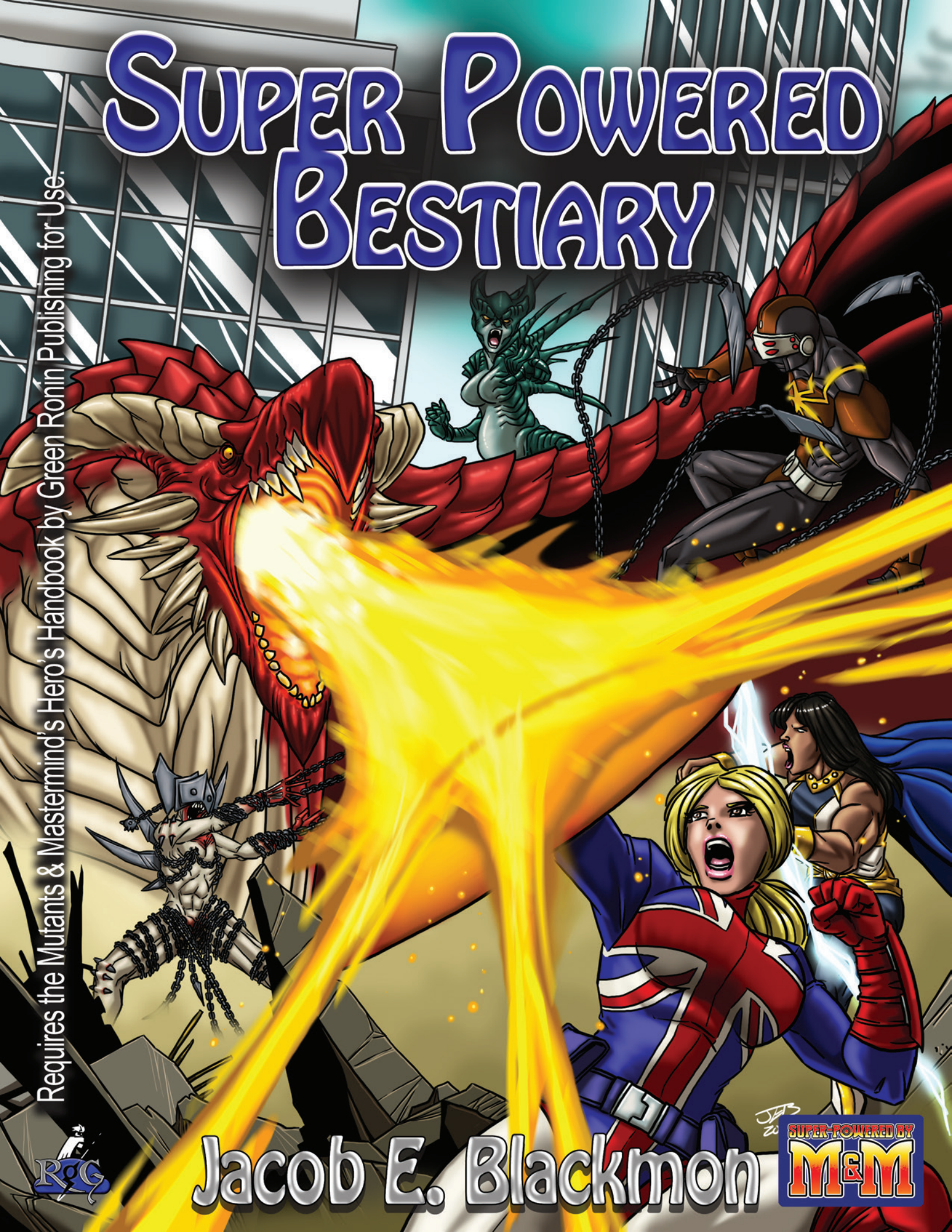
Super Powered Bestiary



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Jacob E. Blackmon

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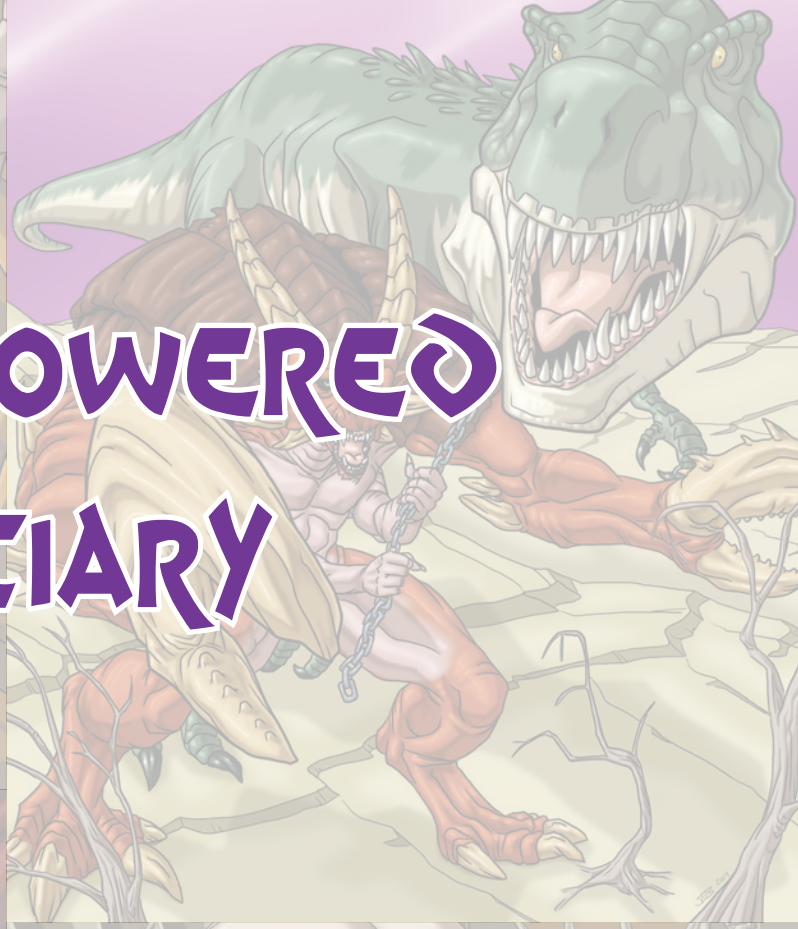

Super Powered Bestiary

by Jacob E Blackmon

Special Thanks

In addition to our fans and backers
(see page 296), all of us here at
Rogue Genius Games would like to acknowledge
the hard work and diligent attention given to the
kickstarter that made this product available.
Steve Russell, of Rite Publishing,
you are OUR hero.

Thank you

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Foreword

Monsters. They're a staple of every myth, every fantasy story where a hero overcomes danger, and that includes the "modern mythology" of the superhero comic books, where creators have mined myths and legends from around the world to feed the constant need for challenges for costumed heroes. Name a monster from legend or folklore, and chances are that it has appeared in the comics in some form, if not multiple forms over the decades. From the monstrous minions of villains to powerful villains or embodied forces of destruction, monsters show up in all kinds of forms and roles. Indeed, the third "M" of the *Mutants & Masterminds* Superhero Roleplaying Game could well be "Monsters."

Monsters have a special relationship with *M&M* because of the game's origins with the Open Game License. *Mutants & Masterminds* grew out of the core mechanics of the third edition of *Dungeons & Dragons*, included in the System Reference Document (SRD) for the *d20 System. D&D,* as most gamers know, is rife with monsters, as they are the primary antagonists and challenges for adventurers to overcome, defeating them in battle (or through cunning and trickery) to claim whatever treasures or rewards they guard.

In that regard, the *Super Powered Bestiary* comes full circle, drawing inspiration and basic game mechanics from the broad bestiary of fantasy foes and reimagining and describing them for use with the super-powered settings and rules of *Mutants & Masterminds*. In that regard, long-time gamers will find many of the monsters in this book quite familiar, but don't let that lull you into assuming their uses in your game will be the same, or that their appearances in a modern, super-powered milieu will be the same as in a fantasy dungeon crawl! Not only are the game mechanics different in some regards, but so too are the niches these creatures may occupy in your world.

The *Super Powered Bestiary* is one of those "wish I had thought of that" kind of books: An obvious opportunity, when you think about it, but one that can be a lot of work, as you will see in the material contained within these pages. Although I wish I'd thought of doing it, I'm perfectly glad Jacob Blackman and Rogue Genius Games beat me to it, because it lets me enjoy the fruits of their labors for my own games just as much as you will, and there are a great many uses for the material in this book, including:

Monsters: You can straight-up use the monster write-ups in *Super Powered Bestiary* as challenges to throw at your heroes, whether it is a fantasy creature guarding the gates of a hidden fortress or temple or the inhabitants of a "lost world" threatening innocent people. The game information fits seamlessly with similar monster write-ups like those in the *M&M Gamemaster's Guide* and expands those resources tremendously.

Minions: Plenty of the monsters in this book make great minions for supervillains, ranging from evil sorcerers summoning hordes of demons or flights of dragons to necromancers with legions of undead. They're not limited to magical bad guys, either. Many of the monsters can easily be considered alien life forms to fill out some interstellar menagerie or serve as the minions of an alien beast-master. They can just as easily be the creation of genetic tinkering or, with the right template, robotic recreations of mythic and fantasy creatures. Keep in mind that "minions" don't necessarily have to be low power level, either; a monster-controlling mastermind could have a tremendously powerful minion to call upon to battle the heroes.

Masterminds: Speaking of masterminds, many of the monsters in this book could be villains in their own right, and the comics have certainly taken many mythic monsters and made them over into modern supervillains. They could be immortal survivors of an age of magic and myth, adapted to the present day. Imagine a scheming, shapeshifting dragon whose lust for gold and power has become a hunger for world-domination, with the costumed heroes as modern knights to challenge it, or a villain invested with the powers of a legendary creature like the medusa or the minotaur. As with minions, the origins of these "monster masterminds" need not be strictly fantasy: they may be alien, extradimensional, otherworldly, or mutant creations of mad science, simply choosing to use the motif of the creatures they resemble.

Models: Every collection of *M&M* characters and creatures is also a reference guide for creating your own characters and creatures, with ready-made models of how to build different powers and abilities. You can use the different monsters in this book as worked examples of how to create your own, along with borrowing different pieces or powers to apply to your own characters. It's a tremendous resource for power mimics and shapeshifters able to assume different forms, as well as ideas for mythic or monster themed villains, or even heroes.

Multiverse: Last, but certainly not least, you can truly bring the *Super Powered Bestiary* full circle by using its contents for an *M&M* adventure or series set in a fantasy world much like the original source material, with brave warriors, cunning rogues, and wise wizards battling creatures haunting ancient ruins and protecting forgotten treasures. This is good for a single adventure, perhaps with superheroes transformed into their fantasy analogues, or an entire series of fantasy play using the *M&M* rules.

— Steve Kenson, Designer: Mutants & Masterminds and ICONS Superpowered Roleplaying

Animals

Ape

Apes – also called gorillas – are animals composing the largest of the primates. An adult male ape is 5-1/2 to 6 feet tall and weighs 300 to 400 pounds. These animals are heavily-muscled and incredibly strong. Their bones are also very dense. While this makes it unlikely they will break a bone, the density also prevents apes from swimming.

Apes move about by knuckle-walking. They tend to put on violent displays of aggression to warn away intruders to their territory. They will only attack if they are truly threatened, but will usually give chase to those who run away from their aggressive displays.

Inspiration for Apes

Recommended Films: Gorillas in the Mist (1988), directed by Michael Apted

King Kong (1933), directed by Merian C. Cooper and Ernest B. Schoedsack

King Kong (2005), directed by Peter Jackson

Ape, Gorilla (PL 6)

Strength 5, **Stamina** 4, **Agility** 0, **Dexterity** 2
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 3 (Low-Light Vision, Olfactory [acute, extended]) – 3 points

Dense Flesh: Protection 1 – 1 point

Long, Heavy Arms: Strength-Based Damage 1 (Reach) – 2 points

Manipulating Feet: Feature 1 – 1 point

ADVANTAGES

Diehard, Fast Grab, Improved Hold, Startle, Ultimate Effort (Strength)

SKILLS

Athletics 2 (+7), Expertise (Survival) 6 (+2), Insight 2 (+4), Intimidation 4 (+5), Perception 4 (+6)

OFFENSE

Initiative +0

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 1, **Parry** 6, **Toughness** 5

Fortitude 7, **Will** 3

POWER POINTS

Abilities 26 + Advantages 5 + Defenses 8 + Powers 7 + Skills 9 = 55 Total

COMPLICATIONS

Disability: Apes cannot speak. Their bones are too dense, causing them to sink in water.

Gorillas are an herbivorous race of ground-dwelling creatures who gather in small communities for protection. They dwell in tropical and subtropical forests.

Ape, Dire Ape (PL 8)

Strength 7, **Stamina** 7, **Agility** 0, **Dexterity** 2
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 3 (Low-Light Vision, Olfactory [acute, extended]) – 3 points

Dense Flesh: Protection 3 – 3 points

Large Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Manipulating Feet: Feature 1 – 1 point

Rending Claws: Strength-Based Damage 2 (Grab-Based) – 1 point

ADVANTAGES

Diehard, Fast Grab, Improved Hold, Startle, Ultimate Effort (Strength)

SKILLS

Athletics 4 (+11), Close Combat (Unarmed) 2 (+5), Expertise (Survival) 6 (+2), Insight 4 (+6), Intimidation 4 (+6), Perception 4 (+6), Stealth 4 (+0)

OFFENSE

Initiative +0

Rend +5 (Close, Damage 9)

Unarmed +5 (Close, Damage 7)

DEFENSE

Dodge 3, **Parry** 6, **Toughness** 10

Fortitude 11, **Will** 3

POWER POINTS

Abilities 24 + Advantages 5 + Defenses 13 + Powers 15 + Skills 14 = 71 Total

COMPLICATIONS

Disability: Apes cannot speak. Their bones are too dense, causing them to sink in water.

Dire apes are more savage and bestial versions of the generally peaceful gorilla. They tend to attack anything that enters their territory without warning. A dire ape stands about 9 feet tall and weighs from 800 to 1,200 pounds.

TREE-DWELLING APES

The ape builds listed here describe ground-dwelling primates. If you want to create tree-dwelling apes, add the following Powers:

Climbing Ape: Movement 1 (Wall-Crawling) – 2 points

Baboon (PL 3)

Strength 1, **Stamina** 2, **Agility** 2, **Dexterity** 2
Fighting 1, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 3 (Low-Light Vision, Olfactory [acute, extended]) – 3 points

Baboon Teeth: Strength-Based Damage 1 (Improved Critical) – 2 points

Brachiating: Enhanced Athletics 8 (Limited to climbing) – 2 points

Simian Physiology: Speed 1 (4 mph) – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

ADVANTAGES

Fast Grab, Improved Hold

SKILLS

Acrobatics 6 (+8), Athletics 4 (+5, +13 climbing), Expertise (Survival) 4 (+0), Insight 2 (+4), Intimidation 8 (+6), Perception 2 (+4)

OFFENSE

Initiative +2

Bite +1 (Close, Damage 2/19-20)

Unarmed +1 (Close, Damage 1)

DEFENSE

Dodge 4, **Parry** 3, **Toughness** 2

Fortitude 4, **Will** 2

POWER POINTS

Abilities 14 + Advantages 2 + Defenses 2 + Powers 17 + Skills 13 = 48 Total

COMPLICATIONS

Disability: Baboons cannot speak.

Baboons are powerful and aggressive primates adapted to life on the ground. They prefer open spaces but climb trees to find safe places to rest overnight.

Baboons are omnivores, but mostly vegetarian. However they eat insects and occasionally prey on fish, rabbits, birds, monkeys, and small antelopes. They are foragers and are active throughout the day and night. They can raid human dwellings and have been known to prey on sheep and goats from farms.

All baboons have long dog-like muzzles, close-set eyes, heavy, powerful jaws, thick fur except on their muzzle, a short tail, and rough spots on their protruding buttocks. These calluses are nerveless, hairless pads of skin that provide for the sitting comfort of the baboon. A typical baboon is the size of a big dog. Males can be 2 to 4 feet long and weigh as much as 90 pounds.

Badger (PL 4)

Strength 0, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 1, **Intellect** -4, **Awareness** 2, **Presence** -2

POWERS

Animal Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 4 points

Blood Rage: Enhanced Stamina 2 (Fades); Linked Enhanced Strength 2 (Fades) – 4 points

Digging: Burrowing 4 (1 mph) – 4 points

Natural Weapons: Strength-Based Damage 1 – 1 point

Slippery: Enhanced Sleight of Hand 4 (Limited to Escaping) – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses) – 9 points

ADVANTAGES

Fast Grab, Improved Grab, Improved Hold

SKILLS

Athletics 4 (+4), Close Combat (Natural Weapons) 2 (+3), Expertise (Survival) 4 (+0), Intimidation 8 (+4), Perception 4 (+6), Sleight of Hand 0 (+0, +4 escape), Stealth 0 (+6)

OFFENSE

Initiative +2

Bite +3 (Close, Damage 1)

Raging Bite +3 (Close, Damage 3)

Unarmed +3 (Close, Damage 0)

DEFENSE

Dodge 4, **Parry** 3, **Toughness** 2 / 4*

Fortitude 4 / 6*, **Will** 2

* while raging

POWER POINTS

Abilities 4 + Advantages 3 + Defenses 2 + Powers 23 + Skills 11 = 43 Total

COMPLICATIONS

Disability: Badgers have no hands and cannot speak.

Badgers are short-legged, heavy-set animals related to weasels. They are fierce creatures that are highly protective of their burrows, but especially of their young. Their ferocity allows badgers to fight off creatures much larger than themselves.

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 feet long and weighs 25 to 35 pounds. The jaw of a badger is very strong. Once they have bitten into something, they can hold on for a long time.

DIRE BADGER

These vicious creatures tolerate no intrusions. They cannot burrow into solid rock, but can move through just about any material softer than that. A dire badger usually leaves behind a usable tunnel 5 feet in diameter when burrowing unless the material it's moving through is very loose.

A dire badger is from 5 to 7 feet in length and can weigh up to 500 pounds.

To create a dire badger (or dire wolverine), remove the ranks of Shrinking. This will alter the Strength, Damage and Defenses of the animal, but not change its PL.

WOLVERINE

Wolverines are mustelids native to the arctic tundra. They have adapted to survive in this harsh environment. To create a wolverine, add the following Traits to the Badger:

Advantage: Great Endurance – 1 point

Arctic Creature: Movement 1 (Environmental Adaptation [arctic]) – 2 points

BAT

Bats are tiny flying mammals. There are many different types of bats with varying appearances and dietary habits. Most bats are insectivores, while others feed on the nectar of night-blooming flowers. The bat many think of when they imaging these creature is the vampire bat who feeds upon the blood of living creatures.

Bats are nocturnal by nature. They do not light bright light and tend to rely on their extraordinary sense of hearing to perceive the world. Bats have a type of sonar, using echolocation to interact with their environment and hunt food. When at rest, bats make their homes on the roofs of caves. Bat caves are easily recognized as their floors are covered in piles of guano.

While most bats prefer to fly away from creatures larger than themselves, these animals are known to occasionally be infected with rabies. As such, anyone bitten by a bat is often treated for this infection out of habit.

Bat (PL 1)

Strength -5, **Stamina** -2, **Agility** -2, **Dexterity** 0

Fighting -2, **Intellect** -4, **Awareness** 2, **Presence** -2

POWERS

Animal Senses: Senses 5 (Echolocation [accurate, extended ultra-hearing], Low-Light Vision) – 5 points

Clinging: Enhanced Athletics 12 (Limited to Climbing) – 3 points

Diminutive Size: Shrinking 12 (Innate, Permanent; +6 active defenses included) – 25 points

Wings: Flight 5 (60 mph; Wings) – 5 points

ADVANTAGES

Close Attack 2

SKILLS

Athletics 0 (-5, +7 climbing), Expertise (Survival) 6 (+2), Perception 2 (+4)

OFFENSE

Initiative +2

Unarmed +0 (Close, Damage -5)

DEFENSE

Dodge 4, **Parry** 4, **Toughness** -2

Fortitude 0, **Will** 2

POWER POINTS

Abilities -24 + Advantages 2 + Defenses 2 + Powers 38 + Skills 4 = 22 Total

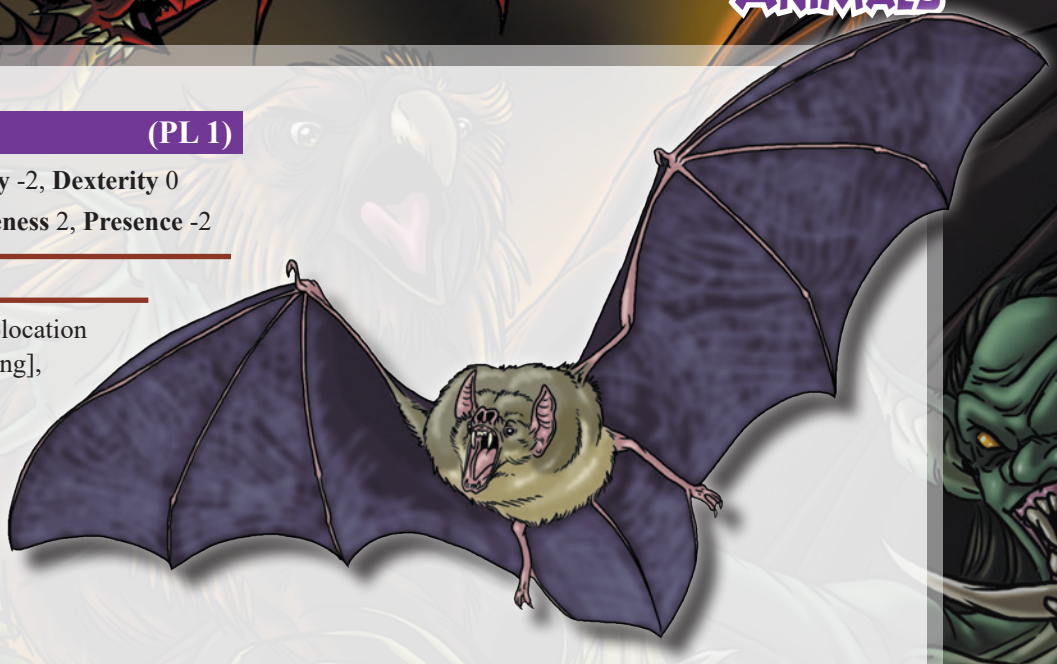
COMPLICATIONS

Disability: Bats cannot speak and have no hands.

Infamy: People are frightened of bats, just by their appearance.

Weakness: At their diminutive size, bats are vulnerable to large creatures. Anything of Size Rank -2 or more (human size) using a melee attack on a bat strikes as if with Burst Area Damage at their Strength rank.

The above statistics represent the average insectivorous bat.



Bat, Dire Bat (PL 6)

Strength 3, **Stamina** 2, **Agility** 2, **Dexterity** -2

Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 5 (Echolocation [accurate, extended ultra-hearing], Low-Light Vision) – 5 points

Clinging: Enhanced Athletics 8 (Limited to Climbing) – 2 points

Thick Fur: Protection 3 – 3 points

Wings: Flight 5 (60 mph; Subtle, Wings) – 6 points

ADVANTAGES

Daze (Intimidation), Fast Grab, Improved Hold, Skill Mastery 2 (Perception, Stealth), Startle

SKILLS

Athletics 4 (+7, +15 climb), Close Combat (Unarmed) 4 (+7), Expertise (Survival) 8 (+4), Intimidation 4 (+4), Perception 4 (+6), Stealth 8 (+10)

OFFENSE

Initiative +2

Unarmed +7 (Close, Damage 3)

DEFENSE

Dodge 6, **Parry** 4, **Toughness** 5

Fortitude 6, **Will** 3

POWER POINTS

Abilities 16 + Advantages 6 + Defenses 10 + Powers 16 + Skills 16 = 64 Total

COMPLICATIONS

Disability: Dire bats cannot speak and have no hands.

Dire bats are massive nocturnal hunters that silently swoop down upon their prey from the sky. They have a massive 15-foot wingspan and weigh about 200 pounds.

RABID BAT
(PL 4 FOR NORMAL BAT, PL 7 FOR DIRE BAT)

Many bats are feared for their ability to spread rabies. Should a bat have this disease, add the following Power:

Rabies: Affliction 7 (Impaired, Compelled [paranoid and violent behavior], Incapacitated); Resisted and Overcome by Fortitude; Progressive – 21 points

SWARM OF BATS (PL 2)

Some colonies of bats works together to swarm their enemies, causing confusion and panic. Add the following Powers to the normal bat to make it a Swarm of Bats.

Swarm Form: Immunity 40 (Piercing Damage, Slashing Damage; Limited to half-effect), Insubstantial 1 (Innate, Permanent) – 25 points

Swarming: Shapeable Area Affliction 2 (Hindered and Impaired); Resisted and Overcome by Will; Extra Condition, Instant Recovery, Limited to One Degree, Reaction (when target enters area); Linked Shapeable Area Damage 2 (Reaction [when targets enter area]) – 16 points

Bear (PL 7)

Strength 6, **Stamina** 6, **Agility** 1, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 4 points

Dense Flesh: Enhanced Second Chance (Resisting Slams and Trips); Protection 2 – 3 points

Fast: Speed 1 (4 mph) – 1 point

Large Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

ADVANTAGES

Daze (Intimidation), Diehard, Fast Grab, Great Endurance, Improved Hold, Startle

Enhanced: Second Chance (Resisting Slams and Trips)

SKILLS

Athletics 4 (+10), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 6 (+2), Intimidation 6 (+7), Perception 4 (+6), Stealth 4 (+3)

OFFENSE

Initiative +1

Natural Weapons +5 (Close, Damage 8/19-20)

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 1, **Parry** 6, **Toughness** 8

Fortitude 10, **Will** 3

POWER POINTS

Abilities 20 + Advantages 6 + Defenses 10 + Powers 16 + Skills 13 = 65 Total

COMPLICATIONS

Disability: Bears cannot speak and have no hands.

Temper: Bears are mean and highly territorial. Never come between a mother bear and her cubs; she will always attack!

Bears are ursine animals similar to dogs. They are generally omnivores, polar bears are carnivores and panda bears subsist primarily on bamboo.

Bears are identified by having large bodies, stocky legs, long noses, and shaggy hair. They have large, non-retractable claws and a small tail.

OTHER BEARS

The bear detailed here is a brown bear, based on the American Grizzly. Brown bears come in various sizes and can attain truly massive dimensions. The Alaskan Kodiak is one of the largest of all. To create one of these terrifying beasts, simply add another 3 ranks of Growth.

BLACK BEAR (PL 6)

Black Bears are smaller than brown bears. To build a black bear, remove Growth from the current build.

POLAR BEAR (PL 8)

Polar bears are native to arctic regions. To create a polar bear, modify the current build with the following Powers:

Arctic Dweller: Immunity 1 (Cold), Movement 1 (Environmental Adaptation [Arctic]) – 3 points

Large: Add another 2 ranks of Growth – +4 points

White Fur: Enhanced Stealth 8 (Limited to icy and snowy regions) – 2 points

Bison (PL 7)

Strength 7, **Stamina** 5, **Agility** 0, **Dexterity** -2
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** -2

POWERS

Animal Senses: Senses 2 (Acute Olfactory, Low-Light Vision) – 2 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points

Horns: Strength-Based Damage 1 (Improved Critical) – 2 points

Thick Skin: Protection 2 – 2 points

ADVANTAGES

Diehard, Fearless, Great Endurance, Power Attack

SKILLS

Close Combat (Horns) 2 (+5), Expertise (Survival) 6 (+2), Intimidation 4 (+2), Perception 4 (+6)

OFFENSE

Initiative +0

Horns +5 (Close, Damage 8/19-20)

Unarmed +3 (Close, Damage 7)

DEFENSE

Dodge 2, **Parry** 6, **Toughness** 7

Fortitude 10, **Will** 4

POWER POINTS

Abilities 2 + Advantages 4 + Defenses 14 + Powers 15 + Skills 8 = 43 Total

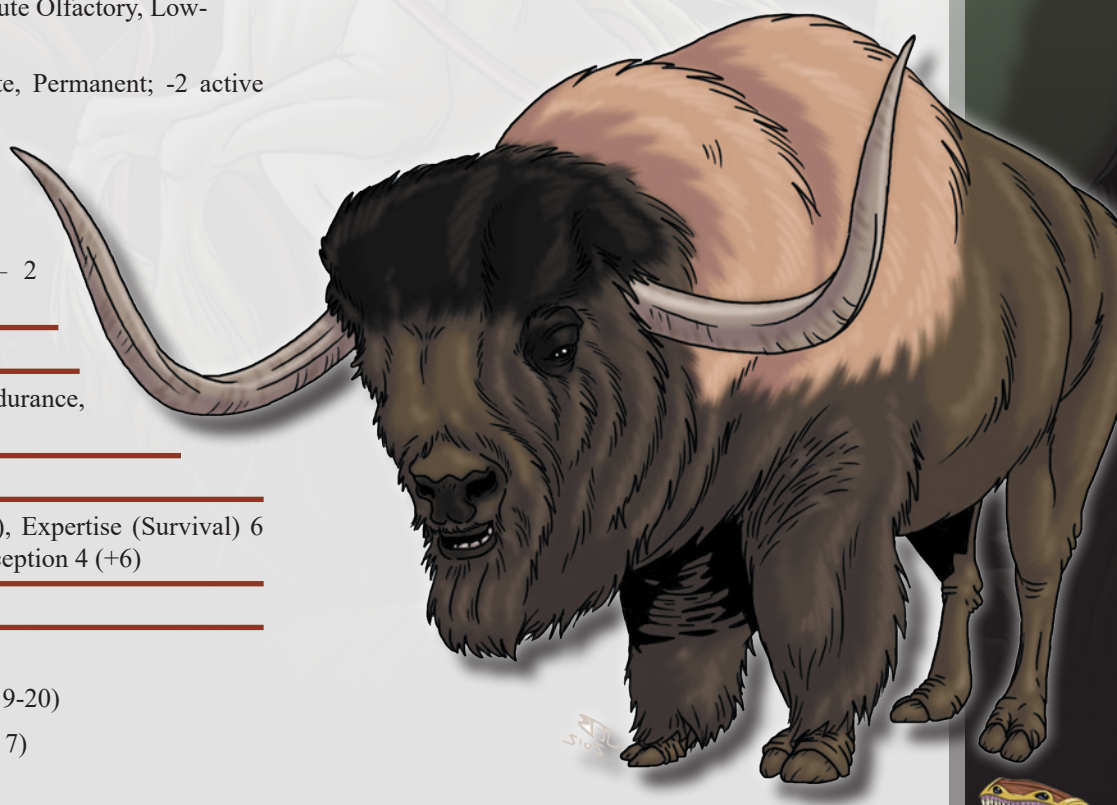
COMPLICATIONS

Disability: Bisons cannot speak and have no hands.

Temper: Bison are highly territorial and aggressive. They are reckless in battle.

Bison are large bovines similar to buffalo, cows, and yaks. They are nomadic grazers that travel in herds. These animals can be aggressive when protecting young and during the mating season, but they generally prefer running from any attackers to fighting. If pressed into aggression, these animals use their horns (found on both males and females) and their massive skulls as a battering ram.

A bison stands more than 6 feet tall at the shoulder and is 9 to 12 feet long. It weighs 1,800 to 2,400 pounds.



STAMPEDE

A stampede is a mass of herd animals that run with no particular purpose or direction. It is a trait found primarily in cattle, horses, elephants, and even humans that is used to evade predators. Anything, however, can start a stampede, such as fire, lightning strikes, or sudden loud noises.

Contrary to popular belief, the majority of deaths related to stampedes are not from trampling. While trampling is a great risk during a stampede, the greatest cause of death is in fact from compressive asphyxiation or "crowd crush." This comes from masses of bodies pressing against each other and crushing the air out of others.

In general, if one is caught in a stampede, they can easily be expected to die. It is rare when one survives a stampede without any means of protection. Such protection can include climbing a standing, upright object such as a tree or similar item. Other means include hiding behind a massive upright object, such as a mass of boulders.

Crowd Crush: Burst Area Affliction 7 (Impaired, Dazed, Incapacitated); Resisted and Overcome by Fortitude; Concentration, Instant Recovery, Progressive – 28 points

BOAR, WARTHOG (PL 4)

Strength 3, **Stamina** 3, **Agility** 1, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** -1

POWERS

Animal Senses: Senses 3 (Low-Light Vision, Olfactory [acute, extended]) – 3 points

Fast: Speed 2 (8 mph) – 2 points

Tusks: Strength-Based Damage 1 (Improved Critical) – 2 points

ADVANTAGES

Close Attack 2

SKILLS

Athletics 4 (+7), Expertise (Survival) 8 (+4), Intimidation 8 (+7), Perception 4 (+6)

OFFENSE

Initiative +1

Tusks +4 (Close, Damage 4/19-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 2, **Parry** 5, **Toughness** 3

Fortitude 6, **Will** 3

POWER POINTS

Abilities 12 + Advantages 2 + Defenses 8 + Powers 7 + Skills 12 = 41 Total

COMPLICATIONS

Disability: Boars cannot speak and have no hands.

Rival: Boars compete with other males for mating rights.

Temper: Boars are prone to bursts of rage. They will attack anything that annoys them.

Boars are the wild ancestors of the domestic pig. They are sometimes called wild hogs or razorbacks. These creatures tend to be solitary. They gather together only to mate during the autumn months.

The body of a boar is compact, with a large head and short legs. Their bodies are covered in short, bristly fur that becomes thicker during winter months. Their mouths have a distinctive pair of large tusks that they use as offensive weapons. An adult boar is 4 feet long and weighs about 200 pounds.

BOAR RAGE! (PL 5)

Boars are known for their temper. To create a boar that becomes stronger and tougher during a fight, add the following Powers:

Rage: Enhanced Stamina 2, Enhanced Strength 2; Fades – 4 points

WILD BOAR (PL 5) / DIRE BOAR (PL 7)

The boar build represents a normal sized warthog. Actual wild boars are much larger creatures (over 6 feet long and weighing 400 pounds), possessing 2 ranks of Growth. To create a dire boar, use 4 ranks of Growth.

Camel (PL 4)

Strength 4, **Stamina** 3, **Agility** 0, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 0, **Presence** -1

POWERS

Animal Senses: Senses 2 (Acute Olfactory, Low-Light Vision) – 2 points

Fast: Speed 2 (8 mph) – 2 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Spit: Ranged Affliction 3 (Impaired, Disabled, Unaware); Resisted by Dodge, Overcome by Fortitude; Cumulative, Diminished Range 2, Limited to Visual Senses – 4 points

ADVANTAGES

Great Endurance

SKILLS

Athletics 2 (+6), Close Combat (Unarmed) 2 (+4), Expertise (Survival) 8 (+4), Perception 4 (+4), Ranged Combat (Spit) 2 (+2)

OFFENSE

Initiative +0

Spit +2 (Ranged, Affliction 3)

Unarmed +2 (Close, Damage 4)

DEFENSE

Dodge 2, **Parry** 4, **Toughness** 3

Fortitude 6, **Will** 0

POWER POINTS

Abilities -4 + Advantages 1 + Defenses 9 + Powers 15 + Skills 9 = 30 Total

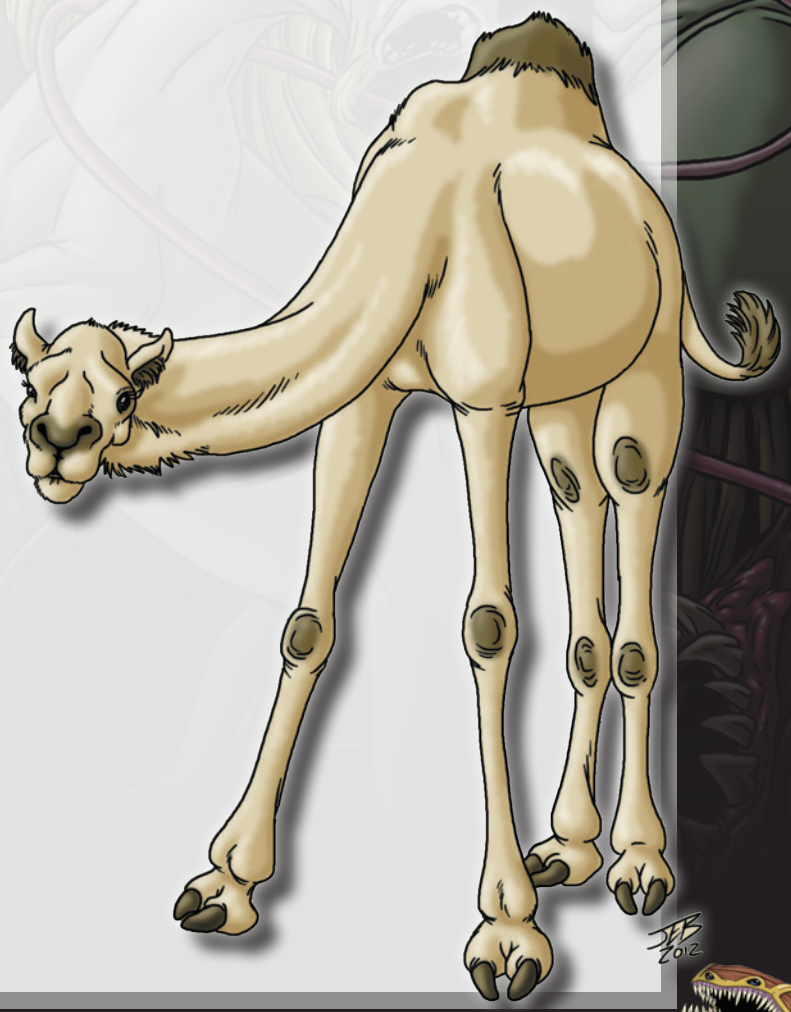
COMPLICATIONS

Disability: Camels cannot speak and have no hands.

Camels are domesticated animals native to arid, desert regions that serve as beasts of burden. They are also used to produce milk and meat. There are two types of camels: the dromedary camel (also called the African camel) has a single hump, while the Bactrian camel (the Asian camel) has two humps.

Camels are well adapted to desert living as they can go for lengthy periods of time between drinking water. Their humps are actually large deposits of fatty tissue that are used to regulate excessive heat. It eats plantlife that no other animal can consume. The camel's two-toed feet keep it from sinking into desert sand. Its nostrils and eyelashes are designed to keep sand out of its nose and eyes.

Camels are known for being stubborn and foul-tempered creatures, despite having been tamed for centuries. If unhappy, they tend to spit and bite. Their bad habits don't end there. During mating seasons, male camels will urinate on everything and make disgusting noises while posturing for females.



Canine, Dog (PL 3)

Strength 1, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 1, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 6 (Extended Hearing, Low-Light Vision, Olfactory [acute, extended, tracking], Ultra-Hearing) – 6 points

Bite: Strength-Based Damage 1 – 1 point

Fast: Leaping 1; Speed 1 (4 mph) – 2 points

Small Size: Shrinking 2 (Innate, Permanent; +1 active defenses included) – 5 points

ADVANTAGES

Fast Grab, Improved Hold

SKILLS

Close Combat (Bite) 2 (+3), Expertise (Survival) 6 (+2), Insight 2 (+4), Intimidation 4 (+3), Perception 4 (+6)

OFFENSE

Initiative +2

Bite +3 (Close, Damage 2)

Unarmed +1 (Close, Damage 1)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 2

Fortitude 4, **Will** 2

POWER POINTS

Abilities 8 + Advantages 2 + Defenses 4 + Powers 14 + Skills 9 = 37 Total

COMPLICATIONS

Disability: Dogs cannot speak and have no hands.

Relationship (Domestic Dogs Only): Dogs are loyal to their masters.

Dogs are a race of both wild and domesticated canines that are found all over the world. They come in a variety of breeds, sizes, and appearances.

In the wild, dogs are vicious and territorial. The dogs presented here is about 20-50 pounds in weight. These statistics can be used for small wild canines such as coyotes, jackals, and feral dogs.

Domestic dogs are known for their loyalty and capacity as a guardian; giving them the nickname of "Man's best friend."

Canine, Wolf (PL 4)

Strength 1, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 7 (Low-Light Vision, Extended Hearing, Olfactory [acute, extended, tracking], Ultra-Hearing) – 7 points

Fast: Speed 2 (8 mph) – 2 points

Natural Weapons (Bite): Strength-Based Damage 2 (Improved Critical) – 3 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Trip, Teamwork

SKILLS

Athletics 2 (+3), Expertise (Survival) 8 (+4), Insight 2 (+4), Intimidation 4 (+4), Perception 4 (+6), Stealth 2 (+4)

OFFENSE

Initiative +2

Bite +2 (Close, Damage 3/19-20)

Unarmed +2 (Close, Damage 1)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 2

Fortitude 5, **Will** 2

POWER POINTS

Abilities 10 + Advantages 4 + Defenses 9 + Powers 12 + Skills 11 = 46 Total

COMPLICATIONS

Disability: Wolves cannot speak and have no hands.

A wolf is a common canine predator found in many parts of the world, but especially in northern climates. They are apex predators who hunt in well-organized packs using tactics honed over millions of years of evolution.

A wolf pack is a highly-structured society, commanded by an alpha male and his alpha female. Subordinate wolves are in a beta class, while the bottom of the social order is an omega wolf. Packs often hunt together. Their tactics include harrying their pray into an area where the pack can surround it and slowly weaken it with attacks that come one at a time from each wolf until the pray is dropped to the ground. At this time, the entire pack converges in for the final kill and feasting.

The gray wolf is the most common variety of wolf to be found.

While wolves are often blamed for attacks on stray wanderers and children, they are actually quite afraid of humans. Most wolves will stay away from area inhabited by humanoids; only attacking if they are extremely hungry or desperate.

INSPIRATION FOR WOLVES

Recommended Films: The Grey (2011), directed by Joe Carnahan

Never Cry Wolf (1983), directed by Carroll Ballard

DIRE WOLF (PL 6)

Dire wolves are a larger breed of normal wolves; existing in a more primitive form. They are the size of horses and far more aggressive than normal wolves, often attacking humanoids and their settlements when hungry.

To create a dire wolf, add the following Traits:

Advantages: Diehard, Great Endurance – 2 points

Skills: Close Combat (Bite) 4 (+6) – 2 points

Giant Size: Growth 2 (Innate, Permanent) – 5 points

WINTER WOLF (PL 7)

Winter wolves are a race of intelligent canines that have adapted a freezing breath weapon from the magical energies of the world. They are more akin to worgs than actual wolves, being of wicked intelligence and cunning.

Winter wolves are often found as allies and guardians of frost giants, white dragons, and other evil arctic beings.

To create a winter wolf, modify the worg build with the following Traits:

Advantages: Improved Initiative, Language 1 (Giant) – 2 points

Freezing Breath: Cone Area Damage 4 – 8 points

Giant Size: Growth 2 (Innate, Permanent) – 5 points

White Fur: Enhanced Stealth 4 (Limited to snowy or icy environs) – 1 point

Vulnerability: Winter wolves are Toughness Impaired vs. fire damage.

Canine, Worg (PL 6)

Strength 3, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** 0, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 9 (Darkvision, Low-Light Vision, Extended Hearing, Olfactory [acute, extended, tracking], Ultra-Hearing) – 9 points

Fast: Speed 2 (8 mph) – 2 points

Natural Weapons (Bite): Strength-Based Damage 2 (Improved Critical) – 3 points

Thick Hide: Protection 2 – 2 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Trip, Language 1 (Common [Goblin is native]), Set-Up, Startle, Teamwork

SKILLS

Athletics 2 (+5), Close Combat (Bite) 2 (+5), Expertise (Survival) 6 (+6), Insight 2 (+4), Intimidation 6 (+7), Perception 4 (+6), Stealth 6 (+8)

OFFENSE

Initiative +2

Bite +5 (Close, Damage 5/19-20)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 4

Fortitude 6, **Will** 3

POWER POINTS

Abilities 26 + Advantages 7 + Defenses 13 + Powers 16 + Skills 14 = 76 Total

COMPLICATIONS

Disability: Worgs have no hands.

Motivation: Worgs delight in the suffering of others. They will kill with no remorse.

A worg is a wolf-like creature that is often allied with goblins and orcs. Despite their animalistic natures, these creatures are wickedly intelligent and delight in hunting and killing other beings.

The average worg stands 3 feet tall at the shoulders and weighs 300 pounds.

INSPIRATIONS FOR WORGS

Film: The Lord of the Rings: The Two Towers (2002), directed by Peter Jackson

Cat (PL 3)

Strength -3, **Stamina** -2, **Agility** 3, **Dexterity** 0
Fighting 1, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

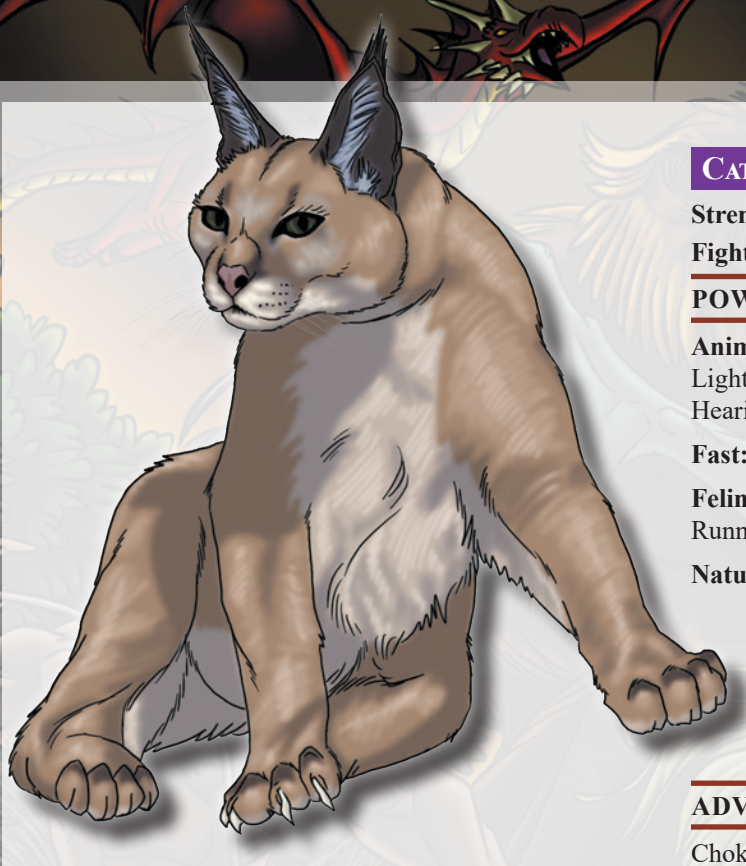
Animal Senses: Enhanced Uncanny Dodge, Senses 5 (Extended Hearing, Low-Light Vision, Olfactory [acute, extended], Ultra-Hearing) – 6 points

Claws: Enhanced Athletics 4 (Limited to Climbing) – 1 point

Tiny Size: Shrinking 8 (Innate, Permanent; +4 active defenses included) – 9 points

ADVANTAGES

Attractive, Close Attack 2, Evasion, Fast Grab, Grabbing Finesse, Improved Initiative, Prone Fighting, Second Chance (Acrobatics Checks with Tumbling), Skill Mastery (Athletics)



Cat, Cheetah (PL 5)

Strength 1, **Stamina** 2, **Agility** 4, **Dexterity** 0

Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 6 (Extended Hearing, Low-Light Vision, Olfactory [acute, extended], Ultra-Hearing) – 6 points

Fast: Speed 2 (8 mph) – 2 points

Feline Grace: Enhanced Athletics 8 (Limited to Running); Leaping 1 – 3 points

Natural Weapons (Bite, Claws): Strength-Based Damage 1 – 1 point

Sprint: Enhanced Speed 2 (60 mph); Fades – 1 point

Spotted Fur: Enhanced Stealth 8 (Limited to dense foliage and undergrowth) – 2 points

ADVANTAGES

Chokehold, Evasion, Improved Initiative, Fast Grab, Grabbing Finesse, Improved Initiative

SKILLS

Acrobatics 4 (+8), Athletics 4 (+5, +13 running), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 8 (+4), Perception 4 (+6), Stealth 2 (+6, +14 in undergrowth)

SKILLS

Acrobatics 4 (+7), Athletics 8 (+5, +9 climbing), Close Combat (Unarmed) 2 (+5), Expertise (Survival) 8 (+4), Insight 2 (+4), Intimidation 4 (+0), Perception 4 (+6)

OFFENSE

Initiative +7

Unarmed +5 (Close, Damage -3)

DEFENSE

Dodge 7, **Parry** 5, **Toughness** -2

Fortitude 0, **Will** 2

POWER POINTS

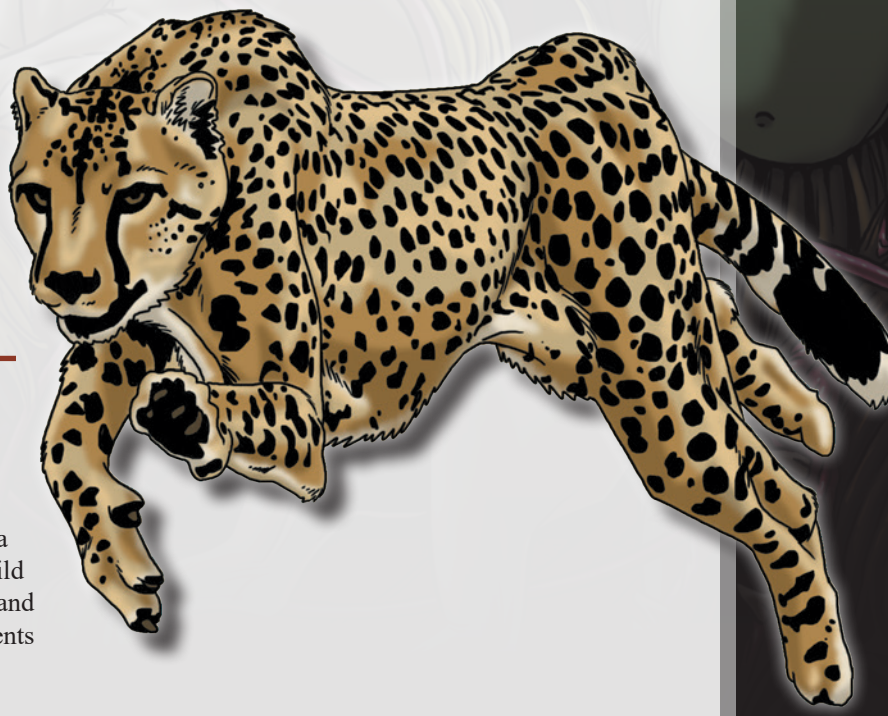
Abilities -2 + Advantages 10 + Defenses 2 + Powers 16 + Skills 16 = 42 Total

COMPLICATIONS

Disability: Cats cannot speak and have no hands.

