. If the summoner's Action Card is a Club, the creature's only action for the turn is to Dodge.

BERSERKER

These fur-clad warriors of the north carry massive weapons, shrieking and frothing as they run into battle. When called back from their eternal battleground, they're happy to lend their blades to a mortal summoner.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Athletics d6, Fighting d10, Intimidation d6, Notice d6

Pace: 8 (running die d8); **Parry:** 8; **Toughness:** 9 (2)



Summoner's Circle

Edges: Berserk, Fleet-Footed, Sweep, Trademark Weapon

Special Abilities:

- **Armor +2:** As their name suggests, berserkers wear bear skins.
- **Environmental Resistance (Cold):** Berserkers come from cold northern climates; they get a +4 on rolls to resist cold-based Hazards and have +4 Toughness against attacks with such Trappings.
- **Equippable:** Any gear given to this creature becomes a part of it; when it's summoned again it will have that gear equipped and ready to use until the items are removed. Expendable items like grenades are destroyed when used.
- **Fearless:** The rage that fills a berserker makes them immune to Fear.
- **Hardy:** A berserker that is Shaken while already Shaken does not suffer a Wound.
- **Size 1.**
- **Weapon (Str+d10, Two Hands):** Berserkers tend to favor massive weapons, like a greatsword, maul, or greataxe. The listed stats are for a greatsword.

Modifiers:

- **+1 PP:** The berserker starts with the Berserk Edge already triggered.

GREEN MAN

This treelike green-skinned humanoid is a guardian of the wild places and its flora and fauna. Most of them don't care much for the civilized races, especially those that chop down trees or carry fire. They use their magical abilities to herd and hinder intruders, calling up barriers of earth or encasing their enemies in vines. Their bond with nature allows them to move through natural Difficult Ground without slowing down. Despite the name, females are just as common as males.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d10

Skills: Athletics d6, Fighting d6, Focus d8, Notice d6, Occult d6, Stealth d6, Survival d8

Pace: 6; **Parry:** 5; **Toughness:** 9

Edges: Arcane Background (Gifted), Free Runner

Powers: *barrier, elemental manipulation* (earth and plants only), *entangle*. **Power Points:** 15.

Special Abilities:

- **Size 2:** Green men are about 9' tall.
- **Slam (Str+d6):** While they're not fighters by inclination unless their wilderness is in danger, the punch of a green man is dangerous.
- **Vitality:** A green man's connection to nature sustains him; he is immune to disease, Fatigue, and poison.

SHOCK HAWK

These massive, eagle-like creatures spend their time soaring through thunderstorms and swooping down on undefended livestock. Their plumage is a mottled blue-grey, shading to white on their heads and chests, and their bodies crackle with electrical energy.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d12, Vigor d8

Skills: Athletics d6, Fighting d6, Focus d8, Notice d10+2

Pace: 6; **Parry:** 5; **Toughness:** 8

Powers: *burst, damage field*. **Power Points:** 15

Special Abilities:

- **Bite/Claws (Str+d6):** Shock hawks have vicious talons and a dangerous beak. These attacks also crackle with electricity and deal +2 damage at all times, as the *smite* power.
- **Flight:** Storm raptors have a Flying Pace of 24".
- **Immunity to Electricity:** These creatures are immune to any abilities or attacks based on lightning, electricity, or thunder.
- **Powers:** These massive birds can surround themselves with dangerous lightning (*damage field*) and call down bolts from the sky (*burst*).
- **Size 2:** Storm raptors stand about 9' high, with a wingspan of over 30'.
- **Skill Bonus (Notice):** As raptors, shock hawks have exceptional eyesight.

Summoner's Circle

TERROR

These manifested fears look like a Geigeresque alien nightmare, all shiny black exoskeleton and predatory grace. They whisper the secret fears of the creatures they hunt, and prefer the taste of panicked meat above all others.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8

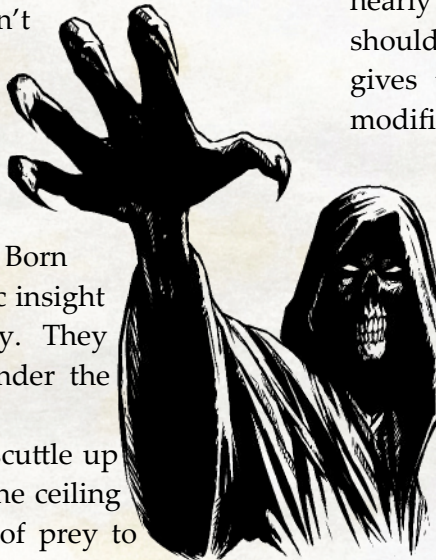
Skills: Athletics d6, Fighting d8, Intimidation d10+2, Notice d4

Pace: 6; **Parry:** 6; **Toughness:** 8 (2)

Edges: Frenzy, Rabble-Rouser

Special Abilities:

- **Armor +2:** Terrors have tough, chitinous exoskeletons.
- **Bite/Claws (Str+d6):** These alien creatures have dangerous claws and a vertically-hinged jaw that can shear through bone.
- **Fear:** The sight of a terror is enough to send most people into a screaming panic.
- **Fearless:** These creatures aren't afraid of anything.
- **Low Light Vision:** Terrors ignore illumination penalties for Dim and Dark lighting.
- **Skill Bonus (Intimidation):** Born of fear, terrors have a psychic insight into what scares their prey. They know what to say to get under the skin of anyone they can see.
- **Wall Walker:** They prefer to scuttle up walls and drop down from the ceiling into the middle of a group of prey to terrify them.



WRAITH

These ghostlike phantasms are the spirits of the malevolent dead. They seek to drain the life from the living in order to get a fleeting grasp of their former vitality. They look like vague black outlines of a humanoid form with glowing red eyes.