Reputation: Cat behavior can be seen as mean. They don't take orders and do not obey the commands of their owners. Cats are very independent-minded.

A cat is a tiny animal that has been bred to be a domestic pet. Many cats are thrown to the wild when their owners grow tired of their company, and these creatures can get along well in such environments thanks to their innate hunting instincts.



OFFENSE

Initiative +8

Natural Weapons +5 (Close, Damage 2)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 7, **Parry** 6, **Toughness** 2

Fortitude 5, **Will** 3

POWER POINTS

Abilities 16 + Advantages 6 + Defenses 10 + Powers 15 + Skills 12 = 59 Total

COMPLICATIONS

Disability: Cheetahs cannot speak and have no hands.

A cheetah is a large cat that hunts in savannahs. Its streamlined body is built for sudden bursts of speed; indeed the cheetah is the fastest land animal in the world. These incredible speeds can only be maintained for a few short minutes; the cheetah is often very tired afterwards. As such, they will only use their great speed when they know they can catch their prey.

The body of a cheetah is not like those of other great cats, being more similar in shape to a greyhound. Spots cover its body, providing camouflage, ending with rings around its tail. Dark circle surround the cat's eyes trailing in black "tear mark" patterns along their faces. The average cheetah is 4-1/2 feet long and weighs up to 140 pounds.

Male cheetahs tend to be territorial, but will often group with other males (usually brothers) in an attempt to maximize their hunting. Females, on the other hand tend to be solitary and wide-ranging.

Cat, Leopard (PL 5)

Strength 3, **Stamina** 2, **Agility** 3, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 7 (Auditory [extended, ultra-hearing], Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Expert Climber: Enhanced Athletics 8 (Limited to Climbing) – 2 points

Fast: Leaping 1, Speed 2 (8 mph) – 3 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Spotted Fur: Enhanced Stealth 4 (Limited to dense foliage) – 1 point

ADVANTAGES

Chokehold, Fast Grab, Great Endurance, Improved Hold, Improved Initiative, Prone Fighting, Skill Mastery (Stealth)

SKILLS

Acrobatics 6 (+9), Athletics 2 (+5, +13 climbing), Close Combat (Natural Weapons) 2 (+4), Expertise (Survival) 8 (+4), Intimidation 6 (+7), Perception 6 (+8), Stealth 6 (+9, +15 in dense foliage)

OFFENSE

Initiative +7

Natural Weapons +4 (Close, Damage 5/19-20)

Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 6, **Parry** 5, **Toughness** 2

Fortitude 5, **Will** 3

POWER POINTS

Abilities 18 + Advantages 7 + Defenses 10 + Powers 16 + Skills 18 = 69 Total

COMPLICATIONS

Disability: Leopards cannot speak and have no hands.

Leopards are big cats. They dwell in forested mountains, hills, and plains.

This basic leopard build can be used for any big cat that is small than a lion, such as a panther, cougar, or lynx.

Cat, Lion (PL 6)

Strength 5, **Stamina** 2, **Agility** 3, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 7 (Auditory [extended, ultra-hearing], Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Fast: Leaping 1, Speed 1 (4 mph) – 2 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 3 – 8 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Tawny Fur: Enhanced Stealth 4 (Limited to grasslands) – 1 point

ADVANTAGES

Chokehold, Fast Grab, Great Endurance, Improved Hold, Improved Initiative, Set-Up, Startle, Teamwork

SKILLS

Acrobatics 4 (+7), Athletics 4 (+9), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 8 (+4), Intimidation 6 (+8), Perception 6 (+8), Stealth 6 (+7, +11 in grasslands)

OFFENSE

Initiative +7

Natural Weapons +5 (Close, Damage 7/19-20)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 6, **Parry** 6, **Toughness** 5

Fortitude 6, **Will** 3

POWER POINTS

Abilities 16 + Advantages 8 + Defenses 13 + Powers 21 + Skills 18 = 76 Total

COMPLICATIONS

Disability: Lions cannot speak and have no hands.

Lions are called "kings of the jungle." They are powerful feline predators that travel and hunt in large groups, known as prides. Male lions have large manes of golden fur. They are responsible for defending the pride against any attackers. Female lions, who have no manes, are the hunters of the pride. They use group tactics to hunt and provide food for the entire pride.

A male lion is 5 to 8 feet long and weighs 330 to 550 pounds. Females are slightly smaller but use the same stats.

INSPIRATION FOR LIONS

Recommended Films: The Ghost and the Darkness (1996), directed by Stephen Hopkins

DIRE LION (PL 8)

Dire lions – sometime called cave lions or spotted lions – are patient hunters, just like their smaller cousins, but apt to take on bigger prey. Dire lions grow to be up to 15 feet long and weigh up to 3,500 pounds.

To create a dire lion, add 3 ranks of Growth to the normal lion build.

Cat, Tiger (PL 7)

Strength 5, **Stamina** 3, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 0

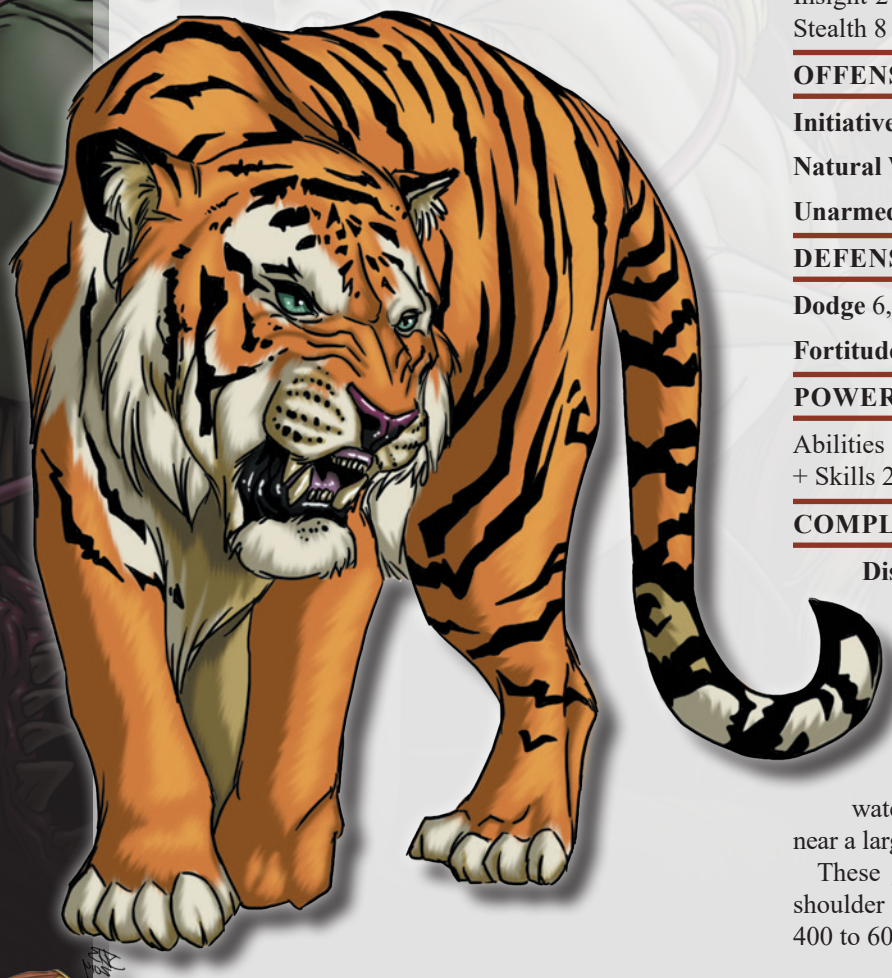
POWERS

Animal Senses: Senses 6 (Low-Light Vision, Olfactory [acute, extended, tracking], Ultra-Hearing) – 6 points

Cold Adaptation: Movement 1 (Environmental Adaptation [cold]) – 2 points

Fast: Leaping 1; Speed 2 (8 mph) – 3 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 3 – 8 points



SMILODON

The Smilodon – also called the saber-toothed tiger – is a prehistoric predecessor to the tiger. As their name implies, they have massive fangs jutting from their powerful jaws which are used to puncture the flesh and organs of their prey. To create a smilodon, add the following Powers:

Bite: Add +1 rank to Strength-Based Damage and another rank of Improved Critical – 2 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Striped Fur: Enhanced Stealth 4 (Limited to Forests and Jungles) – 1 point

ADVANTAGES

Chokehold, Fast Grab, Improved Hold, Improved Initiative

SKILLS

Acrobatics 4 (+6), Athletics 8 (+13), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 8 (+4), Insight 2 (+4), Intimidation 6 (+7), Perception 6 (+8), Stealth 8 (+8, +12 in forests and jungles)

OFFENSE

Initiative +6

Natural Weapons +5 (Close, Damage 7/19-20)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 6

Fortitude 8, **Will** 4

POWER POINTS

Abilities 14 + Advantages 4 + Defenses 17 + Powers 23 + Skills 22 = 80 Total

COMPLICATIONS

Disability: Tigers cannot speak and have no hands.

Tigers are natural jungle cats that are native to both warm and cold forests of the world. They are distinguished from other great cats by their orange and black stripes. Also, unlike other great cats, tigers love the water. Their territories are often centered around or near a large body of water, such as a river or lake.

These great cats stand more than 3 feet tall at the shoulder and are about 9 feet long. They weigh from 400 to 600 pounds.

INSPIRATION FOR TIGERS

Recommended Film: Sinbad and the Eye of the Tiger (1977), directed by Sam Wanamaker

Crocodile (PL 7)

Strength 7, **Stamina** 4, **Agility** 2, **Dexterity** 0

Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** -1

POWERS

Animal Senses: Senses 3 (Acute Olfactory, Low-Light Vision) – 3 points

Bite: Strength-Based Damage 2 (Improved Critical 2, Reach) – 5 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses) – 9 points

Hold Breath: Immunity 2 (Suffocation; Limited to half-effect) – 1 point

Thick Skin: Protection 2 – 2 points

Underwater Ambusher: Enhanced Stealth 8 (Limited to while in water) – 2 points

Water-Borne Creature: Movement 1 (Environmental Adaptation [underwater]); Swimming 5 (8 mph) – 7 points

ADVANTAGES

Fast Grab, Favored Environment (Underwater), Great Endurance, Improved Hold, Improved Trip, Skill Mastery (Stealth), Startle

SKILLS

Athletics 2 (+9), Close Combat (Bite) 2 (+4), Expertise (Survival) 8 (+4), Intimidation 4 (+5), Perception 4 (+6), Stealth 4 (+2, +10 in water)

OFFENSE

Initiative +2

Bite +4 (Close, Damage 9/18-20)

Unarmed +2 (Close, Damage 7)

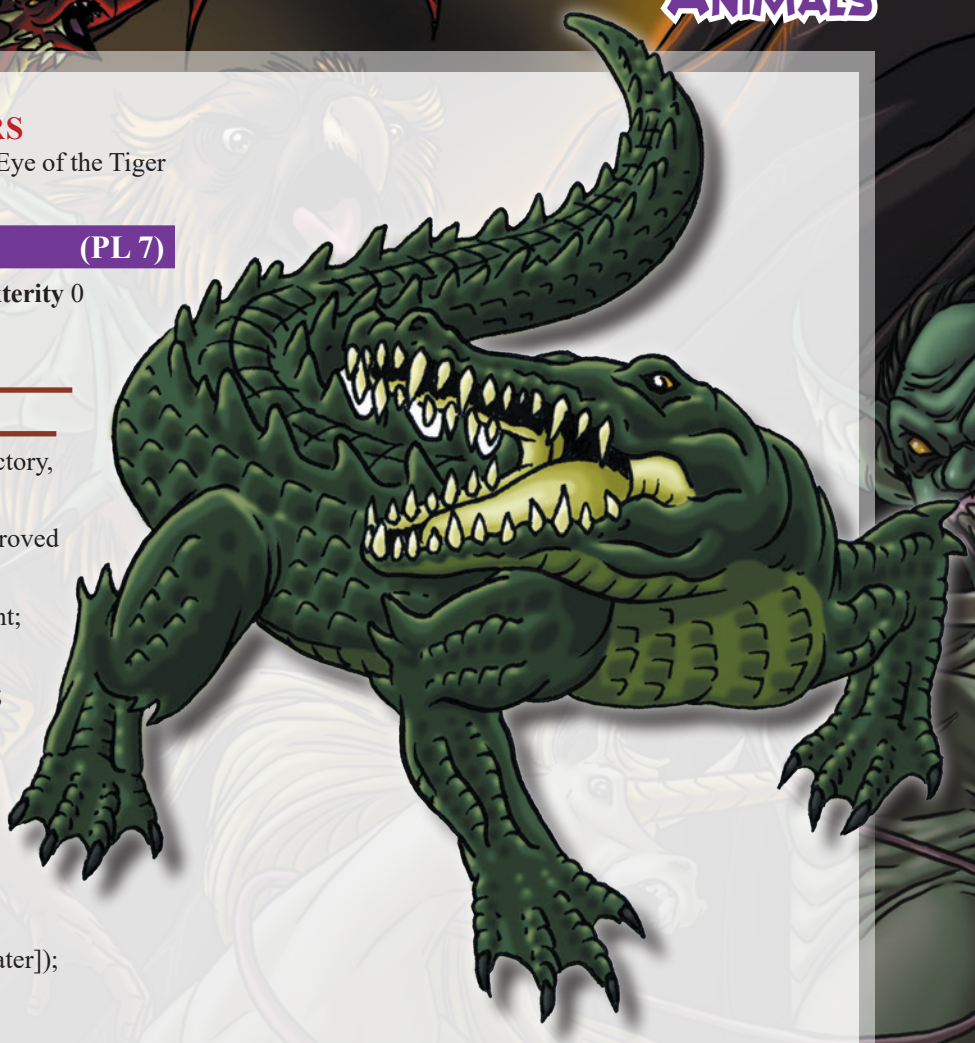
DEFENSE

Dodge 1, **Parry** 3, **Toughness** 6

Fortitude 7, **Will** 3

POWER POINTS

Abilities 8 + Advantages 7 + Defenses 8 + Powers 29 + Skills 12 = 68 Total



COMPLICATIONS

Disability: Crocodiles cannot speak and have no hands.

Weakness: Crocodiles are cold-blooded. They are Hindered and Vulnerable in intense cold and will quickly die in extreme cold.

Crocodiles are large aquatic reptilian animals that tend to dwell in tropical regions they live next to freshwater lakes, rivers, and swamps, where they can easily ambush and feed upon fish, reptiles, and mammals.

These creatures are ancient beings and include a number of different animals, including true crocodiles, alligators, caimans, and gharials. All of these creatures are extremely aggressive and territorial, attacking anything that enters their territory with lethal force.

Crocodiles have a streamlined body that aids in swimming. They can tuck their feet against their body and paddle with their massive tails to attain fast swimming speeds. Their webbed feet allow them to make fast turns and sudden movements within the water. When within water, a crocodile can lift its head

above the water level, where only its eyes and nostrils become visible. In this manner, the crocodile is almost completely concealed against being seen by its prey.

The favored tactic of a crocodile is to lurk underwater near a clearing to a waterline. Whenever an animal comes to drink water at the clearing, the crocodile suddenly erupts from under the water and bites the surprised creature with its powerful jaws. It then drags the creature below the water and spins its body in what is known as a "death roll." This rolling will disorient the prey and eventually cause it to drown, which is when the crocodile can begin feeding.

INSPIRATION FOR CROCODILES

Recommended Films: Alligator (1980), directed by Lewis Teague

Black Water (2007), directed by David Nerlich and Andrew Traucki

Lake Placid (1999), directed by Steve Miner

Primeval (2007), directed by Michael Katleman

Rogue (2007), directed by Greg McIean

ALLIGATORS (PL 4)

To create an alligator, remove the ranks of Growth from the crocodile build.

GIANT CROCODILES (PL 9)

Although quite large, there are greater varieties of crocodiles in the world. A Saltwater Crocodile has an additional 2 ranks of Growth. A Dire Crocodile (or the prehistoric Deinosuchus) has an additional 4 ranks of Growth.

DOLPHIN

Dolphins are a race of marine mammals closely related to whales and porpoises. They are social carnivores, living in large groups known as pods. They love to swim and play and are considered to be generally friendly towards humanoids, so long as they are not mistreated or provoked. They will even go so far as to protect humanoids from sharks or other dangerous sea predators.

Dolphins have a streamlined body allowing for incredibly fast swimming speeds. They sense the world around themselves and even communicate with each other using a form of echolocation that sounds like a series of clicks and whistles. Their elongated jaws for into what appears to be a smile, adding to the friendly appearance of these creatures.

DOLPHIN (PL 4)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

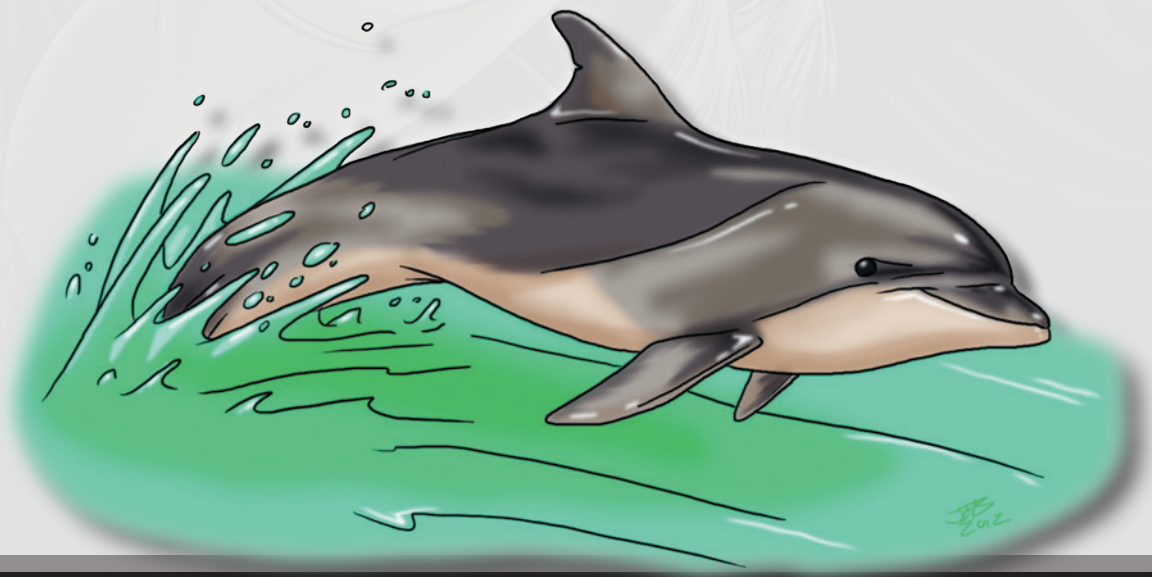
Agile Swimmer: Enhanced Acrobatics 8 (Limited to while in water); Movement 1 (Environmental Adaptation [underwater]); Swimming 6 (30 mph) – 10 points

Animal Senses: Senses 7 (Echolocation [accurate, extended hearing sense], Low-Light Vision, Ultra-Hearing) – 7 points

Cetacean: Immunity 4 (Cold, High Pressure, Suffocation; Limited to half-effect) – 2 points

ADVANTAGES

Agile Feint, Fast Grab, Favored Environment (Underwater), Great Endurance, Improved Initiative, Set-Up, Teamwork



SKILLS

Acrobatics 0 (+2, +10 in water), Close Combat (Unarmed) 2 (+4), Expertise (Survival) 8 (+4), Insight 4 (+6), Intimidation 2 (+3), Perception 4 (+6), Stealth 4 (+6)

OFFENSE

Initiative +6

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 2

Fortitude 5, **Will** 2

POWER POINTS

Abilities 14 + Advantages 7 + Defenses 9 + Powers 19 + Skills 12 = 61 Total

COMPLICATIONS

Aquatic: Dolphins are adapted for aquatic life; they are Immobile and Vulnerable when removed from the water.

Disability: Dolphins cannot speak and have no hands.

Secret: Dolphins are playful and friendly, but are also secretly wicked in some of their mannerisms. They will attack and murder porpoises and sexually assault other dolphins and humans.

A typical dolphin is 4 to 6 feet long and weighs 110 to 160 pounds.

Dolphin, Orca (PL 9)

Strength 7, **Stamina** 7, **Agility** 2, **Dexterity** 0

Fighting 4, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Agile Swimmer: Enhanced Acrobatics 8 (Limited to while in water); Movement 1 (Environmental Adaptation [underwater]); Swimming 6 (30 mph) – 10 points

Animal Senses: Senses 7 (Echolocation [accurate, extended hearing sense], Low-Light Vision, Ultra-Hearing) – 7 points

Bite: Strength-Based Damage 3 – 3 points

Cetacean: Immunity 4 (Cold, High Pressure, Suffocation; Limited to half-effect) – 2 points

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included) – 13 points

ADVANTAGES

Diehard, Fast Grab, Favored Environment (Underwater), Great Endurance, Improved Hold, Improved Initiative, Startle, Teamwork

SKILLS

Acrobatics 0 (+2, +10 in water), Close Combat (Bite) 2 (+6), Expertise (Survival) 10 (+6), Insight 2 (+4), Intimidation 6 (+10), Perception 6 (+8), Stealth 6 (+2)

OFFENSE

Initiative +6

Bite +6 (Close, Damage 10)

Unarmed +4 (Close, Damage 7)

DEFENSE

Dodge 5, **Parry** 7, **Toughness** 7

Fortitude 13, **Will** 4

POWER POINTS

Abilities 14 + Advantages 8 + Defenses 20 + Powers 35 + Skills 16 = 93 Total

COMPLICATIONS

Aquatic: Orca are adapted for aquatic life; they are Immobile and Vulnerable when removed from the water.

Disability: Orca cannot speak and have no hands.

Orca – also called killer whales – are related to dolphins. They have a similarly streamlined body that is black with white patches. These ferocious creatures are about 30 feet long and weigh 10,000 pounds. They eat fish, squid, seals, and other whales. In arctic regions, they have been known to break through thin ice floors to consume land creatures walking on the ice.

Donkey (PL 4)

Strength 4, **Stamina** 4, **Agility** 0, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 1, **Presence** 0

POWERS

Animal Senses: Senses 4 (Acute Olfactory, Low-Light Vision, Radius Vision) – 4 points

Fast: Speed 2 (8 mph) – 2 points

Large Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Stable: Enhanced Acrobatics 4 (Limited to Balancing); Enhanced Athletics 4 (Limited to Climbing) – 2 points

ADVANTAGES

Great Endurance

SKILLS

Athletics 2 (+6), Close Combat (Unarmed) 2 (+4), Expertise (Survival) 6 (+2), Perception 2 (+3)

OFFENSE

Initiative +0

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 2, **Parry** 4, **Toughness** 4

Fortitude 7, **Will** 2

POWER POINTS

Abilities 6 + Advantages 1 + Defenses 10 + Powers 13 + Skills 6 = 36 Total

COMPLICATIONS

Disability: Donkeys cannot speak and have no hands.

The donkey is a domesticated breed of equine used as beasts of burden. These animals are sometimes called an ass or burro. A male is called a jack, while a female is called a jenny, and young are called foal. Donkeys and horses are often bred together to make mules. These equines are long-eared, sure-footed, and sturdy.

This build is also useful as a "mule." These animals are a cross-breed between donkeys and horses; specifically bred for labor. They are more sure-footed, hardy, and longer-lived than horses, and faster and more intelligent than donkeys. Mules are infertile.

Eagle (PL 3)

Strength -1, **Stamina** 0, **Agility** 2, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 3 (Extended Vision 2, Low-Light Vision) – 3 points

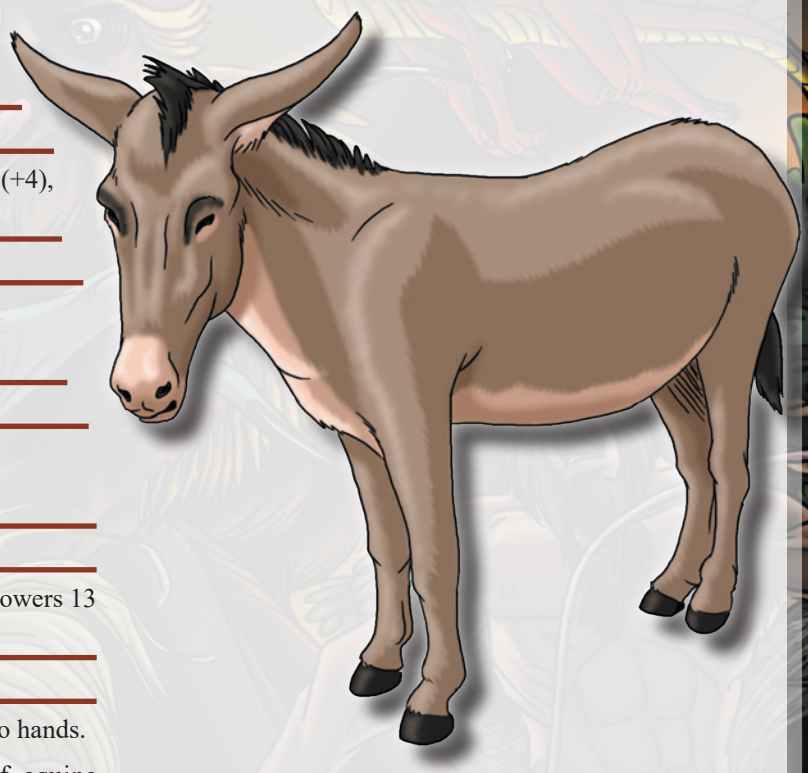
Natural Weapons (Beak, Talons): Strength-Based Damage 1 (Improved Critical) – 2 points

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Wings: Flight 5 (60 mph; Wings) – 5 points

ADVANTAGES

Evasion, Fast Grab, Grabbing Finesse, Improved Hold



SKILLS

Acrobatics 4 (+6), Athletics 4 (+3), Close Combat (Natural Weapons) 2 (+4), Expertise (Survival) 8 (+4), Intimidation 4 (+1), Perception 4 (+6)

OFFENSE

Initiative +2

Natural Weapons +4 (Close, Damage 0/19-20)

Unarmed +2 (Close, Damage -1)

DEFENSE

Dodge 6, **Parry** 4, **Toughness** 0

Fortitude 2, **Will** 2

POWER POINTS

Abilities 6 + Advantages 4 + Defenses 4 + Powers 19 + Skills 13 = 46 Total

COMPLICATIONS

Disability: Eagles cannot speak and have no hands.

Eagles are large, majestic birds of prey that are often seen as symbols of nobility or as divine messengers. They are generally larger than other birds, with a powerful build and heavier head and beak. They possess broad wings allowing for faster flight. Eagles build their nests on tall trees or high cliffs. These nests are called eyries.

Eagles hunt their prey from the sky using their enhanced vision, which is able to see small animals from great distances away. They capture food with their long talons and powerful beaks.

Eagles weigh between 8 and 15 pounds with an average wingspan of 7 feet. There are over 60 different species of eagles of varying sizes.

Eagle, Giant (PL 5)

Strength 3, **Stamina** 2, **Agility** 3, **Dexterity** 1

Fighting 3, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 3 (Extended Vision 2, Low-Light Vision) – 3 points

Natural Weapons (Beak, Talons): Strength-Based Damage 2 (Improved Critical) – 3 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included); Protection 3 – 12 points

Wings: Flight 5 (60 mph; Wings) – 5 points

ADVANTAGES

Fast Grab, Great Endurance, Improved Hold, Language 0 (Auran is native), Move-By Action, Power Attack, Startle

SKILLS

Acrobatics 2 (+5), Athletics 2 (+5), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 4 (+5), Insight 4 (+6), Intimidation 4 (+7), Perception 8 (+10), Stealth 4 (+3)

OFFENSE

Initiative +3

Natural Weapons +5 (Close, Damage 5/19-20)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 5

Fortitude 6, **Will** 3

POWER POINTS

Abilities 16 + Advantages 6 + Defenses 13 + Powers 23 + Skills 15 = 73 Total

COMPLICATIONS

Disability: Giant eagles have no hands.

Giant eagles are large-sized magical beasts that resemble massive eagles. They are intelligent creatures that stand about 15 feet tall and possess a wingspan of 30 feet. A giant eagle weighs 300 pounds.

Giant eagles consider themselves to be the defenders of mountaintops and will make fast friends with any who respect and aid them in times of need.

INSPIRATIONS FOR GIANT EAGLES

Recommended Fiction: The Hobbit, by J.R.R. Tolkien

Recommended Films: The Lord of the Rings: The Fellowship of the Ring (2001), directed by Peter Jackson

The Lord of the Rings: The Return of the King (2003), directed by Peter Jackson

OTHER RAPTORS

The Eagle build can also be used to represent other raptors – birds of prey – including falcons, hawks, and owls with minor modifications.

HAWKS AND FALCONS

These raptors are smaller than eagles. To create a hawk or falcon, simply add another 4 ranks of Shrinking to the build.

OWLS

Owls come in a variety of sizes. Some are quite large (being the same size as eagles), while others are tiny (add another 4 ranks of Shrinking). They are stealthy night hunters, flying in utter silence (add "Subtle" to Flight and 4 ranks of Stealth).

OWL, GIANT

Giant owls, like giant eagles, are good-aligned nocturnal predators. They have keen mystical senses which are used in the pursuit of defeating evil and the enemies of nature.

To create a Giant Owl, add the following Traits to the Giant Eagle build:

Advantages: Animal Empathy, Improved Disarm, Improved Initiative – 3 points

Skills: Insight +8, Stealth +8 – 8 points

Powers: Speak With Animals: Comprehend 2 (Animals) – 4 points

True Seeing: Senses 7 (Vision [counters all concealment, counters illusion]) – 7 points

ELEPHANT (PL 9)

Strength 7, **Stamina** 6, **Agility** 0, **Dexterity** 0
Fighting 5, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Fast: Speed 1 (4 mph) – 1 point

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included); Protection 5; Enhanced Strength 2 (Limited to lifting; lifting Str 9; 12 tons) – 18 points

Trunk: Extra Limb 1 – 1 point

Tusks: Strength-Based Damage 2 (Improved Critical) – 3 points

ADVANTAGES

Fast Grab, Fearless, Great Endurance, Power Attack, Startle

SKILLS

Close Combat (Unarmed) 2 (+7), Expertise (Survival) 8 (+4), Insight 2 (+4), Intimidation 8 (+11), Perception 4 (+6)

OFFENSE

Initiative +0

Tusks +5 (Close, Damage 9/19-20)

Unarmed +7 (Close, Damage 7)

DEFENSE

Dodge 0, **Parry** 5, **Toughness** 11

Fortitude 13, **Will** 5

POWER POINTS

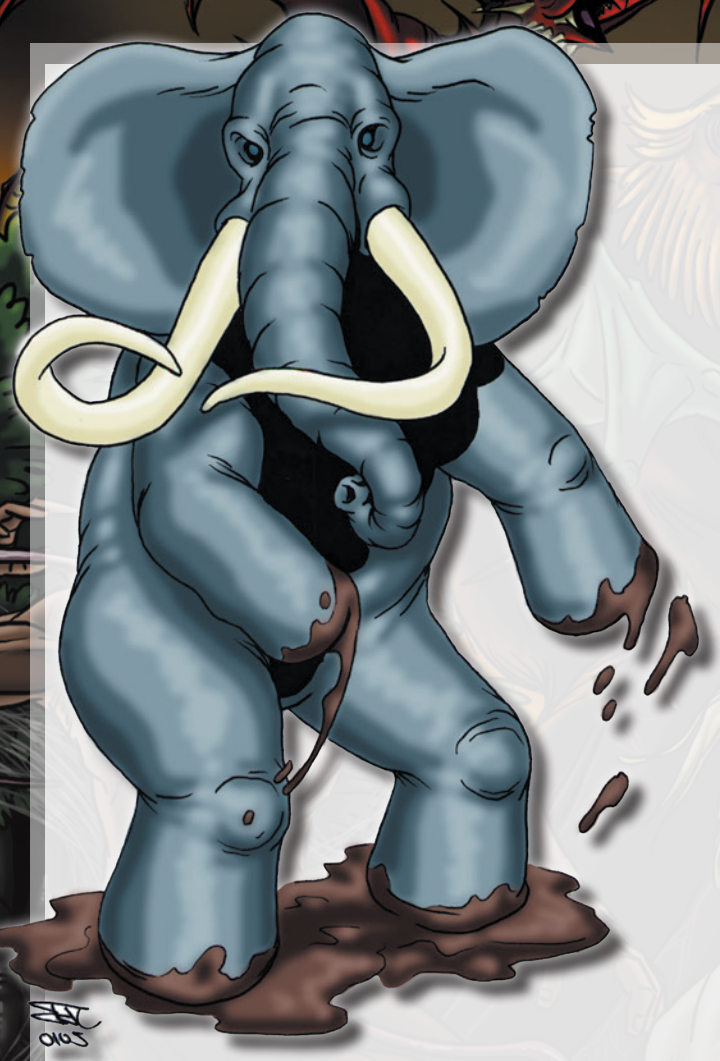
Abilities 8 + Advantages 5 + Defenses 16 + Powers 26 + Skills 12 = 67 Total

COMPLICATIONS

Disability: Elephants cannot speak. While their trunks can be used to manipulate object, it is only to a limited degree.

Temper: Elephants are protective of their herds and prone to charging intruders.

Elephants are huge animals; the largest land mammals in existence. They are seen as symbols of intelligence and wisdom. Elephants travel in herds as a means of protection. While an adult has little to fear from most normal predators, younger elephants easily fall prey to creatures such as lions. In truth, elephants



have more to fear from sentient hunters. Their ivory tusks are quite valuable across the world, and many poachers will kill an elephant simply to remove the tusks and leave the rest of the animal behind.

There are two major types of elephants, named for the regions they inhabit. The larger species is the Savannah Elephant, standing 10-14 feet at the shoulder and weighing as much as 26,000 pounds. The smaller Forest Elephant stands 10 feet at the shoulder and weighs up to 9,000 pounds.

Horse (PL 5)

Strength 6, **Stamina** 5, **Agility** 3, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 4 (Acute Olfactory, Low-Light Vision, Radius Vision) – 4 points

Fast: Speed 4 (30 mph) – 4 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

ADVANTAGES

Great Endurance

SKILLS

Athletics 4 (+10), Close Combat (Unarmed) 2 (+4), Expertise (Survival) 8 (+4), Insight 2 (+4), Intimidation 2 (+3), Perception 4 (+6)

OFFENSE

Initiative +3

Unarmed +4 (Close, Damage 6)

DEFENSE

Dodge 5, **Parry** 4, **Toughness** 5

Fortitude 8, **Will** 2

POWER POINTS

Abilities 16 + Advantages 1 + Defenses 9 + Powers 15 + Skills 11 = 52 Total

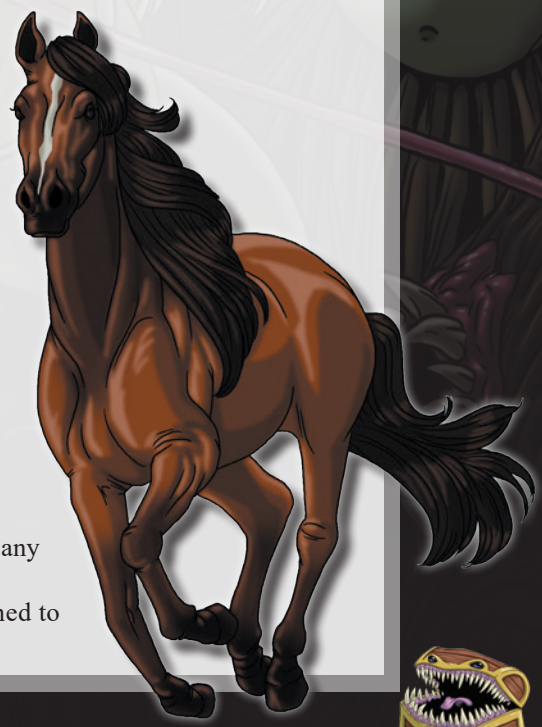
COMPLICATIONS

Disability: Horses are cannot speak and have no hands.

Docile: Horses tend to be scared during dangerous events, preferring to run than fight.

Horses are animals that are used as riding mounts and as beasts of burden all over the world. These are many different breeds of horses. Most are domesticated, but a few are wild.

There are many terms by which horses are known. These terms are usually based on the age and gender of the horse. A foal is a horse of any gender that is less than one year old. A yearling is a horse of any gender between the ages of one and two years old. A colt is a male horse under the age of four, while a female equivalent is called a filly. A male horse over the age of four is a stallion, while a female is called a mare. A gelding is a castrated male horse of any age.



Most horses are trained to

be mounts for riders or to perform heavy lifting and dragging as beasts of burden. A select few are trained as war-mounts. These horses have their instinctual nature to flee from danger removed.

Hyena (PL 4)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 0

Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 5 points

Bite: Strength-Based Damage 2 (Improved Critical) – 3 points

Fast: Speed 2 (8 mph) – 2 points

Spotted Hide: Enhanced Stealth 4 (Limited to tall grass) – 1 point

ADVANTAGES

Fast Grab, Improved Trip, Teamwork

SKILLS

Athletics 4 (+6), Close Combat (Bite) 2 (+4), Expertise (Survival) 8 (+4), Intimidation 6 (+6), Perception 4 (+6), Stealth 2 (+4, +8 in tall grass)

OFFENSE

Initiative +2

Bite +4 (Close, Damage 4/19-20)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 2, **Parry** 5, **Toughness** 2

Fortitude 5, **Will** 2

POWER POINTS

Abilities 12 + Advantages 3 + Defenses 6 + Powers 11 + Skills 13 = 45 Total

COMPLICATIONS

Disability: Hyenas cannot speak and have no hands.

Infamy: Hyenas are creepy scavengers with an evil laughing bark. No one likes these beasts.

Hyenas are dog-like carnivorous animals that are native to grassy plains and savannahs. They have large bodies with legs that are shorter in back than their forelegs. This gives the animal a bear-like gait when it runs. The beasts have powerful teeth set into strong jaws that are known to crack bones.

Hyenas are hunters and scavengers. They often attempt to steal the food from other creatures after the prey has been slain. The creatures are often cowardly and will not attack anything larger than themselves unless they have overwhelming numbers.

Hyenas are sometimes known as “laughing hyenas” due to the noise they make when excited.

LIZARD

Lizards are reptilian animals that range all over the world (except in arctic climates). Unlike snakes, lizards have legs and ears. They otherwise have no distinguishing characteristics. There are thousands of different types of lizards, ranging in a variety of appearances and sizes.

The smallest lizards include chameleons and geckos that are only a few inches long and are of no threat to a human-sized creature.

Lizard, Monitor (PL 5)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 0

Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 4 (Infravision, Olfactory [acute, extended]) – 4 points

Fast Swimmer: Swimming 2 (2 mph) – 2 points

Stealthy: Enhanced Stealth 4 (Limited to Undergrowth) – 1 point

Toxic Bite: Strength-Based Damage 1; Linked Weaken Agility 3 (Resisted by Fortitude; Progressive) – 10 points

ADVANTAGES

Fast Grab, Improved Hold, Startle

SKILLS

Athletics 4 (+7), Close Combat (Natural Weapons) 2 (+4), Expertise (Survival) 8 (+4), Intimidation 6 (+6), Perception 4 (+6), Stealth 6 (+8, +12 in undergrowth)

OFFENSE

Initiative +2

Bite +4 (Close, Damage 4 plus Weaken 3)

Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 3, **Parry** 5, **Toughness** 3

Fortitude 6, **Will** 3

POWER POINTS

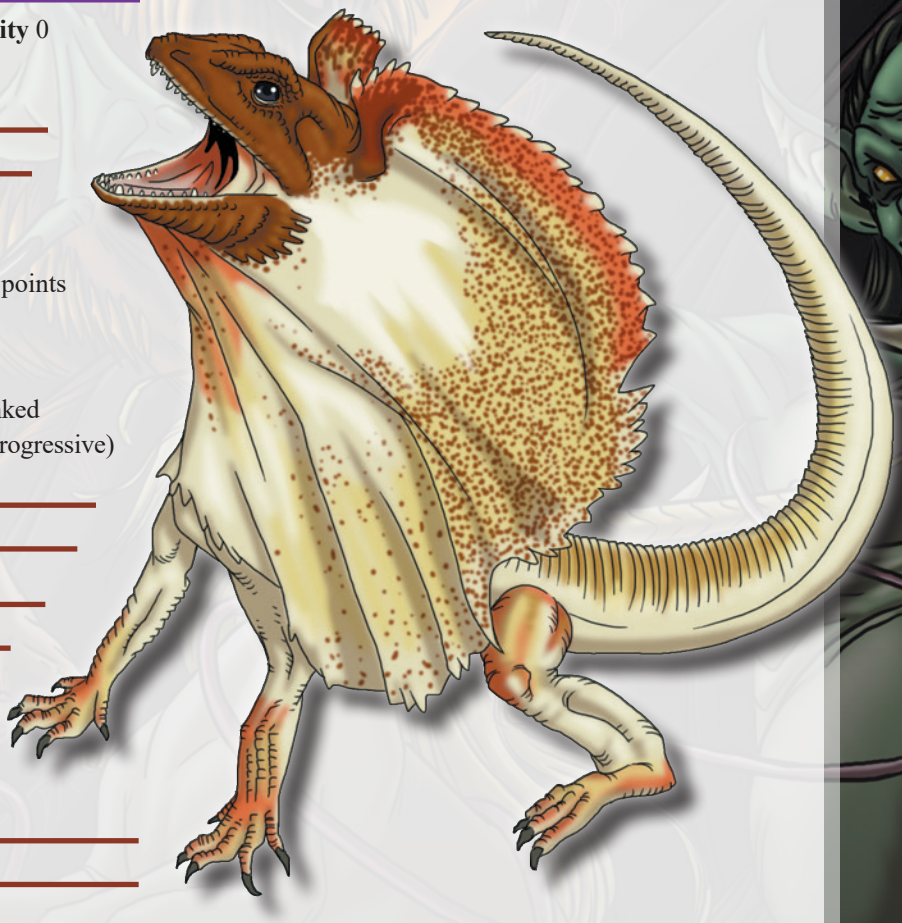
Abilities 16 + Advantages 3 + Defenses 8 + Powers 17 + Skills 15 = 59 Total

COMPLICATIONS

Disability: Monitor lizards cannot speak and have no hands.

Weakness: Lizards are cold-blooded. They are Hindered and Vulnerable in intense cold and will quickly die in extreme cold.

The largest lizards include komodo dragons; they have been known to attack humans when agitated. Many are quite capable swimmers and occasionally venomous.



Manta Ray (PL 4)

Strength 3, **Stamina** 2, **Agility** 2, **Dexterity** 0

Fighting 2, **Intellect** -5, **Awareness** 2, **Presence** -1

POWERS

Animal Senses: Senses 14 (Detect Electrical Signals [accurate, acute, ranged], Extended Vision, Low-Light Vision, Olfactory [acute, extended 2, tracking], Ranged Touch [lateral line sense]) – 14 points

Aquatic: Immunity 3 (Cold, Drowning, Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included; Limited [does not add to Strength or Stamina]); Protection 1 – 8 points

Water Gliding: Enhanced Athletics 8 (Limited to Swimming); Swimming 6 (30 mph) – 8 points

ADVANTAGES

Power Attack

SKILLS

Athletics 0 (+3, +11 swimming), Expertise (Survival) 8 (+3), Perception 6 (+8)

OFFENSE

Initiative +2
Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 2, **Parry** 2, **Toughness** 3
Fortitude 5, **Will** 3

POWER POINTS

Abilities 10 + Advantages 1 + Defenses 10 + Powers 35 + Skills 7 = 63 Total

COMPLICATIONS

Aquatic: Manta rays require water to survive and will die if removed from it. Additionally, the must be able to continue to swim to be able to breathe; if they become trapped, they will suffocate.

Disability: Manta rays cannot speak and have no hands.

Manta rays are the largest species of rays, reaching between 18-25 feet in length. They live in warm, tropical waters, particularly around coral reefs, where food is plentiful. Manta rays feed on plankton and fish larva that are filtered from the water through their gills.

Mantas are curious creatures, and will often approach swimmers and boats. They stray away from sharks and orca, who often feed upon rays. Mantas are peaceful unless provoked. More often than not, they will flee an attacker.

Monkey (PL 3)

STING RAYS

Other rays are much smaller than the manta ray. While the manta ray has evolved to no longer use its tail as a weapon, most rays have a barbed stinger which they use to defend themselves from attackers.

To create a sting ray, make the following changes to the manta ray build:

Medium Size: Remove all ranks of Growth

Stinging Tail: Strength-Based Damage 1 (Improved Critical 2); Linked Affliction 3 (Hindered, Immobilized, Paralyzed; Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Agility 3 (Resisted by Fortitude; Progressive) – 24 points

Strength -2, **Stamina** 0, **Agility** 2, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** -1

POWERS

Animal Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended]) – 4 points

Brachiating: Enhanced Athletics 8 (Limited to Climbing) – 2 points

Swift: Leaping 1; Speed 1 (4 mph) – 2 points

Tail: Extra Limb 1 – 1 point

Tiny Size: Shrinking 8 (Innate, Permanent; +4 active defenses included) – 17 points

ADVANTAGES

Fast Grab, Grabbing Finesse

SKILLS

Acrobatics 8 (+10), Athletics 0 (-2, +6 climbing), Close Combat (Unarmed) 2 (+4), Expertise (Survival) 8 (+4), Insight 2 (+4), Perception 4 (+6), Ranged Combat (Thrown) 4 (+4), Sleight of Hand 4 (+4)

OFFENSE

Initiative +2

Unarmed +4 (Close, Damage -2)

DEFENSE

Dodge 6, **Parry** 6, **Toughness** 0

Fortitude 2, **Will** 2

POWER POINTS

Abilities 2 + Advantages 2 + Defenses 2 + Powers 26 + Skills 16 = 48 Total

COMPLICATIONS

Disability: Monkeys cannot speak.

Rivalry: Male monkeys are always contesting with other males for mating rights.

Monkeys are tree-dwelling primates. Unlike other primates, monkeys have tails. They are found in warm forests and jungles all over the world.

While some monkeys are vicious in groups, most will attempt to flee from a fight; climbing a tree to escape any predators.

Octopus (PL 4)

Strength 2, **Stamina** 2, **Agility** 3, **Dexterity** 2
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 2 (Direction Sense, Low-Light Vision) – 2 points

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Boneless: Enhanced Sleight of Hand 12 (Limited to Contorting); Movement 1 (Slithering) – 5 points

Ink Cloud: Burst Area Visual Concealment 4 (Attack) – 12 points

Jet: Enhanced Swimming 2 (30 mph; Fades) – 1 point

Strong Swimmer: Swimming 3 (8 mph) – 3 points

Tentacles: Extra Limbs 4 – 4 points

ADVANTAGES

Fast Grab, Improved Hold

SKILLS

Athletics 4 (+6), Close Combat (Unarmed) 2 (+4), Expertise (Survival) 8 (+4), Intimidation 4 (+4), Perception 4 (+6), Sleight of Hand 0 (+2, +14 contorting), Stealth 8 (+11)

OFFENSE

Initiative +3

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 6, **Parry** 5, **Toughness** 2

Fortitude 5, **Will** 3

POWER POINTS

Abilities 18 + Advantages 2 + Defenses 10 + Powers 32 + Skills 15 = 77 Total

COMPLICATIONS

Aquatic: An octopus requires water to survive. They will begin suffocating if removed from water.

Disability: Octopi cannot speak. While quite strong and dexterous, their tentacles offer limited manipulation.

CAMOUFLAGE

Octopi are quite intelligent as animals go and capable of complex tactics in their pursuit of food. Many have evolved the ability to blend into their environment. They can not only change the color of their skin, but also use muscle action to change its texture to appear more like whatever they are blending against.

Camouflage: Concealment 2 (Normal Vision; Blending, Passive) – 1 point

GIANT OCTOPUS/SQUID

To create a giant cephalopod, add 4 or more ranks of Growth to the current build. For every 4 ranks of Growth, add 1 rank of Reach for the length of their tentacles.

NEUROTOXIN

Some octopi are venomous, capable of producing a paralytic neurotoxin.

Poisonous Bite: Strength-Based Damage 2 (Grab-Based); Linked Affliction 3 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Grab-Based, Progressive; Linked Weaken Strength 3 (Resisted by Fortitude; Grab-Based, Progressive) – 16 points

Octopi are a breed of multi-tentacles cephalopods that live within the ocean. They make their homes along the bottom of the sea, particularly within coral reefs. If they are pursued by predators, octopi are capable of expelling a cloud of ink before swimming away.

This build may also be used to represent cuttlefish, squid, and other multi-limbed mollusks.

Rat, Dire (PL 4)

Strength 0, **Stamina** 2, **Agility** 3, **Dexterity** 0

Fighting 0, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 5 points

Fast: Speed 1 (4 mph) – 1 point

Natural Weapons (Bite): Strength-Based Damage 1 – 1 point

Small Size: Shrinking 6 (Innate, Permanent; +3 active defenses included) – 13 points

ADVANTAGES

Improved Grab

SKILLS

Athletics 8 (+8), Close Combat (Bite) 2 (+2), Expertise (Survival) 8 (+4), Intimidation 4 (+1), Perception 4 (+6)

OFFENSE

Initiative +3

Bite +2 (Close, Damage 1)

Unarmed +0 (Close, Damage 0)

DEFENSE

Dodge 6, **Parry** 3, **Toughness** 2

Fortitude 4, **Will** 2

POWER POINTS

Abilities 8 + Advantages 1 + Defenses 2 + Powers 20 + Skills 15 = 46 Total

COMPLICATIONS

Disability: rats cannot speak and their paws offer limited manipulation.

Infamy: rats have a bad reputation as carriers for disease.

Rats are found all over the world. They are long-tailed rodents that are considered vermin wherever they exist. Rats thrive in urban environments, where they can easily feed off the leftover food and waste of the community.

While wild rats are seen as vicious and disease-carrying beasts, tame rats are quite docile and friendly.

Dire rats are dangerous creatures. They are much larger than a common rat and are found in dungeons and city sewers. The bite of these creatures will often carry a crippling disease.

The typical dire rat is 2 feet long and weighs 25 pounds.

INSPIRATIONS FOR RATS

Recommended Fiction: The Rats, by James Herbert

Recommended Film: Deadly Eyes (1982), directed by Robert Clouse

The Food of the Gods (1976), directed by Bert I. Gordon

The Princess Bride (1987), directed by Rob Reiner

Willard (2003), directed by Glen Morgan

FILTH FEVER

Most dire rats carry a disease with their bite. To simulate this effect, add the following Power:

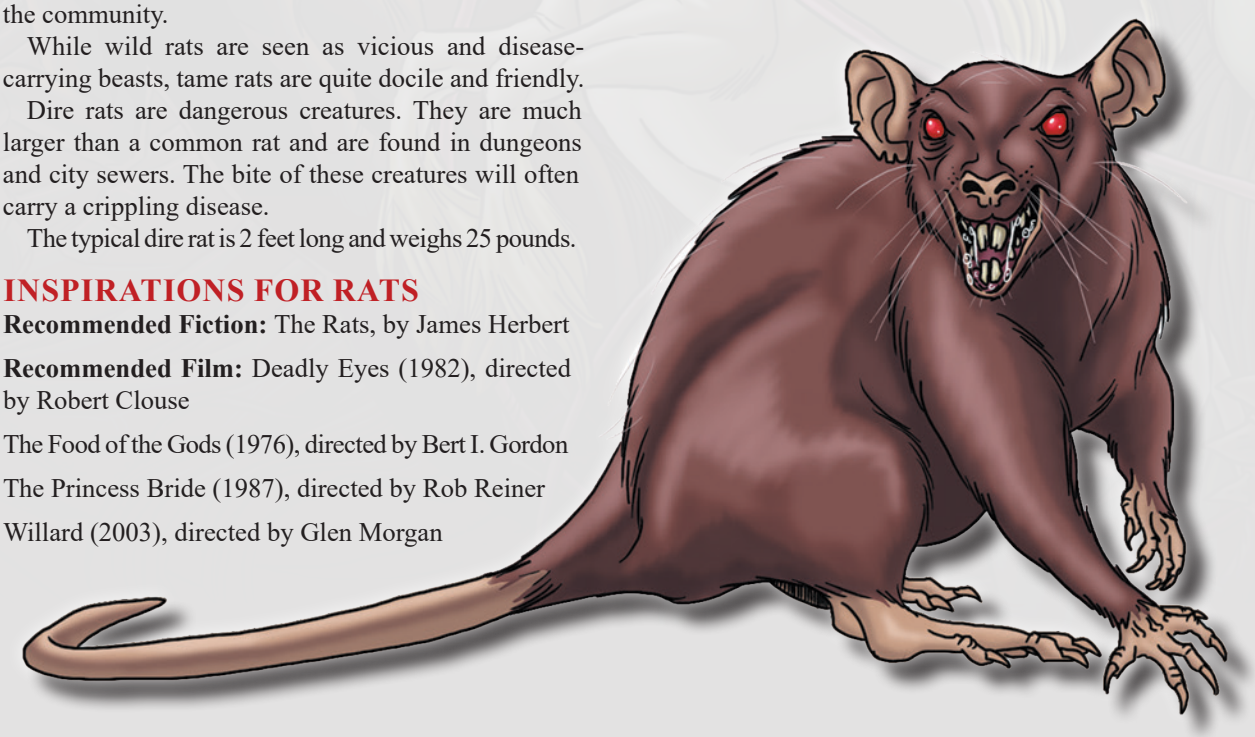
Filth Fever: Affliction 2 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Limited to one check per day, Linked to Bite, Progressive); Linked Weaken Abilities 2 (Resisted by Fortitude; Broad, Limited to one check per day, Limited to Agility and Stamina, Progressive, Simultaneous) – 12 points

RAT SWARM

Rather than a single rat, the current build can be used to represent a massive swarm of thousands of rats with the following Traits:

Swarm Form: Immunity 40 (Piercing Damage, Slashing Damage; Limited to half-effect), Insubstantial 1 (Innate, Permanent) – 26 points

Swarming: Reaction Shapeable Area Affliction 2 (Hindered and Impaired); Resisted and Overcome by Will; Extra Condition, Instant Recovery, Limited to One Degree; Linked Reaction Shapeable Area Damage 2 – 16 points



Raven (PL 3)

Strength -2, **Stamina** -1, **Agility** 2, **Dexterity** 0
Fighting 1, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 4 (Extended Vision, Low-Light Vision, Radius Vision) – 4 points

Natural Weapons (Beak, Talons): Strength-Based Damage 1 – 1 point

Tiny Size: Shrinking 8 (Innate, Permanent; +4 active defenses included) – 17 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Evasion, Fast Grab, Grabbing Finesse, Improved Hold

SKILLS

Acrobatics 4 (+6), Athletics 2 (+0), Close Combat (Natural Weapons) 2 (+3), Expertise (Survival) 8 (+4), Perception 4 (+6)

OFFENSE

Initiative +2

Natural Weapons +3 (Close, Damage -1)

Unarmed +1 (Close, Damage -2)

EYE-GOUGING

The favored tactic of ravens and other corvids is to attack the eyes of its enemy. Use the following Power to mimic this attack:

Eye-Gouge: Affliction 3 (Impaired / Disabled / Unaware; Resisted by Parry; Cumulative, Limited to Visual Senses, Reaction [when a raven scores a critical hit with its Natural Weapons]) – 12 points

MURDER OF CROWS

Rather than a single raven, the current build can be used to represent a massive swarm of thousands of avians with the following Traits:

Swarm Form: Immunity 40 (Piercing Damage, Slashing Damage; Limited to half-effect); Insubstantial 1 (Innate, Permanent) – 26 points

Swarming: Reaction Shapeable Area Affliction 2 (Hindered and Impaired); Resisted and Overcome by Will; Extra Condition, Instant Recovery, Limited to One Degree; Linked Reaction Shapeable Area Damage 2 – 16 points

DEFENSE

Dodge 6, **Parry** 5, **Toughness** -1

Fortitude 1, **Will** 2

POWER POINTS

Abilities 0 + Advantages 4 + Defenses 2 + Powers 25 + Skills 10 = 41 Total

COMPLICATIONS

Disability: Ravens cannot speak and their talons offer limited manipulation.

Ravens are black birds similar to crows. They are opportunistic eaters, feeding on carrion, insects, grains, fruits, and small animals. These birds thrive in most northern climates and are very long-lived, making them ideal pets and companions.

This build can be used to represent any tiny-sized avian.

Rhinoceros (PL 7)

Strength 6, **Stamina** 4, **Agility** 0, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 2 (Olfactory [acute, extended]) – 2 points

Fast: Speed 2 (8 mph) – 2 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included); Protection 4 – 13 points

Horn: Strength-Based Damage 2 (Improved Critical) – 3 points

ADVANTAGES

All-Out Attack, Great Endurance, Startle

SKILLS

Close Combat (Horn) 2 (+5), Expertise (Survival) 8 (+4), Intimidation 8 (+10), Perception 4 (+6)

OFFENSE

Initiative +0

Horn +5 (Close, Damage 8/19-20)

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 2, **Parry** 5, **Toughness** 8

Fortitude 8, **Will** 3

POWER POINTS

Abilities 6 + Advantages 3 + Defenses 13 + Powers 20 + Skills 11 = 53 Total

COMPLICATIONS

Disability: Rhinos cannot speak and have no hands.

Temper: Rhinos are notoriously ill-tempered; attacking anything they perceive as a threat.

A rhinoceros is an herbivore found in warm plains. They have heavy-skinned bodies that are gray in color and prominent horns on their snouts. These creatures are known to be short-tempered and attack anything they perceive as a threat. Although it is an unsubstantiated rumor, it is said that rhinos are reputed to particularly hate fire, and will travel miles in an effort to stomp out any fire within its territory.

Shark (PL 6)

Strength 3, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** -5, **Awareness** 2, **Presence** -1

POWERS

Animal Senses: Senses 12 (Detect Electronic Signals [accurate, acute, ranged], Extended Vision, Low-Light Vision, Ranged Touch, Olfactory [acute, extended, tracking]) – 12 points

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Bite: Strength-Based Damage 3 (Improved Critical 2) – 5 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 3 – 8 points

Strong Swimmer: Swimming 5 (16 mph) – 5 points

Sharks come in a variety of sizes. To simulate smaller sharks, simply remove all ranks of Growth from the build.

GREAT WHITE SHARK (PL 8)

Great whites are found in the coastal waters of every ocean. They are apex predators, feeding on dolphins, whales, and seals. The teeth of a great white are as sharp as razor blades.

To create a great white shark, add 4 ranks of Growth and 1 rank of Swimming to the current build.

MEGALODON (PL 10)

In prehistoric eras, the apex predator of the ocean was the megalodon. This was a shark of such immense size (53 feet long), it could swallow several adult humans whole in one bite!

To create a Megalodon, add the following Powers:

Giant Size: add 8 ranks of Growth to the current build – 16 points

Swallow Whole: Affliction 11 (Hindered and Vulnerable, Defenseless and Immobilized, Paralyzed and Unaware); Resisted by Parry; Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery, Limited to creatures of -2 rank size or smaller, Sustained; Linked Damage 11 (Reaction [when targets are afflicted with the second or third rank of effect from Swallow Whole]) – 66 points

OFFENSE

Initiative +6
Bite +5 (Close, Damage 6/18-20)
Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 5, **Parry** 3, **Toughness** 5

Fortitude 6, **Will** 3

POWER POINTS

Abilities 4 + Advantages 7 + Defenses 10 + Powers 35 + Skills 14 = 70 Total

COMPLICATIONS

Aquatic: Sharks require water to survive. They must also continuously swim, otherwise they begin suffocating.

Disability: Sharks cannot speak. They have no hands.

Sharks are the perfect killing machine. These creatures have been swimming in the oceans for millions of years with little change in their appearance or methods.

ADVANTAGES

All-Out Attack, Diehard, Fast Grab, Great Endurance, Improved Hold, Improved Initiative, Startle

SKILLS

Close Combat (Bite) 2 (+5), Expertise (Survival) 8 (+3), Intimidation 6 (+6), Perception 8 (+10), Stealth 4 (+4)

Sharks come in a variety of sizes and appearances, but their general shape is consistent – everyone can recognize a shark when they see one.

This build represents a large shark, such as a bull shark, hammerhead, or tiger shark. They are solitary, night-time hunters.

INSPIRATIONS FOR SHARKS

Recommended Fiction: Jaws, by Peter Benchley

Recommended Film: Deep Blue Sea (1999), directed by Renny Harlin

Jaws (1975), directed by Steven Spielberg

SNAKE

Snakes are natural reptiles that have no legs. They slither along the ground or in trees in search of food, which consists of small mammals, insects, and birds. In many parts of the world, snakes are seen as helpful creatures, due to their feeding on unwanted vermin.

Snake, Constrictor (PL 5)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 0
Fighting 2, **Intellect** -5, **Awareness** 2, **Presence** -1

POWERS

Animal Senses: Senses 5 (Infravision, Olfactory [acute, extended, tracking]) – 5 points

Lunge: Reach 1 – 1 point

Serpentine Body: Movement 1 (Slithering) – 2 points

ADVANTAGES

Chokehold, Fast Grab, Improved Hold

SKILLS

Athletics 6 (+9), Close Combat (Unarmed) 2 (+4), Intimidation 4 (+3), Perception 6 (+8), Stealth 2 (+4)

OFFENSE

Initiative +2

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 3, **Parry** 3, **Toughness** 3

Fortitude 6, **Will** 3

POWER POINTS

Abilities 12 + Advantages 3 + Defenses 6 + Powers 8 + Skills 10 = 39 Total

COMPLICATIONS

Disability: Snakes cannot speak. They have no hands. Snakes are Vision and Hearing Impaired.

Weakness: Snakes are cold-blooded. They are Hindered and Vulnerable in intense cold and will quickly die in extreme cold.

These snakes are often long, large, and powerful. They use their massive bodies to warp around their prey and slowly squeeze the air from its lungs before consuming it whole. After feeding, these snakes often crawl up a tree to digest their meal over the course of many days.

Snake, Venomous (PL 4)

Strength 0, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 2, **Intellect** -5, **Awareness** 2, **Presence** -1

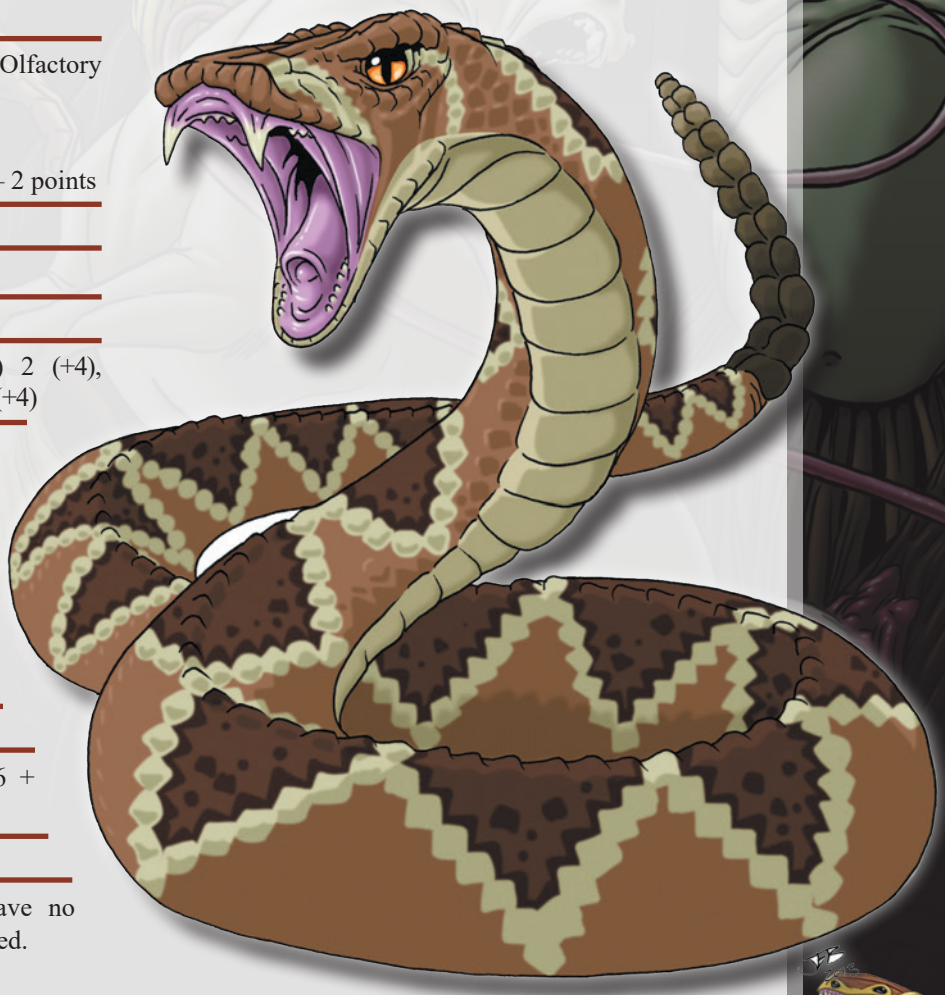
POWERS

Animal Senses: Senses 5 (Infravision, Olfactory [acute, extended, tracking]) – 5 points

Lunge: Reach 1 – 1 point

Scales: Protection 1 – 1 point

Serpentine Body: Movement 1 (Slithering) – 2 points



Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Venomous Bite: Strength-Based Damage 1 (Reach); Linked Affliction 3 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Progressive, Reach; Linked Weaken Stamina 3 (Resisted by Fortitude; Limited to 1 rank per check, Progressive, Reach) – 19 points

ADVANTAGES

Fast Grab, Grabbing Finesse, Improved Hold, Improved Initiative 2, Startle

SKILLS

Athletics 6 (+6), Close Combat (Bite) 2 (+4), Intimidation 8 (+5), Perception 6 (+8), Stealth 6 (+12)

OFFENSE

Initiative +10

Bite +4 (Close, Damage 1 plus Affliction and Weaken 3)

Unarmed +2 (Close, Damage 0)

DEFENSE

Dodge 4, **Parry** 4, **Toughness** 3

Fortitude 5, **Will** 2

POWER POINTS

Abilities 6 + Advantages 6 + Defenses 3 + Powers 37 + Skills 14 = 66 Total

COMPLICATIONS

Disability: Snakes cannot speak. They have no hands.

Weakness: Snakes are cold-blooded. They are Hindered and Vulnerable in intense cold and will quickly die in extreme cold.

There are many varieties of snakes found all over the world that use venom to kill their prey (as well as anything else that provokes them). They inject their venom into their victim with a pair of powerful retractable fangs.

Some species of venomous snakes give warning before striking. For example, the many breeds of rattlesnakes will shake their tails, producing a distinctive rattle sound to alert intruders to their presence. Cobras will stand erect and flair their hoods as a sign of provocation. Those who do not take heed will quickly find themselves bitten and suffering the painful effects of the serpent's venom.

OTHER SNAKES

The number of different snakes in the world is vast. The builds here represent the standard varieties of snakes in their respective fields. Here are some guidelines to create other types of snakes.

CONSTRICTORS

The current constrictor snake build represents the average boa. Larger varieties exist, such as the Anaconda (add 2 ranks of Growth) or the Reticulated Python (add 3 ranks of Growth).

VENOMOUS SNAKE: COBRA

The current venomous snake build would be a good representation for the average North American rattlesnake. One of the most lethal snakes includes a variety known as cobras. These serpents flare their necks into hood to warn away those who intrude upon their terrain.

To create a cobra, add the following Traits:

Advantages: Fascinate (Intimidation) – 1 point

Paralytic Venom (replace the "Venomous Bite" with the following Powers): Strength-Based Damage 1 (Reach); Linked Affliction 7 (Dazed and Fatigued, Exhausted and Stunned, Incapacitated and Paralyzed); Resisted and Overcome by Fortitude; Extra Condition, Progressive, Reach; Linked Weaken Stamina 7 (Resisted by Fortitude; Limited to 1 rank per check, Progressive, Reach) – 46 points

VENOMOUS SNAKE: SPITTING COBRA

These cobras use their venom to spray the face and eyes of anything that threatens them. They will use this as a tactic to escape from their foe; only biting if they cannot evade the intruder.

Spit Venom (Alternate Effect of Paralytic Venom): Ranged Affliction 7 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses, Progressive – 1 point

WHALE (PL 12)

Strength 10, **Stamina** 12, **Agility** 0, **Dexterity** 0
Fighting 6, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 8 (Low-Light Vision, Sonar [accurate, extended 2 ultra-hearing]) – 8 points

Aquatic: Immunity 4 (Cold, High Pressure, Suffocation; Limited to half-effect); Movement 1 (Environmental

Adaptation [Underwater]) – 4 points

Giant Size: Growth 12 (Innate, Permanent; -6 active defenses included) – 25 points

Strong Swimmer: Swimming 3 (16 mph) – 3 points

ADVANTAGES

Diehard, Great Endurance, Power Attack

SKILLS

Close Combat (Unarmed) 4 (+10), Expertise (Survival) 8 (+4), Insight 4 (+6), Intimidation 10 (+16), Perception 6 (+8)

OFFENSE

Initiative +0

Unarmed +10 (Close, Damage 10)

DEFENSE

Dodge -1, **Parry** 5, **Toughness** 12

Fortitude 17, **Will** 7

POWER POINTS

Abilities 4 + Advantages 3 + Defenses 20 + Powers 40 + Skills 16 = 83 Total

COMPLICATIONS

Disability: Whales cannot speak and have no hands.

Whales are the largest mammals in the world. They are gentle sea-dwelling creatures that migrate from place to place in the oceans. While peaceful, whales are known to attack ships and other sea creatures when provoked.

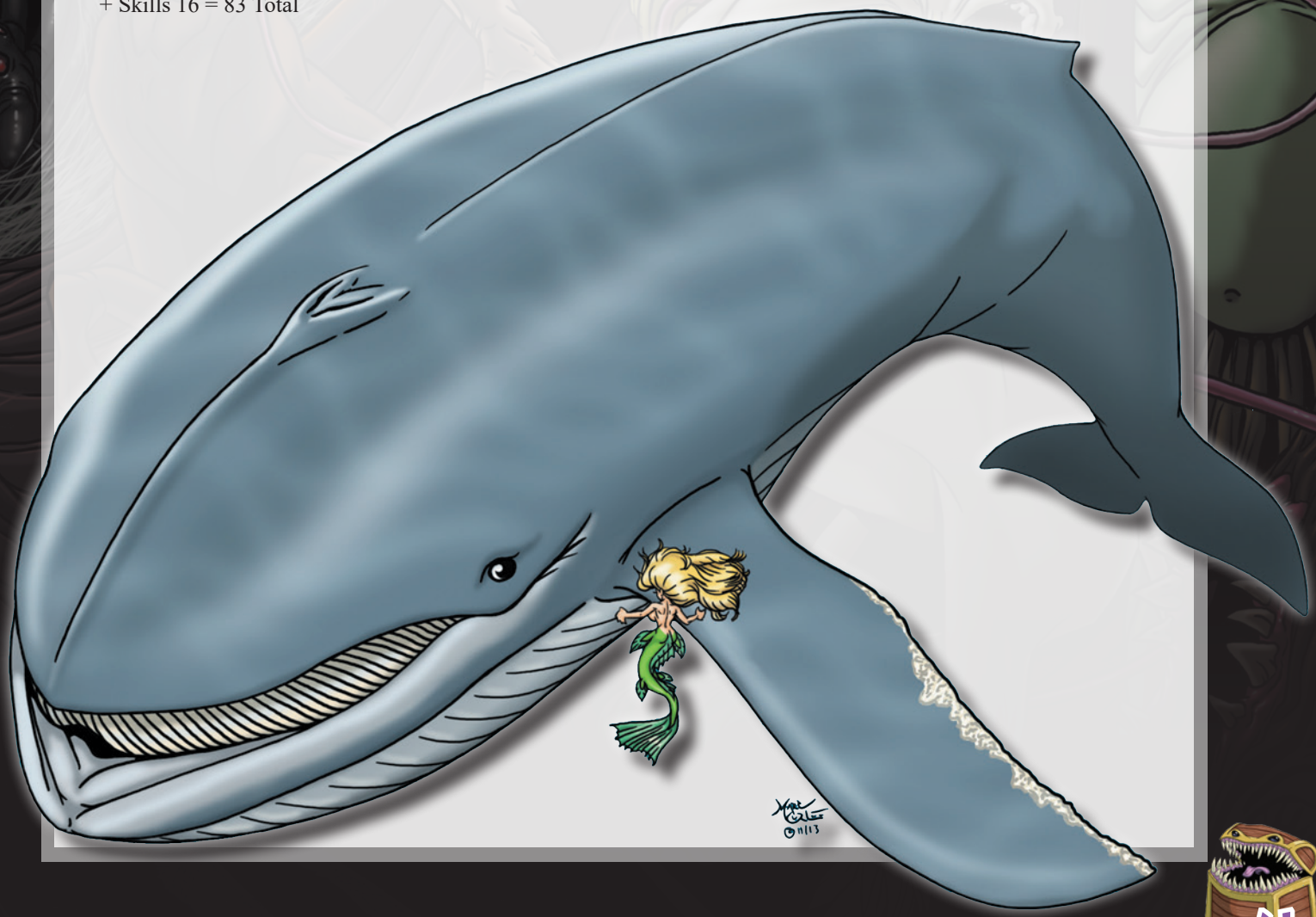
Baleen whales are the larger of the type, including blue whales, humpback whales, and gray whales. These whales feed by straining seawater through long strips of baleen that they have in place of teeth, from which they get their name.

Cachalot whales include such breeds as sperm whales, beluga whales, and narwhal. They are active hunters, feeding on fish, squid, and smaller marine mammals.

INSPIRATION FOR WHALES

Recommended Fiction: Moby Dick, by Herman Melville

Recommended Film: Star Trek IV: The Voyage Home (1986), directed by Leonard Nimoy



Dinosaurs

DINOSAUR

Dinosaurs are animals that lived in the ancient primeval world before humanity existed. Like animals of the modern day, there were a large number of dinosaurs that dwelt across the world, all of different shapes, sizes, and abilities. Some were predators, while others were herbivores. Some dinosaurs were as small as a housecat, while others were the size of buildings.

The variety of dinosaurs was far too large to be fully presented here. This selection includes some of the popular choices among the dinosaur breeds.

INSPIRATIONS FOR DINOSAURS

Recommended Fiction: Dinotopia, by James Gurney
Jurassic Park, by Michael Crichton

Recommended Film: Journey to the Center of the Earth (2008); directed by Eric Brevig

Jurassic Park (1993); directed by Steven Spielberg

King Kong (2005), directed by Peter Jackson

The Land That Time Forgot (1975), directed by Kevin Connor

Dinosaur, Allosaurus (PL 9)

Strength 7, **Stamina** 3, **Agility** 2, **Dexterity** 0
Fighting 5, **Intellect** -3, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 5 points

Huge Size: Growth 5 (Innate, Permanent; -2 active defenses included); Protection 5 – 16 points

Natural Weapons (bite, claws): Strength-Based Damage 3 (Improved Critical) – 4 points

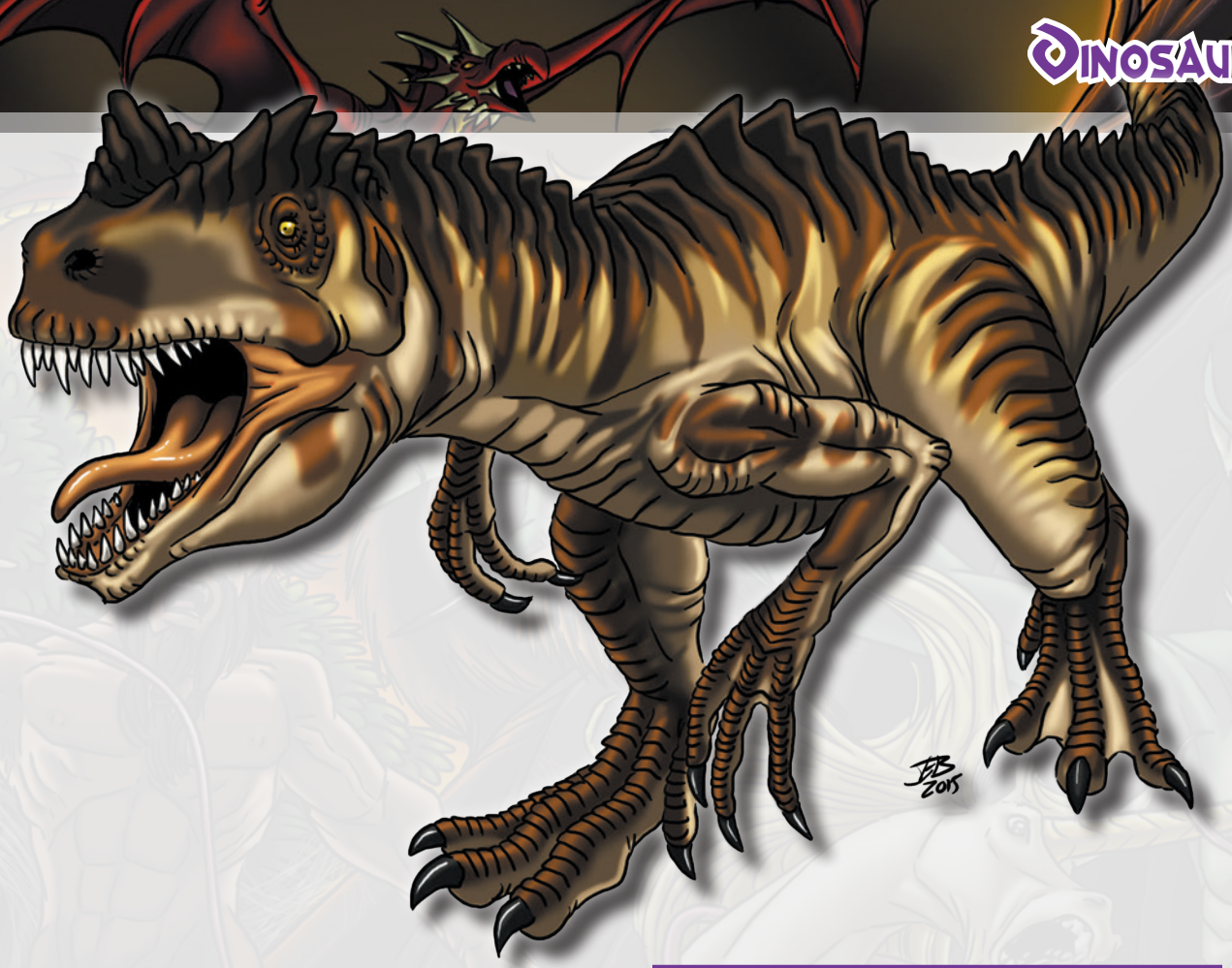
Nimble: Movement 1 (Sure-Footed); Speed 2 (8 mph) – 4 points

ADVANTAGES

Fast Grab, Improved Initiative

SKILLS

Athletics 2 (+9), Close Combat (natural weapons) 2 (+7), Expertise (Survival) 8 (+5), Intimidation 8 (+11), Perception 8 (+10), Stealth 8 (+5)



Offense

Initiative +6

Natural Weapons +7 (Close, Damage 10/19-20)

Unarmed +5 (Close, Damage 7)

Defense

Dodge 7, **Parry** 6, **Toughness** 8

Fortitude 10, **Will** 5

Power Points

Abilities 14 + Advantages 2 + Defenses 20 + Powers 29 + Skills 18 = 83 Total

Complications

Disability: Allosaurus cannot speak. Their claws offer limited manipulation.

Allosaurus was a large bipedal predator; its head equipped with rows of sharp teeth. Much like the Tyrannosaurus Rex, these dinosaurs were apex predators that hunted herbivorous dinosaurs as well as other predators. Unlike the T-Rex, Allosaurus were ambush predators that were able to nimbly chase down their prey from surprise.

The average Allosaurus measured 28 feet long and weighed 2.5 tons. Its head was adorned with bone spikes to protect its eyes and provide natural shade.

Dinosaur, Ankylosaurus (PL 8)

Strength 7, **Stamina** 3, **Agility** 0, **Dexterity** 0
Fighting 4, **Intellect** -4, **Awareness** 2, **Presence** 0

Powers

Animal Senses: Senses 2 (Acute Olfactory, Low-Light Vision) – 2 points

Armor Plating: Impervious Toughness 7; Protection 7 – 14 points

Giant Size: Growth 8 (Innate, Permanent; -4 active defenses included) – 17 points

Stable: Enhanced Second Chance (Resisting slams and trips) – 1 point

Tail Slam: Strength-Based Damage 2 (Improved Critical, Reach 2); Linked Affliction 7 (Dazed, Stunned); Resisted and Overcome by Fortitude; Cumulative, Limited to Two Degrees, Reach 2 – 14 points

Advantages

Great Endurance, Power Attack

Enhanced: Second Chance (Resisting slams and trips)

Skills

Close Combat (Tail) 2 (+6), Expertise (Survival) 10 (+6), Intimidation 6 (+10), Perception 2 (+4)

OFFENSE

Initiative +0

Tail Slam +6 (Close, Damage 9/19-20 plus Affliction 7)

Unarmed +4 (Close, Damage 7)

DEFENSE

Dodge -1, **Parry** 7, **Toughness** 10

Fortitude 10, **Will** 5

POWER POINTS

Abilities -8 + Advantages 2 + Defenses 20 + Powers 48 + Skills 10 = 72 Total

COMPLICATIONS

Disability: Ankylosaurs cannot speak and have no hands.

Weakness: Dinosaurs are susceptible to changes in temperatures. They do no survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

An ankylosaurus has a heavily armored body with a bony, mace-like tail which it uses to defend itself. A strike from this tail can leave its target dazed for a long enough time that the ankylosaurus can attempt to flee or finish off its opponent.

This creature is about 30 feet long and weighs 13,000 pounds. An ankylosaurus is short, standing on four legs. They are rather ill-tempered and stubborn, preferring to attack an enemy rather than flee. An ankylosaurus is an herbivore.

Dinosaur, Brachiosaurus (PL 11)

Strength 11, **Stamina** 7, **Agility** 0, **Dexterity** 0
Fighting 7, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 2 (Acute Olfactory, Low-Light Vision) – 2 points

Giant Size: Growth 10 (Innate, Permanent; -5 active defenses included), Protection 6 – 27 points

Long Neck and Tail: Elongation (Permanent) – 1 point

Stable: Enhanced Second Chance (Resisting slams and trips) – 1 point

Trample: Shapeable Area Damage 10 (Limited to targets in movement path); Linked Shapeable Area Affliction 10 (Hindered, Prone); Resisted by Parry, Overcome by Fortitude; Limited to targets in movement path, Limited to Two Degrees – 15 points

ADVANTAGES

Diehard, Power Attack, Takedown 2

Enhanced: Second Chance (Resisting slams and trips)

SKILLS

Close Combat (Unarmed) 2 (+9), Expertise (Survival) 10 (+6), Intimidation 6 (+12), Perception 6 (+8)

OFFENSE

Initiative +0

Trample Area (Close, Damage and Affliction 10)

Unarmed +9 (Close, Damage 11)

DEFENSE

Dodge 1, **Parry** 8, **Toughness** 13

Fortitude 13, **Will** 8

POWER POINTS

Abilities 8 + Advantages 4 + Defenses 24 + Powers 46 + Skills 12 = 94 Total

COMPLICATIONS

Disability: Brachiosaurs cannot speak and have no hands.

Weakness: Dinosaurs are susceptible to changes in temperatures. They do no survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

A brachiosaurus is a massive, long-necked herbivore. They primarily consume leaves that are located at the tops of trees. These creatures are so large that they are often ignored by all but the largest of predators. Similar to elephants, Brachiosaurs travel in herds as a means to protect their young.

An adult brachiosaurus measures over 80 feet in length and can weigh over 30 tons.

Dinosaur, Deinonychus (PL 5)

Strength 2, **Stamina** 3, **Agility** 2, **Dexterity** 1
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 2

POWERS

Animal Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 4 points

Fast: Leaping 1; Speed 3 (16 mph) – 4 points

Talons: Strength-Based Damage 2 (Improved Critical 2) – 4 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Initiative, Teamwork

SKILLS

Acrobatics 2 (+4), Athletics 4 (+6), Close Combat (Claws) 2 (+5), Expertise (Survival) 8 (+4), Intimidation 4 (+6), Perception 4 (+6), Stealth 4 (+6)

OFFENSE

Initiative +6

Talons +5 (Close, Damage 4/18-20)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 3

Fortitude 7, **Will** 3

POWER POINTS

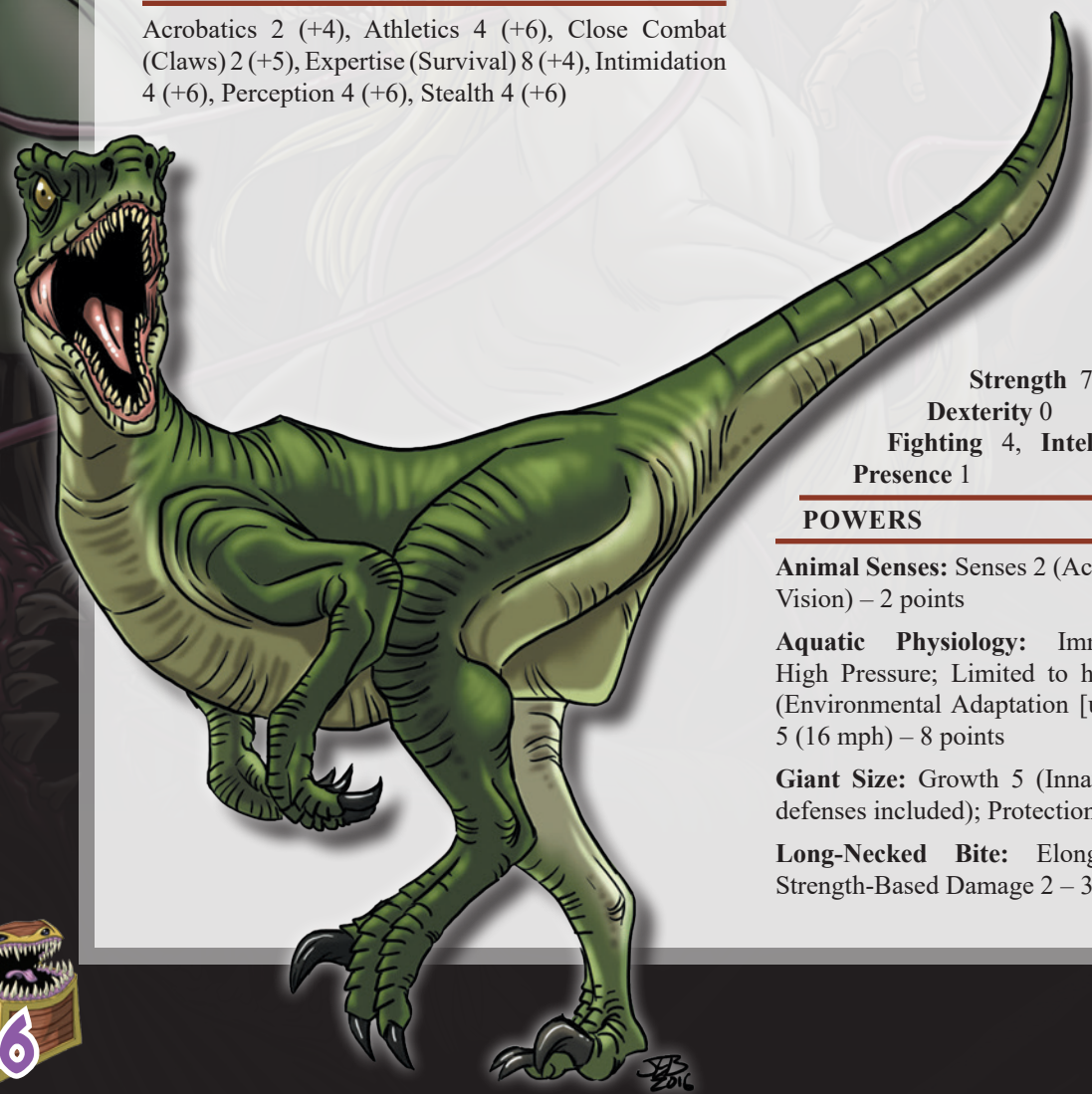
Abilities 22 + Advantages 4 + Defenses 13 + Powers 12 + Skills 14 = 65 Total

COMPLICATIONS

Disability: Deinonychus cannot speak and has no hands.

Weakness: Dinosaurs are susceptible to changes in temperatures. They do no survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

A deinonychus is a carnivorous pack hunter that dwells in grasslands and plains. They use ambush tactics against their targets, taking it down with powerful claws on their hind legs. There are many creatures similar to the deinonychus. These include the velociraptor (add Shrinking 4) and the megaraptor (add Growth 4).



Dinosaur, Elasmosaurus (PL 9)

Strength 7, **Stamina** 6, **Agility** 2, **Dexterity** 0
Fighting 4, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 2 (Acute Olfactory, Low-Light Vision) – 2 points

Aquatic Physiology: Immunity 2 (Drowning, High Pressure; Limited to half-effect); Movement 1 (Environmental Adaptation [underwater]); Swimming 5 (16 mph) – 8 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included); Protection 5 – 16 points

Long-Necked Bite: Elongation 1 (Permanent); Strength-Based Damage 2 – 3 points

ADVANTAGES

Fast Grab, Favored Environment (Underwater), Improved Hold

SKILLS

Close Combat (Bite) 2 (+6), Expertise (Survival) 8 (+4), Intimidation 4 (+7), Perception 4 (+6), Stealth 12 (+9)

OFFENSE

Initiative +2

Bite +6 (Close, Damage 9)

Unarmed +4 (Close, Damage 7)

DEFENSE

Dodge 3, **Parry** 5, **Toughness** 11

Fortitude 13, **Will** 5

POWER POINTS

Abilities 16 + Advantages 3 + Defenses 16 + Powers 29 + Skills 15 = 79 Total

COMPLICATIONS

Aquatic: An elasmosaurus cannot survive for long, if removed from water. It will begin to dehydrate and be unable to move its body effectively.

Disability: Elasmosaurs cannot speak and have no hands.

Weakness: Dinosaurs are susceptible to changes in temperatures. They do no survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

An elasmosaurus is an aquatic, long-necked predator. They primarily inhabit oceans and large lakes, where they hunt fish. These underwater dinosaurs are the inspiration for the Loch Ness Monster.

An elasmosaurus is over 40 feet long and weighs over 4,000 pounds.

Dinosaur, Pteranodon (PL 5)

Strength 3, **Stamina** 2, **Agility** 3, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 2

POWERS

Animal Senses: Senses 2 (Acute Olfactory, Low-Light Vision) – 2 points

Leathery Wings: Flight 4 (30 mph; Wings) – 4 points

ADVANTAGES

Fast Grab, Favored Environment (aerial), Improved Initiative

SKILLS

Expertise (Survival) 8 (+4), Intimidation 2 (+4), Perception 4 (+6), Stealth 2 (+5)

OFFENSE

Initiative +7

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 7, **Parry** 4, **Toughness** 2

Fortitude 6, **Will** 3

POWER POINTS

Abilities 22 + Advantages 3 + Defenses 10 + Powers 6 + Skills 8 = 49 Total

COMPLICATIONS

Disability: Pterosaurs cannot speak and have no hands.

Weakness: Dinosaurs are susceptible to changes in temperatures. They do no survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

Pteranodons are winged reptiles that prefer to live on high mountains and cliff faces, where they can take advantages of updrafts for flight. They soar high above the ground in search of food. When spotted, they dive downwards and snatch their targets, returning to the sky for feeding. These creatures primarily consume small animals and fish.

A pteranodon's body is rather small, only about 6 feet long and weighing 40 pounds. However, it has a massive 30 foot wingspan.

Dinosaur, Triceratops (PL 9)

Strength 7, **Stamina** 7, **Agility** 0, **Dexterity** 0
Fighting 5, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Animal Senses: Senses 2 (Acute Olfactory, Low-Light Vision) – 2 points

Dinosaur Attacks: Array (12 points)

- **Trample:** Shapeable Area Damage 8 (Limited to targets in movement path); Linked Shapeable Area Affliction 8 (Hindered, Prone); Resisted by Parry, Overcome by Fortitude; Limited to targets in movement path, Limited to Two Degrees – 12 points
- **Horns:** Strength-Based Damage 3 (Improved Critical 2) – 1 point

Fast: Speed 1 (8 mph) – 1 point

Giant Size: Growth 8 (Innate, Permanent; -4 active defenses included) – 17 points

Neck Plate: Enhanced Defense 3 (Dodge 1, Parry 2); Sustained – 3 points

ADVANTAGES

Diehard, Great Endurance, Power Attack

SKILLS

Athletics 4 (+11), Close Combat (Horns) 2 (+7), Expertise (Survival) 10 (+6), Intimidation 8 (+13), Perception 4 (+6)

OFFENSE

Initiative +0
Horns +7 (Close, Damage 10/18-20)
Trample Area (Close, Damage and Affliction 8)
Unarmed +5 (Close, Damage 7)

DEFENSE

Dodge 1, **Parry** 7, **Toughness** 7
Fortitude 11, **Will** 6

POWER POINTS

Abilities 4 + Advantages 3 + Defenses 16 + Powers 36 + Skills 14 = 73 Total

COMPLICATIONS

Disability: Triceratops cannot speak and has no hands.

Weakness: Dinosaurs are susceptible to changes in temperatures. They do no survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

A triceratops is a four-legged herbivore with a large bony frill along the back of its head and three long horns emerging from its skull. The frill is used to defend its body while the creature attacks with its horns. Triceratopses are known to be territorial and short-tempered, charging anything they perceive as a threat.

An adult triceratops is about 30 feet long and weighs about 20,000 pounds.