Attributes: Agility d, Smarts d4, Spirit d, Strength d, Vigor d

Skills: Athletics d4, Fighting d8, Intimidation d8, Notice d8, Stealth d8

Pace: 6; **Parry:** 6; **Toughness:** 7

Special Abilities:

- **Claws (Str+d6):** Wraith claws leave jagged wounds in their prey.
- **Darksight:** These undead fiends ignore all illumination penalties.
- **Environmental Weakness (Light):** Wraiths are

TRICERATOPS

This massive three-horned ceratopsid is a staple of dinosaur media. While it's an herbivore, it's an aggressive, territorial, and fairly dim one. It prefers to charge and gore whatever it thinks might be a threat.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+4, Vigor d12

Skills: Athletics d6, Fighting d6, Notice d4

Pace: 8 (running die d8); **Parry:** 5; **Toughness:** 17 (2)

Special Abilities:

- **Armor +2:** Triceratops hide is tough even where it's not protected by a bony frill.
- **Hardy:** These massive dinosaurs aren't Wounded if they're Shaken again while already Shaken.
- **Horns (Str+d6):** The distinctive three horns of a triceratops can deal crippling wounds; they deal +4 damage if the creature moves at least 6" in a straight line before the attack.
- **Shield Frill:** The bony neck frill of the triceratops functions as a large medieval shield, granting +3 Parry and a -4 cover penalty on ranged attacks from the direction that the creature is facing. It adjusts its facing on its turn as a free action, facing the largest or most damaging threat it knows about.
- **Size 7 (Large):** Triceratops are massive creatures, nearly thirty feet long and ten feet to the shoulder, weighing around ten tons. Their size gives them an extra Wound and a +2 scale modifier.

vulnerable to powers and attacks based on light; they suffer a -4 penalty on rolls to resist such abilities, and suffer +4 damage. While in direct sunlight, they are Distracted.

- **Ethereal:** Wraiths don't have a physical form unless they want to. They can pass through physical objects, can't be harmed except by magical attacks, and can't be seen unless they're manifested to attack.
- **Lifedrain:** Any creature Shaken by a wraith's attack must make a Vigor roll or gain a level of Fatigue for one hour. This cannot cause Incapacitation.
- **Undead:** All undead get a +2 to basic Toughness, reduce Wound penalties by 1, ignore additional damage from called shots, don't breathe or eat, are immune to disease, fear, and poison, and are considered supernaturally evil.

Heroic Allies

BONE SERPENT

Born from charnel pits and mass graves, this serpentine collection of bones burrows through the earth, searching for prey that it can crush or devour.

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d12+3, Vigor d10

Skills: Athletics d6, Fighting d10, Notice d6, Stealth d8

Pace: 8 (running die d8); **Parry:** 7; **Toughness:** 17 (2)

Special Abilities:

- **Armor +2:** Bony exterior.
- **Bite (Str+d6):** The bite of a bone serpent has Reach 3.
- **Burrow (8''):** Graveworms travel through the ground as quickly as they crawl on the surface.
- **Darksight:** Bone serpents don't need light to see; they ignore all illumination penalties.
- **Hardy:** The creature doesn't suffer a Wound if Shaken while already Shaken.
- **Size 6 (Large):** A bone serpent is about 30' long, and can devour a full-grown bull with ease. Their size gives them an extra Wound, and they have a +2 scale modifier.
- **Undead:** All undead get a +2 to basic Toughness,

reduce Wound penalties by 1, ignore additional damage from called shots, don't breathe or eat, are immune to disease, fear, and poison, and are considered supernaturally evil.

GREAT EAGLE

When a wizard needs some air support, there's nothing quite like a horse-sized talking eagle flying in like a feathered *deus ex machina*.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+2, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d12+2

Pace: 6; **Parry:** 7; **Toughness:** 10

Edges: Extraction, Improved Dodge

Special Abilities:

- **Bite/Claw (Str+d6):** The talons and beak of an eagle can tear through armor; they have AP 2.
- **Fearless:** These proud creatures are immune to Fear.
- **Flight:** Great eagles have a Flying Pace of 24".
- **No Hands:** Eagles have no need for tools.
- **Size 3:** These massive raptors are the size of a war horse, and can easily carry a sheep or man off to be devoured.
- **Skill Bonus (Notice):** The keen eyes of a great eagle can see a mouse scurrying a mile away.

LORD OF THE HUNT

These fey huntsmen follow Herne, a powerful Sidhe noble that revels in the savagery of nature. They are boisterous, vital creatures who love nothing as much as a spirited chase through the woods followed by the thrill of a bloody kill. Hunt lords have a centaur-like form, with the lower body of a massive stag, a hairy human or elven upper body, yellow eyes like an owl or great cat, and a rack of sharp antlers.

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d10, Vigor d10

Skills: Athletics d8, Fighting d10, Intimidation d8, Notice d8, Shooting d10, Survival d10+2

Pace: 10 (running die d10); **Parry:** 7; **Toughness:** 12 (2)

Gear: Long Bow (Damage 2d6, Range 15/30/60), Spear (Str+d6, Reach 1)

Special Abilities:

- **Armor +2:** Tough hide.
- **Equippable:** Any gear given to this creature becomes a part of it; when it's summoned again it will have that gear equipped and ready to use until the items are removed. Expendable items like grenades are destroyed when used.
- **Fey:** These fey creatures are invigorated by the hunt and are immune to Fatigue, but they are not from this reality, and are subject to banishment.
- **Horns/Kick (Str+d6):** Lords of the hunt can kick with their hooves or gore with their antlers; they deal +4 damage if they move 6" in a straight line before making a horn attack, and prefer to open battle this way.
- **Leaping:** The staglike body of a lord of the hunt allows them to double all jumping distances, and they deal +4 damage instead of +2 if they make a Wild Attack while leaping at their target.
- **Size 3:** These creatures are tall and massive.
- **Skill Bonus (Survival):** They are consummate woodsmen and trackers.

PRINCIPALITY

Principalities are angels that are tasked with teaching and guiding mortals in their care. While most are concerned with leading nations or other large organizations, some make their names known to summoners in order to provide personal guidance to those powerful enough to call on them. They are wise, learned, and capable of speaking any mortal language.

Attributes: Agility d8, Smarts d10, Spirit d12, Strength d8, Vigor d8

Skills: Academics d10, Athletics d8, Faith d10, Fighting d8, Notice d8, Occult d10, Persuasion d10, Science d10

Pace: 6; **Parry:** 6; **Toughness:** 6

Edges: Arcane Background (Miracles), New Powers
Powers: *arcane protection, environmental protection, healing, light, relief.* **Power Points:** 15

Gear: Staff of office (Str+d6)

Special Abilities:

- **Angel:** As angels, principalities are immune to disease, Fear, and poison, and are considered both extraplanar and supernaturally good. They also have a +2 to rolls to recover from Shaken, and can speak any mortal language.
- **Equippable:** Any gear given to this creature becomes a part of it; when it's summoned again it will have that gear equipped and ready to use until the items are removed. Expendable items like grenades are destroyed when used.
- **Flight:** Principalities have a Flying Pace of 12".