Dinosaur, Tyrannosaurus Rex (PL 12)

Strength 8, **Stamina** 6, **Agility** 1, **Dexterity** 0
Fighting 7, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

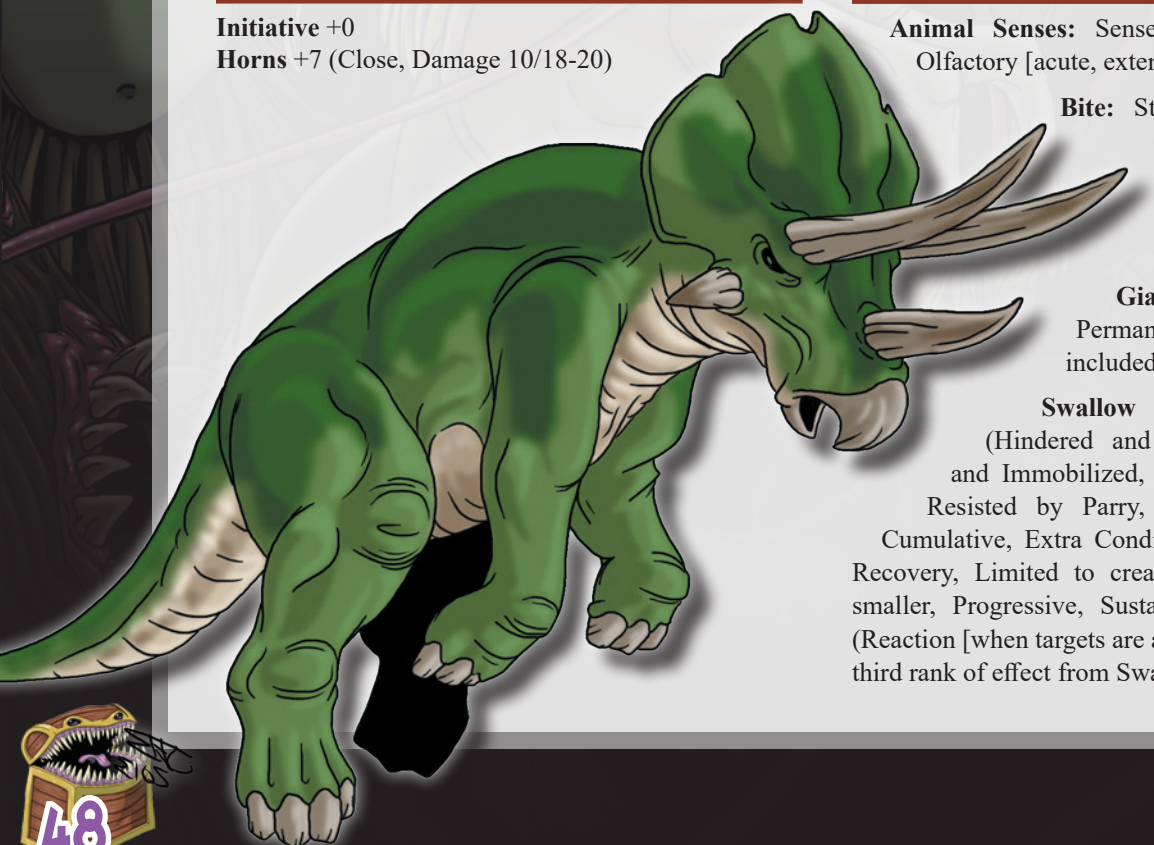
Animal Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 4 points

Bite: Strength-Based Damage 3 (Improved Critical 3) – 6 points

Fast: Speed 2 (8 mph) – 2 points

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included); Protection 7 – 20 points

Swallow Whole: Affliction 8 (Hindered and Vulnerable, Defenseless and Immobilized, Paralyzed and Unaware); Resisted by Parry, Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery, Limited to creatures of -2 rank size or smaller, Progressive, Sustained; Linked Damage 8 (Reaction [when targets are afflicted with the second or third rank of effect from Swallow Whole]) – 64 points



ADVANTAGES

Daze (Intimidation), Diehard, Fast Grab, Great Endurance, Improved Initiative, Startle

SKILLS

Close Combat (Bite) 4 (+11), Expertise (Survival) 10 (+6), Intimidation 8 (+12), Perception 4 (+6), Stealth 12 (+7)

OFFENSE

Initiative +5

Bite +11 (Close, Damage 11/17-20)

Swallow +11 (Close, Affliction plus Damage 8)

Unarmed +7 (Close, Damage 6)

DEFENSE

Dodge 4, **Parry** 10, **Toughness** 13

Fortitude 12, **Will** 8

POWER POINTS

Abilities 18 + Advantages 6 + Defenses 24 + Powers 96 + Skills 19 = 163 Total

COMPLICATIONS

Disability: Tyrannosaurs cannot speak and have no hands.

Weakness: Dinosaurs are susceptible to changes in temperatures. They do no survive well in cold environments. In Intense Cold, dinosaurs are Impaired; in Extreme Cold, dinosaurs are Disabled.

A tyrannosaurus Rex is a savage apex predator that hunts along plains and grasslands, where its speed can aid it the capture of its prey. They are rather stupid predators, often eating far more than they should, and causing their stomachs to burst. A T-Rex is not above eating carrion or stealing another predator's kill for itself.

A tyrannosaurus stands on two powerful legs. Its massive mouth if filled with 6-inch dagger-like fangs. The creature is over 30 feet long and weighs about 12,000 pounds.

Dragons

DRAGON

True dragons are considered by many to be the most powerful beings in all of creation. They possess natural magical powers, great physical bodies, a keen intellect, and extended lifespans that allows these beings to live for thousands of years. While there are many creatures that are considered to be relatives of dragons, such as wyverns and dragon turtles, true dragons are the only creatures that mortal beings ever refer to as “dragons.”

A true dragon as a long, reptilian body covered in thickly-armored scales. While reptilian in appearance, the structure of a dragon’s body is more similar to that of a feline. They stand on four legs ending in multiple digits with powerful claws. They possess a pair of mighty wings that allows them to fly for great distances. Their tails are heavily armored, and while not prehensile, are powerful weapons that can smash lines of enemies into pieces. The head of a dragon rests on a long, serpentine neck, usually crested with horns, fins, or frills. The mouth of a dragon is filled with massive, dagger-like teeth.

Dragons come in a variety of colors and sizes. The size of a dragon is often a good indicator of the creature’s age. Young dragons tend to be the same size as an adult human being. As a dragon matures, they increase in size and physical might. The eldest of dragons, often called wyrms, are larger than houses.

The personality of a dragon is just as varied as those of a human. Some are greedy and miserly, while others are friendly and generous. Dragons should be seen as individuals and not as a simple type of monster to be exterminated from the world.

Dragons share many personality traits with cats. They are hedonistic, enjoying the finer things of life. They delight in being comfortable, surrounded by fine and beautiful things, eating delicious foods (although what is considered good for a dragon, will turn the stomachs of some mortals), and sleeping for long periods of time. Also similar to cats, dragons tend to be vain. They will preen themselves for hour or days at a time; making themselves appear beautiful or terrible (based on the desired appearance of the individual dragon). Dragons love to be praised and flattered about their appearance and their power. This desire for praise will often lead a dragon to leave its lair to be seen by mortal creatures.

HATCHLING DRAGON

Dragons seem to be born with a racial memory. They appear from their eggs with an instinctual knowledge of how to fly, use their breath weapon, and able to speak the Draconic language by hearing a few simple words to start.

Hatchlings are seen as a blight on the local area, as these creatures know they are dragons and will attack anything that seems remotely edible, even if their targets are too big for them to take on. They seem to have no practical knowledge of fear for things larger or stronger than themselves. Thankfully, this often means that most hatchling dragons are slain, resulting in fewer dragons reaching their stronger, adult years.

YOUNG DRAGON

Young dragons have survived their hatchling years to grow larger and more physically powerful. Their magical abilities are starting to blossom, as their knowledge of their place in the world becomes more clear.

ADULT DRAGON

Adult dragons have survived for over one hundred years, gaining incredible physical and magical power. Their scaly bodies can shrug off the weakest of physical attacks and even the occasional magical spell.

OLD DRAGON

Old dragons have spent the last 500 years gathering their strength and increasing in size yet again to be as large as an elephant. This increase in strength makes them invulnerable to all but the strongest of attacks.

ANCIENT DRAGON

Dragons that manage to live over one thousand years are truly ancient and powerful beings. They are unstoppable in their physical and magical might, capable to destroying armies single-handedly. Ancient dragons are among the greatest movers and shakers of the world, influencing events in their home realm at their choosing.

CHROMATIC DRAGONS

Chromatic dragons are malicious dragons with evil minds and greedy ideals. They fly across the lands, destroying anything they hate and stealing everything they desire. Chromatic dragons are identified by the color of their scales; and are thus referred to as their corresponding color: black dragons, blue dragons, green dragons, red dragons, or white dragons.

METALLIC DRAGONS

Metallic dragons are often seen as the antithesis of the chromatic dragons: benevolent, kind-hearted, honest, and noble. This is generally true, although hot entirely accurate. While metallic dragons do tend to be more thoughtful of others, they are still dragons. This means that they seek to place themselves before others, using their great power and presence to place themselves in positions of authority.

Metallic dragons still seek to acquire wealth, but they do not steal it from others. Rather, they gain possessions through bargains with mortal creatures. Many metallic dragons will collect things that are not necessarily material goods. Some metallic dragons love to collect stories or poems. Others desire to collect lost or forbidden knowledge.

Despite their benevolent nature, one should never assume that a dragon is going to be happy to see uninvited guests within their lair. The violence soon to ensue would be akin to that of a police officer responding to a home invasion.

COMPLICATIONS

All dragons have the following Complications:

Motivation: Greed; the hoard and wealth of dragons are often legendary.

Power Loss: A dragon must wait one round before being able to use its breath weapon while it collects its energy.

INSPIRATIONS FOR DRAGONS

Recommended Fiction: A Song of Fire and Ice, by George R.R. Martin

Eragon, by Christopher Paolini

Harry Potter and the Goblet of Fire, by J.K. Rowling

The Hobbit, by J.R.R. Tolkien

Recommended Films: Dragonheart (1996); directed by Rob Cohen

Dragonslayer (1980); directed by Matthew Robbins

Eragon (2006), directed by Stephan Fangmeier

Reign of Fire (2002); directed by Rob Bowman

Sleeping Beauty (1959); directed by Clyde Geronimi

DRAGON TREASURE – MORE THAN JUST MONEY!

Ever since JRR Tolkien's iconic adventures, dragons lying on enormous hoards of treasure have lured player characters to the thrill of dragon-hunting. The chance to attain their own fortune is too irresistible to keep even the most savvy adventurer away from these deadly beasts.

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These game mechanics do not support the acquisition of money in a way that more traditional role-playing games offer. Individual lists of coins, gemstone, art objects, and magical treasures are beyond the scope of the story. However, should a group of heroic PCs manage to tackle and defeat a dragon in its own lair, they should not be penalized by the game mechanics. Instead, this should be an opportunity for the PCs to advance.

The defeat of a dragon should give the PCs a chance to spend Power Points earned through the game that they may have saved up to this point. This could change the fortunes and abilities of the PCs, much in a way a "radiation accident" would for a superheroic campaign. Here are a number of suggestions for PCs to gain additional powers and abilities by defeating a dragon:

DRAGON'S BLOOD

In the legend of Siegfried, the hero defeated the great dragon Fafnir. After defeating the dragon, Siegfried bathed in the beast's blood, gaining invulnerability (Impervious Toughness). He then drank the blood, gaining the ability to speak to birds (Comprehend). When he consumed the heart of Fafnir, Siegfried gained the power of wisdom (Enhanced Awareness) and prophesy (Senses [precognition]).

Player characters consuming the blood or flesh of a dragon could gain some magical powers of their own. It is recommended that a GM restricts what kind of power is gained by a PC based on the type of dragon that is consumed. For example, if a PC bathes in the blood of a red dragon, they could gain Immunity (Fire Damage). Alternatively, a PC that drinks the blood of a black dragon could gain the ability to breathe underwater (Immunity [drowning]) or similar aquatic-based Powers.

MYSTICAL ITEMS

Within the treasure hoard of dragons are often found magical devices and weapons of power. These could be wands, staves, necklaces, shields, swords, or any combination of strange and arcane artifacts. Player characters can acquire these items for their own uses, by spending the Power Points necessary to add them to their build.

What items are found in the hoard may already be defined by the GM. However, this is also an opportunity for a PC to build a magical device to enhance their own PC's abilities (with the approval of the GM).

WEALTH

Obviously, PCs should feel free to purchase ranks of the Wealth Benefit; representing simple monetary acquisition gain from the dragon's hoard. The GM should feel free to have final say over how many ranks of Wealth are purchased by the PCs.

DRAGON, CHROMATIC: BLACK DRAGON

Black dragons live in swamps and fetid marshlands. They are cunning creatures who live to inspire fear and rule by intimidation. Black dragons have black, glossy scales that add to their camouflage within swamplands. They prefer to ambush their targets, using darkness or water as their cover. They are excellent swimmers and often make their lairs in submerged caves. Black dragons expel a line of highly corrosive acid as their breath weapon.

Black Dragon, Hatchling (PL 5)

Strength 3, **Stamina** 3, **Agility** 5, **Dexterity** 3

Fighting 2, **Intellect** 1, **Awareness** 2, **Presence** 0

POWERS

Aquatic: Enhanced Stealth 4 (Limited to while in water); Movement 1 (Environmental Adaptation [underwater]); Swimming 2 (2 mph) – 5 points

Dragon Attacks: Array (4 points)

- **Acid Breath:** Line Area Damage 2 – 4 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

Dragon Body: Immunity 14 (Acid Damage, Cold, Drowning, High Pressure, Paralyze Effects, Sleep) – 14 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

ADVANTAGES

Language 0 (Draconic is native), Skill Mastery (Stealth), Startle

SKILLS

Athletics 2 (+5), Close Combat (Natural Weapons) 2 (+4), Expertise (Survival) 2 (+3), Intimidation 2 (+2), Perception 2 (+4), Stealth 2 (+7, +11 in water)

OFFENSE

Initiative +5

Acid Breath Area (Close, Damage 2)

Natural Weapons +4 (Close, Damage 4)

Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 7, **Parry** 4, **Toughness** 3

Fortitude 5, **Will** 4

POWER POINTS

Abilities 38 + Advantages 2 + Defenses 8 + Powers 31 + Skills 6 = 85 Total

Black Dragon, Young (PL 6)

Strength 4, **Stamina** 3, **Agility** 5, **Dexterity** 3
Fighting 3, **Intellect** 1, **Awareness** 2, **Presence** 0

POWERS

Aquatic: Enhanced Stealth 4 (Limited to while in water); Movement 1 (Environmental Adaptation [underwater]); Swimming 3 (4 mph) – 6 points

Dragon Attacks: Array (9 points)

- **Acid Breath:** Line Area Damage 3 (Area 2 [60-ft. line]) – 9 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 4 (Innate, Permanent; -2 active defenses); Immunity 14 (Acid Damage, Cold, Drowning, High Pressure, Paralyze Effects, Sleep); Protection 1 – 24 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fearsome Presence: Reaction Burst Area Affliction 3 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 9 points

Speak With Reptiles: Comprehend 2 (Animals; Limited to reptiles) – 2 points

Swamp-Striding: Movement 1 (Environmental Adaptation [swamps]); Speed 1 (4 mph) – 3 points

ADVANTAGES

Favored Environment (Swamps), Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Stealth), Startle

SKILLS

Athletics 4 (+8), Close Combat (Natural Weapons) 2 (+5), Expertise (Magic) 4 (+5), Expertise (Survival) 4 (+5), Intimidation 4 (+6), Perception 4 (+6), Stealth 4 (+9, +13 in water)

OFFENSE

Initiative +5

Acid Breath Area (Close, Damage 3)

Fearsome Presence Area (Close, Affliction 3)

Natural Weapons +5 (Close, Damage 5)

Unarmed +3 (Close, Damage 4)

DEFENSE

Dodge 6, **Parry** 4, **Toughness** 4

Fortitude 6, **Will** 5

POWER POINTS

Abilities 26 + Advantages 5 + Defenses 12 + Powers 61 + Skills 13 = 117 Total

Black Dragon, Adult (PL 8)

Strength 5, **Stamina** 3, **Agility** 6, **Dexterity** 3
Fighting 6, **Intellect** 2, **Awareness** 3, **Presence** 1

POWERS

Aquatic: Enhanced Stealth 4 (Limited to while in water); Movement 1 (Environmental Adaptation [underwater]); Swimming 5 (16 mph) – 8 points

Dragon Attacks: Array (18 points)

- **Acid Breath:** Line Area Damage 6 (Area 2 [60-ft. line]) – 18 points
- **Corrupt Water:** Burst Area Transform Water into Unclean Water 6 (Permanent) – 1 point
- **Darkness:** Burst Area Visual Concealment Attack 4 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach) – 1 point

Dragon Body: Growth 6 (Innate, Permanent; -3 active defenses); Immunity 14 (Acid Damage, Cold, Drowning, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 35 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fearsome Presence: Reaction Burst Area Affliction 6 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 18 points

Speak With Reptiles: Comprehend 2 (Animals; Limited to reptiles) – 2 points

Swamp-Striding: Movement 1 (Environmental Adaptation [swamps]); Speed 2 (8 mph) – 4 points

ADVANTAGES

Favored Environment (Swamps), Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Stealth), Startle

SKILLS

Athletics 4 (+9), Close Combat (Natural Weapons) 2 (+8), Expertise (Magic) 6 (+8), Expertise (Survival) 6 (+8), Intimidation 6 (+10), Perception 6 (+9), Stealth 10 (+10, +14 in water)

OFFENSE

Initiative +6

Acid Breath Area (Close, Damage 6)

Fearsome Presence Area (Close, Affliction 6)

Natural Weapons +8 (Close, Damage 7/19-20)

Unarmed +6 (Close, Damage 5)

DEFENSE

Dodge 7, **Parry** 7, **Toughness** 6

Fortitude 7, **Will** 7

POWER POINTS

Abilities 36 +
Advantages 5 +
Defenses 16 + Powers 96 + Skills 20
= 173 Total

Black Dragon, Old (PL 11)

Strength 8, **Stamina** 5, **Agility** 8, **Dexterity** 4
Fighting 9, **Intellect** 3, **Awareness** 3, **Presence** 2

POWERS

Aquatic: Enhanced Stealth 4 (Limited to while in water); Movement 1 (Environmental Adaptation [underwater]); Swimming 6 (30 mph) – 9 points

Dragon Attacks: Array (36 points)

- **Acid Breath:** Line Area Damage 9 (Area 3 [120-ft. line]) – 36 points
- **Corrupt Water:** Burst Area Transform Water into Unclean Water 9 (Permanent) – 1 point
- **Darkness:** Burst Area Visual Concealment Attack 4 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical, Reach 2) – 1 point
- **Plant Growth:** Create 9 (Permanent) – 1 point

Dragon Body: Growth 8 (Innate, Permanent; -4 active defenses); Immunity 14 (Acid Damage, Cold, Drowning, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 47 points

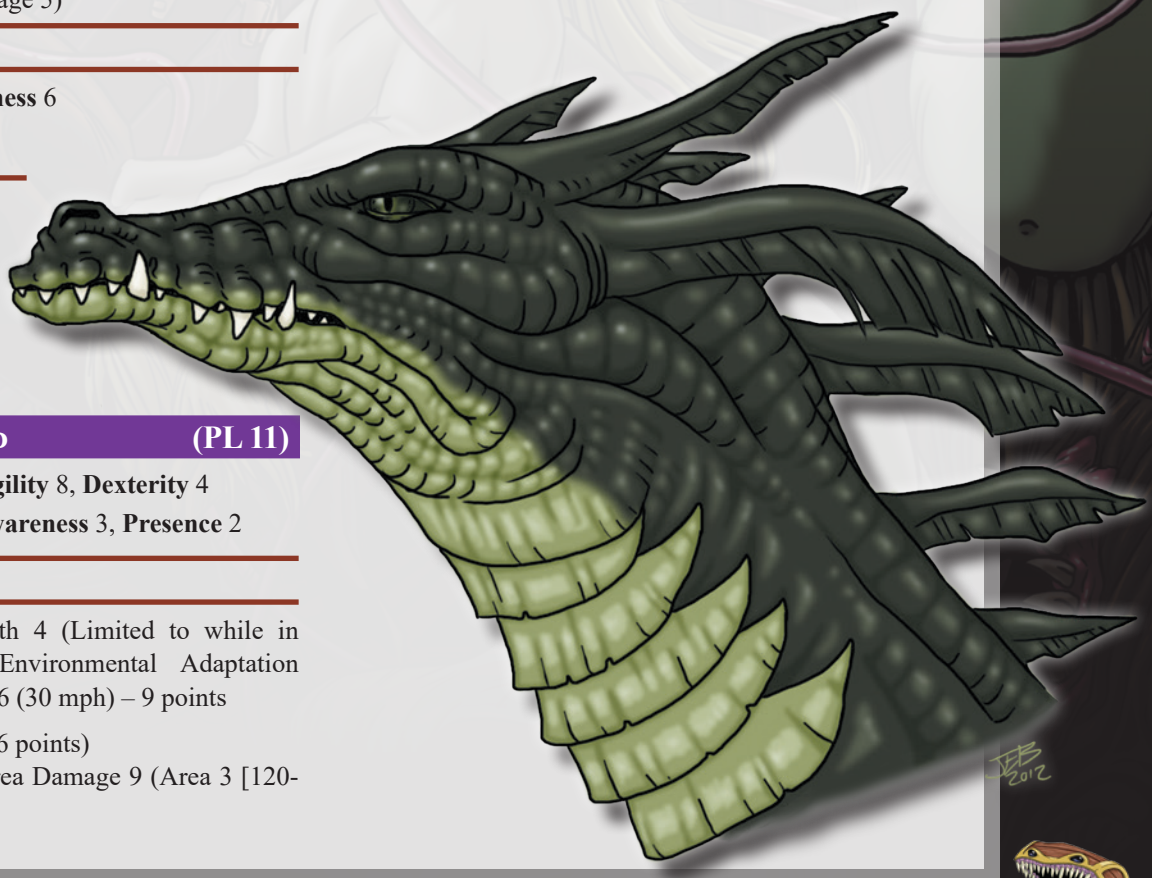
Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fearsome Presence: Reaction Burst Area Affliction 9 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 27 points

Speak With Reptiles: Comprehend 2 (Animals; Limited to reptiles) – 2 points

Swamp-Striding: Movement 1 (Environmental Adaptation [swamps]); Speed 2 (16 mph) – 4 points



ADVANTAGES

Favored Environment (Swamps), Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Stealth), Startle

SKILLS

Athletics 4 (+12), Close Combat (Natural Weapons) 2 (+11), Expertise (Magic) 8 (+11), Expertise (Survival) 8 (+11), Intimidation 10 (+16), Perception 8 (+11), Stealth 10 (+10, +14 in water)

OFFENSE

Initiative +8

Acid Breath Area (Close, Damage 9)

Fearsome Presence Area (Close, Affliction 9)

Natural Weapons +11 (Close, Damage 10/19-20)

Unarmed +9 (Close, Damage 8)

DEFENSE

Dodge 10, **Parry** 11, **Toughness** 11

Fortitude 11, **Will** 9

POWER POINTS

Abilities 52 + Advantages 5 + Defenses 24 + Powers 138 + Skills 25 = 244 Total

Black Dragon, Ancient (PL 15)

Strength 12, **Stamina** 7, **Agility** 10, **Dexterity** 5
Fighting 12, **Intellect** 4, **Awareness** 4, **Presence** 3

POWERS

Aquatic: Enhanced Stealth 4 (Limited to while in water); Movement 1 (Environmental Adaptation [underwater]); Swimming 6 (30 mph) – 9 points

Dragon Attacks: Array (52 points)

- **Acid Breath:** Line Area Damage 13 (Area 3 [120-ft. line]) – 52 points
- **Corrupt Water:** Burst Area Transform Water into Unclean Water 13 (Permanent) – 1 point
- **Darkness:** Burst Area Visual Concealment Attack 4 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical, Reach 3) – 1 point
- **Plant Growth:** Create 13 (Permanent) – 1 point

Dragon Body: Growth 12 (Innate, Permanent; -6 active defenses); Immunity 14 (Acid Damage, Cold, Drowning, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 9 – 58 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fearsome Presence: Reaction Burst Area Affliction 13 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 39 points

Speak With Reptiles: Comprehend 2 (Animals; Limited to reptiles) – 2 points

Swamp-Striding: Movement 1 (Environmental Adaptation [swamps]); Speed 3 (30 mph) – 5 points

ADVANTAGES

Favored Environment (Swamps), Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Stealth), Startle

SKILLS

Athletics 4 (+16), Close Combat (Natural Weapons) 2 (+14), Expertise (Magic) 8 (+12), Expertise (Survival) 8 (+11), Intimidation 10 (+19), Perception 8 (+12), Stealth 10 (+8, +12 in water)

OFFENSE

Initiative +10

Acid Breath Area (Close, Damage 13)

Fearsome Presence Area (Close, Affliction 13)

Natural Weapons +14 (Close, Damage 15/19-20)

Unarmed +12 (Close, Damage 12)

DEFENSE

Dodge 12, **Parry** 14, **Toughness** 16
Fortitude 16, **Will** 12

POWER POINTS

Abilities 66 + Advantages 5 + Defenses 32 + Powers 179 + Skills 25 = 307 Total

DRAGON, CHROMATIC: BLUE DRAGON

Blue dragons are native to arid wastelands and deserts. They make their lairs in underground caves; easily accessible to the dragons, as they can burrow through the ground. These dragons fly above their territory, using the bleak landscape and its sparse terrain features as their best chance of spotting opponents.

Blue dragons use a line of lightning as their breath weapon. They prefer to attack their foes either from high in the air or by surprising them by bursting from the ground and striking, only to again disappear below the shifting sand.

Blue Dragon, Hatchling (PL 6)

Strength 5, **Stamina** 4, **Agility** 2, **Dexterity** 1
Fighting 3, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Dragon Attacks: Array (6 points)

- **Lightning Breath:** Line Area Damage 3 – 6 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

Dragon Body: Immunity 11 (Electrical Damage, Paralyze Effects, Sleep) – 11 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

ADVANTAGES

Language 0 (Draconic is native), Skill Mastery (Deception), Taunt

SKILLS

Athletics 2 (+7), Close Combat (Natural Weapons) 2 (+5), Deception 4 (+5), Intimidation 2 (+3), Perception 2 (+4), Stealth 4 (+6)

OFFENSE

Initiative +2

Lightning Breath Area (Close, Damage 3)

Natural Weapons +5 (Close, Damage 6)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 4, **Parry** 5, **Toughness** 4

Fortitude 6, **Will** 4

POWER POINTS

Abilities 38 + Advantages 2 + Defenses 8 + Powers 25 + Skills 8 = 81 Total

Blue Dragon, Young (PL 7)

Strength 6, **Stamina** 4, **Agility** 2, **Dexterity** 1
Fighting 4, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Desert Strider: Movement 1 (Environmental Adaptation [desert]; Speed 1 (4 mph) – 3 points

Digging: Burrowing 5 (2 mph) – 5 points

Dragon Attacks: Array (13 points)

- **Evaporation:** Burst Area Transform Water into Vapor 4 (Permanent, Reversible) – 13 points
- **Lightning Breath:** Line Area Damage 4 (Area 2 [60-ft. line]) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 11 (Electrical Damage, Paralyze Effects, Sleep); Protection 1 – 21 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fearsome Presence: Reaction Burst Area Affliction 4 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 12 points

Mimic Sound: Enhanced Deception 8 (Limited to sound mimicry) – 2 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Athletics 2 (+8), Close Combat (Natural Weapons) 2 (+6), Deception 6 (+7, +15 sound mimicry), Expertise (Magic) 4 (+5), Expertise (Nature) 4 (+5), Insight 4 (+6), Intimidation 4 (+7), Perception 4 (+6), Stealth 6 (+4)

OFFENSE

Initiative +2

Fearsome Presence Area (Close, Affliction 4)

Lightning Breath Area (Close, Damage 4)

Natural Weapons +6 (Close, Damage 7)

Unarmed +4 (Close, Damage 6)

DEFENSE

Dodge 3, **Parry** 5, **Toughness** 5

Fortitude 7, **Will** 5

POWER POINTS

Abilities 26 + Advantages 4 + Defenses 12 + Powers 65 + Skills 18 = 125 Total

Blue Dragon, Adult (PL 9)

Strength 7, **Stamina** 4, **Agility** 3, **Dexterity** 1
Fighting 7, **Intellect** 1, **Awareness** 2, **Presence** 2

POWERS

Desert Strider: Movement 1 (Environmental Adaptation [desert]; Speed 2 (8 mph) – 4 points

Digging: Burrowing 6 (4 mph) – 6 points

Dragon Attacks: Array (22 points)

- **Evaporation:** Burst Area Transform Water into Vapor 7 (Permanent, Reversible) – 22 points
- **Lightning Breath:** Line Area Damage 7 (Area 2 [60-ft. line]) – 1 point
- **Mirage:** Burst Area Visual Illusion 7 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach) – 1 point

Dragon Body: Growth 6 (Innate, Permanent; -3 active defenses included); Immunity 11 (Electrical Damage, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 32 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fearsome Presence: Reaction Burst Area Affliction 7 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 21 points

Mimic Sound: Enhanced Deception 8 (Limited to sound mimicry) – 2 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Athletics 4 (+11), Close Combat (Natural Weapons) 2 (+9), Deception 8 (+10, +18 sound mimicry), Expertise (Magic) 6 (+7), Expertise (Nature) 6 (+7), Insight 6 (+8), Intimidation 6 (+11), Perception 6 (+8), Stealth 8 (+6)

OFFENSE

Initiative +3

Fearsome Presence Area (Close, Affliction 7)

Lightning Breath Area (Close, Damage 7)

Natural Weapons +9 (Close, Damage 9/19-20)

Unarmed +7 (Close, Damage 7)

DEFENSE

Dodge 4, **Parry** 8, **Toughness** 7

Fortitude 8, **Will** 6

POWER POINTS

Abilities 30 + Advantages 4 + Defenses 16 + Powers 98 + Skills 26 = 174 Total

Blue Dragon, Old (PL 12)

Strength 10, **Stamina** 6, **Agility** 3, **Dexterity** 1
Fighting 9, **Intellect** 2, **Awareness** 3, **Presence** 3

POWERS

Desert Strider: Movement 1 (Environmental Adaptation [desert]; Speed 2 (16 mph) – 4 points

Digging: Burrowing 7 (8 mph) – 7 points

Dragon Attacks: Array (40 points)

- **Lightning Breath:** Line Area Damage 10 (Area 3 [120-ft. line]) – 40 points
- **Evaporation:** Burst Area Transform Water into Vapor 10 (Permanent, Reversible) – 1 point
- **Mirage:** Burst Area Visual Illusion 10 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 2) – 1 point

Dragon Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 11 (Electrical Damage, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 44 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fearsome Presence: Reaction Burst Area Affliction 10 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 30 points

Mimic Sound: Enhanced Deception 8 (Limited to sound mimicry) – 2 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Athletics 4 (+14), Close Combat (Natural Weapons) 2 (+11), Deception 10 (+13, +21 sound mimicry), Expertise (Magic) 8 (+10), Expertise (Nature) 8 (+10), Insight 8 (+11), Intimidation 8 (+15), Perception 8 (+11), Stealth 10 (+5)

OFFENSE

Initiative +3

Fearsome Presence Area (Close, Affliction 10)

Lightning Breath Area (Close, Damage 10)

Natural Weapons +11 (Close, Damage 12/19-20)

Unarmed +9 (Close, Damage 10)

DEFENSE

Dodge 5, **Parry** 11, **Toughness** 12

Fortitude 12, **Will** 9

POWER POINTS

Abilities 42 + Advantages 4 + Defenses 24 + Powers 139 + Skills 33 = 242 Total

Blue Dragon, Ancient (PL 17)

Strength 13, **Stamina** 8, **Agility** 4, **Dexterity** 2

Fighting 13, **Intellect** 3, **Awareness** 4, **Presence** 3

POWERS

Desert Strider: Movement 1 (Environmental Adaptation [desert]; Speed 3 (30 mph) – 5 points

Digging: Burrowing 8 (16 mph) – 8 points

Dragon Attacks: Array (56 points)

- **Lightning Breath:** Line Area Damage 14 (Area 3 [120-ft. line]) – 56 points
- **Evaporation:** Burst Area Transform Water into Vapor 14 (Permanent, Reversible) – 1 point
- **Mirage:** Burst Area Visual Illusion 14 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical 2, Reach 2) – 1 point
- **Sandstorm:** Environment 14 (Hampered Movement [-2 ranks], Vision [-5 Perception]) – 1 point

Dragon Body: Growth 12 (Innate, Permanent; -6 active defenses included); Immunity 11 (Electrical Damage, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 60 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fearsome Presence: Reaction Burst Area Affliction 14 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 42 points

Mimic Sound: Enhanced Deception 8 (Limited to sound mimicry) – 2 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Athletics 6 (+19), Close Combat (Natural Weapons) 2 (+15), Deception 12 (+15, +23 sound mimicry), Expertise (Magic) 10 (+13), Expertise (Nature) 10 (+13), Insight 10 (+14), Intimidation 10 (+19), Perception 10 (+14), Stealth 12 (+4)

OFFENSE

Initiative +4

Fearsome Presence Area (Close, Affliction 14)

Lightning Breath Area (Close, Damage 14)

Natural Weapons +15 (Close, Damage 16/19-20)

Unarmed +13 (Close, Damage 13)

DEFENSE

Dodge 7, **Parry** 16, **Toughness** 17

Fortitude 17, **Will** 13

POWER POINTS

Abilities 52 + Advantages 4 + Defenses 36 + Powers 187 + Skills 41 = 320 Total

DRAGON, CHROMATIC: GREEN DRAGON

Green dragons dwell in deep, old-growth forests. They are mean-tempered, cruel, and rude. These dragons love intrigue and secrets. They delight in stalking their enemies and listening in for any information they can gather before moving to attack. Green dragons enjoy consuming elves and fey creatures – especially pixies. Green dragons expel a cone of corrosive chlorine gas as their breath weapon.

Green Dragon, Hatchling (PL 4)

Strength 1, **Stamina** 3, **Agility** 4, **Dexterity** 2

Fighting 3, **Intellect** 1, **Awareness** 1, **Presence** 3

POWERS

Dragon Attacks: Array (9 points)

- **Chlorine Breath:** Cone Area Damage 3 (Secondary Effect) – 9 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

Dragon Body: Immunity 12 (Corrosive Damage, Paralyze Effects, Poison, Sleep) – 12 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Forest Strider: Movement 1 (Sure-Footed; Limited to Forests); Speed 1 (4 mph) – 2 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 3 (4 mph) – 5 points

ADVANTAGES

Favored Environment (Forests), Language 0 (Draconic is native)

SKILLS

Athletics 2 (+3), Close Combat (Natural Weapons) 2 (+5), Deception 4 (+7), Expertise (Nature) 2 (+3), Insight 4 (+5), Intimidation 4 (+7), Perception 2 (+3), Persuasion 4 (+7), Stealth 4 (+8)

OFFENSE

Initiative +4

Breath Weapon Area (Close, Damage 3)

Natural Attacks +5 (Close, Damage 2)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 5, **Parry** 4, **Toughness** 3

Fortitude 4, **Will** 2

POWER POINTS

Abilities 36 + Advantages 1 + Defenses 4 + Powers 36 + Skills 14 = 91 Total

Green Dragon, Young (PL 5)

Strength 2, **Stamina** 3, **Agility** 5, **Dexterity** 2

Fighting 3, **Intellect** 2, **Awareness** 3, **Presence** 3

POWERS

Dragon Attacks: Array (20 points)

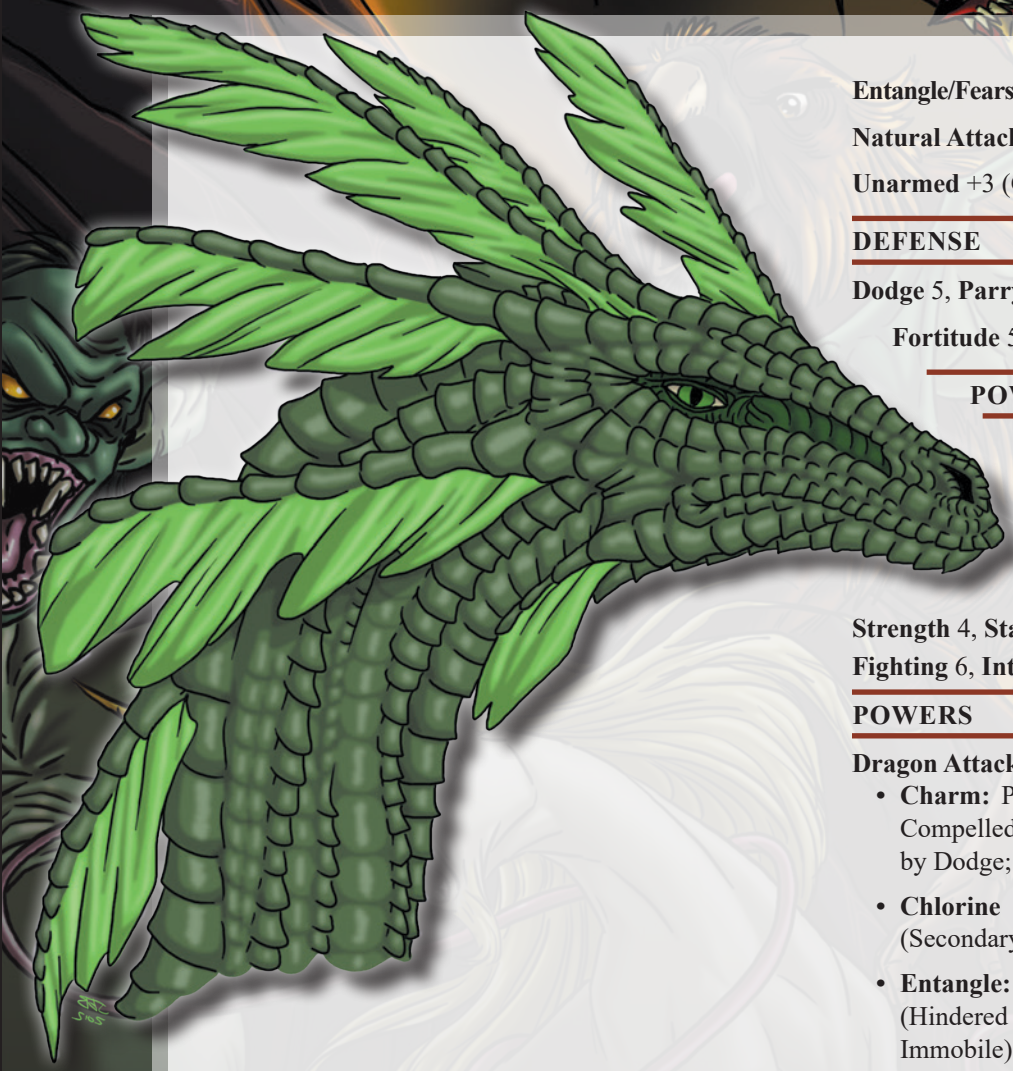
- **Entangle:** Ranged Burst Area Affliction 5 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Strength; Cumulative, Extra Condition, Limited to Two Degrees – 20 points
- **Chlorine Breath:** Cone Area Damage 5 (Secondary Effect) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 12 (Corrosive Damage, Paralyze Effects, Poison, Sleep); Protection 1 – 22 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fearsome Presence: Reaction Burst Area Affliction 5 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 15 points



Forest Strider: Movement 1 (Sure-Footed; Limited to Forests); Speed 1 (4 mph) – 2 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 3 (4 mph) – 5 points

ADVANTAGES

Favored Environment (Forests), Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle

SKILLS

Athletics 2 (+4), Close Combat (Natural Weapons) 2 (+5), Deception 6 (+9), Expertise Magic) 4 (+6), Expertise (Nature) 4 (+6), Insight 6 (+9), Intimidation 6 (+11), Perception 4 (+7), Persuasion 6 (+9), Stealth 6 (+7)

OFFENSE

Initiative +5

Breath Weapon Area (Close, Damage 5)

Entangle/Fearsome Presence Area (Ranged, Affliction 5)

Natural Attacks +5 (Close, Damage 3)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 3, **Toughness** 4

Fortitude 5, **Will** 5

POWER POINTS

Abilities 30 + Advantages 5 + Defenses 8 + Powers 74 + Skills 23 = 140 Total

Green Dragon, Adult (PL 8)

Strength 4, **Stamina** 5, **Agility** 6, **Dexterity** 3
Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 5

POWERS

Dragon Attacks: Array (24 points)

- **Charm:** Perception Ranged Affliction 6 (Dazed, Compelled, Controlled); Resisted and Overcome by Dodge; Cumulative – 24 points
- **Chlorine Breath:** Cone Area Damage 6 (Secondary Effect) – 1 point
- **Entangle:** Ranged Burst Area Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Strength; Cumulative, Extra Condition, Limited to Two Degrees – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Reach) – 1 point

Dragon Body: Growth 6 (Innate, Permanent; -3 active defenses included); Immunity 12 (Corrosive Damage, Paralyze Effects, Poison, Sleep); Impervious Toughness 5; Protection 3 – 33 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fearsome Presence: Reaction Burst Area Affliction 6 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 18 points

Forest Strider: Movement 1 (Sure-Footed; Limited to Forests); Speed 2 (8 mph) – 3 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 4 (8 mph) – 6 points

Advantages

Favored Environment (Forests), Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle

Skills

Athletics 4 (+8), Close Combat (Natural Weapons) 2 (+8), Deception 8 (+13), Expertise (Magic) 6 (+9), Expertise (Nature) 6 (+9), Insight 8 (+11), Intimidation 8 (+16), Perception 6 (+9), Persuasion 8 (+13), Stealth 8 (+8)

Offense

Initiative +6

Breath Weapon Area (Close, Damage 6)

Charm Perception (Ranged, Affliction 6)

Entangle/Fearsome Presence Area (Ranged, Affliction 6)

Natural Attacks +8 (Close, Damage 6)

Unarmed +6 (Close, Damage 4)

Defense

Dodge 7, **Parry** 7, **Toughness** 8

Fortitude 9, **Will** 7

Power Points

Abilities 46 + Advantages 5 + Defenses 16 + Powers 96 + Skills 32 = 195 Total

Green Dragon, Old (PL 12)

Strength 6, **Stamina** 6, **Agility** 8, **Dexterity** 4
Fighting 9, **Intellect** 3, **Awareness** 3, **Presence** 6

Powers

Dragon Attacks: Array (36 points)

- **Charm:** Perception Ranged Affliction 9 (Dazed, Compelled, Controlled); Resisted and Overcome by Dodge; Cumulative – 36 points
- **Chlorine Breath:** Cone Area Damage 9 (Area 2 [120-ft. cone], Secondary Effect) – 1 point
- **Entangle:** Ranged Burst Area Affliction 9 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Strength; Cumulative, Extra Condition, Limited to Two Degrees – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical, Reach 2) – 1 point
- **Plant Growth:** Create 9 (Permanent) – 1 point

Dragon Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 12 (Corrosive Damage, Paralyze Effects, Poison, Sleep); Impervious Toughness 10; Protection 6 – 45 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fearsome Presence: Reaction Burst Area Affliction 9 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 27 points

Forest Strider: Movement 1 (Sure-Footed; Limited to Forests); Speed 2 (16 mph) – 3 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 5 (16 mph) – 7 points

Advantages

Favored Environment (Forests), Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle

Skills

Athletics 6 (+12), Close Combat (Natural Weapons) 2 (+11), Deception 10 (+16), Expertise (Magic) 8 (+11), Expertise (Nature) 8 (+11), Insight 10 (+13), Intimidation 10 (+20), Perception 8 (+11), Persuasion 10 (+16), Stealth 10 (+10)

Offense

Initiative +6

Breath Weapon Area (Close, Damage 9)

Charm Perception (Ranged, Affliction 9)

Entangle/Fearsome Presence Area (Ranged, Affliction 9)

Natural Attacks +11 (Close, Damage 9/19-20)

Unarmed +9 (Close, Damage 6)

Defense

Dodge 10, **Parry** 11, **Toughness** 12

Fortitude 12, **Will** 9

Power Points

Abilities 58 + Advantages 5 + Defenses 24 + Powers 132 + Skills 41 = 260 Total

Green Dragon, Ancient (PL 16)

Strength 10, **Stamina** 8, **Agility** 10, **Dexterity** 5
Fighting 12, **Intellect** 4, **Awareness** 4, **Presence** 8

ANIMATED TREE (PL 8; MINION RANK 5)

Strength 5, **Stamina** 4, **Agility** 0, **Dexterity** 0
Fighting 5, **Intellect** --, **Awareness** 3, **Presence** --

POWERS

Bark Skin: Impervious Toughness 5; Protection 2 – 7 points

Plant Attacks: Array (10 points)

Rock-Throwing: Ranged Damage 5 – 10 points

Smash: Penetrating 5 with Unarmed (Limited to Objects) – 1 point

Trample: Shapeable Area Damage 5 (Limited to targets in movement path); Linked Shapeable Area Affliction 5 (Hindered, Prone); Resisted by Parry, Overcome by Fortitude; Cumulative, Limited to targets in movement path, Limited to Two Degrees – 1 point

Plant Body: Growth 5 (Innate, Permanent; -2 active defenses included); Immunity 17 (Paralyze Effects, Poison, Sleep, Stun Effects, Transform Effects) – 28 pts

Plant Senses: Senses 1 (Low-Light Vision) – 1 point

Tree Form: Enhanced Stealth 16 (Limited to while in forests) – 4 points

ADVANTAGES

Improved Smash, Power Attack

SKILLS

Close Combat (Unarmed) 4 (+9), Perception 4 (+7), Ranged Combat (Thrown) 8 (+8), Stealth 4 (-1, +15 in forests)

OFFENSE

Initiative +0

Rock +8 (Ranged, Damage 5)

Trample Area (Close, Damage and Affliction 5)

Unarmed +9 (Close, Damage 7)

DEFENSE

Dodge 2, **Parry** 7, **Toughness** 6

Fortitude 8, **Will** Immune

POWER POINTS

Abilities -6 + Advantages 2 + Defenses 12 + Powers 52 + Skills 10 = 70 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. slashing weapons.

Vulnerability: Trees are Toughness Impaired vs. fire damage.

POWERS

Dragon Attacks: Array (48 points)

- **Charm:** Perception Ranged Affliction 12 (Dazed, Compelled, Controlled); Resisted and Overcome by Dodge; Cumulative – 48 points
- **Animate Trees:** Summon 5 (Active, Controlled, Horde, Multiple Minions 2 [4 trees]) – 1 point
- **Chlorine Breath:** Cone Area Damage 12 (Area 2 [120-ft. cone], Secondary Effect) – 1 point
- **Entangle:** Ranged Burst Area Affliction 12 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge, Overcome by Strength; Cumulative, Extra Condition, Limited to Two Degrees – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical, Reach 3) – 1 point
- **Plant Growth:** Create 12 (Permanent) – 1 point

Dragon Body: Growth 12 (Innate, Permanent; -6 active defenses included); Immunity 12 (Corrosive Damage, Paralyze Effects, Poison, Sleep); Impervious Toughness 15; Protection 9 – 61 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 6 (120 mph; Wings) – 6 points

Fearsome Presence: Reaction Burst Area Affliction 12 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 36 points

Forest Strider: Movement 1 (Sure-Footed; Limited to Forests); Speed 2 (16 mph) – 3 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 5 (16 mph) – 7 points

ADVANTAGES

Favored Environment (Forests), Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle

SKILLS

Athletics 8 (+18), Close Combat (Natural Weapons) 2 (+13), Deception 12 (+20), Expertise (Magic) 10

(+14), Expertise (Nature) 10 (+14), Insight 12 (+16), Intimidation 12 (+26), Perception 10 (+14), Persuasion 12 (+20), Stealth 12 (+10)

OFFENSE

Initiative +10

Breath Weapon Area (Close, Damage 12)

Charm Perception (Ranged, Affliction 12)

Entangle/Fearsome Presence Area (Ranged, Affliction 12)

Natural Attacks +14 (Close, Damage 13/19-20)

Unarmed +12 (Close, Damage 10)

DEFENSE

Dodge 13, **Parry** 15, **Toughness** 17

Fortitude 17, **Will** 13

POWER POINTS

Abilities 74 + Advantages 5 + Defenses 36 + Powers 171 + Skills 50 = 336 Total

DRAGON, CHROMATIC: RED DRAGON

Red Dragons are the most fearsome and cruel of the chromatic dragons. They delight in ruin, death, and destruction. They make their homes in mountainous lairs. Many prefer to dwell in volcanoes, where the intense heat keeps others at bay.

Red dragons are incredibly vain and greedy, seeking to forever increase their wealth and prestige. Of all the chromatic dragons, red dragons will more often assume control over regions of mortal creatures. They use their physical and magical power to dominate those weaker than themselves, demanding sacrifices of beautiful treasures to increase their hoards and young maidens to enslave and consume.