SHRIEKING HORROR

This malformed abomination looks like a massive lizard-like head that scuttles along on a forest of thick black tentacles. Two long, squid-like appendages sprout from the side of its head and pull its prey toward the snapping maw when it's not releasing a burbling, sanity-destroying scream.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d12

Skills: Athletics d8, Fighting d8, Intimidation d10+2, Notice d6

Pace: 6; **Parry:** 6; **Toughness:** 12 (2)

Edges: Free Runner

Special Abilities:

- **Armor +2:** Horrors have a tough, rubbery hide.
- **Bite/Tentacles (Str+d6):** They prefer to strike and grab with their long tentacles (Reach 3") and pull their prey into their maws to be torn apart. These tentacles grant the creature a +2 bonus to grappling rolls. They can be severed with a Called Shot at -2 if the damage exceeds the horror's Toughness; doing so Shakes the creature, and can Wound it if it's already Shaken.
- **Dark Sight:** These tentacled terrors ignore all illumination penalties.

- **Fear (-2):** The sight of this creature provokes Fear in the strongest souls.
- **Fearless:** Horrors are immune to Fear.
- **Shriek:** These creatures can unleash a devastating scream, somewhere between a psychic assault and a bone-shattering sonic attack. This functions as a breath weapon, and deals 2d6 damage to everything in the area. This can be Evaded. Any creatures Shaken by this attack are also Distracted.
- **Size 2.**
- **Skill Bonus (Intimidation):** Horrors are experts at terrifying their prey.

TYRANNOSAURUS REX

You don't need me to tell you what a t-rex is. For when you really need to put the fear of the Cretaceous into some adventurers, accept no substitutes. Hail to the king.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12

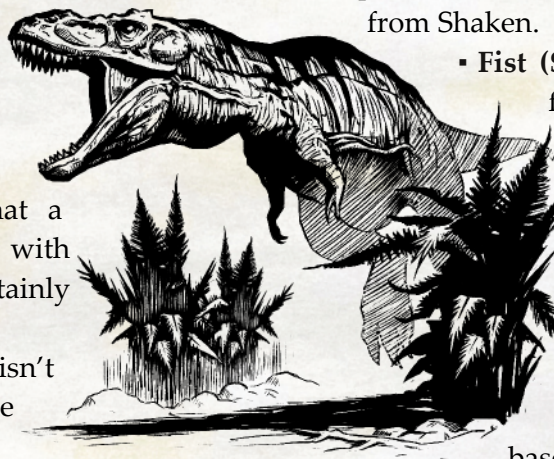
Skills: Athletics d8, Fighting d10, Intimidation d10, Notice d6

Pace: 10 (running die d10);

Parry: 7; **Toughness:** 18 (2)

Special Abilities:

- **Armor +2:** Scaly hide.
- **Bite (Str+d10):** Anything that a tyrannosaurus latches onto with its mighty jaws is almost certainly doomed.
- **Hardy:** This creature isn't Wounded if it's Shaken while already Shaken.
- **Low Light Vision:** This creature ignores Dim and Dark illumination penalties.
- **Reach 2.**
- **Size 8 (Huge):** The tyrannosaurus rex is one of the largest land predators to have ever lived. Its size grants it two additional Wounds, and it has a scale modifier of +4.



Legendary Allies

NATURAL FURY

Formed from the power of the elements, these creatures are summoned by powerful shamans and druids to wreak havoc on civilization when the natural order is threatened. They look like bulky humanoids formed of shifting earth, magma, roiling seas, and raging stormclouds. Their eyes burn like white-hot coals, and all worked objects they touch crumble to a natural state.

Attributes: Agility d4, Smarts d4, Spirit d10, Strength d12+3, Vigor d12

Skills: Athletics d6, Fighting d12, Notice d6

Pace: 8 (running die d8); **Parry:** 8; **Toughness:** 14

Edges: Berserk, Frenzy

Special Abilities:

- **Burrow (8''):** Furies can move through earth and stone with ease.
- **Elemental:** Natural furies don't eat or breathe, they're immune to disease, Fear, Fatigue, and poison, and they get a +2 to rolls to recover from Shaken.
- **Fist (Str+d8+2):** The fists of a natural fury are a Heavy, Reach 2 weapon. They are constantly surrounded by elemental energy, and deal +2 damage (as the *smite* power).
- **Resistance:** Furies are made of nature's wrath, and are resistant to its power. They get a +4 bonus to resist elementally-based abilities, and have a +4 Toughness against attacks with such Trappings. This includes fire, lightning, water, cold, and earth-based powers.
- **Return to Nature:** Any worked nonmagical material touched by a natural fury returns to its natural state – wooden objects twist and sprout, metal crumbles to unworked ore, glass dissolves to sand. Mostly they just do this in passing, but they can also make a called shot as a Touch Attack to try and disintegrate a

particular object. They do this to any particularly unnatural pollutants or objects they see.

- **Size 6 (Large):** These avengers of nature are about 25' tall, and weigh ten tons. Their size grants them a bonus Wound, and they have a +2 scale modifier.
- **Very Resilient:** Furies are extremely tough even for their size; they have two additional Wounds (so three with the bonus Wound from Large size).

NIGHTMARE BEAST

This monstrous creature was born from the nightmarish depths of the mind. When be visible, it is a massive, purple, slimy-skinned quadruped, about 8' at the shoulder. Where a head should be is a mass of barbed tentacles surrounding a lamprey-like mouth, and it has massive claws on its front feet. It is a skilled telepath, and its burbling voice whispers in the mind of its prey as it pulls apart their memories to find what frightens them. It spends most of its time invisible, and crafts illusions designed to drive its victims mad with terror before it finally tears them apart and devours them.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+3, Vigor d12

Skills: Athletics d6, Fighting d10, Focus d10, Intimidation d12+2, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 14 (2)

Edges: Arcane Background (Gifted), Channeling, Frenzy

Powers: *illusion, invisibility, mind link, mind reading.*

Power Points: 15

Special Abilities:

- **Armor +2:** Tough hide.
- **Claws/Tentacles (Str+d6):** Nightmare beasts strike with their claws and the ring of barbed tentacles where their head should be. The tentacles are Reach 1.
- **Dark Sight:** Nightmare beasts ignore all illumination penalties.
- **Fear (-2):** These living horrors inspire terror in everyone that sees them.

- **Fearless:** These creatures have nothing to fear.
- **Size 4 (Large):** Nightmare beasts are about 8' high at the shoulder and about twice that long, and weigh around two tons. Their size gives them an extra Wound and a +2 scale modifier.
- **Skill Bonus (Intimidation):** Their mental powers give nightmare beasts deep insight into what frightens the creatures around them.
- **Swat:** Nightmare beasts ignore 4 points of scale penalties when attacking with their tentacles.