Red Dragon, Hatchling (PL 6)

Strength 6, **Stamina** 4, **Agility** 3, **Dexterity** 1

Fighting 3, **Intellect** 0, **Awareness** 2, **Presence** 1

POWERS

Dragon Attacks: Array (6 points)

- **Fire Breath:** Cone Area Damage 3 – 6 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

Dragon Body: Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep) – 12 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Languages 0 (Draconic is native)

SKILLS

Athletics 2 (+8), Close Combat (Natural Weapons) 2 (+5), Deception 4 (+5), Insight 2 (+4), Intimidation 4 (+5), Perception 2 (+4)

OFFENSE

Initiative +3

Breath Weapon Area (Close, Damage 3)

Natural Attacks +5 (Close, Damage 7)

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 4, **Parry** 4, **Toughness** 4

Fortitude 5, **Will** 3

POWER POINTS

Abilities 40 + Advantages 0 + Defenses 4 + Powers 27 + Skills 8 = 79 Total

COMPLICATIONS

Vulnerability: Red dragons are Toughness Impaired vs. cold attacks.

Red Dragon, Young (PL 7)

Strength 7, **Stamina** 4, **Agility** 3, **Dexterity** 1

Fighting 4, **Intellect** 0, **Awareness** 2, **Presence** 1

POWERS

Dragon Attacks: Array (8 points)

- **Fire Breath:** Cone Area Damage 4 – 8 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Protection 1 – 26 points

Dragon Senses: Senses 13 (Acute Olfactory, Darkvision, Detect Magic [acute, ranged mental sense], Extended Vision, Low-Light Vision, Vision [counters all concealment]) – 13 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fearsome Presence: Reaction Burst Area Affliction 4 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 12 points

ADVANTAGES

Daze (Intimidation), Languages 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 4 (+11), Close Combat (Natural Weapons) 2 (+6), Deception 6 (+7), Expertise (Magic) 4 (+4), Insight 4 (+6), Intimidation 6 (+9), Perception 4 (+6)

OFFENSE

Initiative +3

Breath Weapon Area (Close, Damage 4)

Fearsome Presence Area (Close, Affliction 4)

Natural Attacks +6 (Close, Damage 8)

Unarmed +4 (Close, Damage 7)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 5

Fortitude 6, **Will** 4

POWER POINTS

Abilities 28 + Advantages 4 + Defenses 8 + Powers 64 + Skills 15 = 119 Total

COMPLICATIONS

Vulnerability: Red dragons are Toughness Impaired vs. cold attacks.

Red Dragon, Adult (PL 10)

Strength 8, **Stamina** 6, **Agility** 4, **Dexterity** 2

Fighting 7, **Intellect** 1, **Awareness** 3, **Presence** 2

POWERS

Dragon Attacks: Array (21 points)

- **Fire Breath:** Cone Area Damage 7 (Area 2 [120-ft. cone]) –21 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Reach) – 1 point
- **Pyrotechnics:** Ranged Shapeable Area Damage 7 (Quirk [requires existing fire]) – 1 point
- **Suggestion:** Perception Ranged Affliction 7 (Dazed, Compelled ["Maybe you should…"]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point

Dragon Body: Growth 6 (Innate, Permanent; -3 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 33 points

Dragon Senses: Senses 13 (Acute Olfactory, Darkvision, Detect Magic [acute, ranged mental sense], Extended Vision, Low-Light Vision, Vision [counters all concealment]) – 13 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fearsome Presence: Reaction Burst Area Affliction 7 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 21 points

ADVANTAGES

Daze (Intimidation), Languages 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 6 (+14), Close Combat (Natural Weapons) 2 (+9), Deception 8 (+10), Expertise (Magic) 6 (+7), Insight 6 (+9), Intimidation 8 (+13), Perception 6 (+9)

OFFENSE

Initiative +4

Breath Weapon Area (Close, Damage 7)

Fearsome Presence Area (Close, Affliction 7)

Natural Attacks +9 (Close, Damage 10)

Pyrotechnics Area (Ranged, Damage 7)

Suggestion Perception (Ranged, Affliction 7)

Unarmed +7 (Close, Damage 8)

DEFENSE

Dodge 6, **Parry** 9, **Toughness** 9

Fortitude 11, **Will** 8

POWER POINTS

Abilities 42 + Advantages 4 + Defenses 20 + Powers 96 + Skills 21 = 183 Total

COMPLICATIONS

Vulnerability: Red dragons are Toughness Impaired vs. cold attacks.

Red Dragon, Old (PL 14)

Strength 11, **Stamina** 8, **Agility** 6, **Dexterity** 3

Fighting 10, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Dragon Attacks: Array (30 points)

- **Fire Breath:** Cone Area Damage 10 (Area 2 [120-ft. cone]) –30 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 2) – 1 point
- **Pyrotechnics:** Ranged Shapeable Area Damage 10 (Quirk [requires existing fire]) – 1 point
- **Suggestion:** Perception Ranged Affliction 10 (Dazed, Compelled ["Maybe you should…"]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point

Dragon Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 45 points

Dragon Senses: Senses 13 (Acute Olfactory, Darkvision, Detect Magic [acute, ranged mental sense], Extended Vision, Low-Light Vision, Vision [counters all concealment]) – 13 points

Dragon Wings: Flight 6 (120 mph; Wings) – 6 points

Fearsome Presence: Reaction Burst Area Affliction 10 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 30 points

ADVANTAGES

Daze (Intimidation), Languages 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 8 (+19), Close Combat (Natural Weapons) 2 (+12), Deception 10 (+12), Expertise (Magic) 8 (+10), Insight 8 (+11), Intimidation 10 (+16), Perception 8 (+11)

OFFENSE

Initiative +6

Breath Weapon Area (Close, Damage 10)

Fearsome Presence Area (Close, Affliction 10)

Natural Attacks +12 (Close, Damage 13/19-20)

Pyrotechnics Area (Ranged, Damage 10)

Suggestion Perception (Ranged, Affliction 10)

Unarmed +10 (Close, Damage 11)

DEFENSE

Dodge 9, **Parry** 13, **Toughness** 14

Fortitude 15, **Will** 10

POWER POINTS

Abilities 58 + Advantages 4 + Defenses 28 + Powers 127 + Skills 27 = 244 Total

COMPLICATIONS

Vulnerability: Red dragons are Toughness Impaired vs. cold attacks.

Red Dragon, Ancient (PL 18)

Strength 15, **Stamina** 10, **Agility** 7, **Dexterity** 3

Fighting 13, **Intellect** 4, **Awareness** 6, **Presence** 4

POWERS

Dragon Attacks: Array (52 points)

- **Fire Breath:** Cone Area Damage 13 (Area 2 [120-ft. cone], Penetrating) –52 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 3) – 1 point
- **Pyrotechnics:** Ranged Shapeable Area Damage 13 (Quirk [requires existing fire]) – 1 point
- **Suggestion:** Perception Ranged Affliction 13 (Dazed, Compelled ["Maybe you should…"]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point

Dragon Body: Growth 12 (Innate, Permanent; -6 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 61 points

Dragon Senses: Senses 13 (Acute Olfactory, Darkvision, Detect Magic [acute, ranged mental sense], Extended Vision, Low-Light Vision, Vision [counters all concealment]) – 13 points

Dragon Wings: Flight 7 (250 mph; Wings) – 7 points

Fearsome Presence: Reaction Burst Area Affliction 13 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 39 points

ADVANTAGES

Daze (Intimidation), Languages 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 10 (+25), Close Combat (Natural Weapons) 2 (+15), Deception 12 (+16), Expertise (Magic) 10 (+14), Insight 10 (+16), Intimidation 12 (+22), Perception 10 (+16)

OFFENSE

Initiative +7

Breath Weapon Area (Close, Damage 13)
Fearsome Presence Area (Close, Affliction 13)
Natural Attacks +15 (Close, Damage 17/19-20)
Pyrotechnics Area (Ranged, Damage 13)
Suggestion Perception (Ranged, Affliction 13)
Unarmed +13 (Close, Damage 15)

DEFENSE

Dodge 11, **Parry** 17, **Toughness** 19
Fortitude 20, **Will** 16

POWER POINTS

Abilities 74 + Advantages 4 + Defenses 40 + Powers 175 + Skills 33 = 326 Total

COMPLICATIONS

Vulnerability: Red dragons are Toughness Impaired vs. cold attacks.

DRAGON, CHROMATIC: WHITE DRAGON

White dragons make their homes in frozen lands and ice-covered mountains. They are considered to be the weakest and most feral of the chromatic dragon types. While slow-witted, they are cunning and efficient hunters. White dragons are lazy and lethargic, preferring only to act when they need something.

White Dragon, Hatchling (PL 5)

Strength 4, **Stamina** 4, **Agility** 0, **Dexterity** 0
Fighting 2, **Intellect** 0, **Awareness** 1, **Presence** -1

POWERS

Dragon Attacks: Array (4 points)
- **Cold Breath:** Cone Area Damage 2 – 4 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

Dragon Body: Immunity 12 (Cold, Cold Damage, Paralyze Effects, Sleep) – 12 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 1 (4 mph; Wings) – 1 point

Ice-Breaker: Burrowing 6 (4 mph; Limited to ice) – 3 points

Icewalking: Movement 4 (Sure-Footed 2, Wall-Crawling 2; Limited to ice) – 4 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 2 (2 mph) – 4 points

White Scales: Enhanced Stealth 8 (Limited to ice and snow) – 2 points

ADVANTAGES

Language 0 (Draconic is native), Startle

SKILLS

Athletics 2 (+6), Close Combat (Natural Weapons) 2 (+4), Expertise (Survival) 4 (+4), Intimidation 2 (+1), Perception 2 (+3), Stealth 0 (+0, +8 in ice and snow)

OFFENSE

Initiative +0

Cold Breath Area (Close, Damage 2)

Natural Weapons +4 (Close, Damage 5)

Unarmed +2 (Close, Damage 4)

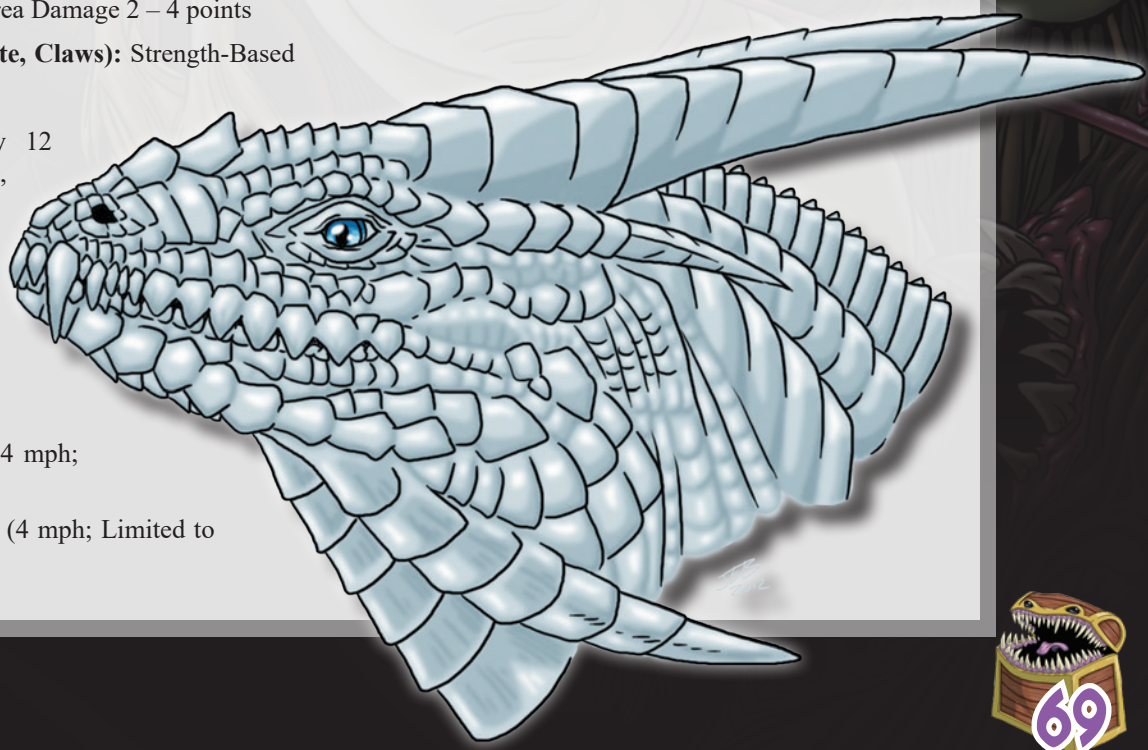
DEFENSE

Dodge 0, **Parry** 2, **Toughness** 4

Fortitude 4, **Will** 1

POWER POINTS

Abilities 20 + Advantages 1 + Defenses 0 + Powers 36 + Skills 6 = 63 Total



COMPLICATIONS

Vulnerability: White dragons are Toughness Impaired vs. fire attacks.

White Dragon, Young (PL 6)

Strength 5, **Stamina** 4, **Agility** 0, **Dexterity** 0
Fighting 3, **Intellect** 0, **Awareness** 1, **Presence** -1

POWERS

Dragon Attacks: Array (7 points)

- **Ice Shaping:** Transform Ice into Shaped Ice 3 (Permanent, Precise) – 7 points
- **Cold Breath:** Cone Area Damage 3 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 12 (Cold, Cold Damage, Paralyze Effects, Sleep); Protection 1 – 22 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fearsome Presence: Reaction Burst Area Affliction 3 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 9 points

Ice-Breaker: Burrowing 6 (4 mph; Limited to ice) – 3 points

Icewalking: Movement 4 (Sure-Footed 2, Wall-Crawling 2; Limited to ice); Speed 1 (4 mph) – 5 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 3 (4 mph) – 5 points

White Scales: Enhanced Stealth 8 (Limited to ice and snow) – 2 points

ADVANTAGES

Language 0 (Draconic is native), Ritualist, Startle

SKILLS

Athletics 4 (+9), Close Combat (Natural Weapons) 2 (+5), Expertise (Magic) 4 (+4), Expertise (Survival) 6 (+6), Intimidation 4 (+5), Perception 4 (+5), Stealth 2 (-2, +6 in ice and snow)

OFFENSE

Initiative +0

Cold Breath Area (Close, Damage 3)

Fearsome Presence Area (Close, Affliction 3)

Natural Weapons +5 (Close, Damage 6)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge -1, **Parry** 2, **Toughness** 5

Fortitude 5, **Will** 2

POWER POINTS

Abilities 8 + Advantages 2 + Defenses 4 + Powers 62 + Skills 16 = 92 Total

COMPLICATIONS

Vulnerability: White dragons are Toughness Impaired vs. fire attacks.

White Dragon, Adult (PL 7)

Strength 6, **Stamina** 6, **Agility** 1, **Dexterity** 0
Fighting 5, **Intellect** 1, **Awareness** 2, **Presence** 0

POWERS

Dragon Attacks: Array (11 points)

- **Ice Shaping:** Transform Ice into Shaped Ice 5 (Permanent, Precise) – 11 points
- **Cold Breath:** Cone Area Damage 5 – 1 point
- **Fog Cloud:** Environment 5 (Vision [-5 Perception]) – 1 point
- **Gust of Wind:** Move Object 5 (Limited to Pushing) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 6 (Innate, Permanent; -3 active defenses included); Immunity 12 (Cold, Cold Damage, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 33 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fearsome Presence: Reaction Burst Area Affliction 5 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 15 points

Ice-Breaker: Burrowing 6 (4 mph; Limited to ice) – 3 points

Icewalking: Movement 4 (Sure-Footed 2, Wall-Crawling 2; Limited to ice); Speed 2 (8 mph) – 6 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 4 (8 mph) – 6 points

White Scales: Enhanced Stealth 8 (Limited to ice and snow) – 2 points

ADVANTAGES

Language 0 (Draconic is native), Ritualist, Startle

SKILLS

Athletics 6 (+12), Close Combat (Natural Weapons) 2 (+7), Expertise (Magic) 6 (+7), Expertise (Survival) 8 (+9), Intimidation 6 (+9), Perception 6 (+8), Stealth 4 (-1, +7 in ice and snow)

OFFENSE

Initiative +1

Cold Breath Area (Close, Damage 5)

Fearsome Presence Area (Close, Affliction 5)

Natural Weapons +7 (Close, Damage 7)

Unarmed +5 (Close, Damage 6)

DEFENSE

Dodge 1, **Parry** 5, **Toughness** 9

Fortitude 9, **Will** 5

POWER POINTS

Abilities 18 + Advantages 2 + Defenses 12 + Powers 88 + Skills 22 = 142 Total

COMPLICATIONS

Vulnerability: White dragons are Toughness Impaired vs. fire attacks.

White Dragon, Old (PL 12)

Strength 8, **Stamina** 8, **Agility** 3, **Dexterity** 1
Fighting 8, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Dragon Attacks: Array (24 points)

- **Cold Breath:** Cone Area Damage 8 (Area 2 [120-ft. cone]) – 24 points
- **Fog Cloud:** Environment 8 (Vision [-5 Perception]) – 1 point
- **Gust of Wind:** Move Object 8 (Limited to Pushing) – 1 point
- **Ice Shaping:** Transform Ice into Shaped Ice 8 (Permanent, Precise) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 2) – 1 point

Dragon Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 12 (Cold, Cold Damage, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 45 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fearsome Presence: Reaction Burst Area Affliction 8 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 24 points

Ice-Breaker: Burrowing 8 (16 mph; Limited to ice) – 4 points

Icewalking: Movement 4 (Sure-Footed 2, Wall-Crawling 2; Limited to ice); Speed 3 (30 mph) – 7 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 5 (16 mph) – 7 points

White Scales: Enhanced Stealth 8 (Limited to ice and snow) – 2 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 8 (+16), Close Combat (Natural Weapons) 2 (+10), Expertise (Magic) 8 (+10), Expertise (Survival) 10 (+12), Intimidation 8 (+14), Perception 8 (+11), Stealth 6 (+1, +9 in ice and snow)

OFFENSE

Initiative +3

Cold Breath Area (Close, Damage 8)

Fearsome Presence Area (Close, Affliction 8)

Natural Weapons +10 (Close, Damage 10/19-20)

Unarmed +8 (Close, Damage 8)

DEFENSE

Dodge 4, **Parry** 9, **Toughness** 14

Fortitude 13, **Will** 8

POWER POINTS

Abilities 38 + Advantages 3 + Defenses 20 + Powers 126 + Skills 28 = 215 Total

COMPLICATIONS

Vulnerability: White dragons are Toughness Impaired vs. fire attacks.

White Dragon, Ancient (PL 15)

Strength 10, **Stamina** 9, **Agility** 3, **Dexterity** 1
Fighting 11, **Intellect** 2, **Awareness** 4, **Presence** 2

POWERS

Dragon Attacks: Array (55 points)

- **Blizzard:** Environment 11 (Extreme Cold, Hamper Movement [-1 rank], Vision [-5 Perception]) – 1 point
- **Cold Breath:** Cone Area Damage 11 (Area 2 [120-ft. cone]) – 1 point
- **Gust of Wind:** Move Object 11 (Limited to Pushing) – 1 point
- **Ice Shaping:** Transform Ice into Shaped Ice 11 (Permanent, Precise) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical, Reach 3) – 1 point
- **Wall of Ice:** Create 11 (Permanent) – 1 point

Dragon Body: Growth 12 (Innate, Permanent; -6 active defenses included); Immunity 12 (Cold, Cold Damage, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 61 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fearsome Presence: Reaction Burst Area Affliction 11 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 33 points

Ice-Breaker: Burrowing 8 (16 mph; Limited to ice) – 4 points

Icewalking: Movement 4 (Sure-Footed 2, Wall-Crawling 2; Limited to ice); Speed 3 (30 mph) – 7 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 6 (30 mph) – 8 points

White Scales: Enhanced Stealth 8 (Limited to ice and snow) – 2 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 10 (+20), Close Combat (Natural Weapons) 2 (+13), Expertise (Magic) 10 (+12), Expertise (Survival) 12 (+14), Intimidation 10 (+18), Perception 10 (+14), Stealth 8 (-1, +7 in ice and snow)

OFFENSE

Initiative +3

Cold Breath Area (Close, Damage 11)

Fearsome Presence Area (Close, Affliction 11)

Natural Weapons +13 (Close, Damage 13/19-20)

Unarmed +11 (Close, Damage 10)

DEFENSE

Dodge 5, **Parry** 13, **Toughness** 15

Fortitude 17, **Will** 12

POWER POINTS

Abilities 36 + Advantages 3 + Defenses 32 + Powers 185 + Skills 34 = 290 Total

COMPLICATIONS

Vulnerability: White dragons are Toughness Impaired vs. fire attacks.

DRAGON, METALLIC: BRASS DRAGON

Brass dragons are native to arid regions; they share many similar habitats with blue dragons, which often lead to conflict. These dragons are highly social, delighting in extended discussions and conversations with other creatures. However, these conversations tend to be rather one-sided, as brass dragons simply enjoy displaying their social, theological, and philosophical superiority over others rather than sharing true conversation. A brass dragon will only part with useful information if given an appropriate gift.

As their name implies, brass dragons tend to have brass-colored scales. Their scales are a dull brown at a young age, becoming more glossy and brass in appearance as they get older. They possess two separate breath weapons. The first is a narrow line of fire. The second is a cone of sleep gas.

Brass Dragon, Hatchling (PL 4)

Strength 2, **Stamina** 3, **Agility** 2, **Dexterity** 1
Fighting 2, **Intellect** 0, **Awareness** 1, **Presence** 0

POWERS

Dragon Attacks: Array (4 points)

- **Fire Breath:** Line Area Damage 2 – 4 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

- **Sleep Gas Breath:** Cone Area Affliction 2 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude – 1 point

Dragon Body: Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep) – 12 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 1 (4 mph; Wings) – 1 point

Tunneling: Burrowing 5 (2 mph) – 5 points

ADVANTAGES

Language 0 (Draconic is native)

SKILLS

Athletics 4 (+6), Close Combat (Natural Weapons) 2 (+4), Expertise (Philosophy) 4 (+4), Insight 4 (+5), Intimidation 4 (+4), Perception 2 (+3), Persuasion 2 (+2)

OFFENSE

Initiative +2

Fire Breath Area (Close, Damage 2)

Natural Weapons +4 (Close, Damage 3)

Sleep Gas Area (Close, Affliction 2)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 3, **Toughness** 3

Fortitude 4, **Will** 2

POWER POINTS

Abilities 22 + Advantages 0 + Defenses 4 + Powers 29 + Skills 11 = 66 Total

COMPLICATIONS

Reputation: Brass dragons are known to be consummate conversationalists. They prefer to talk with foes rather than fight.

Vulnerability: Brass dragons are Toughness Impaired vs. cold damage.

Brass Dragon, Young (PL 5)

Strength 4, **Stamina** 4, **Agility** 3, **Dexterity** 1

Fighting 3, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Dragon Attacks: Array (6 points)

- **Fire Breath:** Line Area Damage 3 – 6 points
- **Move Sand:** Create 3 (Limited [requires existing sand], Permanent) – 1 point
- **Move Sand:** Move Object 3 (Limited to sand) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point
- **Sleep Gas Breath:** Cone Area Affliction 3 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude – 1 point

Dragon Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Protection 1 – 22 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fearsome Presence: Reaction Burst Area Affliction 3 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 9 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

Tunneling: Burrowing 5 (2 mph) – 5 points

ADVANTAGES

Animal Empathy, Fascinate (Persuasion), Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 6 (+10), Close Combat (Natural Weapons) 2 (+5), Expertise (Magic) 4 (+5), Expertise (Philosophy) 6 (+7), Insight 6 (+8), Intimidation 6 (+9), Perception 4 (+6), Persuasion 4 (+3)

OFFENSE

Initiative +3

Fearsome Presence Area (Close, Affliction 3)

Fire Breath Area (Close, Damage 3)

Natural Weapons +5 (Close, Damage 5)

Sleep Gas Area (Close, Affliction 3)

Unarmed +3 (Close, Damage 4)

DEFENSE

Dodge 3, **Parry** 3, **Toughness** 5

Fortitude 6, **Will** 4

POWER POINTS

Abilities 22 + Advantages 5 + Defenses 8 + Powers 57 + Skills 19 = 110 Total

COMPLICATIONS

Reputation: Brass dragons are known to be consummate conversationalists. They prefer to talk with foes rather than fight.

Vulnerability: Brass dragons are Toughness Impaired vs. cold damage.

Brass Dragon, Adult (PL 8)

Strength 5, **Stamina** 5, **Agility** 4, **Dexterity** 2

Fighting 6, **Intellect** 2, **Awareness** 3, **Presence** 1

POWERS

Dragon Attacks: Array (18 points)

- **Fire Breath:** Line Area Damage 6 (Area 2 [60-ft. line]) – 18 points
- **Desert Winds:** Cone Area Affliction 6 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point
- **Move Sand:** Create 6 (Limited [requires existing sand], Permanent) – 1 point
- **Move Sand:** Move Object 6 (Limited to sand) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach) – 1 point
- **Sleep Gas Breath:** Cone Area Affliction 6 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude – 1 point
- **Suggestion:** Perception Ranged Affliction 6 (Dazed, Compelled ["Maybe you should…"]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point

Dragon Body: Growth 6 (Innate, Permanent; -3 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 33 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fearsome Presence: Reaction Burst Area Affliction 6 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 18 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

Tunneling: Burrowing 6 (4 mph) – 6 points

ADVANTAGES

Animal Empathy, Fascinate (Persuasion), Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 8 (+13), Close Combat (Natural Weapons) 2 (+8), Expertise (Magic) 6 (+8), Expertise (Philosophy) 8 (+10), Insight 8 (+11), Intimidation 8 (+12), Perception 6 (+9), Persuasion 6 (+7)

OFFENSE

Initiative +4

Desert Winds/Sleep Gas Area (Close, Affliction 6)

Fearsome Presence Area (Close, Affliction 6)

Fire Breath Area (Close, Damage 6)

Natural Weapons +8 (Close, Damage 7/19-20)

Suggestion Perception (Ranged, Affliction 6)

Unarmed +6 (Close, Damage 5)

DEFENSE

Dodge 4, **Parry** 6, **Toughness** 8

Fortitude 8, **Will** 6

POWER POINTS

Abilities 32 + Advantages 5 + Defenses 12 + Powers 93 + Skills 26 = 168 Total

COMPLICATIONS

Reputation: Brass dragons are known to be consummate conversationalists. They prefer to talk with foes rather than fight.

Vulnerability: Brass dragons are Toughness Impaired vs. cold damage.

Brass Dragon, Old (PL 12)

Strength 8, **Stamina** 7, **Agility** 5, **Dexterity** 2

Fighting 8, **Intellect** 3, **Awareness** 4, **Presence** 2

POWERS

Dragon Attacks: Array (24 points)

- **Fire Breath:** Line Area Damage 8 (Area 2 [60-ft. line]) – 24 points

- **Desert Winds:** Cone Area Affliction 8 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point
- **Gust of Wind:** Close Cone Area Move Object 8 (Limited to Pushing) – 1 point
- **Move Sand:** Create 8 (Limited [requires existing sand], Permanent) – 1 point
- **Move Sand:** Move Object 8 (Limited to sand) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 2) – 1 point
- **Sleep Gas Breath:** Cone Area Affliction 8 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude – 1 point
- **Suggestion:** Perception Ranged Affliction 8 (Dazed, Compelled ["Maybe you should…"]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point

Dragon Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 45 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fearsome Presence: Reaction Burst Area Affliction 8 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 24 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

Tunneling: Burrowing 7 (8 mph) – 6 points

ADVANTAGES

Animal Empathy, Fascinate (Persuasion), Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 10 (+18), Close Combat (Natural Weapons) 2 (+10), Expertise (Magic) 8 (+11), Expertise (Philosophy) 10 (+13), Insight 10 (+12), Intimidation 10 (+16), Perception 8 (+12), Persuasion 8 (+10)

OFFENSE

Initiative +5

Desert Winds/Sleep Gas Area (Close, Affliction 8)

Fearsome Presence Area (Close, Affliction 8)

Fire Breath Area (Close, Damage 8)

Natural Weapons +10 (Close, Damage 10/19-20)

Suggestion Perception (Ranged, Affliction 8)

Unarmed +8 (Close, Damage 8)

DEFENSE

Dodge 7, **Parry** 10, **Toughness** 13

Fortitude 13, **Will** 10

POWER POINTS

Abilities 46 + Advantages 5 + Defenses 24 + Powers 119 + Skills 33 = 227 Total

COMPLICATIONS

Reputation: Brass dragons are known to be consummate conversationalists. They prefer to talk with foes rather than fight.

Vulnerability: Brass dragons are Toughness Impaired vs. cold damage.

Brass Dragon, Ancient (PL 16)

Strength 11, **Stamina** 8, **Agility** 7, **Dexterity** 3

Fighting 12, **Intellect** 4, **Awareness** 5, **Presence** 3

POWERS

Dragon Attacks: Array (48 points)

- **Control Weather:** Environment 12 (Intense Cold, Intense Heat, Hamper Movement [-1 rank], Visibility [-2 Perception]) – 48 points

- **Desert Winds:** Cone Area Affliction 12 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point
- **Fire Breath:** Line Area Damage 12 (Area 2 [60-ft. line]) – 1 point
- **Gust of Wind:** Close Cone Area Move Object 12 (Limited to Pushing) – 1 point
- **Move Sand:** Create 12 (Limited [requires existing sand], Permanent) – 1 point
- **Move Sand:** Move Object 12 (Limited to sand) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical, Reach 3) – 1 point
- **Sleep Gas Breath:** Cone Area Affliction 12 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude – 1 point
- **Suggestion:** Perception Ranged Affliction 12 (Dazed, Compelled ["Maybe you should…"]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point
- **Summon Djinni:** Summon 9 (Active, Heroic) – 1 point

Dragon Body: Growth 12 (Innate, Permanent; -6 active defenses included); Immunity 12 (Fire Damage, Heat, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 49 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fearsome Presence: Reaction Burst Area Affliction 12 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 36 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

Tunneling: Burrowing 7 (8 mph) – 6 points

ADVANTAGES

Animal Empathy, Fascinate (Persuasion), Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 12 (+23), Close Combat (Natural Weapons) 2 (+14), Expertise (Magic) 10 (+14), Expertise (Philosophy) 12 (+16), Insight 12 (+15), Intimidation 12 (+21), Perception 10 (+15), Persuasion 10 (+13)

OFFENSE

Initiative +7

Desert Winds/Sleep Gas Area (Close, Affliction 12)

Fearsome Presence Area (Close, Affliction 12)

Fire Breath Area (Close, Damage 12)

Natural Weapons +14 (Close, Damage 14/19-20)

Suggestion Perception (Ranged, Affliction 12)

Unarmed +12 (Close, Damage 11)

DEFENSE

Dodge 9, **Parry** 14, **Toughness** 17

Fortitude 16, **Will** 13

POWER POINTS

Abilities 58 + Advantages 5 + Defenses 32 + Powers 162 + Skills 40 = 297 Total

COMPLICATIONS

Reputation: Brass dragons are known to be consummate conversationalists. They prefer to talk with foes rather than fight.

Vulnerability: Brass dragons are Toughness Impaired vs. cold damage.

DRAGON, METALLIC: BRONZE DRAGON

Bronze dragons are often found along the coastal regions of the world. They like to dwell along the sea, to make use of their aquatic abilities, while staying close to humanoid settlements. Many ship merchants will pay a bronze dragon to protect their trade routes. More nefarious bronze dragons will demand bribes for "protection" while accepting similar bribes from pirates to operate within their territories.

These dragons possess the ability to alter their form, assuming the appearance of any type of animal or humanoid creature they choose. As such, folks can encounter a bronze dragon without ever being the wiser. A friendly dolphin that saves a drowning child; a mercenary sailor eager to fight pirates; a diver specializing in searching undersea shipwrecks for possible treasure… all of these could be a bronze dragon. Many bronze dragons will use their shape-shifting abilities to get close to an enemy target; bronze dragons prefer melee combat.

A bronze dragon possesses two breath weapons. The first is a line of electricity similar to a lightning bolt. The second is a cone of gas with affects the mind to feel a great repulsion to the dragon.

Bronze Dragon, Hatchling (PL 5)

Strength 4, **Stamina** 3, **Agility** 1, **Dexterity** 0

Fighting 3, **Intellect** 0, **Awareness** 0, **Presence** 1

POWERS

Dragon Attacks: Array (9 points)

- **Repulsion Breath:** Cone Area Affliction 3 (Dazed, Compelled [to run away from dragon], Controlled [must run away]); Resisted and Overcome by Fortitude; Cumulative – 9 points
- **Lightning Breath:** Line Area Damage 3 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

Dragon Body: Immunity 14 (Cold, Drowning, Electricity Damage, High Pressure, Paralyze Effects, Sleep) – 14 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 1 (4 mph; Wings) – 1 point

Fast Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 3 (4 mph) – 5 points

ADVANTAGES

Language 0 (Draconic is native)

SKILLS

Athletics 4 (+8), Close Combat (Natural Weapons) 2 (+5), Deception 2 (+3), Expertise (Survival) 2 (+2), Insight 4 (+4), Intimidation 4 (+5), Perception 2 (+2)

OFFENSE

Initiative +1

Lightning Breath Area (Close, Damage 3)

Natural Weapons +5 (Close, Damage 5)

Repulsion Gas Area (Close, Affliction 3)

Unarmed +3 (Close, Damage 4)

DEFENSE

Dodge 2, **Parry** 4, **Toughness** 3

Fortitude 4, **Will** 1

POWER POINTS

Abilities 24 + Advantages 0 + Defenses 4 + Powers 36 + Skills 10 = 74 Total

Bronze Dragon, Young (PL 7)

Strength 7, **Stamina** 4, **Agility** 3, **Dexterity** 1

Fighting 4, **Intellect** 0, **Awareness** 0, **Presence** 3

POWERS

Change Shape: Morph 4 (Animal and Humanoid Forms) – 20 points

Dragon Attacks: Array (12 points)

- **Repulsion Breath:** Cone Area Affliction 4 (Dazed, Compelled [to run away from dragon], Controlled [must run away]); Resisted and Overcome by Fortitude; Cumulative – 12 points
- **Lightning Breath:** Line Area Damage 4 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 4 (Innate, Continuous; -2 active defenses included); Immunity 14 (Cold, Drowning, Electricity Damage, High Pressure, Paralyze Effects, Sleep); Protection 1 – 28 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fast Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 3 (4 mph) – 5 points

Fearsome Presence: Reaction Burst Area Affliction 4 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 12 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 6 (+13), Close Combat (Natural Weapons) 2 (+6), Deception 4 (+5), Expertise (Magic) 4 (+4), Expertise (Survival) 4 (+4), Insight 6 (+6), Intimidation 6 (+11), Perception 4 (+4)

OFFENSE

Initiative +3

Fearsome Presence/Repulsion Gas Area (Close, Affliction 4)

Lightning Breath Area (Close, Damage 4)

Natural Weapons +6 (Close, Damage 8)

Unarmed +4 (Close, Damage 7)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 5

Fortitude 6, **Will** 2

POWER POINTS

Abilities 28 + Advantages 3 + Defenses 8 + Powers 90 + Skills 18 = 147 Total

Bronze Dragon, Adult (PL 10)

Strength 9, **Stamina** 5, **Agility** 5, **Dexterity** 2
Fighting 7, **Intellect** 1, **Awareness** 1, **Presence** 5

POWERS

Change Shape: Morph 4 (Animal and Humanoid Forms) – 20 points

Dragon Attacks: Array (21 points)

- **Lightning Breath:** Line Area Damage 7 (Area 2 [60-ft. line]) – 21 points
- **Fog Cloud:** Environment 7 (Visibility [-5 Perception]) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach) – 1 point
- **Repulsion Breath:** Cone Area Affliction 7 (Dazed, Compelled [to run away from dragon], Controlled [must run away]); Resisted and Overcome by Fortitude; Cumulative – 1 point

Dragon Body: Growth 6 (Innate, Continuous; -3 active defenses included); Immunity 14 (Cold, Drowning, Electricity Damage, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 41 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fast Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 4 (8 mph) – 6 points

Fearsome Presence: Reaction Burst Area Affliction 7 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 21 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 8 (+17), Close Combat (Natural Weapons) 2 (+9), Deception 6 (+11), Expertise (History) 2 (+3), Expertise (Magic) 6 (+7), Expertise (Survival) 6 (+7), Insight 8 (+9), Intimidation 8 (+16), Perception 6 (+7)

OFFENSE

Initiative +5

Fearsome Presence/Repulsion Gas Area (Close, Affliction 7)

Lightning Breath Area (Close, Damage 7)

Natural Weapons +9 (Close, Damage 11/19-20)

Unarmed +7 (Close, Damage 9)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 8

Fortitude 9, **Will** 5

POWER POINTS

Abilities 46 + Advantages 3 + Defenses 16 + Powers 124 + Skills 26 = 215 Total

Bronze Dragon, Old (PL 13)

Strength 12, **Stamina** 7, **Agility** 7, **Dexterity** 3
Fighting 10, **Intellect** 2, **Awareness** 2, **Presence** 6

POWERS

Change Shape: Morph 4 (Animal and Humanoid Forms) – 20 points

Dragon Attacks: Array (30 points)

- **Lightning Breath:** Line Area Damage 10 (Area 2 [60-ft. line]) – 30 points
- **Detect Thoughts:** Mind Reading 10 (Limited to Surface Thoughts, Subtle) – 1 point
- **Fog Cloud:** Environment 10 (Visibility [-5 Perception]) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 2) – 1 point
- **Repulsion Breath:** Cone Area Affliction 10 (Dazed, Compelled [to run away from dragon], Controlled [must run away]); Resisted and Overcome by Fortitude; Cumulative – 1 point

Dragon Body: Growth 8 (Innate, Continuous; -4 active defenses included); Immunity 14 (Cold, Drowning, Electricity Damage, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 54 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fast Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 5 (16 mph) – 7 points

Fearsome Presence: Reaction Burst Area Affliction 10 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 30 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 10 (+22), Close Combat (Natural Weapons) 2 (+12), Deception 8 (+14), Expertise (History) 4 (+6), Expertise (Magic) 8 (+10), Expertise (Survival) 8 (+10), Insight 10 (+12), Intimidation 10 (+20), Perception 8 (+10)

OFFENSE

Initiative +7

Fearsome Presence/Repulsion Gas Area (Close, Affliction 10)

Lightning Breath Area (Close, Damage 10)

Natural Weapons +12 (Close, Damage 14/19-20)

Unarmed +10 (Close, Damage 12)

DEFENSE

Dodge 10, **Parry** 13, **Toughness** 13

Fortitude 14, **Will** 9

POWER POINTS

Abilities 66 + Advantages 3 + Defenses 28 + Powers 158 + Skills 34 = 289 Total

Bronze Dragon, Ancient (PL 16)

Strength 15, **Stamina** 9, **Agility** 9, **Dexterity** 4
Fighting 13, **Intellect** 3, **Awareness** 4, **Presence** 8

POWERS

Change Shape: Morph 4 (Animal and Humanoid Forms) – 20 points

Dragon Attacks: Array (39 points)

- **Lightning Breath:** Line Area Damage 13 (Area 2 [60-ft. line]) – 39 points
- **Detect Thoughts:** Mind Reading 13 (Limited to Surface Thoughts, Subtle) – 1 point
- **Fog Cloud:** Environment 13 (Visibility [-5 Perception]) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 3) – 1 point
- **Repulsion Breath:** Cone Area Affliction 13 (Dazed, Compelled [to run away from dragon], Controlled [must run away]); Resisted and Overcome by Fortitude; Cumulative – 1 point
- **Water Control:** Move Object 13 (Limited to Water) – 1 point

Dragon Body: Growth 12 (Innate, Continuous; -6 active defenses included); Immunity 14 (Cold, Drowning, Electricity Damage, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 75 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fast Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 6 (30 mph) – 8 points

Fearsome Presence: Reaction Burst Area Affliction 13 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 39 points

Speak With Animals: Comprehend 2 (Animals) – 4 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Ritualist, Startle

SKILLS

Athletics 12 (+27), Close Combat (Natural Weapons) 2 (+15), Deception 10 (+18), Expertise (History) 6 (+9), Expertise (Magic) 10 (+13), Expertise (Survival) 10 (+13), Insight 12 (+16), Intimidation 12 (+26), Perception 10 (+14)

OFFENSE

Initiative +9

Fearsome Presence/Repulsion Gas Area (Close, Affliction 13)

Lightning Breath Area (Close, Damage 13)

Natural Weapons +15 (Close, Damage 17/19-20)

Unarmed +13 (Close, Damage 15)

DEFENSE

Dodge 12, **Parry** 16, **Toughness** 15

Fortitude 18, **Will** 13

POWER POINTS

Abilities 82 + Advantages 3 + Defenses 36 + Powers 200 + Skills 42 = 363 Total

DRAGON, METALLIC: COPPER DRAGON

Copper dragons are the most fey-like and whimsical of the dragon breeds. They delight in pranks; most of which are good-natured, but can occasionally stray into the cruel.

These dragons possess a number of powerful magical abilities which allow them to move and control the earth and stone. As such, copper dragons tend to make their homes in mountainous regions, where their powers can do them the most good. This tends to place them close to the territories of red dragons, with whom the copper dragons rarely stand an even change in a fight.

Copper dragons are a glossy copper color in their youth. As they grow older, their scales tend to acquire a green tint. This becomes even more pronounced for those copper dragons that make their homes near oceans.

A copper dragon possesses two different breath weapons. The first is a line of powerful acid. The second is a cone of gas that slows and cramps the muscles of anyone within it. Due to its prankster nature, a copper dragon delights in harrying its opponents; never standing still long enough for an enemy to get a clear attack.

Copper Dragon, Hatchling (PL 5)

Strength 2, **Stamina** 3, **Agility** 4, **Dexterity** 2
Fighting 3, **Intellect** 0, **Awareness** 2, **Presence** 1

POWERS

Climb Stone: Movement 1 (Wall-Crawling 1; Limited to stone surfaces) – 1 point

Dragon Attacks: Array (6 points)

- **Acid Breath:** Line Area Damage 3 – 6 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point
- **Slow Breath:** Cone Area Affliction 3 (Hindered and Vulnerable); Resisted and Overcome by Fortitude; Extra Condition, Limited to One Degree – 1 point

Dragon Body: Immunity 11 (Corrosive Damage, Paralyze Effects, Sleep) – 11 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 1 (4 mph; Wings) – 1 point

Fast: Speed 1 (4 mph) – 1 point

ADVANTAGES

Language 0 (Draconic is native), Move-By Action

SKILLS

Acrobatics 2 (+6), Athletics 2 (+4), Close Combat (Natural Weapons) 2 (+5), Deception 4 (+5), Intimidation 2 (+3), Perception 2 (+4), Stealth 4 (+8)

OFFENSE

Initiative +4

Breath Weapon Area (Close, Affliction or Damage 3)

Natural Weapons +5 (Close, Damage 3)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 4, **Toughness** 5

Fortitude 4, **Will** 3

POWER POINTS

Abilities 34 + Advantages 1 + Defenses 4 + Powers 27 + Skills 9 = 75 Total

Copper Dragon, Young (PL 6)

Strength 4, **Stamina** 4, **Agility** 5, **Dexterity** 2

Fighting 4, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Climb Stone: Movement 1 (Wall-Crawling 1; Limited to stone surfaces) – 1 point

Dragon Attacks: Array (12 points)

- **Grease:** Ranged Burst Area Affliction 4 (Vulnerable, Prone); Resisted by Dodge, Overcome by Fortitude; Cumulative, Limited to Two Degrees – 12 points
- **Acid Breath:** Line Area Damage 3 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point
- **Slow Breath:** Cone Area Affliction 4 (Hindered and Vulnerable); Resisted and Overcome by Fortitude; Extra Condition, Limited to One Degree – 1 point

Dragon Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 11 (Corrosive Damage, Paralyze Effects, Sleep); Protection 1 – 21 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fast: Speed 1 (4 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 4 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 12 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle, Uncanny Dodge

SKILLS

Acrobatics 4 (+9), Athletics 4 (+8), Close Combat (Natural Weapons) 2 (+7), Deception 6 (+7), Expertise (Magic) 4 (+5), Insight 2 (+4), Intimidation 4 (+7), Perception 4 (+6), Stealth 6 (+7)

OFFENSE

Initiative +5

Breath Weapon Area (Close, Affliction or Damage 4)

Fearsome Presence Area (Close, Affliction 4)

Grease Area (Ranged, Affliction 4)

Natural Weapons +7 (Close, Damage 5)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 5, **Parry** 4, **Toughness** 5

Fortitude 8, **Will** 4

POWER POINTS

Abilities 34 + Advantages 5 + Defenses 8 + Powers 57 + Skills 18 = 122 Total

Copper Dragon, Adult (PL 8)

Strength 5, **Stamina** 5, **Agility** 7, **Dexterity** 3
Fighting 7, **Intellect** 2, **Awareness** 3, **Presence** 3

POWERS

Climb Stone: Movement 1 (Wall-Crawling 1; Limited to stone surfaces) – 1 point

Dragon Attacks: Array (21 points)

- **Acid Breath:** Line Area Damage 7 (Area 2 [60-ft. line]) – 21 points
- **Grease:** Ranged Burst Area Affliction 7 (Vulnerable, Prone); Resisted by Dodge, Overcome by Fortitude; Cumulative, Limited to Two Degrees – 1 point
- **Laughter:** Perception Ranged Affliction 7 (Impaired, Disabled); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Reach) – 1 point
- **Slow Breath:** Cone Area Affliction 7 (Hindered and Vulnerable); Resisted and Overcome by Fortitude; Extra Condition, Limited to One Degree – 1 point
- **Stone Shape:** Transform Stone into Shaped Stone 7 (Permanent) – 1 point

Dragon Body: Growth 6 (Innate, Permanent; -3 active defenses included); Immunity 11 (Corrosive Damage, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 32 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fast: Speed 1 (4 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 7 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 21 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle, Uncanny Dodge

SKILLS

Acrobatics 6 (+13), Athletics 6 (+11), Close Combat (Natural Weapons) 2 (+9), Deception 8 (+11), Expertise (Magic) 6 (+8), Insight 4 (+7), Intimidation 6 (+12), Perception 6 (+9), Stealth 8 (+9)

OFFENSE

Initiative +7

Breath Weapon Area (Close, Affliction or Damage 7)

Fearsome Presence Area (Close, Affliction 7)

Grease Area (Ranged, Affliction 7)

Laughter Perception (Ranged, Affliction 7)

Natural Weapons +9 (Close, Damage 7)

Unarmed +7 (Close, Damage 5)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 8

Fortitude 9, **Will** 7

POWER POINTS

Abilities 46 + Advantages 5 + Defenses 16 + Powers 89 + Skills 26 = 182 Total

Copper Dragon, Old (PL 11)

Strength 7, **Stamina** 6, **Agility** 8, **Dexterity** 4
Fighting 9, **Intellect** 3, **Awareness** 4, **Presence** 5

POWERS

Climb Stone: Movement 1 (Wall-Crawling 1; Limited to stone surfaces) – 1 point

Dragon Attacks: Array (27 points)

- **Acid Breath:** Line Area Damage 9 (Area 2 [60-ft. line]) – 27 points
- **Grease:** Ranged Burst Area Affliction 9 (Vulnerable, Prone); Resisted by Dodge, Overcome by Fortitude; Cumulative, Limited to Two Degrees – 1 point
- **Laughter:** Perception Ranged Affliction 9 (Impaired, Disabled); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Reach 2) – 1 point

- **Slow Breath:** Cone Area Affliction 9 (Hindered and Vulnerable); Resisted and Overcome by Fortitude; Extra Condition, Limited to One Degree – 1 point
- **Stone Shape:** Transform Stone into Shaped Stone 9 (Permanent) – 1 point
- **Wall of Stone:** Create 9 (Permanent) – 1 point

Dragon Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 11 (Corrosive Damage, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 44 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fast: Speed 1 (8 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 9 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 27 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle, Uncanny Dodge

SKILLS

Acrobatics 8 (+16), Athletics 8 (+13), Close Combat (Natural Weapons) 2 (+11), Deception 10 (+15), Expertise (Magic) 8 (+11), Insight 6 (+10), Intimidation 8 (+17), Perception 8 (+12), Stealth 10 (+10)

OFFENSE

Initiative +8

Breath Weapon Area (Close, Affliction or Damage 9)

Fearsome Presence Area (Close, Affliction 9)

Grease Area (Ranged, Affliction 9)

Laughter Perception (Ranged, Affliction 9)

Natural Weapons +11 (Close, Damage 9)

Unarmed +9 (Close, Damage 7)

DEFENSE

Dodge 10, **Parry** 11, **Toughness** 12

Fortitude 12, **Will** 10

POWER POINTS

Abilities 60 + Advantages 5 + Defenses 24 + Powers 115 + Skills 34 = 238 Total

Copper Dragon, Ancient (PL 13)

Strength 9, **Stamina** 8, **Agility** 10, **Dexterity** 5

Fighting 12, **Intellect** 4, **Awareness** 4, **Presence** 6

POWERS

Climb Stone: Movement 1 (Wall-Crawling 1; Limited to stone surfaces) – 1 point

Dragon Attacks: Array (36 points)

- **Acid Breath:** Line Area Damage 12 (Area 2 [60-ft. line]) – 36 points
- **Grease:** Ranged Burst Area Affliction 12 (Vulnerable, Prone); Resisted by Dodge, Overcome by Fortitude; Cumulative, Limited to Two Degrees – 1 point
- **Laughter:** Perception Ranged Affliction 12 (Impaired, Disabled); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point
- **Move Earth:** Move Object 12 (Limited to Earth and Stone) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Reach 3) – 1 point
- **Slow Breath:** Cone Area Affliction 12 (Hindered and Vulnerable); Resisted and Overcome by Fortitude; Extra Condition, Limited to One Degree – 1 point
- **Stone Shape:** Transform Stone into Shaped Stone 12 (Permanent) – 1 point
- **Wall of Stone:** Create 12 (Permanent) – 1 point

Dragon Body: Growth 12 (Innate, Permanent; -6 active defenses included); Immunity 11 (Corrosive Damage, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 60 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fast: Speed 1 (8 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 12 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 36 points

ADVANTAGES

Language 1 (Common [Draconic is native]), Move-By Action, Ritualist, Startle, Uncanny Dodge

SKILLS

Acrobatics 10 (+20), Athletics 10 (+19), Close Combat (Natural Weapons) 2 (+14), Deception 12 (+18), Expertise (Magic) 10 (+14), Insight 8 (+12), Intimidation 10 (+22), Perception 10 (+14), Stealth 12 (+10)

OFFENSE

Initiative +10

Breath Weapon Area (Close, Affliction or Damage 12)

Fearsome Presence Area (Close, Affliction 12)

Grease Area (Ranged, Affliction 12)

Laughter Perception (Ranged, Affliction 12)

Natural Weapons +14 (Close, Damage 12)

Unarmed +12 (Close, Damage 9)

DEFENSE

Dodge 13, **Parry** 15, **Toughness** 14

Fortitude 17, **Will** 13

POWER POINTS

Abilities 68 + Advantages 5 + Defenses 36 + Powers 151 + Skills 42 = 302 Total

DRAGON, METALLIC: GOLD DRAGON

Gold dragons are the nobility and royalty of the metallic dragonkind. From hatching, they are instilled with a sense of order tempered with a benevolent nature. Some gold dragons, however, see the need to impose order on others from the good of all. This sense of doing things "for the greater good" can lead a gold dragon to become a tyrant. This is a rare instance, however.