PIT LORD

Pit lords are massive winged demons. They have a monstrous appearance, with red skin, goat legs, curved horns, and they carry a burning blade. As one an elite warriors of the nether realms, a pit lord is a devastating presence on the battlefield, capable of tearing through whole squads of warriors with its steel-proof skin and fiery sword.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12+2, Vigor d12

Skills: Athletics d8, Fighting d12, Intimidation d10, Notice d8, Occult d10

Pace: 6; **Parry:** 8; **Toughness:** 13 (2)

Edges: Improved Sweep

Special Abilities:

- **Armor +2:** Unnaturally tough hide.
- **Burning Sword (Str+d8+2):** These demons wield a magical obsidian sword. They have Reach 1.
- **Demon:** Demons are immune to disease, Fear, and poison, are considered extraplanar and supernaturally evil, and gain a +2 to bonus to rolls to recover from Shaken.
- **Flight:** Pit lords have massive wings, granting them a Flying Pace of 12".
- **Immunity (Fire):** The pit lord is immune to all abilities and attacks related to fire or heat.
- **Invulnerability:** Pit lords are immune to all nonmagical damage unless caused by holy items or relics. If they enter consecrated ground, they suffer 2d8 damage at the start of every round.
- **Size 4 (Large):** They gain an extra Wound from their size, and have a +2 scale modifier.

REAPER

This undead terror is a skeletal figure in a black robe, wielding an impossibly sharp scythe. It moves with grim, purposeful efficiency, and everywhere it goes, all life dies as plants wither and living creatures drop dead.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d12

Skills: Athletics d6, Fighting d12, Intimidation d10, Notice d10

Pace: 6; **Parry:** 8; **Toughness:** 10

Special Abilities:

- **Aura of Death:** At the end of the reaper's turn, all living creatures within 2" of it take 2d6 damage, AP 6.
- **Fatal Strike:** Damage caused by the scythe of a reaper cannot be Soaked.
- **Fear (-2):** The specter of death fills all living creatures with dread.
- **Lifesight:** Reapers can sense the presence of living creatures; they ignore all illumination and concealment penalties when attacking a living target, and can perceive living creatures through solid objects to a range of 6".
- **Scythe (Str+d8 AP 6):** The scythe of a reaper is deadly, and sharp enough to pass through all but the toughest armor as though it didn't even exist. It is a magical weapon.
- **Undead:** All undead get a +2 to basic Toughness, reduce Wound penalties by 1, ignore additional damage from called shots, don't breathe or eat, are immune to disease, fear, and poison, and are considered supernaturally evil.
- **Very Resilient:** Reapers are extraordinarily tough, and can take two Wounds before being Incapacitated.

TALOSAN TITAN

These massive golems were built to watch over harbors for enemy ships or destroy enemy fortifications. They are massive humanoid constructs of bronze and steel, and can throw boulders with deadly accuracy, spew gouts of burning oil, or punch a hole in a ship's hull.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+4, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d4

Pace: 8 (running die d8); **Parry:** 7; **Toughness:** 21 (6)

Special Abilities:

- **Armor +6:** Metal skin.
- **Bombard (Str+d6):** Built to fight ships, these massive constructs can throw stones or other debris a great distance. This is a Heavy Weapon, and has a Range of 18/36/72.
- **Breath Weapon:** These bronze automatons can spew a cone of burning oil, using the Cone Template. Everything in the area takes 3d6 damage, and the area covered by the template becomes Difficult Ground for one minute. This is a Heavy Weapon, and can be Evaded. They cannot take other actions in a turn that they spew oil.
- **Construct:** As constructs, titans are immune to called shots, disease, Fatigue, Fear, and poison. They get a +2 bonus to rolls to recover from Shaken, ignore 1 point of Wound Modifiers, and don't have to eat or breathe. They cannot be healed, but can be fixed with the Repair skill, ignoring the Golden Hour.
- **Hardy:** These constructs don't suffer a Wound if they're Shaken while already Shaken.
- **Shipbreaking Punch (Str+d8):** Talosan titans strike with their mighty fists. This is an AP 4 Reach 2 Heavy weapon.
- **Size 8 (Huge):** These massive constructs were built to guard harbors; they stand about 40' tall, and weigh over thirty tons. Their size gives them two Wounds and a scale modifier of +4.

VALKYRIE

These armor-clad warrior women watch over battlefields, where they bear the worthy dead off to their eternal reward in Valhalla. They are skilled warriors themselves, though often they stay out of direct battle, preferring instead to inspire their allies with their stirring words and song.

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d12+1, Vigor d10

Skills: Athletics d10, Fighting d10, Notice d10, Performance d10, Riding d10

Pace: 12; **Parry:** 9; **Toughness:** 15 (4)

Edges: Command, Command Presence, Great Luck, Inspire, Natural Leader

Gear: Magic sword, medium shield, plate mail with winged helm, flying war horse in plate barding

Special Abilities:

- **Chooser of the Slain:** Valkyries determine who lives and who dies on the battlefield. They can spend a Benny to *decide* the outcome of any Incapacitation or Bleeding Out roll that they can see.
- **Equippable:** Any gear given to this creature becomes a part of it; when it's summoned again it will have that gear equipped and ready to use until the items are removed. Expendable items like grenades are destroyed when used.
- **Extraplanar:** Valkyries descend from Valhalla, and powerful magic can banish them back there.
- **Fearless:** These warriors fear nothing.
- **Flying Mount:** The mount of a Valkyrie is a powerful magical creature. They can fly at a Pace of 12", though they don't have wings – they just run on air. A Valkyrie can never be voluntarily dismounted, and can teleport to her steed as a free action at any time.
- **Resilient:** Valkyries are tough warriors, and can suffer a Wound before Incapacitation.
- **Size 3:** A Valkyrie and her mount together (as they always are) are a single Size 3 creature.
- **Sword (Str+d8):** The blade of a Valkyrie is a magical weapon, and she can call it back to her hand as a free action at any time.

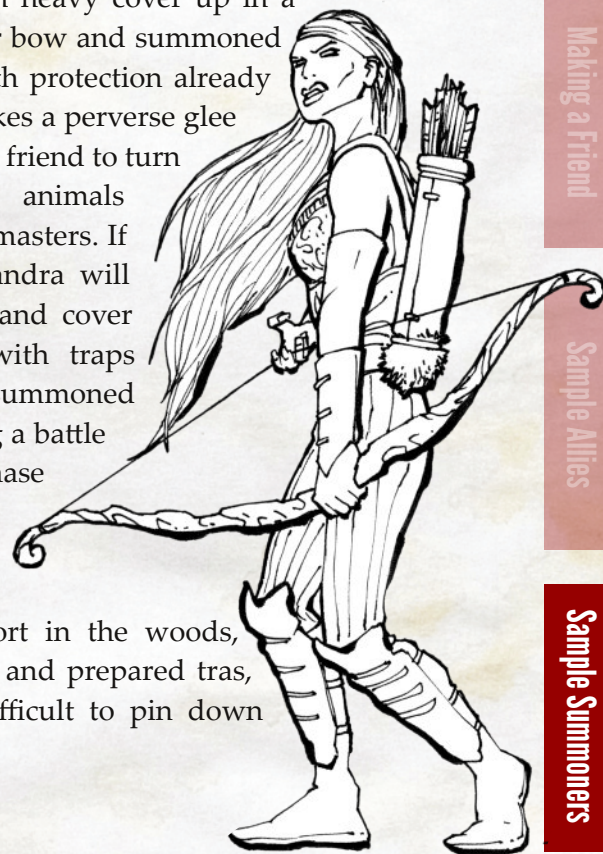
Sample Summoners

Allandra, Elven Terrorist

Allandra is a member of a reclusive and anti-civilization sect of a larger naturalist faith. She avoids contact with everyone outside of her small band, even other elves, and derides most civilized people as soft, weak, and greedy. She leads a small pack of like-minded people, and they act as a strike team against anything that they think might threaten their sacred woods, whether that's goblinoids or human settlers.

Her fanaticism and tendency toward violence has sparked conflict between the local elves and humans. The elven king in the area views her mostly as a political liability, but her sect has too much support for him to act directly against her. While he wouldn't announce it openly, he'd be happy to be rid of her, and it would make relations between the local human settlers and elves much easier.

In battle, Allandra prefers to strike from surprise, typically from heavy cover up in a tree using her bow and summoned allies and with protection already active. She takes a perverse glee in using beast friend to turn any allied animals against their masters. If pursued, Allandra will typically try and cover her escape with traps and more summoned allies, moving a battle into a chase scene. In between her natural agility, comfort in the woods, magical skill, and prepared traps, she's very difficult to pin down and capture.



Rank: Heroic

Race: Elf

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d4

Skills: Academics d4, Athletics d8, Common Knowledge d4, Faith d8, Fighting d6, Healing d4, Intimidation d6, Language (Goblin) d4, Language (Local Humans) d8, Notice d6, Occult d8, Persuasion d4, Shooting d8, Stealth d8, Survival d8, Thievery d4

Pace: 6; **Parry:** 5; **Toughness:** 5 (1) (plus *protection*)

Hindrances: All Thumbs, Ruthless (Major), Vengeful (Major)

Edges: Arcane Background (Miracles), Beast Bond, Extraction, Flexible Summoner, Free Runner, New Powers, Power Points, Woodsman

Powers: *beast friend, entangle, invisibility, protection, summon ally.* **Power Points:** 15.

Gear: bow (Range 12/24/48, Damage 2d6, RoF 1), 30 arrows, leather jacket and leggings, curved short sword

Allies:

- **Novice:** Beast (wolf), Scout (squirrel or hawk +2 PP, add Flight 12")
- **Seasoned:** Predator Beast (mountain lion), Swarm (crawling insects, +2 PP for flying insects to add Flight 12")
- **Veteran:** Bear (from *SWADE*), Green Man
- **Heroic:** Great Eagle, Lord of the Hunt

Fariza the Dread, Psychic Pirate Captain

Fariza is the captain of a small fleet of pirate ships, preying mostly on merchants and miners on the fringes of civilized space. Her ships are small and fast, and are equipped and crewed for boarding maneuvers, magnetically latching onto larger ships and burning their way through the hull or breaching the airlocks. Once inside, Fariza and her pirates head straight to the ship's bridge, using her psychic abilities, her biting wit (Intimidate and Taunt Tests), and stun grenades to disable the crew as quickly as possible. Once captured, the ship is looted, the drives disabled, and the crew taken for

ransom. Fariza regularly uses her psychic abilities to interrogate her captives, and uses that information to plan new raids and in various investments and money-making plans throughout the sector.

In her youth, Fariza was noticed by a local gang for her psychic talents, which she was using for low-key scams and protection rackets. They took her in and encouraged her to develop her skills, until she was one of the major lieutenants for a gang that ran the criminal enterprises in a major starport. When a rival android lieutenant started a rebellion against the boss, Fariza found it best to flee, taking a couple of fast smuggling ships and the core of her crew with her. Her greatest secret is that her daughter Malina, believed killed in the gang war that caused her to flee, is still alive. She was sent away to a private boarding school just before the attacks, and lives there, surrounded by the sons and daughters of the wealthy. Most of Fariza's earnings go to keeping her there and keeping her secret, and there is very little that she's not willing to do to keep her daughter out of the kind of life she's led. Fariza visits her as often as she can, even though she knows that these absences cause her subordinates to question her loyalty and dedication. None of her underlings have risen up to challenge her, but Fariza knows it's just a matter of time, and isn't sure what to do about it yet.

Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Academics d4, Athletics d6, Battle d6, Common Knowledge d4, Fighting d6, Gambling d6, Intimidation d8, Notice d6, Persuasion d6, Piloting d6, Psionics d8, Repair d4, Shooting d6, Stealth d6, Taunt d8, Thievery d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4), -4 damage from lasers from energy skin

Hindrances: Greedy (Major), Secret (Major, hidden daughter)

Edges: Arcane Background (Psionics), Command, Danger Sense, Inspire, Killer Instinct, Mentalist, New Powers, Rabble-Rouser

Powers: *empathy, fear, mind reading, summon ally.*

Power Points: 10

Gear: stun baton, laser pistol, five stun grenades, body armor with energy skin, commlink, magnetic boots, rebreather

Allies:

- **Novice:** Fright
- **Seasoned:** Dread
- **Veteran:** Terror
- **Heroic:** Shrieking Horror

Father Dennis Callahan, Unwitting Prophet

Father Callahan is a middle-aged, unassuming man who spends most of his time doing charity work and offering counseling services at his local church. In his free time, he studies ancient languages and writes academic articles for seminary journals... when he's not otherwise occupied by being a prophet of the Lord. He's been having uncontrolled visions of the future his whole life. He does his best to conceal them most of the time, though his superiors in the Church know of his abilities. For the most part they are small, local visions, and he seeks out the subjects and protects them from the dangers of the world. More than a few of his parishioners have been surprised to see him pull up behind them just when they're stuck in a dangerous part of town with a flat tire or hear him knock on the front door to stop by just as a medical emergency is happening. Father Callahan does his best to downplay these heroics, suggesting that the Lord is responsible for these fortunate coincidences – which is entirely true, from his point of view.