True to their name, gold dragons are a brilliant, shimmering gold color. Their head is crested with a ring of majestic horns. Their muzzles will often sprout growths that give the appearance of a mustache or beard. A gold dragon is rarely encountered in its natural form. They possess the ability to change their shape into that of an animal or humanoid creature.

Gold dragons are powerful combatants. They possess two separate breath weapons. The first is a cone of fire. The second is a cone of gas that weakens the strength of anyone within it.

GOLD DRAGON, HATCHLING (PL 5)

Strength 3, **Stamina** 2, **Agility** 1, **Dexterity** 1

Fighting 4, **Intellect** 5, **Awareness** 2, **Presence** 3

POWERS

Dragon Attacks: Array (8 points)

- **Fire Breath:** Cone Area Damage 4 – 8 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point
- **Weakening Breath:** Cone Area Weaken Strength 4 (Resisted by Fortitude) – 1 point

Dragon Body: Immunity 14 (Cold, Drowning, Fire Damage, High Pressure, Paralyze Effects, Sleep) – 14 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fast: Speed 1 (4 mph) – 1 point

Strong Swimmer: Movement 1 (Environmental Adaptation (Underwater); Swimming 3 (4 mph) – 5 points

ADVANTAGES

Attractive, Language 1 (Common [Draconic is native])

SKILLS

Athletics 2 (+5), Close Combat (Natural Weapons) 2 (+6), Insight 2 (+4), Intimidation 2 (+5), Perception 2 (+4), Treatment 2 (+7)

OFFENSE

Initiative +1

Breath Weapons Area (Close, Damage or Weaken 4)

Natural Weapons +6 (Close, Damage 4)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 3, **Parry** 6, **Toughness** 2

Fortitude 4, **Will** 4

POWER POINTS

Abilities 42 + Advantages 2 + Defenses 8 + Powers 37 + Skills 6 = 95 Total

Gold Dragon, Young (PL 7)

Strength 5, **Stamina** 3, **Agility** 3, **Dexterity** 1

Fighting 5, **Intellect** 6, **Awareness** 3, **Presence** 4

POWERS

Change Shape: Morph 4 – 20 points

Dragon Attacks: Array (10 points)

- **Fire Breath:** Cone Area Damage 5 – 10 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Reach) – 1 point
- **Weakening Breath:** Cone Area Weaken Strength 5 (Resisted by Fortitude) – 1 point

Dragon Body: Growth 4 (Innate, Continuous; -2 active defenses included); Immunity 14 (Cold, Drowning, Fire Damage, High Pressure, Paralyze Effects, Sleep); Protection 1 – 28 points

Dragon Senses: Senses 16 (Acute Olfactory, Darkvision, Detect Gems [acute, analyze, penetrates concealment, ranged mental sense], Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision) – 16 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fast: Speed 1 (4 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 5 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 15 points

Strong Swimmer: Movement 1 (Environmental Adaptation (Underwater); Swimming 3 (4 mph) – 5 points

ADVANTAGES

Attractive, Fascinate (Intimidation), Language 1 (Common [Draconic is native]), Ritualist

SKILLS

Athletics 4 (+9), Close Combat (Natural Weapons) 2 (+7), Deception 2 (+6), Expertise (Magic) 4 (+10), Insight 4 (+7), Intimidation 4 (+10), Perception 4 (+7), Persuasion 4 (+8), Treatment 4 (+10)

OFFENSE

Initiative +3

Breath Weapons Area (Close, Damage or Weaken 5)

Fearsome Presence Area (Close, Affliction 5)

Natural Weapons +7 (Close, Damage 7)

Unarmed +5 (Close, Damage 5)

DEFENSE

Dodge 4, **Parry** 6, **Toughness** 4

Fortitude 6, **Will** 6

POWER POINTS

Abilities 44 + Advantages 4 + Defenses 12 + Powers 101 + Skills 16 = 177 Total

Gold Dragon, Adult (PL 9)

Strength 8, **Stamina** 4, **Agility** 4, **Dexterity** 2

Fighting 8, **Intellect** 8, **Awareness** 4, **Presence** 6

POWERS

Change Shape: Morph 4 – 20 points

Dragon Attacks: Array (24 points)

- **Fire Breath:** Cone Area Damage 8 (Area 2 [120-ft. cone]) – 24 points
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach) – 1 point
- **Protective Blessing:** Burst Area Enhanced Defense 4 (Dodge +1, Fortitude +1, Parry +1, Will +1); Area 2 (60-ft. radius), Affects Others Only, Selective, Sustained – 1 point
- **Weakening Breath:** Cone Area Weaken Strength 8 (Resisted by Fortitude) – 1 point

Dragon Body: Growth 6 (Innate, Continuous; -3 active defenses included); Immunity 14 (Cold, Drowning, Fire Damage, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 41 points

Dragon Senses: Senses 16 (Acute Olfactory, Darkvision, Detect Gems [acute, analyze, penetrates concealment, ranged mental sense], Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision) – 16 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fast: Speed 1 (4 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 8 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 24 points

Lucky: Luck Control 2 (Bestow Luck Point, Spend on Another Character's Behalf) – 6 points

Strong Swimmer: Movement 1 (Environmental Adaptation (Underwater); Swimming 3 (4 mph) – 5 points

Advantages

Attractive, Fascinate (Intimidation), Language 1 (Common [Draconic is native]), Ritualist

Skills

Athletics 6 (+14), Close Combat (Natural Weapons) 2 (+9), Deception 4 (+10), Expertise (Magic) 6 (+14), Insight 6 (+10), Intimidation 6 (+15), Perception 6 (+10), Persuasion 6 (+14), Treatment 6 (+14)

Offense

Initiative +4

Breath Weapons Area (Close, Damage or Weaken 8)

Fearsome Presence Area (Close, Affliction 8)

Natural Weapons +10 (Close, Damage 10/19-20)

Unarmed +8 (Close, Damage 8)

Defense

Dodge 6, **Parry** 10, **Toughness** 7

Fortitude 9, **Will** 9

Power Points

Abilities 64 + Advantages 4 + Defenses 20 + Powers 145 + Skills 24 = 257 Total

Gold Dragon, Old (PL 14)

Strength 10, **Stamina** 6, **Agility** 6, **Dexterity** 3
Fighting 11, **Intellect** 10, **Awareness** 6, **Presence** 8

Powers

Change Shape: Morph 4 – 20 points

Dragon Attacks: Array (35 points)

- **Geas:** Perception Ranged Affliction 11 (Entranced, Compelled, Controlled); Resisted and Overcome by Will; Insidious, Limited to One Command ("Keep this bargain"), Subtle – 35 points
- **Fire Breath:** Cone Area Damage 11 (Area 2 [120-ft. cone]) – 1 point
- **Light:** Environment 6 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 2) – 1 point
- **Protective Blessing:** Burst Area Enhanced Defense 4 (Dodge +1, Fortitude +1, Parry +1, Will +1); Area 2 (60-ft. radius), Affects Others Only, Selective, Sustained – 1 point
- **Weakening Breath:** Cone Area Weaken Strength 11 (Resisted by Fortitude) – 1 point

Dragon Body: Growth 8 (Innate, Continuous; -4 active defenses included); Immunity 14 (Cold, Drowning, Fire Damage, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 55 points

Dragon Senses: Senses 16 (Acute Olfactory, Darkvision, Detect Gems [acute, analyze, penetrates concealment, ranged mental sense], Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision) – 16 points

Dragon Wings: Flight 6 (120 mph; Wings) – 6 points

Fast: Speed 1 (8 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 11 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 33 points

Lucky: Luck Control 2 (Bestow Luck Point, Spend on Another Character's Behalf) – 6 points

Strong Swimmer: Movement 1 (Environmental Adaptation (Underwater); Swimming 4 (8 mph) – 6 points

Advantages

Attractive, Fascinate (Intimidation), Language 1 (Common [Draconic is native]), Ritualist

Skills

Athletics 8 (+18), Close Combat (Natural Weapons) 2 (+13), Deception 6 (+14), Expertise (Magic) 8 (+18), Insight 8 (+14), Intimidation 8 (+20), Perception 8 (+14), Persuasion 8 (+16), Treatment 8 (+18)

Offense

Initiative +6

Breath Weapons Area (Close, Damage or Weaken 11)

Fearsome Presence Area (Close, Affliction 11)

Geas Perception (Ranged, Affliction 11)

Natural Weapons +13 (Close, Damage 12/19-20)

Unarmed +11 (Close, Damage 10)

Defense

Dodge 10, **Parry** 15, **Toughness** 12

Fortitude 14, **Will** 14

Power Points

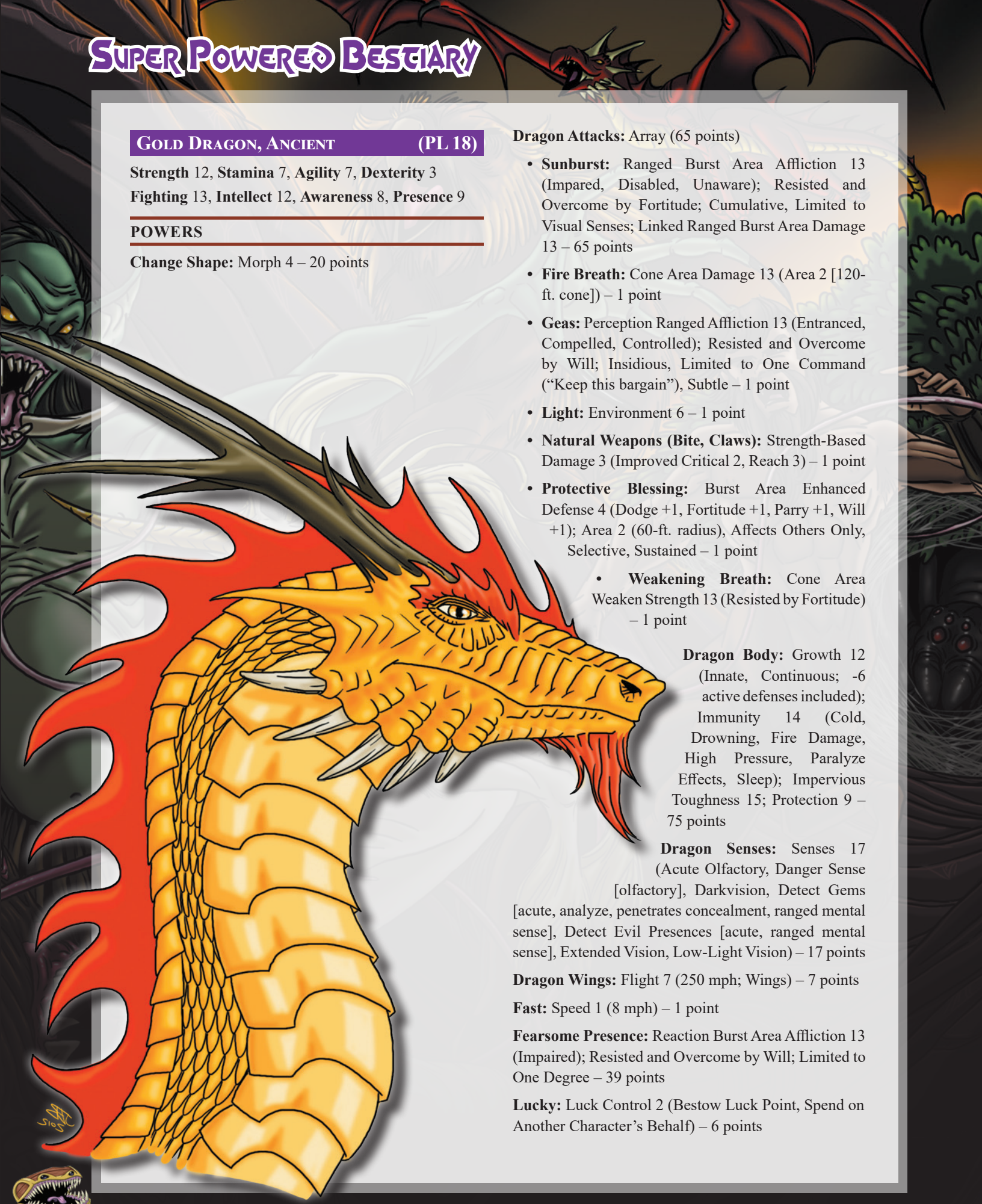
Abilities 88 + Advantages 4 + Defenses 32 + Powers 183 + Skills 32 = 339 Total

Gold Dragon, Ancient (PL 18)

Strength 12, **Stamina** 7, **Agility** 7, **Dexterity** 3
Fighting 13, **Intellect** 12, **Awareness** 8, **Presence** 9

POWERS

Change Shape: Morph 4 – 20 points



Dragon Attacks: Array (65 points)

- **Sunburst:** Ranged Burst Area Affliction 13 (Impared, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses; Linked Ranged Burst Area Damage 13 – 65 points
- **Fire Breath:** Cone Area Damage 13 (Area 2 [120-ft. cone]) – 1 point
- **Geas:** Perception Ranged Affliction 13 (Entranced, Compelled, Controlled); Resisted and Overcome by Will; Insidious, Limited to One Command ("Keep this bargain"), Subtle – 1 point
- **Light:** Environment 6 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 3 (Improved Critical 2, Reach 3) – 1 point
- **Protective Blessing:** Burst Area Enhanced Defense 4 (Dodge +1, Fortitude +1, Parry +1, Will +1); Area 2 (60-ft. radius), Affects Others Only, Selective, Sustained – 1 point
- **Weakening Breath:** Cone Area Weaken Strength 13 (Resisted by Fortitude) – 1 point

Dragon Body: Growth 12 (Innate, Continuous; -6 active defenses included); Immunity 14 (Cold, Drowning, Fire Damage, High Pressure, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 75 points

Dragon Senses: Senses 17 (Acute Olfactory, Danger Sense [olfactory], Darkvision, Detect Gems [acute, analyze, penetrates concealment, ranged mental sense], Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision) – 17 points

Dragon Wings: Flight 7 (250 mph; Wings) – 7 points

Fast: Speed 1 (8 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 13 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 39 points

Lucky: Luck Control 2 (Bestow Luck Point, Spend on Another Character's Behalf) – 6 points

Strong Swimmer: Movement 1 (Environmental Adaptation (Underwater); Swimming 5 (16 mph) – 7 points

ADVANTAGES

Attractive, Fascinate (Intimidation), Language 1 (Common [Draconic is native]), Ritualist

SKILLS

Athletics 10 (+22), Close Combat (Natural Weapons) 2 (+15), Deception 8 (+17), Expertise (Magic) 10 (+22), Insight 10 (+18), Intimidation 10 (+25), Perception 10 (+18), Persuasion 10 (+19), Treatment 10 (+22)

OFFENSE

Initiative +7

Breath Weapons Area (Close, Damage or Weaken 13)

Fearsome Presence Area (Close, Affliction 13)

Geas Perception (Ranged, Affliction 13)

Natural Weapons +15 (Close, Damage 15/18-20)

Sunburst Area (Ranged, Affliction plus Damage 13)

Unarmed +13 (Close, Damage 12)

DEFENSE

Dodge 14, **Parry** 17, **Toughness** 16

Fortitude 17, **Will** 18

POWER POINTS

Abilities 94 + Advantages 4 + Defenses 40 + Powers 243 + Skills 40 = 421 Total

DRAGON, METALLIC: SILVER DRAGON

Silver dragons are the questing knights of the metallic dragons. Of all the metallic breeds, these dragons are those who stray towards the causes of goodness, justice, and righteousness. Although they normally make their homes in cold regions of the world, these dragons can be found anywhere. They take the time to make distant journeys in search of evil and injustice to fight.

Silver dragons have the ability to assume different forms. They can transform their bodies into an animal or humanoid creature. They will often use a disguise to get close to mortal creatures and learn rumors of possible evil. These humanoid forms tend to be those of attractive knights wearing silver armor.

Like other metallic dragons, a silver dragon possesses two breath weapons. The first is a cone of freezing cold. The second is a cone of paralyzing gas. They will often forsake these powerful weapons in favor of attacking foes in melee.

Silver Dragon, Hatchling (PL 6)

Strength 5, **Stamina** 3, **Agility** 2, **Dexterity** 1

Fighting 3, **Intellect** 0, **Awareness** 1, **Presence** 1

POWERS

Change Shape: Morph 4 – 20 points

Cloud Walking: Movement 1 (treats clouds and fog as solid surface to walk upon) – 2 points

Dragon Attacks: Array (9 points)

- **Paralyzing Breath:** Cone Area Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative – 9 points
- **Cold Breath:** Cone Area Damage 3 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 – 1 point

Dragon Body: Immunity 17 (Cold, Cold Damage, Corrosive Damage, Paralyze Effects, Sleep) – 17 points

Dragon Senses: Senses 5 (Acute Olfactory, Darkvision, Extended Vision, Low-Light Vision) – 5 points

Dragon Wings: Flight 2 (8 mph; Wings) – 2 points

Fast: Speed 1 (4 mph) – 1 point

ADVANTAGES

Attractive, Language 1 (Common [Draconic is native]), Taunt

SKILLS

Athletics 4 (+7), Close Combat (Natural Weapons) 2 (+5), Deception 4 (+5), Perception 2 (+3)

OFFENSE

Initiative +2

Breath Weapon Area (Close, Affliction or Damage 3)

Natural Weapons +5 (Close, Damage 6)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 5

Fortitude 4, **Will** 2

POWER POINTS

Abilities 32 + Advantages 3 + Defenses 4 + Powers 58 + Skills 6 = 103 Total

Silver Dragon, Young (PL 8)

Strength 8, **Stamina** 6, **Agility** 3, **Dexterity** 1
Fighting 5, **Intellect** 1, **Awareness** 1, **Presence** 1

POWERS

Change Shape: Morph 4 – 20 points

Cloud Walking: Movement 1 (treats clouds and fog as solid surface to walk upon) – 2 points

Dragon Attacks: Array (15 points)

- **Paralyzing Breath:** Cone Area Affliction 5 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative – 15 points
- **Cold Breath:** Cone Area Damage 5 – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Reach) – 1 point

Dragon Body: Growth 4 (Innate, Continuous; -2 active defenses included); Immunity 17 (Cold, Cold Damage, Corrosive Damage, Paralyze Effects, Sleep); Protection 1 – 31 points

Dragon Senses: Senses 8 (Acute Olfactory, Darkvision, Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision) – 8 points

Dragon Wings: Flight 3 (16 mph; Wings) – 3 points

Fast: Speed 1 (4 mph) – 1 point

Fearsome Presence: Reaction Burst Area Affliction 5 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 15 points

ADVANTAGES

Attractive, Favored Environment (Aerial), Language 1 (Common [Draconic is native]), Ritualist, Taunt

SKILLS

Athletics 6 (+14), Close Combat (Natural Weapons) 2 (+7), Deception 6 (+7), Expertise (Magic) 4 (+5), Insight 6 (+7), Perception 4 (+5)

OFFENSE

Initiative +3

Breath Weapon Area (Close, Affliction or Damage 5)

Fearsome Presence Area (Close, Affliction 5)

Natural Weapons +7 (Close, Damage 9)

Unarmed +5 (Close, Damage 8)

DEFENSE

Dodge 3, **Parry** 5, **Toughness** 7

Fortitude 8, **Will** 3

POWER POINTS

Abilities 36 + Advantages 5 + Defenses 8 + Powers 97 + Skills 14 = 160 Total

Silver Dragon, Adult (PL 10)

Strength 10, **Stamina** 7, **Agility** 6, **Dexterity** 3
Fighting 7, **Intellect** 1, **Awareness** 1, **Presence** 5

POWERS

Change Shape: Morph 4 – 20 points

Cloud Walking: Movement 1 (treats clouds and fog as solid surface to walk upon) – 2 points

Dragon Attacks: Array (21 points)

- **Paralyzing Breath:** Cone Area Affliction 7 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative – 21 points
- **Cold Breath:** Cone Area Damage 7 – 1 point
- **Feather Fall:** Ranged Burst Area Movement 1 (Safe Fall); Affects Others – 1 point
- **Fog Cloud:** Environment 7 (Visibility [Perception -5]) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 1 (Improved Critical, Reach) – 1 point

Dragon Body: Growth 6 (Innate, Continuous; -3 active defenses included); Immunity 17 (Cold, Cold Damage, Corrosive Damage, Paralyze Effects, Sleep); Impervious Toughness 5; Protection 3 – 44 points

Dragon Senses: Senses 10 (Acute Olfactory, Darkvision, Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision, Vision Counters Concealment [fog and clouds]) – 10 points

Dragon Wings: Flight 4 (30 mph; Wings) – 4 points

Fast: Speed 2 (8 mph) – 2 points

Fearsome Presence: Reaction Burst Area Affliction 7 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 21 points

ADVANTAGES

Attractive, Favored Environment (Aerial), Language 1 (Common [Draconic is native]), Ritualist, Taunt

SKILLS

Athletics 8 (+18), Close Combat (Natural Weapons) 2 (+9), Deception 8 (+13), Expertise (Magic) 6 (+7), Insight 8 (+9), Perception 6 (+7)

OFFENSE

Initiative +6

Breath Weapon Area (Close, Affliction or Damage 7)

Fearsome Presence Area (Close, Affliction 7)

Natural Weapons +9 (Close, Damage 11/19-20)

Unarmed +7 (Close, Damage 10)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 10

Fortitude 12, **Will** 6

POWER POINTS

Abilities 56 + Advantages 5 + Defenses 20 + Powers 128 + Skills 19 = 228 Total

Silver Dragon, Old (PL 14)

Strength 12, **Stamina** 8, **Agility** 7, **Dexterity** 3
Fighting 10, **Intellect** 2, **Awareness** 2, **Presence** 6

POWERS

Change Shape: Morph 4 – 20 points

Cloud Walking: Movement 1 (treats clouds and fog as solid surface to walk upon) – 2 points

Dragon Attacks: Array (40 points)

- **Control Weather:** Environment 10 (Intense Cold, Intense Heat, Impaired Movement [-1 rank]); Selective – 40 points
- **Cold Breath:** Cone Area Damage 10 (Area 2 [120-ft. cone]) – 1 point
- **Control Winds:** Move Object 10 – 1 point
- **Feather Fall:** Ranged Burst Area Movement 1 (Safe Fall); Affects Others – 1 point
- **Fog Cloud:** Environment 10 (Visibility [Perception -5]) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 2) – 1 point
- **Paralyzing Breath:** Cone Area Affliction 10 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative – 1 point

Dragon Body: Growth 8 (Innate, Continuous; -4 active defenses included); Immunity 17 (Cold, Cold Damage, Corrosive Damage, Paralyze Effects, Sleep); Impervious Toughness 10; Protection 6 – 58 points

Dragon Senses: Senses 10 (Acute Olfactory, Darkvision, Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision, Vision Counters Concealment [fog and clouds]) – 10 points

Dragon Wings: Flight 5 (60 mph; Wings) – 5 points

Fast: Speed 2 (16 mph) – 2 points

Fearsome Presence: Reaction Burst Area Affliction 10 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 30 points

ADVANTAGES

Attractive, Favored Environment (Aerial), Language 1 (Common [Draconic is native]), Ritualist, Taunt

SKILLS

Athletics 10 (+22), Close Combat (Natural Weapons) 2 (+12), Deception 10 (+16), Expertise (Magic) 8 (+10), Insight 10 (+12), Perception 8 (+10)

OFFENSE

Initiative +7

Breath Weapon Area (Close, Affliction or Damage 10)

Fearsome Presence Area (Close, Affliction 10)

Natural Weapons +12 (Close, Damage 14/19-20)

Unarmed +10 (Close, Damage 12)

DEFENSE

Dodge 10, **Parry** 13, **Toughness** 14

Fortitude 15, **Will** 9

POWER POINTS

Abilities 68 + Advantages 5 + Defenses 28 + Powers 173 + Skills 24 = 298 Total

Silver Dragon, Ancient (PL 16)

Strength 14, **Stamina** 9, **Agility** 8, **Dexterity** 4
Fighting 13, **Intellect** 3, **Awareness** 2, **Presence** 7

POWERS

Change Shape: Morph 4 – 20 points

Cloud Walking: Movement 1 (treats clouds and fog as solid surface to walk upon) – 2 points

Dragon Attacks: Array (52 points)

- **Cold Breath:** Cone Area Damage 13 (Area 3 [250-ft. cone]) – 52 point
- **Control Weather:** Environment 13 (Intense Cold, Intense Heat, Impaired Movement [-1 rank]); Selective – 1 point

- **Control Winds:** Move Object 13 – 1 point
- **Feather Fall:** Ranged Burst Area Movement 1 (Safe Fall); Affects Others – 1 point
- **Fog Cloud:** Environment 13 (Visibility [Perception -5]) – 1 point
- **Natural Weapons (Bite, Claws):** Strength-Based Damage 2 (Improved Critical, Reach 3) – 1 point
- **Paralyzing Breath:** Cone Area Affliction 13 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative – 1 point
- **Reverse Gravity:** Burst Area Move Object 13 (Limited to lifting targets upwards) – 1 point

Dragon Body: Growth 12 (Innate, Continuous; -6 active defenses included); Immunity 17 (Cold, Cold Damage, Corrosive Damage, Paralyze Effects, Sleep); Impervious Toughness 15; Protection 9 – 78 points

Dragon Senses: Senses 10 (Acute Olfactory, Darkvision, Detect Evil Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision, Vision Counters Concealment [fog and clouds]) – 10 points

Dragon Wings: Flight 6 (120 mph; Wings) – 6 points

Fast: Speed 3 (30 mph) – 3 points

Fearsome Presence: Reaction Burst Area Affliction 13 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 39 points

ADVANTAGES

Attractive, Favored Environment (Aerial), Language 1 (Common [Draconic is native]), Ritualist, Taunt

SKILLS

Athletics 12 (+26), Close Combat (Natural Weapons) 2 (+15), Deception 12 (+19), Expertise (Magic) 10 (+13), Insight 12 (+14), Perception 10 (+12)

OFFENSE

Initiative +8

Breath Weapon Area (Close, Affliction or Damage 13)

Fearsome Presence Area (Close, Affliction 13)

Natural Weapons +15 (Close, Damage 16/19-20)

Unarmed +13 (Close, Damage 14)

DEFENSE

Dodge 11, **Parry** 16, **Toughness** 15

Fortitude 18, **Will** 11

POWER POINTS

Abilities 72 + Advantages 5 + Defenses 36 + Powers 216 + Skills 29 = 358 Total

Dragon Turtle (PL 9)

Strength 8, **Stamina** 4, **Agility** 1, **Dexterity** 0

Fighting 6, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]); Swimming 2 (2 mph) – 7 points

Dragon Attacks: Array (10 points)

- **Steam Breath:** Cloud Area Damage 5 – 10 points
- **Bite:** Strength-Based Damage 2 (Reach 2) – 1 point

Dragon Body: Immunity 11 (Fire Damage, Paralysis Effects, Sleep); Protection 7 – 18 points

Dragon Senses: Senses 6 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 6 points

Giant Size: Growth 8 (Innate, Permanent; -4 active defenses) – 17 points

Stealthy Swimmer: Enhanced Stealth 8 (Limited to while underwater) – 2 points

ADVANTAGES

Great Endurance, Improved Initiative, Improved Smash, Languages 2 (Aquan, Common [Draconic is native]), Move-By Action, Power Attack, Precise Attack (Close; Concealment), Startle

SKILLS

Close Combat (Bite) 2 (+8), Expertise (Survival) 8 (+10), Insight 4 (+6), Intimidation 8 (+14), Perception 4 (+6), Persuasion 8 (+10), Stealth 8 (+0, +8 underwater)

OFFENSE

Initiative +5

Bite +8 (Close, Damage 10)

Steam Breath Area (Close, Damage 5)

Unarmed +6 (Close, Damage 8)

DEFENSE

Dodge 1, **Parry** 6, **Toughness** 11

Fortitude 8, **Will** 10

POWER POINTS

Abilities 18 + Advantages 9 + Defenses 20 + Powers 61 + Skills 21 = 129 Total

COMPLICATIONS

Aquatic: Dragon turtles are Hindered and Vulnerable when removed from water.

Disability: Dragon Turtles have no hands.

Dragon turtles are aquatic creatures that are related to dragons. While they cannot fly, they are adept swimmers and many consider them to be the most dangerous things in the ocean, after krakens. Many sailors avoid the territories of dragon turtles or attempt to placate the creatures with treasure.

Dragon turtles appear to be huge sea turtles with long tails used to attain great swimming speeds. Their bodies are protected with a heavy shell. Dragon turtles are capable of expelling a blast of scalding steam from their mouths. An adult dragon turtle can measure from 20 to 30 feet from snout to tail, with a shell from 15 to 25 feet in diameter, and can weigh 8,000 to 32,000 pounds.

Pseudodragon (PL 5)

Strength -2, **Stamina** 2, **Agility** 2, **Dexterity** 2
Fighting 2, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Dragon Senses: Senses 7 (Blindsense [accurate, counters visual concealment olfactory sense], Darkvision, Low-Light Vision) – 7 points

Dragon Traits: Immunity 6 (Paralyze Effects, Sleep) – 6 points

Poison Stringer: Strength-Based Damage 1; Linked Affliction 3 (Fatigued / Exhausted / Asleep; Resisted by Fortitude; Progressive) – 10 points

Telepathy: Mental Communication 1; Linked Comprehend 3 (Languages) – 10 points

Tiny Size: Shrinking 8 (Innate, Permanent; +4 active defenses included) – 17 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Evasion, Grabbing Finesse, Language 2 (Common, Sylvan [Draconic is native])

SKILLS

Athletics 2 (+0), Close Combat (Stinger) 2 (+4), Expertise (Survival) 4 (+5), Insight 2 (+4), Intimidation 8 (+5), Perception 4 (+6), Persuasion 4 (+5), Stealth 4 (+14)

OFFENSE

Initiative +2

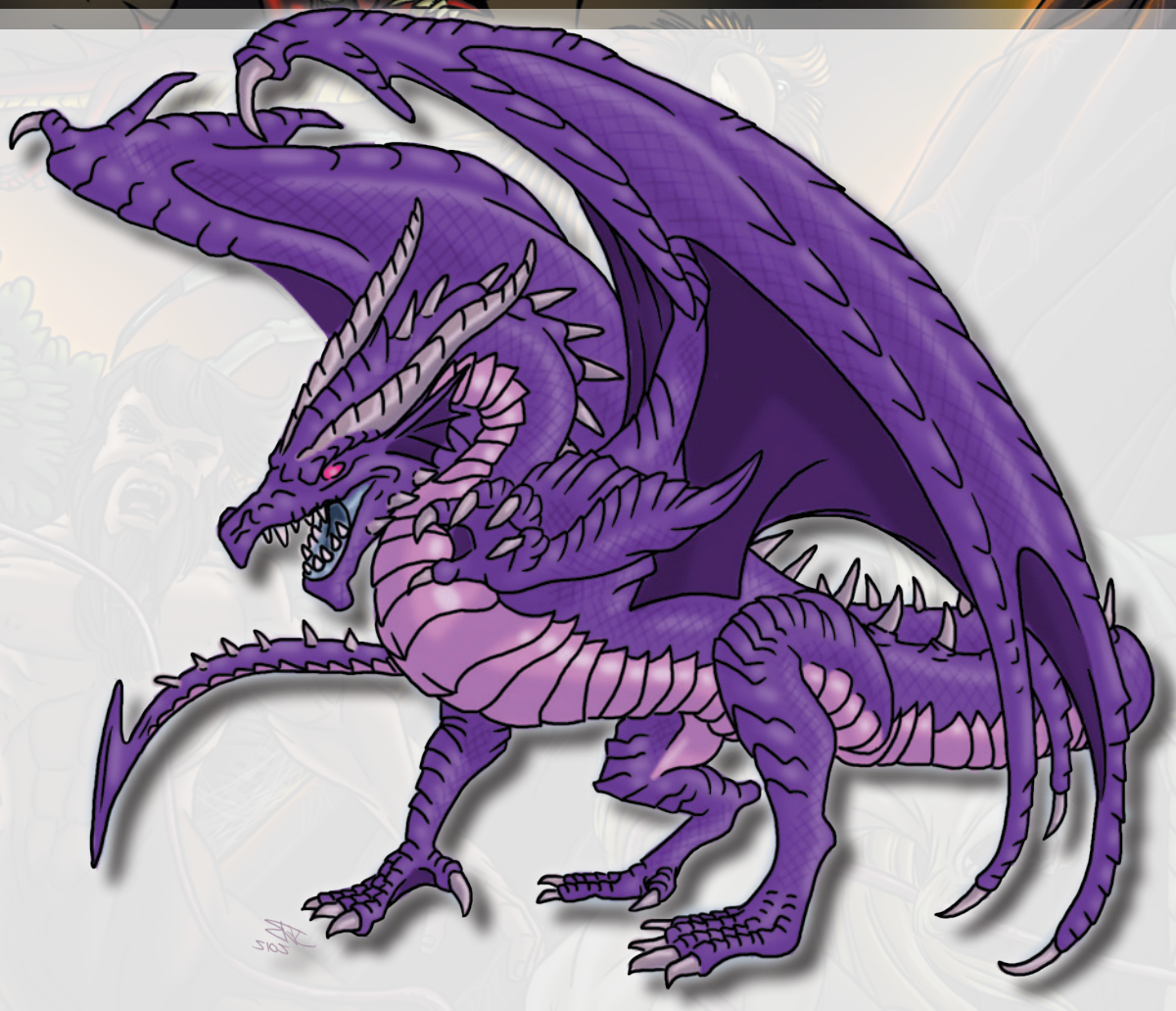
Stinger +4 (Close, Damage -1 plus Affliction 3)

Unarmed +2 (Close, Damage -2)

DEFENSE

Dodge 6, **Parry** 6, **Toughness** 2

Fortitude 5, **Will** 5



POWER POINTS

Abilities 24 + Advantages 4 + Defenses 6 + Powers 53 + Skills 15 = 102 Total

COMPLICATIONS

Motivation: Hedonism. Pseudodragons have very cat-like mannerisms. They like to be pampered and comfortable.

Prankster: Psuedodragons love to play harmless pranks on others.

Pseudodragons are tiny dragon-kin known to be playful but shy. Their general attitude is similar to a small cat but with a cunning intelligence. Those who treat a pseudodragon like it's a dumb animal are soon to find the error of their ways.

Pseudodragons love to hunt vermin and small animals for food. They are wary of evil beings, but are willing to serve as a companion to another being if treated well and respected.

Wyvern (PL 8)

Strength 4, **Stamina** 4, **Agility** 2, **Dexterity** 0

Fighting 4, **Intellect** -1, **Awareness** 2, **Presence** 1

POWERS

Dragon Body: Immunity 6 (Paralyze Effects, Sleep); Protection 5 – 11 points

Dragon Senses: Senses 8 (Darkvision, Extended Vision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 8 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points

Natural Weapons: Array (32 points)

- **Poison Stinger:** Strength-Based Damage 2 (Improved Critical 2); Linked Affliction 4 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Stamina 4 (Resisted by Fortitude; Progressive) – 32 points

- **Bite/Claws:** Strength-Based Damage 2 (Improved Critical) – 1 point

Wings: Flight 4 (30 mph; Wings) – 4 points

ADVANTAGES

Fast Grab, Improved Initiative, Language 0 (Draconic is native), Move-By Action

SKILLS

Acrobatics 4 (+6), Athletics 4 (+8), Close Combat (Natural Weapons) 2 (+6), Expertise (Survival) 6 (+5), Insight 2 (+4), Intimidation 8 (+11), Perception 6 (+8), Stealth 6 (+4)

OFFENSE

Initiative +6

Bite/Claws +6 (Close, Damage 6/19-20)

Stinger +6 (Close, Damage 6/18-20 plus Affliction and Weaken 4)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 5, **Parry** 7, **Toughness** 9
Fortitude 9, **Will** 7

POWER POINTS

Abilities 16 + Advantages 3 + Defenses 20 + Powers 65 + Skills 19 = 123 Total

COMPLICATIONS

Disability: Wyverns have no hands with which to manipulate objects.

Infamy: Wyverns are stupid and aggressive.

A wyvern is a giant, winged creature similar to a dragon. They fly through the skies, seeking their next potential meal, which they assault from the air. A wyvern's pray is snatched in its talons and flown into the air, where the target is repeatedly struck by its poisonous tail stinger.

An adult wyvern's body is 8 feet long, with another 8 feet of tail ending in a deadly poisoned stinger. It weighs 2,000 pounds.

Monsters

Aboleth (PL 8)

Strength 5, **Stamina** 4, **Agility** 2, **Dexterity** 2
Fighting 4, **Intellect** 2, **Awareness** 3, **Presence** 3

POWERS

Aberration Senses: Senses 2 (Darkvision) – 2 points

Aquatic: Immunity 3 (Cold, Drowning, High Pressure), Movement 1 (Environmental Adaptation [underwater]) – 5 points

Fast Swimmer: Swimming 5 (16 mph) – 5 points

Giant Body: Growth 6 (Innate, Permanent; -3 active defenses included); Protection 6 – 19 points

Mental Powers: Array (25 points)

- **Mental Illusion:** Illusion 5 (all senses; Resisted by Will, Selective) – 25 points
- **Mind Control:** Perception Range Affliction 6 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point

Mucus Cloud: Burst Area Affliction 5 (Hindered, Immobilized, Transformed [air-breather into water-breather]); Resisted and Overcome by Fortitude; Reaction [when air-breathing target enters area of cloud]) – 25 points

Slime-Covered Tentacle: Strength-Based Damage 2; Linked Affliction 5 (Stamina Impaired, Stamina Disabled, Transformed [into aquatic creature; target gains "Aquatic" Powers listed above and "Aquatic" Disability listed below]); Resisted and Overcome by Fortitude – 11 points

Tentacles: Elongation 1; Extra Limb 2 – 3 points

ADVANTAGES

Favored Environment (Underwater), Improved Initiative, Languages 2 (Aquan, Undercommon [Aboleth is native]), Ritualist

SKILLS

Close Combat (unarmed) 2 (+6), Deception 6 (+9), Expertise (Magic) 6 (+8), Intimidation 6 (+12), Perception 6 (+9)

OFFENSE

Initiative +6

Mind Control Perception (Ranged, Affliction 6)

Mucus Cloud Area (Close, Affliction 5)

Tentacle +6 (Close, Damage 7 plus Affliction 5)

Unarmed +6 (Close, Damage 5)

DEFENSE

Dodge 1, **Parry** 3, **Toughness** 10

Fortitude 6, **Will** 9

POWER POINTS

Abilities 26 + Advantages 5 + Defenses 12 + Powers 96 + Skills 13 = 152 Total

COMPLICATIONS

Aquatic: An aboleth requires water to survive. If removed from water, an aboleth is Defenseless and Immobilized and begins to suffocate.

Motivation: Aboleths seeks to conquer the world and rule all mortal life.

Prejudice: Aboleths believe they are superior to all other mortal creatures.

Imagine a shark.

This creature is the perfect predator; swimming through the ocean, using its finely-tuned senses to track down potential food. It is an apex predator; existing at the top of the food chain.

Imagine a shark that could think…

Imagine this same creature possessing a mind so keen and wicked that it could hone its will and force others to succumb to its very thoughts.

This creature is called an aboleth.

Aboleths appear to be massive fish-like creatures with a trio of eyes and two pairs of long, manipulative tentacles. These creatures measure over 20 feet long and weigh 6,500 pounds. Their bodies produce a foul-smelling slime that permeates the water surrounding them at all times. This slime can be dangerous to those creature to which in come in contact. Aboleths use this slime to create slaves from land-dwelling creatures. And keep them bound to their service. The slime has the ability to transform those it touches into creature that need to be constantly wet; forcing land-dwelling beings into the water. Furthermore, anyone who inhales this slime is again transformed into a creature that needs water to breathe.

Besides their physical traits, aboleths have ancient minds with vast mental powers. They often hone their powers towards controlling the minds of others; transforming them into slaves to serve the lazy aberrations.

All of these physical and mental traits are the result of millions of years of collected power with the aboleths. They claim to be older than any other mortal race and some even dare to be older than the gods themselves. Aboleths have kingdoms in the depths of the ocean and even in the sunless lakes and seas found underground. Many of these areas have structures that are millions of years old, giving strength to the boasts of the aboleths.

SKUM (PL 4; MINION RANK 4; SIDEKICK RANK 10)

Strength 2, **Stamina** 3, **Agility** 2, **Dexterity** 2
Fighting 2, **Intellect** 1, **Awareness** 1, **Presence** 0

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure), Movement 1 (Environmental Adaptation [underwater]) – 5 points

Aquatic Senses: Senses 2 (Darkvision) – 2 points

Natural Weapons (Bite and Claws): Strength-Based Damage 1 – 1 point

Sneaky Swimmer: Enhanced Skills 8 (Perception 4, Stealth 4; Limited to underwater); Swimming 5 (16 mph) – 7 points

EQUIPMENT

Trident: Strength-Based Damage 3 – 3 points

ADVANTAGES

Equipment 1, Language 1 (Undercommon [Aboleth is native])

SKILLS

Intimidation 2 (+2), Perception 2 (+3, +7 in water), Stealth 0 (+2, +6 in water)

OFFENSE

Initiative +2
Bite/Claw +2 (Close, Damage 3)
Trident +2 (Close, Damage 5)
Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 3, **Toughness** 3
Fortitude 3, **Will** 2

POWER POINTS

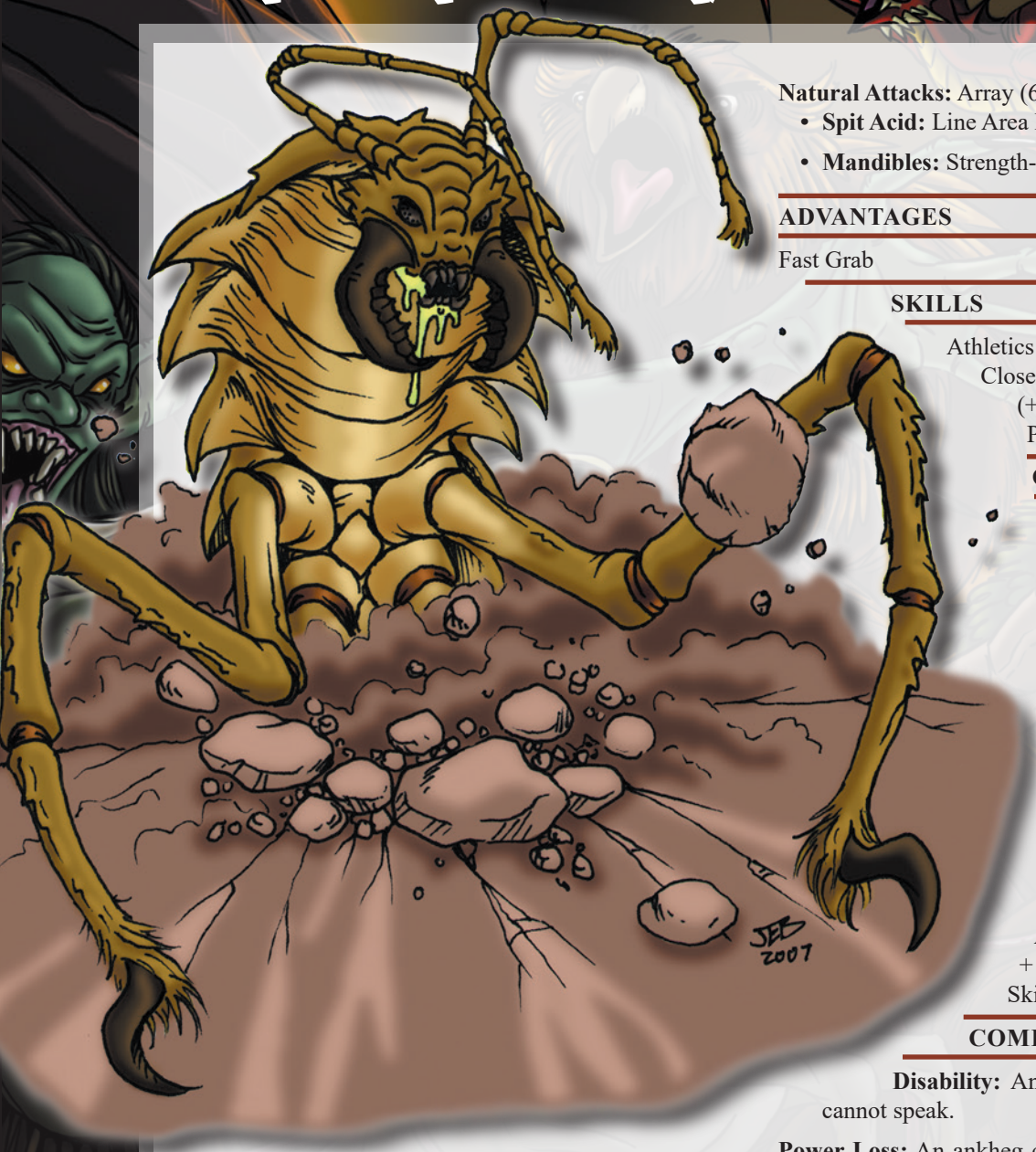
Abilities 26 + Advantages 2 + Defenses 3 + Powers 15 + Skills 2 = 48 Total

COMPLICATIONS

Infamy: Skum are known to be the servants of the aboleths.

Prejudice: Skum appear to be monstrous humanoids; combining the physical characteristics of humanoids and fish. They are loathed by other humanoid races.

Many aboleths will have a number of Skum as minions to do their bidding. These wretched beings are evolved from humanoids that were transformed ages ago into a slave race for the aboleths. They obey their aquatic masters without question. Unlike the aboleths, the skum are amphibious; being able to move freely outside of the water. As such, they enact their masters' plan outside of their native environment.