As part of his status as a prophet, Father Callahan is always under the protection of angelic creatures. If he's put in danger, a celestial guardian of appropriate power to face the danger will be summoned automatically (see the Uncontrolled Power Hindrance in Chapter 2). Most of the time they're content to chase the threat off, but they won't hesitate to use lethal force to keep Father Callahan alive, especially if he's threatened by something supernatural. He can call on them

willingly, but often doesn't – for the most part he'll use his powers to protect, heal, and support those who need his aid rather than calling on angelic warriors. If forced into a fight, he'll try and stay under cover while angels defend him, aiding his allies with Support rolls, his Common Bond edge, and his magical abilities.

His labors haven't gone unnoticed; several supernatural entities in the area are aware of Father Callahan's unusual abilities and have started to move against him. Most of them are smart enough to realize that it's best to go after his friends and allies rather than attacking him directly, so those who work with him are targets, particularly from a possessed antiquities professor that picked up the wrong idol in the Middle East and now leads a cult of graduate students that follow an ancient Akkadian wind demon.

Rank: Seasoned

Attributes: Agility d4, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Academics d8, Athletics d4, Common Knowledge d6, Faith d10, Fighting d4, Healing d4, Language (Ancient Greek, Ancient Hebrew, Latin, Spanish) d6, Notice d6, Occult d6, Persuasion d8, Research d6, Shooting d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Hindrances: Pacifist (Minor), Uncontrolled Power (Minor, *summon ally*), Vow (Major, Catholic Priest)

Edges: Arcane Background (Miracles), Common Bond, Inspired Summons, Linguist, New Powers, Power Points, Visions, Work the Room

Powers: *boost/lower trait, divination, empathy, healing, summon ally.* **Power Points:** 15

Gear: Stun gun (Range 1/2/4), crucifix, Bible, holy water.

Allies:

- **Novice:** Guiding Light
- **Seasoned:** Malakim (+2 PP for Flight 12")

Gunnar Albrechtson, Viking Runemaster

Gunnar is a raider, sailor, and runemaster, a scourge of the seas and any settlement too close to the reach of his longship. He leads a crew of formidable warriors into battle, calling otherworldly champions back from Valhalla to his side and blasting apart defenses with his powerful magic. Gunnar is a rising star among the *hersir*, or raid-masters, of his king, and is expected to soon be named a *jarl* and to command a fleet to raid far and wide.

Things have not always gone so well for Gunnar. Nearly a decade ago on one of his first raids as a warrior, a storm left him marooned on a craggy, wind-swept island occupied only by an ancient hag. In order to survive, Gunnar made a deal with the crone, who taught him magic in exchange for his left eye and a promise to bring a tribute of treasure and captives from all his raids to her island. With the skills he learned, Gunnar was able to signal a passing ship and earn a place among its crew, eventually making his way home after making a name for himself on his travels. He's kept his bargain ever since, making regular voyages to the hag's rocky island to drop off treasure and captives and occasionally learning more magical secrets from her. He knows this can't go on forever; as his responsibilities increase, he's less able to hide his journeys and the hag's cut of all his spoils. Soon he fears that he'll have to break his deal, and he's not sure what that will mean for him.

On the battlefield, Gunnar leads from the front, charging into battle beside his men and summoned warriors, bolstered with runes of *boost Fighting* and *smite* on a few weapons. He saves some Power Points for *havoc*, and loves using it to throw enemies off their ships or out of formation for his raiders to tear apart. If low on Power Points, he'll spend Bennies to either regain them directly or for more Action Cards in order to act faster and activate Power Surge. Any Power Points thus gained are spent quickly, usually for more summoned warriors to supplement his troops.



Rank: Heroic

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Academics d6, Athletics d8, Battle d4, Boating d8, Common Knowledge d4, Fighting d8, Intimidation d8, Notice d6, Occult d4, Persuasion d4, Spellcasting d6, Stealth d4, Survival d6

Pace: 6; **Parry:** 8; **Toughness:** 10 (3)

Hindrances: One Eye, Overconfident

Edges: Arcane Background (Magic), Concentration, Frenzy, New Powers, Power Surge, Soldier, Vital Link

Powers: *boost/lower trait, elemental manipulation, havoc, smite, summon ally.* **Power Points:** 10

Gear: battle axe (Str+d8), three throwing spears (Range 3/6/12, Damage Str+d6), chain mail shirt, medium shield, signal horn

Allies:

- Novice: Warrior (clan youngblood)
- Seasoned: Soldier (clan soldier)
- Veteran: Berserker
- Heroic: Troll (from *SWADE*, bump base creature to +2 Armor and Very Resilient, +1 PP for Berserk, +2 PP for Aquatic and Frenzy)

Iga Minkowski, Relic Hunter

Iga is an archaeologist and thief operating on the edges of known space. She has a small, stealthy ship that she uses to travel to interesting sites, sneak in, and extract the artifacts that she finds most interesting or valuable, then sells them off to private collectors or less-scrupulous universities and governments. Sometimes she prefers to infiltrate a dig site, posing as a graduate student or local expert before disappearing with whatever trinkets caught her interest.

She grew up among the well-educated, and studied xenoarchaeology at a university for several years before mounting debt and a tendency toward impulsive decisions led to her selling off a rare relic to a private collector who offered her enough to pay for several semesters of school. She was found out and quickly thrown out of the scholarly world, but she can still discuss such things well enough to make it clear she knows what she's talking about. A few jobs got her enough money to buy a ship and a maintenance robot, and ever since she's been making a living off finding interesting trinkets and technology from dead worlds and ancient civilizations.

To date, her most interesting find was a structure she found on a lifeless moon. It was apparently a temple and training area for a group of extinct, four-armed alien monks. While examining the place, she located a crystalline device that was used to project training simulations, including holographic terrain and even solid-light holograms of sparring dummies. She managed to juryrig the device into a glove, and while she doesn't understand it very well, Iga has found it useful to keep around to cover her escape or confuse her enemies. Her biggest issue is that the training holograms tend to lecture their foes on proper form in an alien language. She's started to piece together this language, and is actively searching for other sites throughout the sector from that civilization.

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d6, Electronics d6, Fighting d6, Hacking d4, Language (Ancient Alien) d4, Notice d6, Persuasion d8, Piloting d6, Research d6, Shooting d8, Stealth d6, Taunt d6, Thievery d10, Weird Science d6

Pace: 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Curious, Impulsive

Edges: Arcane Background (Weird Science), Attractive, Elan, Luck, Power Points, Retort, Streetwise, Thief

Powers: *illusion, summon ally*. **Power Points:** 20

Gear: body armor jacket, laser SMG (Range 15/30/60, Damage 2d6, RoF 4), spare battery, survival knife (Str+d4), alien crystal glove

Allies:

- **Novice:** Warrior (add Additional Actions, Immune to Poison and Disease, and Unpredictable)
- **Seasoned:** Alien Monk
- **Veteran:** Alien Blademaster
- **Heroic:** Sentinel

Kho'Marog, Demonologist

Kho'marog is a deadly foe of the civilized races, and spends his days planning war and ruin against those who have wronged his people. He is gathering a horde of like-minded allies, mostly orcs, ogres, and summoned demons. Right now he's trying to lay low, raiding outlying villages for sacrifices to summon more demonic allies while he convinces other orc and ogre tribes to join his cause. Once he has his forces at a sufficient strength, he plans to summon a few pestilence demons into the capital city on the other side of the empire to divert armies that way and then begin his invasion.

While he would be perfectly happy to actually conquer the human empire, his real goal is the destruction of the Cathedral of St Darovian in the imperial capital, the head of an order of

Summoner's Circle



or
usading paladins that slaughtered the orcish cult that raised Kho'Marog. The Order wiped out the cult's home base in a raid nearly twenty years ago, when the orcish warlock was a young acolyte out on a raiding party. As a result, Kho'Marog has a distinct hatred for human religions, and that one in particular.

In battle, Kho'Marog is usually mounted on his summoned companion, a demonic feline creature of burning shadows. He stays away from melee, preferring to make ride-by attacks or rain down magic while directing his forces from an elevated position and coordinating them with his tactical skills. He acts quickly and decisively in battle, and is not shy about throwing around his power, counting on Power Surge or his ritual knife to recharge him whenever he gets low on energy. He considers himself the most important part of any plan, though he does value the lives of other orcs over demons or ogres. This tactical behavior goes entirely out the window if he sees a member of the Order of St. Darovian; against those knights he'll close while blasting them with magic, deflecting their attacks

with a conjured magical shield and then do his best to kill them in melee before taking their holy symbol as a grim prize.

Rank: Legendary

Race: Orc

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8

Skills: Academics d6, Athletics d6, Battle d8, Common Knowledge d4, Fighting d10, Intimidation d6, Notice d6, Occult d10, Persuasion d4, Research d6, Riding d6, Spellcasting d12, Stealth d4, Survival d6

Pace: 6; **Parry:** 7; **Toughness:** 9 (2)

Hindrances: Arrogant, Driven (Major, avenge his cult)

Edges: Arcane Background (Magic), Command, Command Presence, Fervor, Flexible Summoner, Frenzy, Level-Headed (Improved), Master Summoner, New Powers, Point Points (2), Power Surge, Spell Link, Strong Willed, Summoned Companion, Tactician

Powers: *blast, bolt, deflection, dispel, summon ally.*

Power Points: 20

Gear: Long sword (Str+d8), ritual knife (Str+d4, magical weapon, regain 5 PP when used to perform a Finishing Move), manflesh leather armor, iron demonic sigil, a collection of broken holy symbols.

Special Abilities:

- **Infravision:** Halve penalties for Illumination when attacking warm targets, see through invisibility
- **Size 1:** Orcs are larger and brawnier than most humans.

Allies:

- **Novice:** Pitwretch (+1 PP to add Berserk) or Scout (demonic spider, +2 PP for Flight 12" flying eye)
- **Seasoned:** Dread or Steed (demonic lion, +2 PP to change Kick to Str+d6 Claws and add Frenzy; +2 PP to add 12" wingless Flight)
- **Veteran:** Mirror Self or Terror
- **Heroic:** Sentinel or Shrieking Horror
- **Legendary:** Nightmare Beast or Pit Lord

Lobsang Damdul, Psychic Mercenary

Among criminals, Lobsang Damdul is infamous as a man who can get into anywhere and who always has a friend around just when he needs one. Those more aware of the supernatural might recognize that he's a gifted psychic with a particular talent for the manifestation of tulpas, or thought-forms. He uses this gift to infiltrate, steal, and spy for a variety of clandestine organizations around the world, including Tibetan resistance movements, foreign intelligence services, and more overtly criminal enterprises. His preferred target is China; he will rarely pass up an opportunity to embarrass, hinder, or attack Chinese agents and resources.

The thought-forms that Lobsang manifests are pedestrian in appearance; most of them look like humans or common animals like rats or pigeons. The human-looking ones appear with appropriate clothing and equipment to blend into whatever task Lobsang creates them for, and are usually used to distract local security forces while animal tulpas complete the actual mission. Lobsang stays nearby while his tulpas do their work, usually under disguise and trying to remain uninvolved but present, though he will use his ability to change his appearance to complete missions that his tulpas can't. He is careful and precise with his plans, and will disappear into a crowd of his own creation or manifest a few thought-forms that look just like his current appearance to scatter if things aren't going according to plan.

Lobsang grew up in the city of Lhasa, and learned his abilities from his uncle, a Tibetan monk and resistance leader who worked with the CIA's psychic division against the Chinese occupation. When his uncle was killed during the Tibetan Uprising Day protests about ten years ago, Lobsang decided that staying in the area was madness, and began traveling the world, mostly preferring to work with revolutionaries and criminals. He's looking for safety and security, and thinks that personal wealth and anonymity are the best ways to accomplish his goals.

Rank: Veteran

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Academics d6, Athletics d4, Common Knowledge d6, Fighting d6, Language (Arabic, Chinese, English, Russian) d6, Notice d8, Occult d4, Persuasion d6, Psionics d10, Repair d6, Shooting d4, Stealth d6, Thievery d4

Pace: 6; **Parry:** 5; **Toughness:** 7 (2), -4 from bullets

Hindrances: Cautious, Greedy (Minor)

Edges: Arcane Background (Psionics), Channeling, Contacts (Criminal Organizations), Crowd Caller, Linguist, Martial Artist, Power Points, Streetwise

Powers: *disguise, summon ally*. **Power Points:** 15

Allies:

- **Novice:** Scout (rats or pigeons; +2 PP for 12" Flight)
- **Seasoned:** Soldier (human-looking suited figures; +2 PP to mimic a specific person)
- **Veteran:** Mirror Self

Segara of the Black Flame, Necromancer

At heart, Segara is an academic. She would prefer to spend her time researching magical lore and unearthing ancient arcane secrets in a library, but her fascination with necromancy and other forbidden occult power has made this difficult for her. She has been banned from most of the wizard's guilds on the continent, and has been forced to do most of her research in hidden crypts and ruins, locating secrets that have long been hidden from the world. This isolation hasn't been good for her; she spends most of her time talking to people that have been dead for centuries, and her ability to care about the living has severely atrophied.