Natural Attacks: Array (6 points)

- **Spit Acid:** Line Area Damage 3 – 6 points
- **Mandibles:** Strength-Based Damage 1 – 1 point

ADVANTAGES

Fast Grab

SKILLS

Athletics 4 (+7, +11 climbing), Close Combat (Mandibles) 2 (+5), Intimidation 0 (+1), Perception 4 (+6)

OFFENSE

Initiative +0

Bite +5 (Close, Damage 4)

Spit Acid Area (Close, Damage 3)

Unarmed +3 (Close, Damage 3)

Defense

Dodge 2, **Parry** 5, **Toughness** 7

Fortitude 6, **Will** 3

POWER POINTS

Abilities 4 + Advantages 1 + Defenses 10 + Powers 33 + Skills 4 = 52 Total

COMPLICATIONS

Disability: An ankheg has no hands and cannot speak.

Power Loss: An ankheg can only use Spit Acid once each hour.

Ankheg (PL 6)

Strength 3, **Stamina** 3, **Agility** 0, **Dexterity** 1
Fighting 3, **Intellect** -5, **Awareness** 2, **Presence** 1

POWERS

Ankheg Senses: Senses 9 (Darkvision, Low-Light Vision, Tremorsense [extended, penetrates concealment, ranged tactile sense]) – 9 points

Chitin: Protection 4 – 4 points

Digging: Burrowing 5 (2 mph) – 5 points

Insect Legs: Enhanced Athletics 4 (Limited to Climbing) – 1 point

Large Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Ankhegs are insect-like magical beasts that plague rural areas. They burrow under the ground and await potential food to pass overhead. When this occurs, the ankheg erupts from the ground and attempts to grasp its potential meal with its massive mandibles and drag it underneath the ground for feeding. Ankhegs do not discern between animals and humanoids, preferring to feed on any living creature they can grab. This often leads ankhegs to come into conflict with farmers and other rural settlers.

An ankheg appears to be a giant insect, crossing traits of an ant, a cockroach, and a worm. It has a long, segmented body supported by six legs. Its head ends in a pair of powerful mandibles that drip acidic ichor. Like normal insects, the ankheg has a pair of antennae that it

uses to sense vibrations in the air and ground. An adult ankheg is about 10 feet long and weighs 800 pounds.

Ankhegs produce acid for defense. If they are seriously threatened, ankhegs use this acid as a ranged weapon. They collect acid in their mouths and spit it at their opponent before fleeing into the ground where they can (hopefully) not be followed.

Aranea (PL 5)

Strength 2, **Stamina** 2, **Agility** 3, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Arachnid Senses: Senses 11 (Darkvision, Low-Light Vision, Radius Vision, Tremorsense [extended, penetrates concealment, ranged tactile sense]) – 11 points

Change Shape: Morph 1 (personal humanoid form) – 5 points

Chitin: Protection 1 – 1 point

Magic Spells: Array (12 points)

- **Charm Person:** Perception Ranged Affliction 3 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 12 points
- **Illusion:** Illusion 3 (visual) – 1 point
- **Invisibility:** Visual Concealment 4 (Passive) – 1 point
- **Sleep:** Perception Range Affliction 3 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will – 1 point

Spider Climbing: Movement 1 (Wall-Crawling) – 2 points

Spider Legs: Extra Limbs 4, Leaping 1, Speed 1 (4 mph) – 6 points

Spider Weapons: Array (20 points)

- **Poisonous Spider Bite:** Strength-Based Damage 2; Linked Weaken Strength 3 (Resisted by Fortitude; Progressive); Linked Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Progressive – 20 points
- **Webs:** Ranged Affliction 3 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 1 point

ADVANTAGES

Grabbing Finesse, Improved Initiative, Language 1 (Common [Sylvan is native]), Ritualist

SKILLS

Acrobatics 4 (+7), Athletics 4 (+6), Close Combat (bite) 2 (+5), Expertise (Craft Webs) 6 (+8), Expertise (Magic) 4 (+6), Perception 4 (+6), Sleight of Hand 4 (+7), Stealth 4 (+7)

OFFENSE

Initiative +7

Bite +5 (Close, Damage 3 plus Affliction and Weaken 3)

Charm Person/Sleep Perception (Ranged, Affliction 3)

Unarmed +3 (Close, Damage 2)

Webs +3 (Ranged, Affliction 3)

DEFENSE

Dodge 5, **Parry** 7, **Toughness** 3

Fortitude 6, **Will** 4

POWER POINTS

Abilities 40 + Advantages 4 + Defenses 12 + Powers 61 + Skills 16 = 133 Total

COMPLICATIONS

Power Loss: An aranea cannot cast magical spells without speaking or gesturing. An aranea cannot use spider-based Powers while in humanoid form.

Prejudice: Araneas have an unfair reputation as evil monsters.

Aranea are a race of shape-shifting magical beasts – related to fey – that can transform between the appearance of a human and a giant spider. In their natural form, these creatures appear to be giant spiders with a pair of long arms ending in many-jointed fingers and double-jointed thumbs.

Despite their terrifying appearance, the aranea are a peaceful race of beings. They feed on animals and do not prey upon sentient creatures to live. These beings live far from civilized society, as they are hunted by those who do not understand them. They tend to dwell in deep forests, jungles, and isolated islands.

Aranea society is matriarchal, usually ruled by the queen who gave birth to the community. They will occasionally go into other communities disguised as healers or barbarians to trade or – when the situation warrants doing so – take a new mate to prevent inbreeding.

All aranea are capable of using magical spells. They tend to prefer magic that creates illusions and enchantment effects. They dislike magic that is fire-based, as it is harmful to their webs.

INSPIRATIONS FOR ARANEA

Recommended Films: Coraline (2009), directed by Henry Selick

Curse of the Black Widow (1977), directed by Dan Curtis

Assassin Vine (PL 5)

Strength 3, **Stamina** 3, **Agility** 1, **Dexterity** 0
Fighting 3, **Intellect** -5, **Awareness** 2, **Presence** 1

POWERS

Animate Plants: Burst Area Affliction 3 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 9 points

Camouflage: Stealth 8 (Limited to when in or near other plants) – 2 points

Constriction: Strength-Based Damage 2 (Grab-Based) – 1 point

Large Size: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points

Tremorsense: Senses 7 (Accurate, Penetrates Concealment, Ranged Tactile Sense) – 7 points

Vine Body: Immunity 31 (Electrical Damage, Mental Effects, Paralysis Effects, Sleep, Stunning Effects, Transformation Effects); Protection 4 – 35 points

Vine Travel: Movement 1 (Slithering) – 2 points

ADVANTAGES

Chokehold, Fast Grab, Improved Grab, Improved Hold

SKILLS

Stealth 0 (-3, +5 near other plants)

OFFENSE

Initiative +1

Constrict +3 (Close, Damage 5)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 0, **Parry** 2, **Toughness** 7

Fortitude 7, **Will** 3

POWER POINTS

Abilities 0 + Advantages 4 + Defenses 7 + Powers 65 + Skills 0 = 76 Total

COMPLICATIONS

Disability: An assassin vine has no hands and cannot speak.

Power Loss: An assassin vine cannot use Animate Plants if there are no available plants in the area.

The assassin vine is a semi-mobile plant that collects its own grisly fertilizer by grabbing and crushing animals and depositing the carcasses near its roots.

A mature plant consists of a main vine, about 20 feet long. Smaller vines up to 5 feet long branch off from the main vine about every 6 inches. These small vines bear clusters of leaves, and in late summer they produce bunches of small fruits that resemble wild grapes. The fruit is tough and has a hearty, but bitter, flavor. Assassin vine berries make a heady wine.

An assassin vine can move about, albeit very slowly, but usually stays put unless it needs to seek prey in a new vicinity.

A subterranean version of the assassin vine grows near hot springs, volcanic vents, and other sources of thermal energy. These plants have thin, wiry stems and gray leaves shot through with silver, brown, and white veins so that they resemble mineral deposits. An assassin vine growing underground usually generates enough offal to support a thriving colony of mushrooms and other fungi, which spring up around the plant and help conceal it.

Basilisk (PL 8)

Strength 3, **Stamina** 2, **Agility** 0, **Dexterity** -1
Fighting 4, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Bite: Strength-Based Damage 3 – 3 points

Multi-Legged: Enhanced Second Chance (resisting slams and trips); Extra Limbs 4 – 5 points

Petrifying Gaze: Reaction Burst Area Affliction 3 (Hindered and Vulnerable, Defenseless and Immobilized, Transformed [into stone] and Unaware); Resisted and Overcome by Fortitude; Cumulative, Extra Condition, Progressive, Visual Sense-Dependent – 24 points

Scales: Protection 4 – 4 points

Steady Gaze: Immunity 2 (Petrification) – 2 points

ADVANTAGES

Great Endurance, Precise Attack (Close; Concealment), Skill Mastery (Perception)

Enhanced: Second Chance (resisting slams and trips)

SKILLS

Close Combat (Bite) 2 (+6), Intimidation 2 (+3), Perception 6 (+8), Stealth 10 (+10)

OFFENSE

Initiative +0

Bite +6 (Close, Damage 6)

Gaze Area (Close, Affliction 3)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 2, **Parry** 6, **Toughness** 6

Fortitude 7, **Will** 4

POWER POINTS

Abilities 14 + Advantages 3 + Defenses 11 + Powers 41 + Skills 10 = 79 Total

COMPLICATIONS

Disability: Basilisks have no hands and cannot speak.

Infamy: Basilisks are feared for their ability to transform flesh into stone with their gaze.

A basilisk is a multi-legged magical beast that appears to be some type of lizard with strange eyes and a large body. These creatures are greatly feared for their ability to transform any living creature into stone with their gaze.

Basilisks can be found in almost any environment. Their scale colors and patterns vary, based on where they are found in the world. Forest-dwelling basilisks will often be green, while desert basilisks will be brown or tan.

Some beings attempt to capture and use basilisks as special guardians. As these creatures tend to be slow-moving and sluggish, they make excellent guard-beasts, as once they have given a comfortable home they are loath to leave it.

The lair of a basilisk will not always be apparent. Many would expect to find a number of statues having been petrified creatures lying about. However this is rarely the case. Basilisks will consume those that have been turned to stone by their gaze. These creatures have stomachs specially adapted to consuming petrified flesh.

INSPIRATION FOR BASILISKS

Recommended Films: Basilisk: the Serpent King (2006), directed by Stephen Furst

Harry Potter and the Chamber of Secrets (2002), directed by Chris Columbus

Recommended Reading: Harry Potter and the Chamber of Secrets, by J.K. Rowling

VENOMOUS BASILISK

Many fantasy tales refer to the basilisk as being a creature of death in all its forms. Not only can it petrify flesh with its gaze, but this beast carries a particularly lethal venom in its bite. To simulate this type of basilisk, add the following Powers:

Venomous Bite (Linked to Bite): Weaken Stamina 6 (Resisted by Fortitude; Progressive); Linked Affliction 6 (Impaired, Disabled); Resisted and Overcome by Fortitude; Limited to Fortitude Defense, Limited to Two Degrees, Progressive – 24 points

Venomous Blood: Immunity 1 (Poison) – 1 point

SERPENTINE BASILISK

Many stories refer to a basilisk as a fantastic snake. To simulate these tales, simply remove the Multi-Legged Power and add Movement 1 (Slithering). These serpentine basilisks should also have 8 ranks of Athletics to give them exceptional climbing and swimming abilities.

BEHIR (PL 10)

Strength 6, **Stamina** 4, **Agility** 2, **Dexterity** 2
Fighting 5, **Intellect** 1, **Awareness** 2, **Presence** 2

POWERS

Behir Attacks: Array (10 points)

- **Lightning Breath Weapon:** Line Area Damage 5 – 10 points
- **Natural Attacks (Bite, Claws, Tail):** Strength-Based Damage 2 – 1 point
- **Raking Claws:** Multiattack Damage 8 (Grab-Based) – 1 point

Bestial Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included) – 13 points

Multi-Legged: Extra Limb 8 – 8 points

Serpentine Body: Elongation 1 (Permanent); Movement 2 (Slithering, Wall-Crawling) – 5 points

Scales: Immunity 5 (Electrical Damage); Protection 6 – 11 points

Swallow Whole: Affliction 6 (Hindered and Vulnerable, Defenseless and Immobilized, Paralyzed and Unaware); Resisted by Parry, Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery, Limited to creatures of -2 rank size or smaller, Progressive, Sustained; Linked Damage 6 (Reaction [when targets are afflicted with the second or third rank of effect from Swallow Whole]) – 48 points

ADVANTAGES

Chokehold, Fast Grab, Improved Hold, Language 0 (Common is native), Startle, Takedown 2

SKILLS

Athletics 4 (+10), Close Combat (Natural Weapons) 4 (+9), Intimidation 4 (+9), Perception 8 (+10), Stealth 12 (+8)

OFFENSE

Initiative +2

Lightning Bolt Area (Close, Damage 5)

Natural Weapons +9 (Close, Damage 8)

Raking Claws +5 (Close, Multiattack Damage 8)

Swallow Whole +5 (Close, Affliction 6 plus Damage 6)

Unarmed +5 (Close, Damage 6)

Defense

Dodge 6, **Parry** 9, **Toughness** 10

Fortitude 11, **Will** 5

POWER POINTS

Abilities 24 + Advantages 6 + Defenses 24 + Powers 100 + Skills 16 = 170 Total

COMPLICATIONS

Disability: Behirs have no hands to manipulate objects.

Hatred: Behirs despise dragons.

A behir is a multi-legged, serpentine magical beast known for breathing lightning bolts and swallowing its prey whole. These temperamental creatures dwell in hills, mountains, and deserts, slithering through the terrain and preying upon all living creatures that enter their territory.

These intelligent carnivores seem to be related to dragons, as they have a serpentine nature and the ability to project a breath weapon. However, behirs hate all dragons and will often fight to the death against any dragon that enters their territory.

A behir appears to be a blue- or brown-scaled serpentine creature with a horned head and a fang-filled mouth. It has a dozen legs along the length of its body that it can hold against its torso to slither across the ground like a snake for additional speed. An adult behir is 40 feet long and weighs about 4,000 pounds.

Blink Dog (PL 4)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Bite: Strength-Based Damage 1 – 1 point

Blink: Immunity 80 (all effects resisted by Toughness; Sustained, Unreliable) – 40 points

Canine Senses: Senses 8 (Darkvision, Extended Hearing, Low-Light Vision, Olfactory [acute, extended, tracking], Ultra-Hearing) – 8 points

Dimension Door: Teleport 3 (Change Direction) – 7 points

Fast: Speed 2 (8 mph) – 2 points

ADVANTAGES

Languages 0 (Blink Dog is native)

SKILLS

Close Combat (Bite) 2 (+5), Expertise (Survival) 4 (+5), Insight 2 (+4), Intimidation 2 (+3), Perception 8 (+10), Stealth 4 (+6)

OFFENSE

Initiative +2

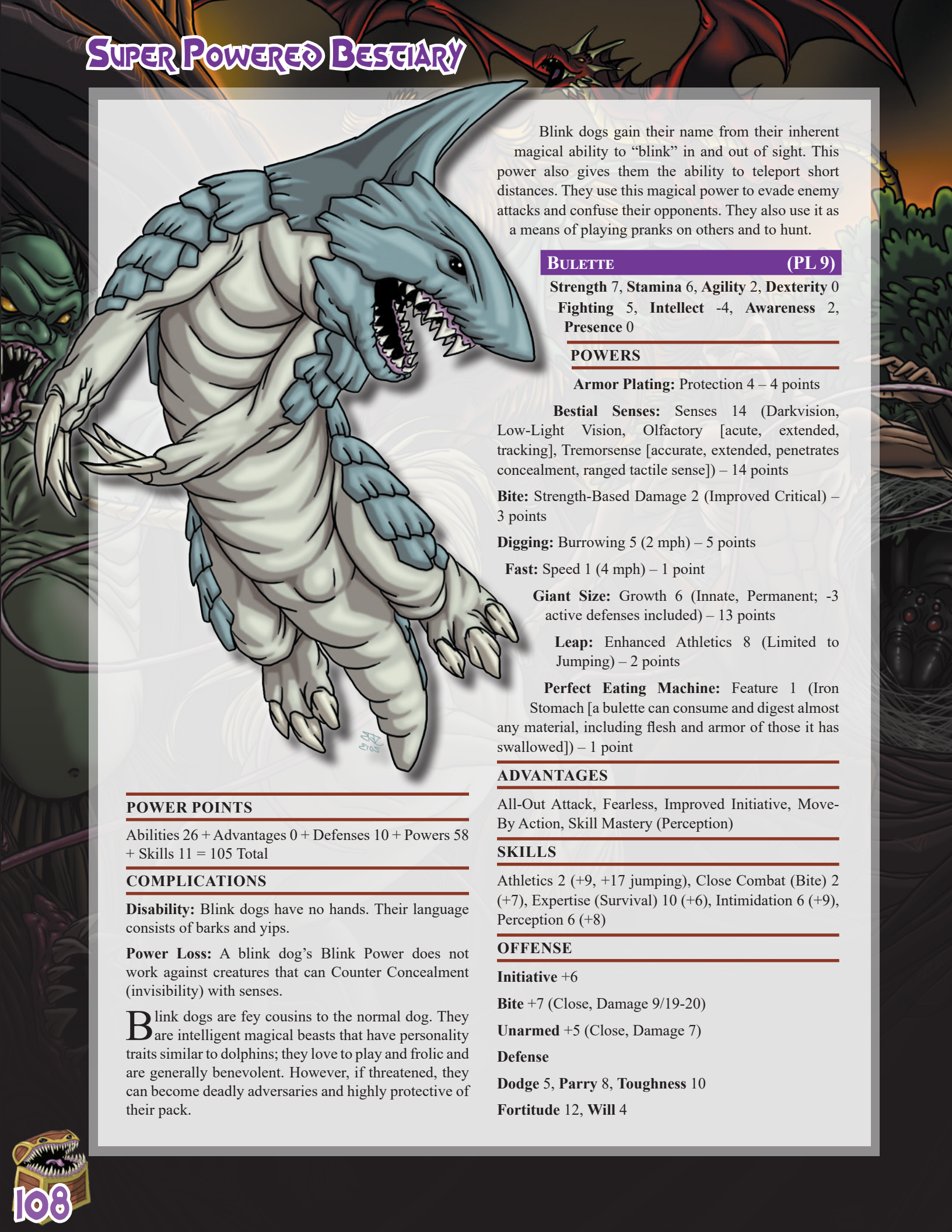
Bite +5 (Close, Damage 3)

Unarmed +3 (Close, Damage 2)

Defense

Dodge 5, **Parry** 6, **Toughness** 2

Fortitude 5, **Will** 3



Blink dogs gain their name from their inherent magical ability to "blink" in and out of sight. This power also gives them the ability to teleport short distances. They use this magical power to evade enemy attacks and confuse their opponents. They also use it as a means of playing pranks on others and to hunt.

Bulette (PL 9)

Strength 7, **Stamina** 6, **Agility** 2, **Dexterity** 0
Fighting 5, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Armor Plating: Protection 4 – 4 points

Bestial Senses: Senses 14 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking], Tremorsense [accurate, extended, penetrates concealment, ranged tactile sense]) – 14 points

Bite: Strength-Based Damage 2 (Improved Critical) – 3 points

Digging: Burrowing 5 (2 mph) – 5 points

Fast: Speed 1 (4 mph) – 1 point

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included) – 13 points

Leap: Enhanced Athletics 8 (Limited to Jumping) – 2 points

Perfect Eating Machine: Feature 1 (Iron Stomach [a bulette can consume and digest almost any material, including flesh and armor of those it has swallowed]) – 1 point

ADVANTAGES

All-Out Attack, Fearless, Improved Initiative, Move-By Action, Skill Mastery (Perception)

SKILLS

Athletics 2 (+9, +17 jumping), Close Combat (Bite) 2 (+7), Expertise (Survival) 10 (+6), Intimidation 6 (+9), Perception 6 (+8)

OFFENSE

Initiative +6

Bite +7 (Close, Damage 9/19-20)

Unarmed +5 (Close, Damage 7)

Defense

Dodge 5, **Parry** 8, **Toughness** 10

Fortitude 12, **Will** 4

POWER POINTS

Abilities 26 + Advantages 0 + Defenses 10 + Powers 58 + Skills 11 = 105 Total

COMPLICATIONS

Disability: Blink dogs have no hands. Their language consists of barks and yips.

Power Loss: A blink dog's Blink Power does not work against creatures that can Counter Concealment (invisibility) with senses.

Blink dogs are fey cousins to the normal dog. They are intelligent magical beasts that have personality traits similar to dolphins; they love to play and frolic and are generally benevolent. However, if threatened, they can become deadly adversaries and highly protective of their pack.

POWER POINTS

Abilities 6 + Advantages 5 + Defenses 20 + Powers 43 + Skills 13 = 87 Total

COMPLICATIONS

Disability: Bulettes cannot speak and have no hands.

Quirk: Bulettes do not like the taste of elven flesh.

Temper: Bulettes are notoriously foul-tempered and will often attack creatures with no regard to their own safety.

A bulette is a fearsome magical beast whose origins are unknown but has become a dangerous predator. They burrow through the soft earth, listening for potential prey and then erupting from the ground to consume their living targets. As they have a distinctive fin that cuts through the ground as it approaches, these creatures are often referred to as "land-sharks."

A bulette's body is covered in thick, layered plates. Its head is bullet-shaped, similar to a shark's, with a massive mouth filled with multiple rows of razor-sharp teeth.

Centaur (PL 7)

Strength 4, **Stamina** 3, **Agility** 2, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Centaur Senses: Senses 1 (Ultra-Vision) – 1 point

Equine Physiology: Speed 3 (16 mph) – 3 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Hooves: Strength-Based Damage 1 – 1 point

EQUIPMENT

Plate Mail: Protection 5 – 5 points

Weapons: Array (6 points)

- **Bow:** Ranged Damage 3 – 6 points
- **Spear:** Strength-Based Damage 3 (Reach) – 1 point
- **Sword:** Strength-Based Damage 3 (Improved Critical) – 1 point

ADVANTAGES

Equipment 3, Great Endurance, Improved Initiative, Languages 2 (Common, Elven [Sylvan is native])

SKILLS

Athletics 4 (+8), Close Combat (Sword) 2 (+5), Expertise (Nature) 4 (+6), Expertise (Survival) 4 (+6), Intimidation 2 (+5), Perception 4 (+6), Persuasion 4 (+6), Ranged Combat (Bow) 2 (+5)

OFFENSE

Initiative +6

Bow +5 (Ranged, Damage 3)

Hooves +3 (Close, Damage 5)

Spear +3 (Close, Damage 7)

Sword +5 (Close, Damage 7/19-20)

Unarmed +3 (Close, Damage 4)

DEFENSE

Dodge 5, **Parry** 6, **Toughness** 8

Fortitude 4, **Will** 6

POWER POINTS

Abilities 30 + Advantages 7 + Defenses 13 + Powers 12 + Skills 13 = 75 Total

COMPLICATIONS

Equine Body: Centaurs require specially-made armor and equipment to accommodate their physiology.

Reputation: Centaurs are known to be wild and aggressive.

Weakness: Centaurs are Fortitude Impaired against alcoholic beverages; they become easily drunk.

Centaurs are mythological creatures combining the traits of humans and horses. They have the torso of a human joined at the waist to a horse's withers, where the horse's neck would be. A centaur is about 7 feet tall and weighs as much as 2,000 pounds.

Each tribe of centaurs has a distinctive horse coloration based on its regional location in the world. Most centaurs have horse bodies of black, brown, and shades of red. But zebra-striped centaurs are not unheard of, nor are others of other equine types.

The origins of centaurs are many and varied, just as are those of the human race. Some centaurs claim to be given life by the gods themselves and consider themselves to be a "divine race." Other centaurs claim to be a sylvan race who embody nature and the untamed wild. The origin stories vary from tribe to tribe.

The personalities of centaurs are as varied as humans. Some are kind and wise. Others are crude, prone to fighting, carousing, and kidnapping young maidens for their own debased desires. Centaurs prefer to live in fields and light forests.

Chimera (PL 10)

Strength 7, **Stamina** 7, **Agility** 2, **Dexterity** 0
Fighting 5, **Intellect** 0, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 8 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking], Radius Vision) – 8 points

Chimera Attacks: Array (53 points)

- **Snake Bite:** Linked Affliction 7 (Dazed and Fatigued, Exhausted and Stunned, Incapacitated and Paralyzed); Resisted and Overcome by Fortitude; Extra Condition, Progressive, Reach 2; Linked Weaken Stamina 7 (Resisted by Fortitude; Progressive, Reach 2) – 53 points
- **Fire Breath:** Cone Area Damage 7 – 1 point
- **Natural Weapons (Bite, Claws, Horns):** Strength-Based Damage 2 (Improved Critical) – 1 point

Fast: Speed 2 (8 mph) – 2 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included); Protection 2 – 9 points

Tawny Fur: Enhanced Stealth 4 (Limited to scrubland an brush) – 1 point

Three Heads: Summon 11 (Heroic, Innate, Limited to Heads, Multiple Minions 1 [3 heads total], Permanent) – 56 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Chokehold, Fast Grab, Fearless, Great Endurance, Improved Hold, Improved Initiative, Language 0 (Draconic is native)

SKILLS

Athletics 2 (+9), Close Combat (Natural Weapons) 2 (+7), Expertise (Survival) 6 (+6), Intimidation 6 (+8), Perception 8 (+10), Stealth 6 (+5, +9 in scrubland and brush)

OFFENSE

Initiative +6

Fire Breath Area (Close, Damage 7)

Natural Weapons +7 (Close, Damage 9/19-20)

Snake Bite +5 (Close, Affliction 7 plus Weaken 7)

Unarmed +5 (Close, Damage 7)

DEFENSE

Dodge 7, **Parry** 10, **Toughness** 9

Fortitude 13, **Will** 4

POWER POINTS

Abilities 36 + Advantages 6 + Defenses 20 + Powers 134 + Skills 15 = 211 Total

COMPLICATIONS

Disability: A chimera has no hands.

Obsession: Chimerae are wicked and cruel creatures that delight in the suffering of others.

The chimera is a monstrous, fire-breathing creature composed of many parts. Its body is that of a lion, its hind quarters end in goat-like legs, its tail is that of a serpent. These creatures have dragon-like wings. In addition, they have three heads: one each of a lion, goat, and dragon! An adult chimera is about 5 feet tall at the shoulder, 10 feet long, and weighs about 1,000 pounds.

Chimeras are monsters in the truest sense of the word. They delight in causing suffering and killing other living creatures. These traits are even more terrible when one discovers that chimera is an intelligent creature.

Chimera's have a hierarchy similar to those of lions. A powerful male chimera protects the pride from dangerous threats, while the females provide food and raise the young.

INSPIRATION FOR CHIMERA

Recommended Films: Wrath of the Titans (2012), directed by Jonathan Liebesman

Cloaker (PL 6)

Strength 4, **Stamina** 3, **Agility** 3, **Dexterity** 1
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Aberrant Senses: Immunity 2 (Cloaker Moans), Senses 3 (Darkvision, Ultra-Hearing) – 5 points

Cloak-Shaped: Enhanced Deception 8 (Limited to disguising self as cloak, sheet, manta ray, or similarly-shaped object); Flight 3 (16 mph; Wings) – 5 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included), Protection 2 – 7 points

Moan: Array (6 points)

- **Nauseating Moan:** Burst Area Affliction 3 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Hearing Sense-Dependent – 6 points
- **Fearsome Moan:** Burst Area Affliction 3 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Hearing Sense-Dependent, Limited to Two Degrees – 1 point
- **Stupefying Moan:** Burst Area Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Will; Cumulative, Hearing Sense-Dependent – 1 point
- **Unnerving Moan:** Burst Area Affliction 3 (Impaired, Disabled); Resisted and Overcome by Will; Area 2 (60-ft. burst), Concentration, Hearing Sense-Dependent, Limited to Fighting, Limited to Two Degrees – 1 point

Shadow Shift: Array (6 points)

- **Silent Image:** Visual Illusion 3 – 6 points
- **Obscure:** Visual Concealment 4 (Partial) – 1 point

Tail: Strength-Based Damage 1 (Reach) – 2 points

ADVANTAGES

Chokehold, Fast Grab, Improved Hold, Improved Initiative, Language 0 (Undercommon is native), Prone Fighting

SKILLS

Close Combat (Tail) 2 (+5), Deception 6 (+8, +16 disguise as cloak), Expertise (Religion) 6 (+8), Insight 6 (+8), Intimidation 2 (+5), Perception 6 (+8), Stealth 6 (+7)

OFFENSE

Initiative +7

Moan Area (Close, Affliction 3)

Tail +5 (Close, Damage 5)

Unarmed +3 (Close, Damage 4)

Defense

Dodge 5, **Parry** 5, **Toughness** 5

Fortitude 5, **Will** 7

POWER POINTS

Abilities 32 + Advantages 5 + Defenses 11 + Powers 35 + Skills 17 = 99 Total

COMPLICATIONS

Disability: Cloaks have no hands. Their nimble tails allow only limited manipulation.

Hatred: Cloakers are xenophobic and usually attempt to slay any non-cloaker they encounter.

Power Loss: Cloakers cannot use their Moan Powers if they cannot speak.

Cloakers are strange and mysterious aberrations that dwell in the dark and shadowed places of the world. They often make their home in the realm below the surface of the world, where they can use their abilities to manipulate shadows and produce terrifying moans to their greatest effect.

Much like their namesake, cloakers appear to be cloak-shaped creatures. Their bodies, when unfurled are like those of a manta ray, but when relaxed, they appear to be a black cloak. The ivory talons at the ends of their wings even appear to be clasps. Cloakers will often use this disguise to surprise potential prey. The average cloaker has an 8-foot wingspan and weighs about 100 pounds.

Cloakers are xenophobic and reclusive. They are reputed to worship ancient Elder Evils and noisesome Old Gods. The goals of the cloakers are unknown, but these creatures are undeniably evil and seek to eliminate mortals from the world.

Cockatrice (PL 5)

Strength 0, **Stamina** 2, **Agility** 3, **Dexterity** 0
Fighting 3, **Intellect**-4, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Petrifying Bite: Strength-Based Damage 1; Linked Affliction 2 (Hindered and Vulnerable, Defenseless and Immobilized, Transformed [into stone] and Unaware); Resisted and Overcome by Fortitude; Cumulative, Extra Condition, Progressive – 11 points

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Fearless, Grabbing Finesse, Startle

SKILLS

Close Combat (bite) 2 (+5), Expertise (Survival) 8 (+4), Intimidation 8 (+5), Perception 4 (+6), Stealth 2 (+9)

OFFENSE

Initiative +3

Bite +5 (Close, Damage 1 plus Affliction 2)

Unarmed +3 (Close, Damage 0)

Legend of the Cockatrice

Variations in the legend of the cockatrice have given the creature a number of different powers. Use the following guidelines to make this creature more threatening and diverse.

Petrifying Gaze

Some legends state that the gaze of the cockatrice is the source of its petrification. One flaw of this creature was this it was not immune to its own gaze, and could be slain if it saw its own reflection. Additionally, weasels were immune to the gaze of the cockatrice and were often used to hunt down these horrid monsters. To simulate this effect, use the following Power:

Petrifying Gaze: Reaction Burst Area Affliction 2 (Hindered and Impaired, Defenseless and Immobile, Transformed and Unaware); Resisted and Overcome by Fortitude; Extra Condition, Progressive, Visual Sense-Dependent – 14 points

Poison Breath

One legend claims that the breath of the cockatrice is a noxious fume that is not only sickening to smell but also a lethal poison when inhaled. The cockatrice with this power often has the head of a dragon with dark red or pitch black eyes.

Poison Breath: Cone Area Affliction 5 (Impaired, Disabled); Resisted and Overcome by Fortitude; Cumulative, Limited to Fortitude, Progressive; Linked Weaken Stamina 5 (Resisted by Fortitude; Progressive) – 35 points

Defense

Dodge 6, **Parry** 6, **Toughness** 2

Fortitude 6, **Will** 3

Power Points

Abilities 16 + Advantages 3 + Defenses 7 + Powers 26 + Skills 12 = 64 Total

Complications

Disability: Cockatrices cannot speak and have no hands.
Temper: Cockatrices attack anything they see.

A cockatrice is an ugly avian-like magical beast. These horrid creatures combine traits of a rooster and a reptile. Their scaly body is covered in bristly feathers, while its body ends in a long serpentine tail. The creature's wings are like those of a bat. The eyes of a cockatrice glow a soft blood-red color. The average cockatrice stands 2-3 feet tall and weighs 25 pounds.

These monsters are repulsive and horrid. They stupidly attack anything they think might be threatening to themselves or their nest… which is anything they see. These creatures are particularly feared as any living creature struck by their beaks will often transform into stone.

Inspiration for Cockatrices

Recommended Reading: The Book of the Dun Cow, by Walter Wangerin Jr.

Cyclops (PL 8)

Strength 5, **Stamina** 4, **Agility** 1, **Dexterity** -1
Fighting 4, **Intellect** 1, **Awareness** 2, **Presence** 1

Powers

Giant Senses: Senses 2 (Extended Vision, Low-Light Vision) – 2 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included), Protection 4 – 13 points

Equipment

Axe: Strength-Based Damage 3 – 3 points

Advantages

Artificer, Diehard, Equipment 1, Language 2 (Common, Giant [Cyclops is native]), Power Attack, Takedown 2

Skills

Athletics 4 (+9), Close Combat (Axe) 4 (+8), Expertise (Blacksmith) 8 (+9), Insight 4 (+6), Intimidation 8 (+11), Perception 8 (+10), Ranged Combat (Thrown) 4 (+3)

Offense

Initiative +1

Axe +8 (Close, Damage 8)

Unarmed +4 (Close, Damage 5)

Defense

Dodge 2, **Parry** 5, **Toughness** 8

Fortitude 11, **Will** 5

POWER POINTS

Abilities 18 + Advantages 7 + Defenses 16 + Powers 15 + Skills 20 = 76 Total

COMPLICATIONS

Disability: A Cyclops only has one eye. It suffers from poor depth perception; its ranged attacks are Impaired.

A cyclops is a giant humanoid creature that is known for its single great eye.

Mythological cyclopses were dangerous savages. They raised herds of sheep to keep well fed, but they would take the opportunity to eat any other meat that came along, even that of sentient creatures. This habit of cannibalism made mortals afraid of cyclopses.

The gods of legend used cyclopses for their great strength and endurance. They tasked these giants with the forging of the most powerful and magical weaponry. Many cyclopses still possess their knack for blacksmithing, crafting great weapons for their own purposes.

INSPIRATIONS FOR CYCLOPSES

Recommended Fiction: The Odyssey, by Homer

Recommended Films: The 7th Voyage of Sinbad (1958), directed by Nathan H. Juran

Krull (1983), directed by Peter Yates

Ulysses (1954), directed by Mario Camerini

Wrath of the Titans (2012), directed by Jonathan Liebesman

DARKMANTLE (PL 5)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 2, **Intellect** -4, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 8 (Darkvision, Echolocation [accurate, counters invisibility, extended hearing], Low-Light Vision) – 8 points

Darkness: Burst Area Visual Concealment Attack 4 – 16 points

Levitation: Flight 1 (4 mph; Subtle) – 3 points

Small Size: Protection 2; Shrinking 4 (Innate, Permanent; +2 active defenses included) – 11 points

Stalactite Shape: Enhanced Deception 8 (Limited to appearing as a stalactite or stalagmite) – 2 points

Webbed Tentacles: Movement 2 (Slithering, Wall-Crawling) – 4 points

ADVANTAGES

Chokehold, Fast Grab, Hide in Plain Sight, Improved Hold, Improved Initiative, Prone Fighting, Skill Mastery (Stealth), Startle

SKILLS

Athletics 2 (+4), Close Combat (Unarmed) 2 (+4), Deception 0 (+1, +9 stalactite disguise), Expertise (Survival) 4 (+0), Intimidation 6 (+3), Perception 6 (+8), Stealth 6 (+12)

OFFENSE

Initiative +6

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 4

Fortitude 5, **Will** 3

POWER POINTS

Abilities 16 + Advantages 8 + Defenses 6 + Powers 44 + Skills 13 = 87 Total

COMPLICATIONS

Disability: Darkmantles cannot speak and have no hands.

Darkmantles are small subterranean magical beasts that lurk along the ceilings of cave, caverns, and buried ruins. Like bats, they use their body to hang upside-down for long periods of time. In natural surroundings, they

conceal themselves among hanging stalactites. When living creatures pass below the darkmantles, these creatures swoop down and envelop their prey. Before they attack, the darkmantles use a natural ability to generate darkness as a means to confuse their targets. The darkmantles are not bothered by this darkness, as they can rely on their echolocation to target their prey.

A darkmantle is about 4 feet long from the tips of its tentacles to the top of its head. It weighs about 30 pounds.

INSPIRATIONS FOR DARKMANTLES

Recommended Films: Dungeons and Dragons: Wrath of the Dragon God (2005), directed by Gerry Lively

Doppelganger (PL 5)

Strength 3, **Stamina** 2, **Agility** 2, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Change Shape: Morph 3 (Humanoid Forms; Precise) – 16 points

Dense Flesh: Protection 1 – 1 point

Detect Thoughts: Mind Reading 3 (Limited to Surface Thoughts, Subtle) – 4 points

Natural Weapons: Strength-Based Damage 1 – 1 point

Shifty Mind and Body: Immunity 11 (Mind Control, Sleep, Transform Effects); Senses 2 (Darkvision) – 13 points

ADVANTAGES

Great Endurance, Language 0 (Common is native), Skill Mastery (Deception)

SKILLS

Close Combat (Natural Weapons) 2 (+5), Deception 8 (+10), Insight 4 (+6), Intimidation 2 (+4), Investigation 2 (+4), Perception 4 (+6), Persuasion 4 (+6), Stealth 4 (+6)

OFFENSE

Initiative +2

Natural Weapons +5 (Close, Damage 4)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 3

Fortitude 3, **Will** 6

POWER POINTS

Abilities 38 + Advantages 2 + Defenses 13 + Powers 35 + Skills 15 = 103 Total

COMPLICATIONS

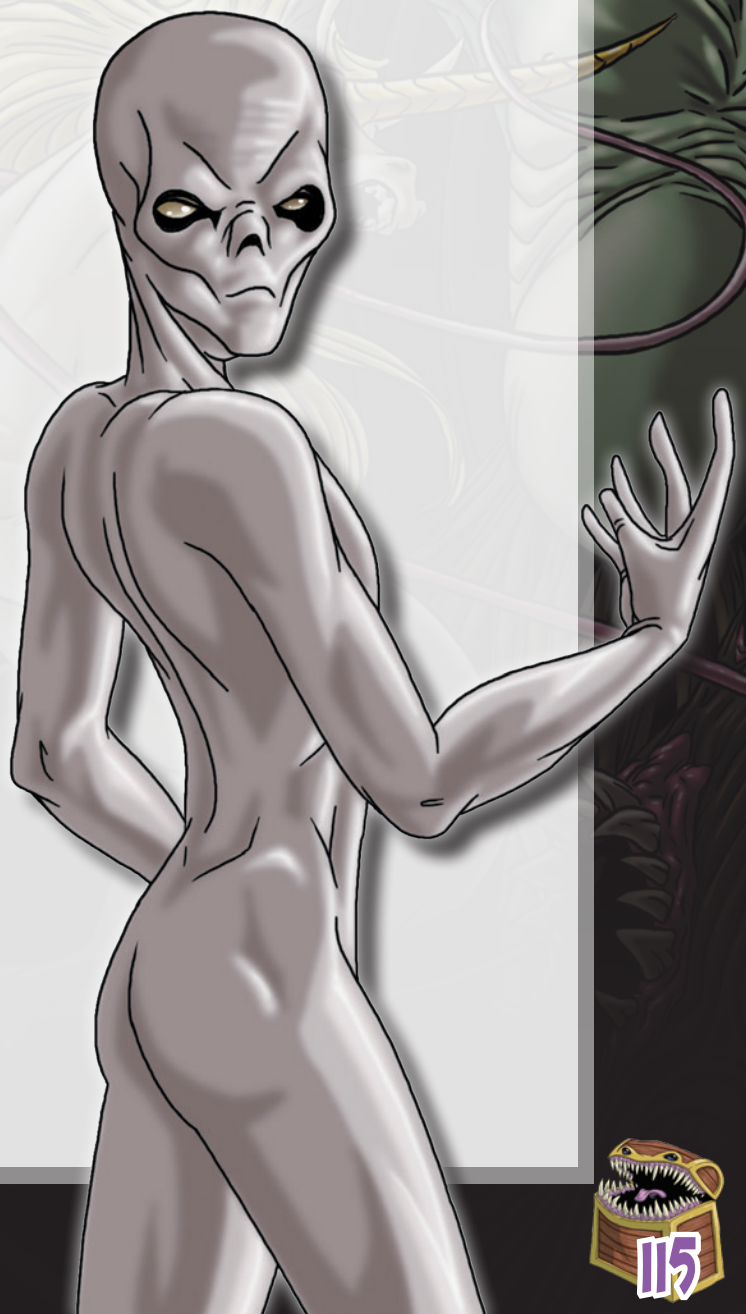
Prejudice: Doppelgangers are feared as spies and assassins.

Selfish: The life of a doppelganger is often one that has been usurped. They envy the wealthy and powerful and seek to supplant them. Although not generally evil, they think only of themselves and think of other beings as nothing more than amusing toys.

Doppelgangers are feared for their ability to assume the form of any humanoid creature they encounter. Doppelgangers are used as spies and assassins by many beings all over the world.

The normal appearance of a doppelganger is that of a gray-skinned humanoid with a formless face and pale white eyes. They have no hair in their normal form.

Many doppelgangers live a stolen life. Should they encounter a person whose appearance or station they



desire for themselves, the doppelganger will use their mental powers to learn everything they can about the chosen target. Once they have all the knowledge they need, they will quietly eliminate their target and assume his or her form, taking their place in life.

The Precise Extra is added to the Doppelganger's Morph effect to show that it has a great amount of fine control with its shape-shifting ability. Doppelgangers are able to assume the form of specific individuals with ease.

Doppelgangers of even greater power can exist in the world. These creatures are able to use their shapeshifting ability to not only assume the form of their target, but also its diverse traits. To simulate one of these creatures, one should replace the doppelganger's Morph Power with ranks of Variable (assumed forms).

Dragonne (PL 8)

Strength 4, **Stamina** 3, **Agility** 3, **Dexterity** 0
Fighting 5, **Intellect** 0, **Awareness** 2, **Presence** 2

POWERS

Bestial Senses: Senses 7 (Darkvision, Extended Hearing, Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Bestial Weapons: Array (20 points)

Devastating Roar: Burst Area Affliction 5 (Fatigued and Hearing Impaired, Exhausted and Hearing Disabled, Incapacitated and Hearing Unaware); Resisted and Overcome by Fortitude; Area 3 (120-ft. burst), Extra Condition, Hearing Sense-Dependent – 20 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 1 point

Large Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Scales: Protection 2 – 2 points

Wings: Flight 2 (8 mph; Wings) – 2 points

ADVANTAGES

Chokehold, Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Languages 0 (Draconic is native), Move-By Action, Power Attack, Precise Attack (Close; Concealment)

SKILLS

Acrobatics 2 (+5), Athletics 4 (+8), Close Combat (Natural Weapons) 2 (+7), Expertise (Survival) 4 (+4), Intimidation 6 (+9), Perception 4 (+6), Stealth 4 (+4)

OFFENSE

Initiative +7

Natural Weapons +7 (Close, Damage 6/19-20)

Roar Area (Close, Affliction 5)

Unarmed +5 (Close, Damage 4)

DEFENSE

Dodge 4, **Parry** 10, **Toughness** 5

Fortitude 9, **Will** 4

POWER POINTS

Abilities 26 + Advantages 8 + Defenses 16 + Powers 39 + Skills 13 = 102 Total

COMPLICATIONS

Disability: Dragonnes have no hands.

Dragonnes are dangerous monsters that possess the ferocity of a lion and the cunning of a dragon. They appear to be lions covered in brass-colored scales with massive wings like those of a dragon.

Dragonnes are highly territorial and will attack any invading creatures in their home. They are not generally evil or malicious, allowing any intruders the opportunity to flee before they attack. Those who do not leave a dragonne's lair will find themselves quickly set upon by a savage opponent.

The roar of a dragonne is its greatest weapon. Those who hear this creature's roar find their minds and body weakened, leaving them vulnerable to the attacks of the dragonne.

Dryad (PL 6)

Strength 1, **Stamina** 2, **Agility** 3, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Bark-Like Skin: Impervious Toughness 3, Protection 3 – 6 points

Fey Senses: Senses 1 (Low-Light Vision) – 1 point

Nature Powers: Array (12 points)

- **Entangle:** Ranged Burst Area Affliction 3 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 12 points
- **Charm Person:** Perception Ranged Affliction 3 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Humanoids – 1 point
- **Sleep:** Perception Ranged Affliction 4 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will – 1 point
- **Tree Shape:** Morph 1 – 1 point
- **Tree Stride:** Teleport 5 (Medium [trees]) – 1 point
- **Wood Shape:** Transform Wood into Alternate Wooden Shapes 4 (Continuous) – 1 point

Plant Speech: Comprehend 2 (Plants) – 4 points

EQUIPMENT

Weapons: Array (6 points)

- **Bow:** Ranged Damage 3 – 6 points
- **Dagger:** Strength-Based Damage 1 (Improved Critical) – 1 point

ADVANTAGES

Animal Empathy, Attractive, Equipment 2, Fascinate (Persuasion), Grabbing Finesse, Languages 2 (Common, Elven [Sylvan is native]), Skill Mastery (Stealth)

SKILLS

Athletics 4 (+5), Close Combat (Dagger) 2 (+5), Expertise (Animal Handling) 6 (+8), Expertise (Wood Sculpting) 12 (+14), Perception 4 (+6), Persuasion 6 (+9), Ranged Combat (Bows) 2 (+5), Sleight of Hand 6 (+9), Stealth 6 (+9)

OFFENSE

Initiative +3

Bow +5 (Ranged, Damage 3)

Charm Person Perception (Ranged, Affliction 3)

Dagger +5 (Close, Damage 2/19-20)

Entangle Area (Ranged, Affliction 3)

Sleep Perception (Ranged, Affliction 4)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 5

Fortitude 4, **Will** 7

POWER POINTS

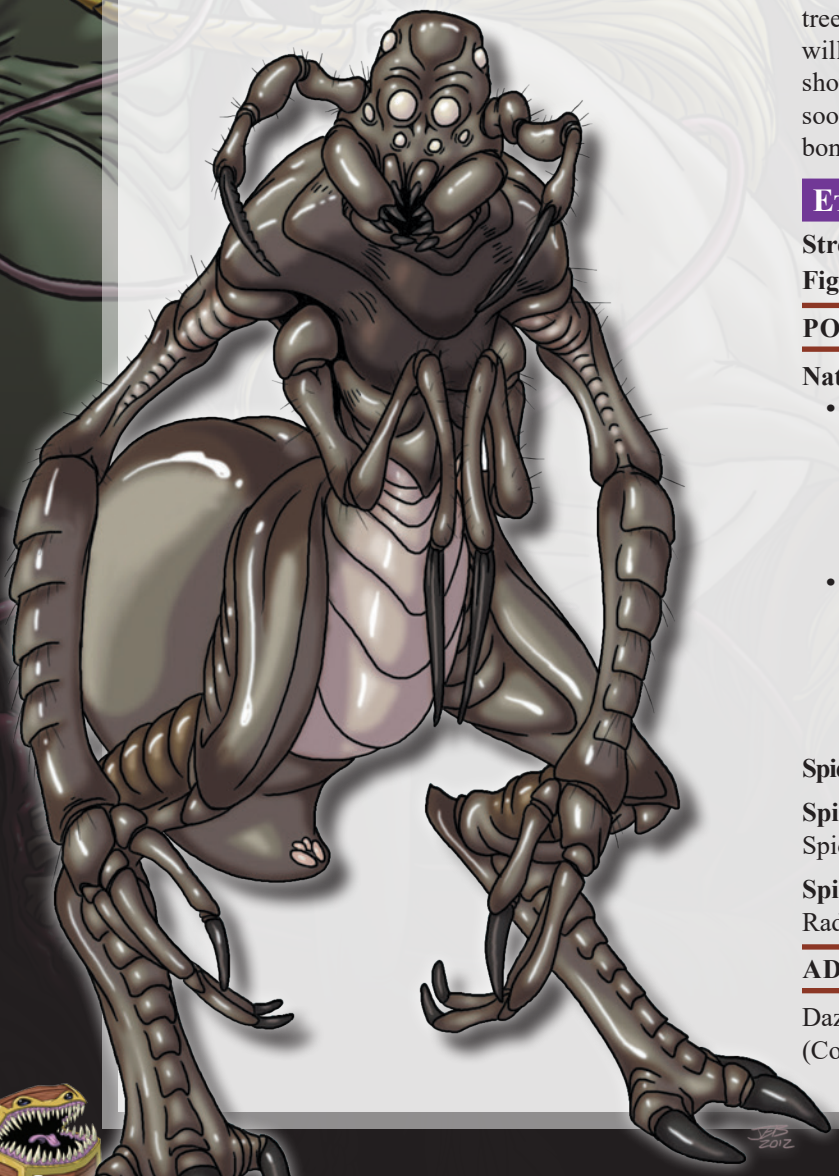
Abilities 38 + Advantages 9 + Defenses 11 + Powers 28 + Skills 24 = 110 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. cold iron weapons.