She's well aware that living in a ruin and talking to the dead isn't a good look, and uses a severed head as a permanent zombie with the mind rider modifier to alert her of any approaching dangers. If approached deferentially, she could be a valuable ally, as her powers give her the ability to learn a great deal of information from both corpses and objects left behind. If she gets frustrated or sees another spellcaster who might know something she

doesn't, she'll attack. She starts by calling undead to her side with *summon ally* and locking down her enemies with skeletal hands that erupt from the ground via a Selective *entangle* (preferably from a Power Trap placed defensively before the heroes arrive), then burning as many as she can with repeated *bursts* of the necrotic fire that is her namesake. If she can, she'll hide behind total cover while channeling all her spells with Spell Link.

Rank: Legendary

Attributes: Agility d4, Smarts d10, Spirit d6, Strength d4, Vigor d8

Skills: Academics d8, Athletics d4, Common Knowledge d4, Fighting d4, Healing d6, Intimidation d4, Notice d6, Occult d10, Research d8, Spellcasting d12

Pace: 6; **Parry:** 5; **Toughness:** 7 (1)

Hindrances: Hesitant, Jealous (Major), Quirk (one-sided conversations with corpses and undead)

Edges: Arcane Background (Magic), Calculating, Explosive Ally, New Powers (2), Power Points (2), Power Trap, Spell Link, Wizard

Powers: *blast, entangle, fear, grave speech, object reading, summon ally, zombie.* **Power Points:** 20

Gear: staff (Str+d4), dagger (Str+d4), dirty robes, grimoire, several skulls to chat with

Allies:

- **Novice:** Skeleton (from *SWADE*)
- **Seasoned:** Draugr
- **Veteran:** Wraith
- **Heroic:** Bone Serpent
- **Legendary:** Reaper

Sir Augustus Bracknell, Chrononaut



Sir Augustus is a brash, blustering hunter who uses a chronoship and 31st century technology to travel the known universe, hunting down interesting animals and artifacts for his personal museum. He is also a capable academic and historian, and between his studies and the databanks on his chronoship, there's not a lot he doesn't know about most historical periods that he visits. Bracknell uses this knowledge to always be in the right place at the right time, often capturing unusual cryptids just after they leave the historical record or joining historical expeditions he finds interesting, such as traveling with Theodore Roosevelt and Charles Fort, the Bigfoot from the Patterson-Gimlin film just after the footage was shot, or being a crewmember on the first starship through the Tannhauser Gate.

If forced to defend himself, Sir Augustus will typically use his choral gauntlets to pull a creature from his zoo, most often a dinosaur or other dangerous animal, and then shoot at his enemies while using his other powers defensively to stay away from his enemies and protect himself from incoming attacks. If things get bad enough, he'll drop another summoned ally and start teleporting away. He doesn't go back to his hidden chronoship until he feels comfortable that he's not being followed, though if things are desperate enough, he's been known to call for air support from his mechanic, pilot, and manservant Cragsworth, who typically stays with the ship.

Rank: Heroic

Attributes: Agility d4, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Academics d10, Athletics d6, Common Knowledge d4, Electronics d4, Fighting d6, Notice d6, Persuasion d4, Piloting d4, Repair d4, Science d6, Shooting d8, Stealth d4, Survival d4, Weird Science d8

Pace: 5; **Parry:** 5; **Toughness:** 11 (4)

Hindrances: Arrogant, Code of Honor (Gentleman's), Obese

Edges: Arcane Background (Weird Science), Artificer, Dead Shot, Level Headed, Marksman, New Powers, Power Points, Rapid Recharge, Rich

Powers: *deflection, summon ally, sloth/speed, teleport.*

Power Points: 20

Gear: Sharps Big 50 (Range 30/60/120, Damage 2d10, RoF 1, AP 2, HW), tranquilizer rifle (Range 20/40/80, creature hit must make a Vigor roll against knockout poison at -2, or -4 if the attack hit with a Raise), sword-cane (Str+d4), choral gauntlets, restraints, muzzle, camera drone, commlink, pipe and fine tobacco, keys to chronoship

Allies:

- **Novice:** Attendant (robot butler in formal attire, +1 PP for butler to appear with a useful item as Scavenger, +2 PP for a full five-course meal for himself and up to 9 other people)
- **Seasoned:** Predator Beast (man-sized raptor dinosaur)
- **Veteran:** Triceratops
- **Heroic:** Tyrannosaurus Rex

Timmy the Terrific, Mutant Child

Timmy is a bright, cheerful kid who lives in a world of cartoonish monsters and friendly competition. He spends most of his time traveling from place to place, meeting new monsters, making friends with them, and training them to compete against other monster trainers.

Unfortunately, the rest of the world doesn't live in Timmy's delusions – they live in a post-

apocalyptic nightmare world of atomic ruin. Timmy was exposed to a powerful dose of radiation when he was very young, and as a result has developed some unusual reality-warping abilities. He found a trove of toys, comics, and video games about a pre-apocalypse kid's show about cartoon monsters, and has built a strong delusion around himself that's reinforced by his unconscious powers. These delusions mask the reality of the world from Timmy, so he sees rival trainers instead of raiders and wild monsters instead of mutated animals.

When first meeting someone, Timmy is friendly and cheerful, almost distressingly so. If he feels threatened, he'll throw a broken plastic ball at the threat while yelling the name of one of his monsters (using *summon ally*) and then the named monster will appear, probably startling whatever he threw it at. Timmy treats a fight like a competition, staying away from melee while using his slingshot, Taunting his opponents, and Supporting his monsters. He spends Bennies freely, mostly via his Beast Master Edge. If things go badly, he'll run away, promising to get better and come back when his monsters are stronger.

Rank: Heroic

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d4, Vigor d6

Skills: Athletics d4, Common Knowledge d4, Fighting d4, Focus d10, Notice d6, Persuasion d4, Shooting d8, Stealth d6, Survival d6, Taunt d8, Thievery d4

Pace: 6; **Parry:** 4; **Toughness:** 4

Hindrances: Delusional (Major, the world looks like a cartoonish video game world full of colorful monsters), Small, Uncontrolled Power (Minor, illusion), Young (Minor)

Edges: Arcane Background (Gifted), Beast Master, Bolster, Dodge, Elan, Luck, New Powers, Power Points

Powers: *illusion, summon ally, relief.* **Power Points:** 20

Allies:

- **Novice:** Scorch Snake
- **Seasoned:** Burrowing Borer
- **Veteran:** Shock Hawk