Responsibility: Dryads are the protectors of forests and nature.

Weakness: If a dryad stray more than 1,000 feet from her bonded tree or if her tree is cut down, she becomes Impaired. If she lingers too long from her tree, she becomes Disabled and eventually becomes Dying. Straying too long from a bonded tree results in the death of the dryad.



Dryads are fey-maidens who act as the protectors of forests and trees. They appear to be beautiful women with delicate features seemingly made of soft wood. Their hair appears to be made of leaves and foliage that changes color as the seasons turn. During the spring and summer months, the hair of a dryad is lush and green, while during autumn it turns red and eventually brown in the winter.

Dryads prefer to live away from civilization, delighting in the savage wilderness away from those that would seek to cut their trees. They live with respect to nature and will accept the company of those that do so as well. Attractive men who are fond of nature will often be taken in by a dryad to act as both a mate and a guardian.

Dryads are generally benign, and will attempt to warn off intruders. Only those that seem cruel and determined to destroy a dryad's forest will see the full wrath of these fey.

All dryads are magically bound to a single tree. These trees serve as the dryad's life force and home. A dryad will fight to the death to protect her bonded tree, as, should the tree be cut or destroyed, the dryad will die soon afterward. A dryad cannot stray too far from her bonded tree without suffering the same fate.

Ettercap (PL 5)

Strength 2, **Stamina** 3, **Agility** 3, **Dexterity** 3
Fighting 3, **Intellect** -1, **Awareness** 2, **Presence** 1

POWERS

Natural Weapons: Array (22 points)

- **Poison Bite:** Strength-Based Damage 1; Linked Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Agility 3 (Resisted by Fortitude; Progressive) – 22 points
- **Web Net:** Ranged Affliction 3 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees, Tether – 1 point

Spider-Climbing: Movement 2 (Wall-Crawling 2) – 4 points

Spider Empathy: Enhanced Persuasion 8 (Limited to Spiders) – 2 points

Spider Eyes: Senses 5 (Darkvision, Low-Light Vision, Radius Vision) – 5 points

ADVANTAGES

Daze (Intimidation), Improved Initiative, Languages 0 (Common, is native), Spider Empathy, Startle

Skills

Close Combat (Bite) 2 (+5), Expertise (Craft Webs) 12 (+11), Intimidation 4 (+5), Perception 4 (+6), Ranged Combat (Webs) 2 (+5), Stealth 4 (+7)

Offense

Initiative +7

Bite +5 (Close, Damage 3 plus Affliction and Weaken 3)

Unarmed +3 (Close, Damage 2)

Webs +5 (Ranged, Affliction 3)

Defense

Dodge 4, **Parry** 7, **Toughness** 3

Fortitude 4, **Will** 6

Power Points

Abilities 32 + Advantages 4 + Defenses 10 + Powers 34 + Skills 14 = 94 Total

Complications

Rival: Ettercaps fight each other for territory.

Ettercaps are primitive, hunting aberrations that have an affinity with spiders. Like spiders, they use webs as traps to capture prey, which is then injected with paralytic venom from the ettercap's bite.

Much like spiders, ettercaps tend to be solitary creatures, only gathering to mate. When ettercaps do socialize, it is with monstrous spiders, which they keep as pets and guards.

An adult ettercap stands 6 feet tall and weighs 200 pounds.

Ettin (PL 8)

Strength 5, **Stamina** 2, **Agility** 0, **Dexterity** 1

Fighting 4, **Intellect** -2, **Awareness** 1, **Presence** 2

Powers

Giant Senses: Senses 3 (Low-Light Vision, Radius Vision) – 3 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included); Protection 5 – 16 points

Giant Steps: Speed 1 (4 mph) – 1 point

Two Heads: Summon Duplicate 5 (Heroic, Innate, Limited to Attached Half-Body, Permanent) – 16 points

Equipment

Weapons: Array (6 points)

Morningstar: Strength-Based Damage 3 (Improved Disarm, Improved Trip, Reach) – 6 points

Javelin: Ranged Strength-Based Damage 2 – 1 point

Advantages

Equipment 2, Improved Initiative, Language 0 (Giant is native), Power Attack, Startle

Skills

Athletics 4 (+9), Close Combat (Morningstar) 2 (+6), Expertise (Animal Handling) 8 (+6), Intimidation 4 (+8), Perception 8 (+9), Ranged Combat (Thrown) 2 (+3)

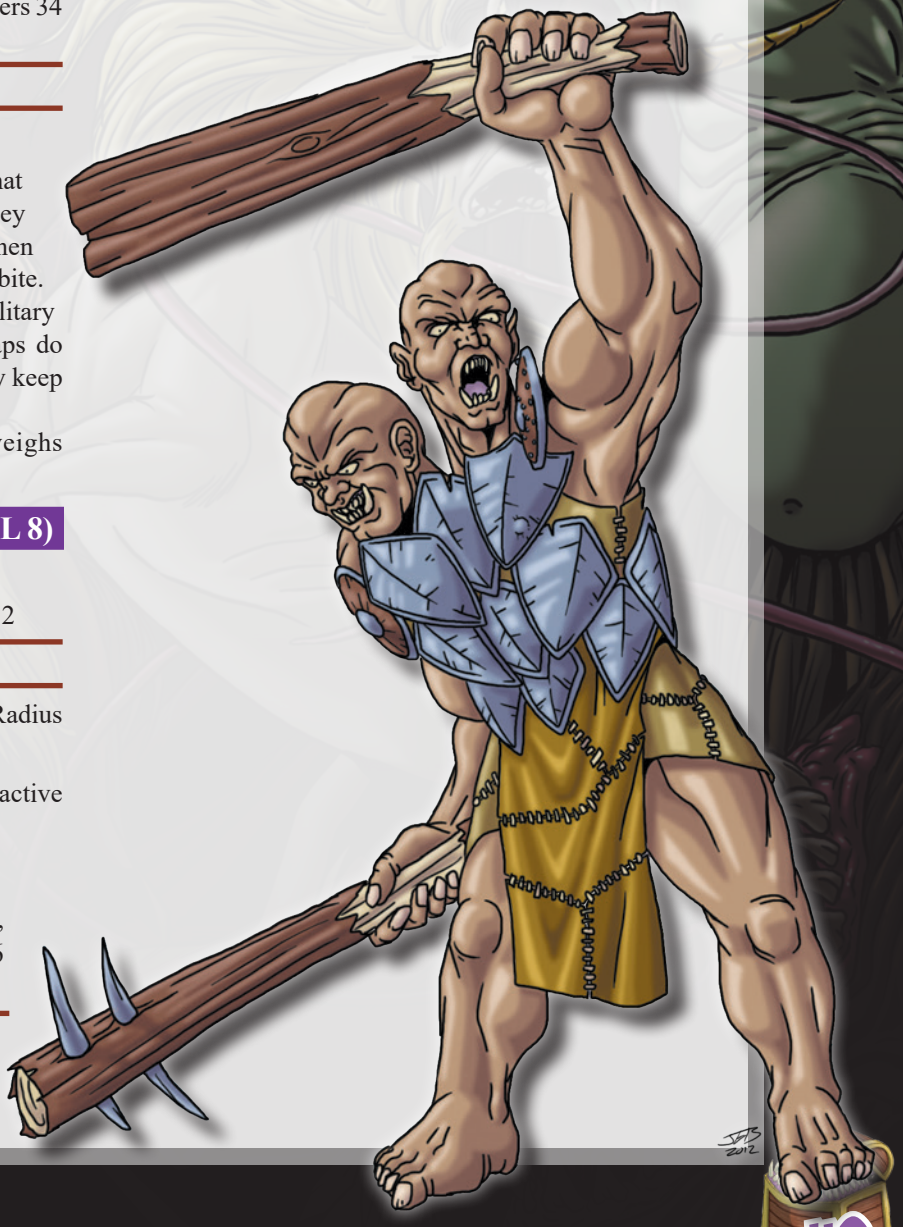
Offense

Initiative +4

Javelin +3 (Ranged, Damage 7)

Morningstar +6 (Close, Damage 8)

Unarmed +4 (Close, Damage 5)



DEFENSE

Dodge 1, **Parry** 9, **Toughness** 7

Fortitude 9, **Will** 4

POWER POINTS

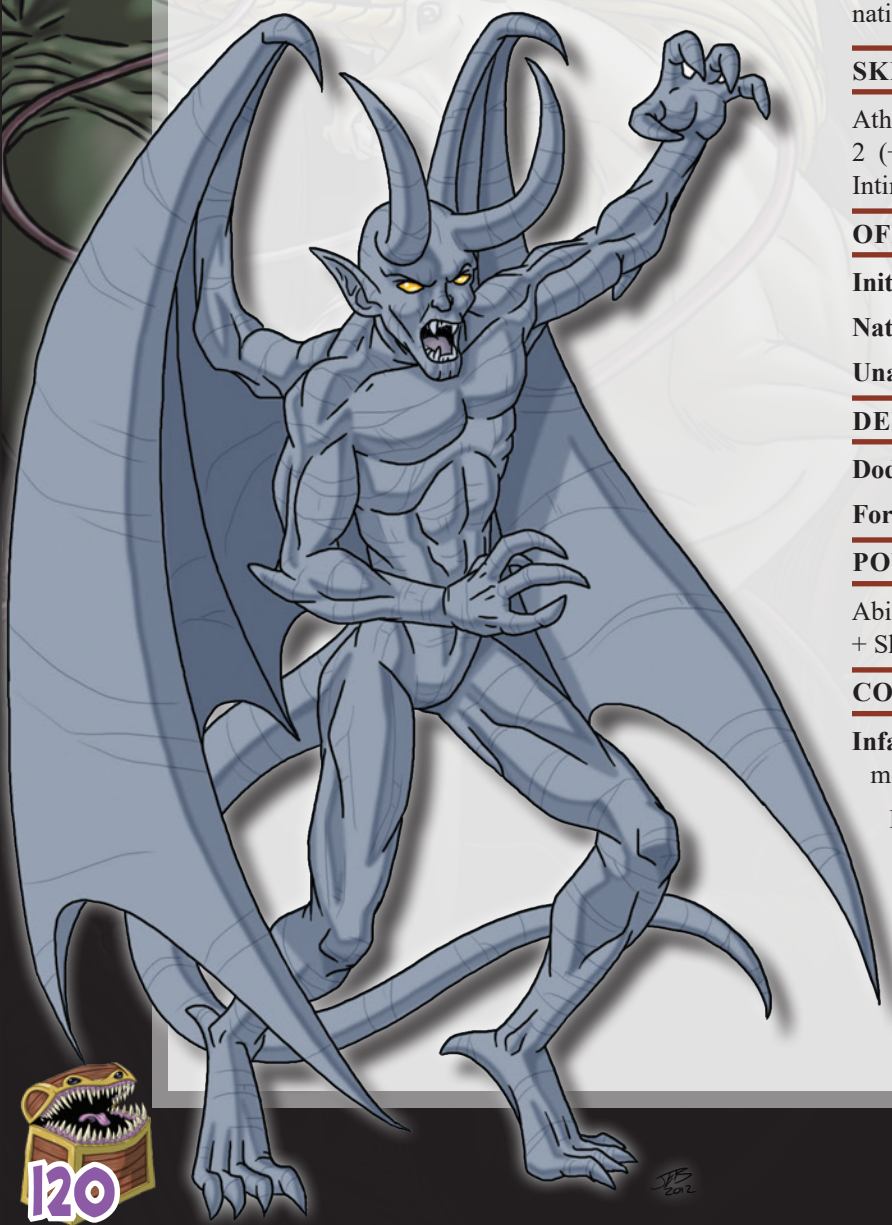
Abilities 6 + Advantages 5 + Defenses 20 + Powers 36 + Skills 14 = 81 Total

COMPLICATIONS

Temper: Slow and dull-witted, ettins will fly into a range if they are attacked or belittled.

Ettins are ugly two-headed giants who are vicious and often unpredictable. They resemble ogres or hill giants, with brown skin and heavy tusks in their mouths. They are usually garbed in filthy clothing. The average ettin stands about 13 feet tall and weighs 5,200 pounds.

While these giants are rather dull-witted, they are often hired as guards. Their dual-heads allow them great powers of perception, which many find useful.



Gargoyle (PL 7)

Strength 2, **Stamina** 3, **Agility** 2, **Dexterity** 2
Fighting 3, **Intellect** -1, **Awareness** 2, **Presence** 0

POWERS

Fast: Speed 1 (4 mph) – 1 point

Freeze: Enhanced Deception 12 (Limited to appearing as a stone statue) – 3 points

Natural Weapons (Bite, Claws, Horns): Strength-Based Damage 2 (Improved Critical) – 3 points

Monstrous Senses: Senses 2 (Darkvision) – 2 points

Stone Skin: Impervious Toughness 3; Protection 3 – 6 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Improved Initiative, Languages 1 (Common [Terran is native]), Skill Mastery (Stealth), Startle

SKILLS

Athletics 4 (+6), Close Combat (Natural Weapons) 2 (+5), Deception 2 (+2, +14 to appear as statue), Intimidation 4 (+4), Perception 4 (+6), Stealth 6 (+8)

OFFENSE

Initiative +6

Natural Weapons +5 (Close, Damage 4/19-20)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 6

Fortitude 4, **Will** 6

POWER POINTS

Abilities 26 + Advantages 4 + Defenses 13 + Powers 18 + Skills 11 = 72 Total

COMPLICATIONS

Infamy: Gargoyles are feared as stealthy, murderous monsters.

Power Loss: Impervious Toughness; not vs. magical attacks.

Gargoyles appear to be winged statues of demon-like humanoids. These creatures have mastered the ability to stand motionless for long periods of time, which adds to the façade of their statue-like appearance.

Gargoyles are found amid ruins and perched on tall buildings. Here, their appearance is hidden among other statues of non-living gargoyles – hiding in plain sight. These treacherous creatures then ambush anyone who passes by; slaying the unfortunate being and stealing anything of value. Gargoyles particularly enjoy shiny objects containing gemstones and precious metals.

INSPIRATIONS FOR GARGOYLES

Recommended Films: Gargoyles (1972); directed by Bill L. Norton

Tales From the Darkside: The Movie (1990); directed by John Harrison

Recommended Television: Disney's Gargoyles (1994); created by Greg Weisman

GIANT

Giants are a race of massive humanoids. They are the remnants of an ancient race known as the titans who claimed to be the progenitors of the gods themselves. Many giants are wicked, selfish, and evil. They hate the mortal races – who are beloved by the gods – and seek to subvert their worship to that of the titans. Giants will often make slaves of the smaller races.

There exist many different types of giants. These primordial beings are the lesser incarnations of the ancient titans, who were themselves manifestations of nature. As such, the giant races possess special powers based on the titans from whom they are descended.

INSPIRATIONS FOR GIANTS

Recommended Films: Jack the Giant Killer (1962), directed by Nathan H. Juran

Thor (2011), directed by Kenneth Brannagh

Giant, Cloud (PL 11)

Strength 8, **Stamina** 4, **Agility** 2, **Dexterity** 2

Fighting 6, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Giant Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 4 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included); Protection 6; Reach 1 with Unarmed – 18 points

Giant Steps: Speed 2 (8 mph) – 2 points

Magical Powers: Array (20 points)

- **Fog Cloud:** Burst Area Visual Concealment Attack 4 (Area 3 [120-ft. area]) – 20 points
- **Levitation:** Flight 2 (8 mph; Levitation) – 1 point

Rock-Catching: Enhanced Dodge 4 (Limited to thrown rocks only; Sustained) – 2 points

EQUIPMENT

Weapons: Array (16 points)

- **Thrown Rock:** Ranged Damage 8 – 16 points
- **Morningstar:** Strength-Based Damage 3 (Reach) – 1 point

ADVANTAGES

Daze (Intimidation), Equipment 4, Languages 1 (Common [Giant is native]), Power Attack, Startle, Takedown 2

SKILLS

Athletics 8 (+16), Close Combat (Morningstar) 4 (+10), Expertise (Play Stringed Instruments) 8 (+10), Insight 2 (+5), Intimidation 8 (+12), Perception 4 (+7), Persuasion 8 (+10), Ranged Combat (Thrown) 4 (+6)

OFFENSE

Initiative +2

Morningstar +10 (Close, Damage 10)

Rock +6 (Ranged, Damage 8)

Unarmed +6 (Close, Damage 8)

DEFENSE

Dodge 5 (9 vs. thrown rocks), **Parry** 9, **Toughness** 10

Fortitude 14, **Will** 8

POWER POINTS

Abilities 38 + Advantages 10 + Defenses 25 + Powers 47 + Skills 23 = 143 Total

COMPLICATIONS

Reputation: Cloud giants are well known as aristocratic, sky-dwelling giants.

Cloud giants are sky-dwelling giants with pale skin and sky-blue hair. Adults are about 18 feet tall and weigh about 5,000 pounds. They tend to dress in flowing cloud-colored robes and fine jewelry.

These giants prefer to live in the tallest mountains, or even higher if possible. Those with magical talent often create floating castles or cities in which to dwell, held aloft in the sky atop a mass of clouds. Cloud giants all possess some control over their namesake, being able to summon forth a cloud of fog and mist at will.

Giant, Fire (PL 10)

Strength 7, **Stamina** 4, **Agility** 1, **Dexterity** 2
Fighting 6, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Fire-Bourne: Immunity 6 (Fire Damage, Heat) – 6 points

Giant Senses: Senses 2 (Infravision, Low-Light Vision) – 2 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included); Protection 5; Reach 1 with Unarmed – 15 points

Giant Steps: Speed 1 (4 mph) – 1 point

Rock-Catching: Enhanced Dodge 4 (Limited to thrown rocks only; Sustained) – 2 points

EQUIPMENT

Weapons: Array (14 points)

Thrown Rock: Ranged Damage 7 – 14 points
Sword: Strength-Based Damage 3 (Improved Critical) – 1 point

ADVANTAGES

Daze (Intimidation), Equipment 3, Improved Smash, Languages 1 (Common [Giant is native]), Power Attack, Startle, Takedown 2

SKILLS

Athletics 8 (+15), Close Combat (Swords) 2 (+8), Expertise (Blacksmith) 8 (+9), Insight 4 (+6), Intimidation 8 (+11), Perception 4 (+6), Ranged Combat (Thrown) 4 (+6)

OFFENSE

Initiative +1

Rock +6 (Ranged, Damage 7)

Sword +8 (Close, Damage 10/19-20)

Unarmed +6 (Close, Damage 7)

DEFENSE

Dodge 4 (8 vs. thrown rocks), **Parry** 9, **Toughness** 9

Fortitude 13, **Will** 7

POWER POINTS

Abilities 32 + Advantages 10 + Defenses 24 + Powers 26 + Skills 19 = 111 Total

COMPLICATIONS

Infamy: Fire giants are known as cruel, militaristic war-mongers.

Vulnerability: Fire giants are Toughness Impaired vs. cold attacks.

Fire giants live in active volcanoes where they forge heavy armor and weapons of war. These giants are highly militaristic and delight in waging war against others.

Fire giants stand over 12 feet tall and weigh 2,500 pounds. They are heavy-set and barrel-chested. The skin of a fire giant is red at birth but is charred to a sooty black by the time they are an adult. Their hair is usually some shade of red, orange, or fiery blonde. The eyes of a fire giant burn like glowing embers. Most adult fire giants wear bronze-colored armor and carry large two-handed swords.

Giant, Frost (PL 10)

Strength 6, **Stamina** 4, **Agility** 1, **Dexterity** 2

Fighting 5, **Intellect** 1, **Awareness** 2, **Presence** 2

POWERS

Frost-Bourne: Enhanced Stealth 4 (Limited to arctic areas); Movement 1 (Environmental Adaptation [Arctic]); Immunity 6 (Cold, Cold Damage) – 9 points

Giant Senses: Senses 1 (Low-Light Vision) – 1 point

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included); Protection 5; Reach 1 with Unarmed – 15 points

Giant Steps: Speed 1 (4 mph) – 1 point

Rock-Catching: Enhanced Dodge 4 (Limited to thrown rocks only; Sustained) – 2 points

EQUIPMENT

Weapons: Array (12 points)

Thrown Rock: Ranged Damage 6 – 12 points

Axe: Strength-Based Damage 3 (Reach) – 1 point

ADVANTAGES

Daze (Intimidation), Equipment 3, Improved Smash, Languages 1 (Common [Giant is native]), Power Attack, Startle, Takedown 2

SKILLS

Athletics 8 (+14), Close Combat (Axe) 2 (+7), Expertise (Survival) 4 (5), Intimidation 8 (+12), Perception 4 (+6), Ranged Combat (Thrown) 4 (+6), Stealth 8 (+5, +9 in arctic)

OFFENSE

Initiative +1

Axe +7 (Close, Damage 9)

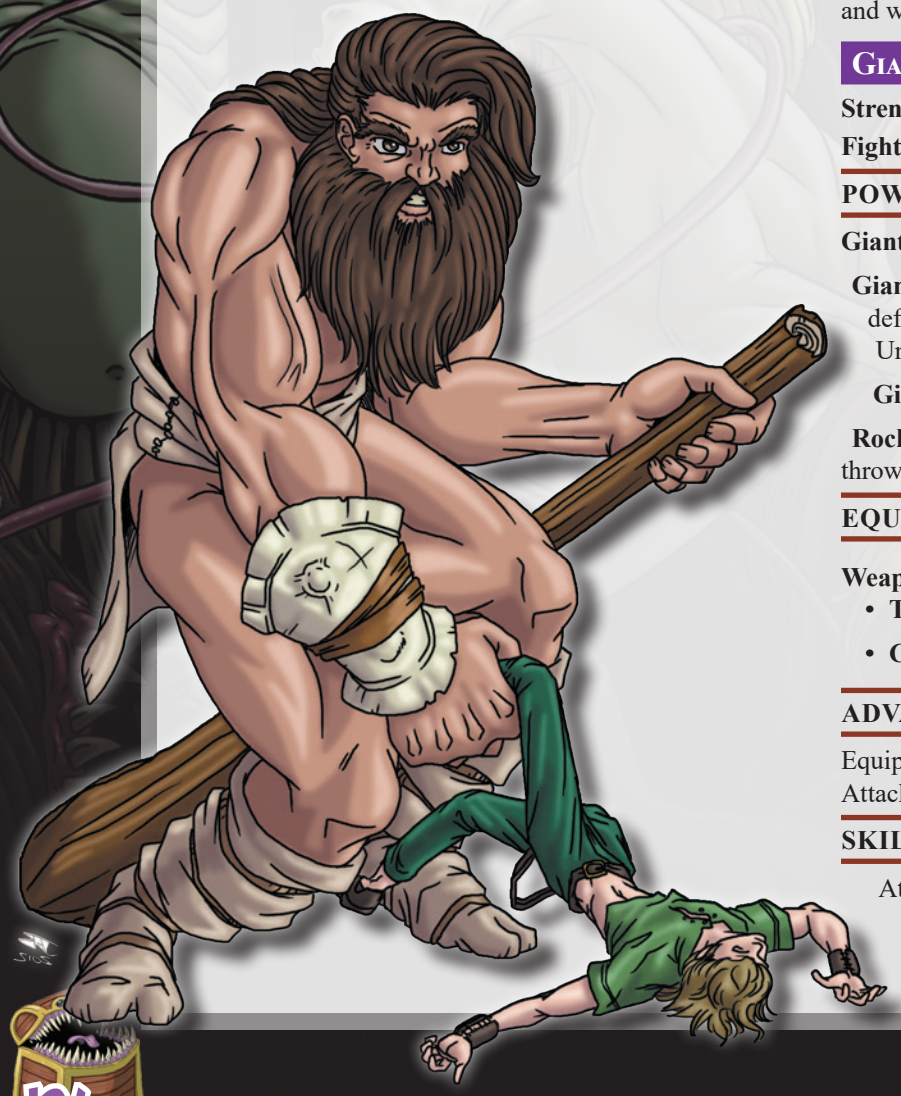
Rock +6 (Ranged, Damage 6)

Unarmed +5 (Close, Damage 6)

DEFENSE

Dodge 3 (7 vs. thrown rocks), **Parry** 7, **Toughness** 9

Fortitude 13, **Will** 6



POWER POINTS

Abilities 26 + Advantages 10 + Defenses 21 + Powers 28 + Skills 19 = 104 Total

COMPLICATIONS

Infamy: Frost giants are known to be barbaric raiders.

Vulnerability: Frost giants are Toughness Impaired vs. fire attacks.

The barbarians of the frozen northern regions consider frost giants to be the greatest terrors of the arctic wilderness. These giants stand about 15 feet tall and weigh 2,800 pounds. They wear armor and heavy furs in similar appearance to the barbarian raiders of northern lands.

Frost giants live in large tribes ruled by a jarl. They organize within lodge houses where they feast and prepare to raid the settlements of mortals and smaller humanoids. Frost giants live off the spoils of plunder and destruction. They will often take captives during their raids to serve as slaves or as food. They also make use of other arctic creatures – such as winter wolves and white dragons – to serve as guards and pets.

Giant, Hill (PL 8)

Strength 5, **Stamina** 3, **Agility** 1, **Dexterity** 1

Fighting 4, **Intellect** -1, **Awareness** 1, **Presence** 0

POWERS

Giant Senses: Senses 1 (Low-Light Vision) – 1 point

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included); Protection 5; Reach 1 with Unarmed – 13 points

Giant Steps: Speed 1 (4 mph) – 1 point

Rock-Catching: Enhanced Dodge 4 (Limited to thrown rocks only; Sustained) – 2 points

EQUIPMENT

Weapons: Array (10 points)

- **Thrown Rock:** Ranged Damage 5 – 10 points
- **Club:** Strength-Based Damage 2 (Reach) – 1 point

ADVANTAGES

Equipment 3, Language 0 (Giant is native), Power Attack, Startle, Takedown

SKILLS

Athletics 6 (+11), Close Combat (Club) 2 (+6), Intimidation 6 (+7), Perception 4 (+5), Ranged Combat (Thrown) 4 (+5)

Offense

Initiative +1

Club +6 (Close, Damage 7)

Rock +5 (Ranged, Damage 5)

Unarmed +4 (Close, Damage 5)

Defense

Dodge 3 (7 vs. thrown rocks), **Parry** 6, **Toughness** 8

Fortitude 10, Will 4

Power Points

Abilities 16 + Advantages 6 + Defenses 16 + Powers 17 + Skills 11 = 66 Total

Complications

Reputation: Hill giants are known to be dull-witted, brutish bullies.

Hill giants are one of the lesser breeds of giants. They are dull-witted and clumsy. An adult hill giant stands about 10 feet tall and weighs 1,100 pounds. Their skin is a dark tan color and is usually covered in crudely-cut animal hides.

Hill giants are stereotypical bullies and will attack smaller creatures as a form of fun. They will throw massive rocks to start and then use their clubs only if their targets close in too close. Hill giants are often cowards when it comes to losing a fight.

Giant, Stone (PL 9)

Strength 6, **Stamina** 3, **Agility** 2, **Dexterity** 4

Fighting 5, **Intellect** 1, **Awareness** 2, **Presence** 1

Powers

Giant Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included); Protection 6; Reach 1 with Unarmed – 14 points

Giant Steps: Speed 1 (4 mph) – 1 point

Rock-Catching: Enhanced Dodge 4 (Limited to thrown rocks only; Sustained) – 2 points

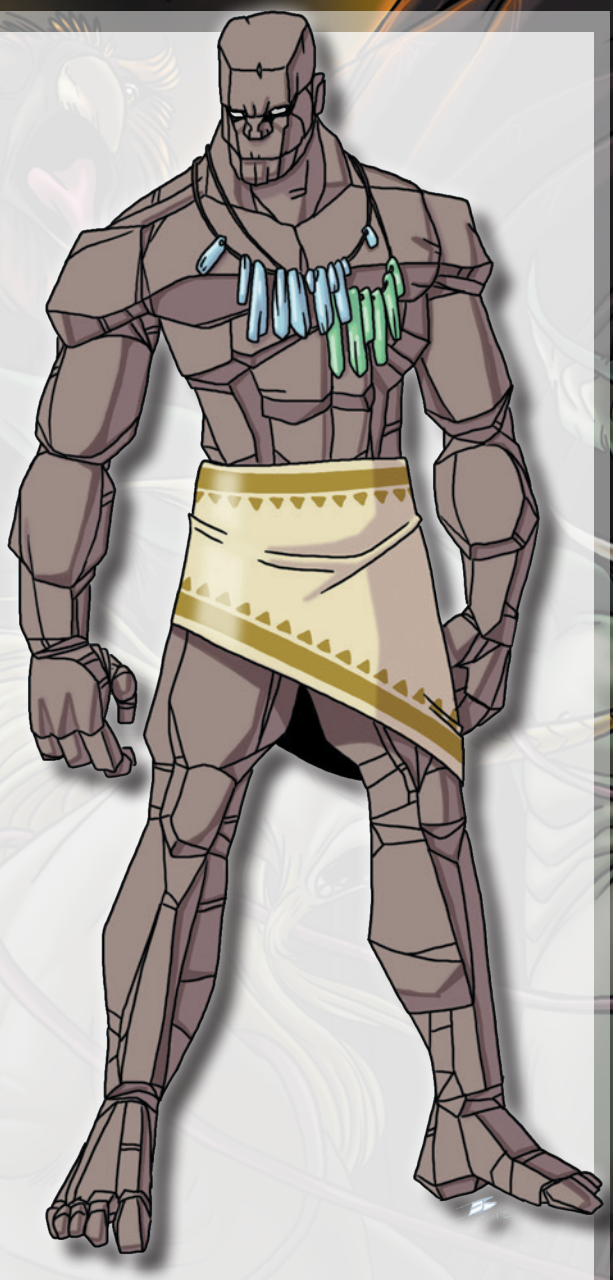
Stone-Skin: Enhanced Stealth 8 (Limited to rocky terrain) – 2 points

Equipment

Weapons: Array (12 points)

Thrown Rock: Ranged Damage 6 – 12 points

Club: Strength-Based Damage 2 (Reach) – 1 point



Advantages

Equipment 3, Language 1 (Common [Giant is native]), Power Attack, Precise Attack (Ranged; Cover), Quick Draw, Startle, Takedown

Skills

Athletics 8 (+14), Close Combat (Clubs) 2 (+7), Intimidation 8 (+10), Perception 4 (+6), Ranged Combat (Thrown) 4 (+8), Stealth 4 (+3, +11 in rocky terrain)

Offense

Initiative +2

Club +7 (Close, Damage 8)

Rock +8 (Ranged, Damage 6)

Unarmed +5 (Close, Damage 6)

DEFENSE

Dodge 5 (9 vs. thrown rocks), **Parry** 8, **Toughness** 9

Fortitude 11, **Will** 6

POWER POINTS

Abilities 36 + Advantages 9 + Defenses 20 + Powers 22 + Skills 15 = 102 Total

COMPLICATIONS

Reputation: Stone giants are known to be secretive, isolated creatures, preferring to make their homes in tall mountains away from humanoid settlements.

Stone giants are gray-skinned humanoids whose hides appear to be made from living rock. They stand 12 feet tall and weigh about 1,500 pounds. A stone giant is usually clad in a simple kilt or skirt.

Although they are capable melee combatants and incredibly strong, stone giants prefer to attack from a distance. They throw rocks at their enemies with great accuracy.

Giant, Storm (PL 13)

Strength 9, **Stamina** 4, **Agility** 2, **Dexterity** 4

Fighting 7, **Intellect** 3, **Awareness** 3, **Presence** 2

POWERS

Born of the Storm and Sea: Immunity 23 (Cold, Drowning, Electricity Damage, Entrapment Effects, High Pressure, Weather Effects) – 23 points

Giant Senses: Senses 1 (Low-Light Vision) – 1 point

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included); Protection 6; Reach 2 with Unarmed – 21 points

Giant Steps: Speed 2 (8 mph) – 2 points

Magical Powers: Array (45 points)

- **Weather Control:** Environment 9 (Intense Cold, Intense Heat, Impede Movement [-1 rank], Visibility [-2 Perception]; Selective) – 45 points
- **Call Lightning:** Ranged Line Area Damage 3 (Indirect 2 [from straight above target) – 1 point
- **Chain Lightning:** Ranged Burst Area Damage 5 (Selective) – 1 point
- **Fog Cloud:** Burst Area Visual Concealment Attack 4 (Area 3 [120-ft. area]) – 1 point
- **Levitation:** Flight 3 (16 mph; Levitation) – 1 point

Rock-Catching: Enhanced Dodge 4 (Limited to thrown rocks only; Sustained) – 2 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 3 (4 mph) – 5 points

EQUIPMENT

Weapons: Array (18 points)

- **Bow:** Ranged Damage 9 – 18 points
- **Sword:** Strength-Based Damage 3 (Improved Critical) – 1 point

ADVANTAGES

Equipment 4, Improved Critical (Swords), Improved Smash, Improvised Weapon, Languages 3 (Aquan, Auran, Common, Draconic [Giant is native]), Power Attack, Startle, Takedown

SKILLS

Acrobatics 6 (+8), Athletics 6 (+13), Close Combat (Swords) 6 (+13), Expertise (Singing) 8 (+11), Insight 6 (+9), Intimidation 12 (+17), Perception 6 (+9), Ranged Combat (Bows) 6 (+10)

Offense

Initiative +2

Bow +10 (Ranged, Damage 9)

Call Lightning Area (Ranged, Damage 3)

Chain Lightning Area (Ranged, Damage 5)

Sword +13 (Close, Damage 12/18-20)

Unarmed +7 (Close, Damage 9)

Defense

Dodge 5 (9 vs. thrown rocks), **Parry** 10, **Toughness** 10

Fortitude 15, **Will** 9

Power Points

Abilities 44 + Advantages 13 + Defenses 29 + Powers 101 + Skills 28 = 215 Total

Complications

Reputation: Storm giants are recognized as the most civilized of the giant races.

Temper: Strom giants are known for their sudden mood swings.

A storm giant stands over 20 feet tall and weighs 12,000 pounds. They tend to wear fine tunics and belted sandals. When they enter battle, storm giants don bronze breastplates and Corinthian helmets.

Storm giants are the most powerful of giant-kind; their power is near that of the ancient titans. Much like a violent storm, a storm giant is prone to sudden bouts of violence and mood swings. They are brutal and dangerous foes who wield the power of weather and can hurl lightning with a gesture.

Storm giants make their homes on isolated islands or along coastal regions of the world. Despite their temperamental behavior, these beings are the most civilized of the giant races. They will even engage in trade with communities of small folk.

Gibbering Mouther (PL 6)

Strength 1, **Stamina** 4, **Agility** 3, **Dexterity** 0

Fighting 3, **Intellect** -2, **Awareness** 2, **Presence** 2

Powers

Aberrant Senses: Senses 4 (Darkvision, Radius Vision) – 4 points

Amorphous: Immunity 2 (Critical Hits); Impervious Toughness 3; Insubstantial 1 (Innate, Permanent); Movement 1 (Slithering); Protection 4 – 17 points

Gibbering: Reaction Burst Area Affliction 3 (Impaired, Compelled [to act irrational and violently]); Resisted and Overcome by Will; Area 2 (60-ft. area), Cumulative, Hearing Sense-Dependent, Limited to Two Degrees – 15 points

Ground Manipulation: Environment 1 (Hamper Movement [-1 rank]) – 1 point

Natural Weapons: Array (10 points)

- **Acid Spittle:** Ranged Affliction 5 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 10 points
- **Blood-Draining Bite:** Strength-Based Damage 1; Linked Weaken Abilities 1 (Resisted by Fortitude; Broad, Concentration, Grab-Based, Limited to Physical Ability Scores, Simultaneous) – 1 point

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 2 (2 mph) – 4 points

ADVANTAGES

Fast Grab, Improved Grab, Improved Hold, Language 0 (Undercommon is native), Startle

SKILLS

Close Combat (Bite) 2 (+5), Intimidation 4 (+6), Perception 4 (+6), Ranged Combat (Acid Spit) 4 (+4), Stealth 2 (+5)

OFFENSE

Initiative +3

Acid Spit +4 (Ranged, Affliction 3)

Bite +5 (Close, Damage 2 plus Weaken 1)

Gibbering Area (Close, Affliction 3)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 4, **Parry** 4, **Toughness** 8

Fortitude 5, **Will** 6

POWER POINTS

Abilities 26 + Advantages 4 + Defenses 7 + Powers 50 + Skills 8 = 95 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. bludgeoning damage.

A gibbering mouther is a disgusting mass of eyes and drooling, biting mouths. These insane aberrations live only to feed and to create a noisesome cacophony that drives others to become insane as well.

A gibbering mouther appears to be an amorphous mass of flesh with multiple eyes and mouths. The mouths constantly gibber or droll an acidic spittle. This spittle softens the ground through which a gibbering mouther travels, leaving it muddy and slick.

These aberrations exist only to feed on the flesh and blood of others. A mouther with ungulate towards a living creature and engulf it within its amorphous body. The multiple mouths then drink of the blood of the unfortunate victim.

Girallon (PL 8)

Strength 4, **Stamina** 4, **Agility** 0, **Dexterity** 3
Fighting 4, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Bestial Senses: Senses 7 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Brachiating: Enhanced Athletics 8 (Limited to Climbing); Movement 1 (Swinging; Limited [requires jungle vegetation]) – 3 points

Fast: Speed 1 (4 mph) – 1 point

Four Arms: Extra Limbs 2 – 2 points

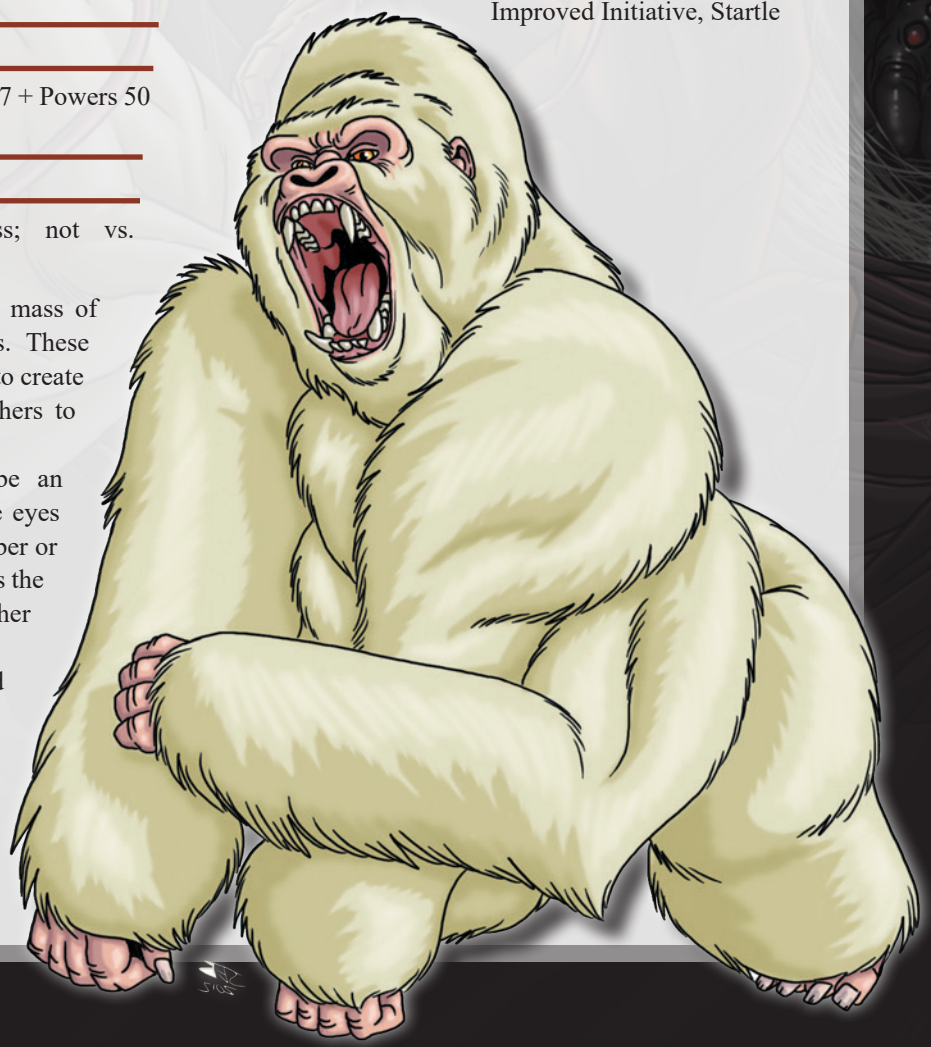
Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 4 – 9 points

Natural Weapons: Array (2 points)

- **Bite and Claws:** Strength-Based Damage 1 (Improved Critical) – 2 points
- **Rending:** Strength-Based Damage 2 (Grab-Based) – 1 point

ADVANTAGES

Benefit (Ambidexterity), Fast Grab, Improved Hold, Improved Initiative, Startle



SKILLS

Acrobatics 2 (+2), Athletics 2 (+6, +14 climbing), Close Combat (Natural Weapons) 2 (+6), Expertise (Survival) 8 (+4), Insight 2 (+4), Intimidation 6 (+7), Perception 4 (+6), Stealth 6 (+4)

OFFENSE

Initiative +4

Natural Weapons +6 (Close, Damage 5/19-20)

Rending +6 (Close, Damage 6)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 1, **Parry** 8, **Toughness** 8

Fortitude 9, **Will** 4

POWER POINTS

Abilities 18 + Advantages 5 + Defenses 14 + Powers 25 + Skills 16 = 78 Total

COMPLICATIONS

Disability: Girallons cannot speak.

Temper: Girallons are highly territorial and attack anyone who violates their home.

Girallons are aggressive, carnivorous apes with four arms. They are incredibly strong and territorial. These beasts live in groups dominated by the strongest male.

An adult girallon is about 8 feet tall and weighs 800 pounds. It appears to be a four armed ape with thick white fur and curved horns on its head. The exotic appearance of these beasts often attracts big game hunters to seek them out as trophies.

GOLEM

Golems are magical constructs that are created to act as guardians and servants. They are constructed using a base material and then given life by using magical rituals to entrap an elemental spirit within the body. The creation of a golem is often a long and expensive task.

Golems are mindless and rely on the orders of their master. They follow the orders that are given to them in the simplest and most uncomplicated manner. They are incapable of complex strategy or tactics.

There are many different types of golems; each of which possess different powers based on its type. The golems described here are the most common types encountered in a fantasy world.

INSPIRATIONS FOR GOLEMS

Recommended Fiction: Der Golem, by Gustav Meyrink

Frankenstein, by Mary Shelley

Recommended Films: Frankenstein (1931), directed by James Whale

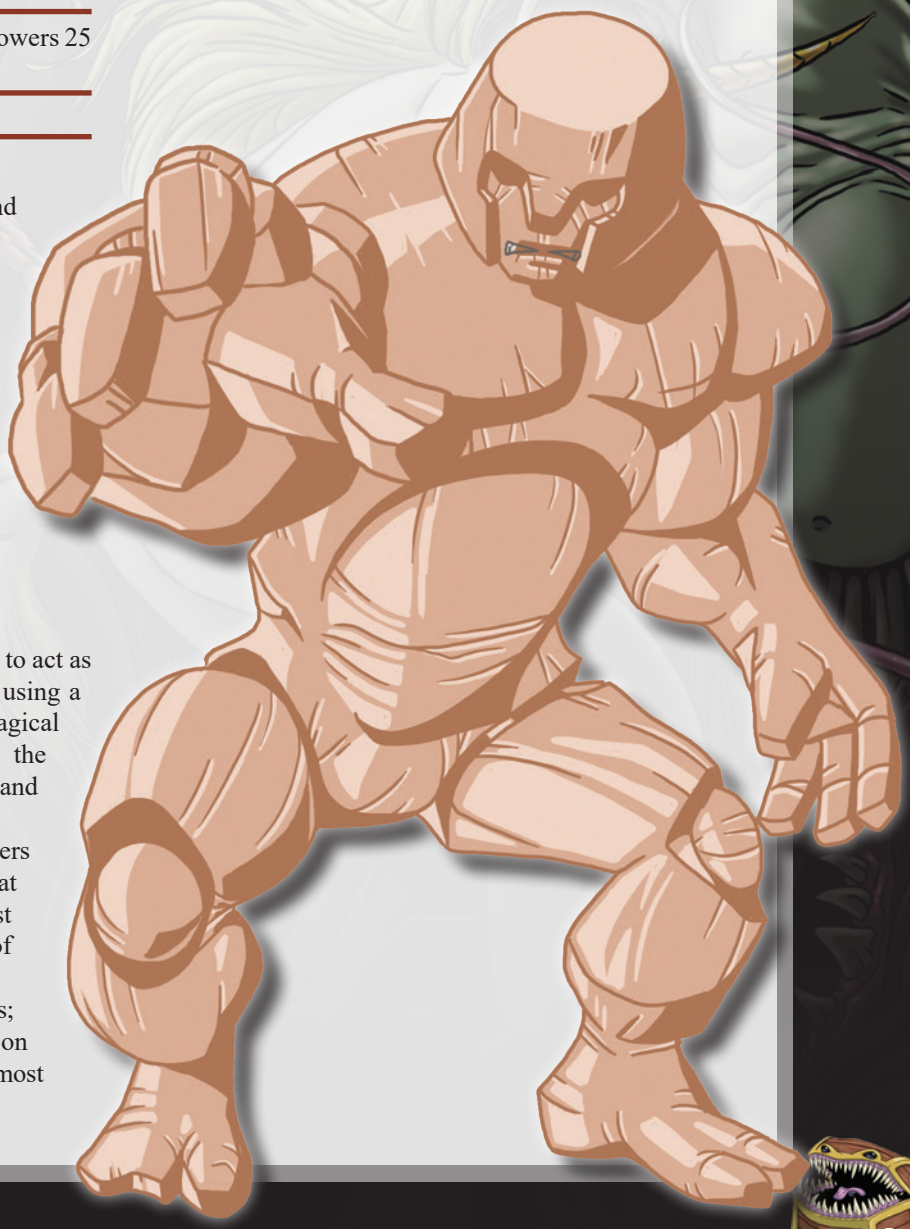
The Golem: How He Came Into the World (1920), directed by Carl Boese and Paul Wegener

It! (1966), directed by Herbert J. Leder

Sinbad and the Eye of the Tiger (1977), directed by Sam Wanamaker

Golem, Clay (PL 10)

Strength 5, **Stamina** --, **Agility** 0, **Dexterity** 0
Fighting 7, **Intellect** --, **Awareness** 2, **Presence** --



POWERS

Acidic Regeneration: Regeneration 10 (Source [acid]) – 5 points

Construct Body: Growth 2 (Innate, Permanent; -1 active defenses included); Immunity 40 (Fortitude Effects, Magic Effects); Impervious Toughness 5; Protection 8 – 58 points

Construct Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Cursed Wound: Incurable with Unarmed – 1 point

SKILLS

Close Combat (Unarmed) 2 (+9), Perception 2 (+4)

OFFENSE

Initiative +0

Unarmed +9 (Close, Damage 5)

DEFENSE

Dodge 3, **Parry** 10, **Toughness** 10

Fortitude Immune, **Will** Immune

POWER POINTS

Abilities -6 + Advantages 0 + Defenses 8 + Powers 67 + Skills 2 = 71 Total

COMPLICATIONS

Disability: Golems cannot speak.

Power Loss: Impervious Toughness; not vs. adamantine weapons.

Weakness: A clay golem is Dazed for 3 rounds when struck with a Disintegration effect. A clay golem is damage if targeted with an Earth Control effect; the damage it takes is equal to one-half the ranks of the effect.

Clay golems are constructed of high quality, densely-packed clay. Their bodies are enchanted to resist physical impacts and magical assaults. These golems are so powerful that their strikes require extra time to heal and often resist magical efforts to heal more quickly.

The average clay golem stands over 8 feet tall and weighs about 600 pounds.

Golem, Flesh (PL 7)

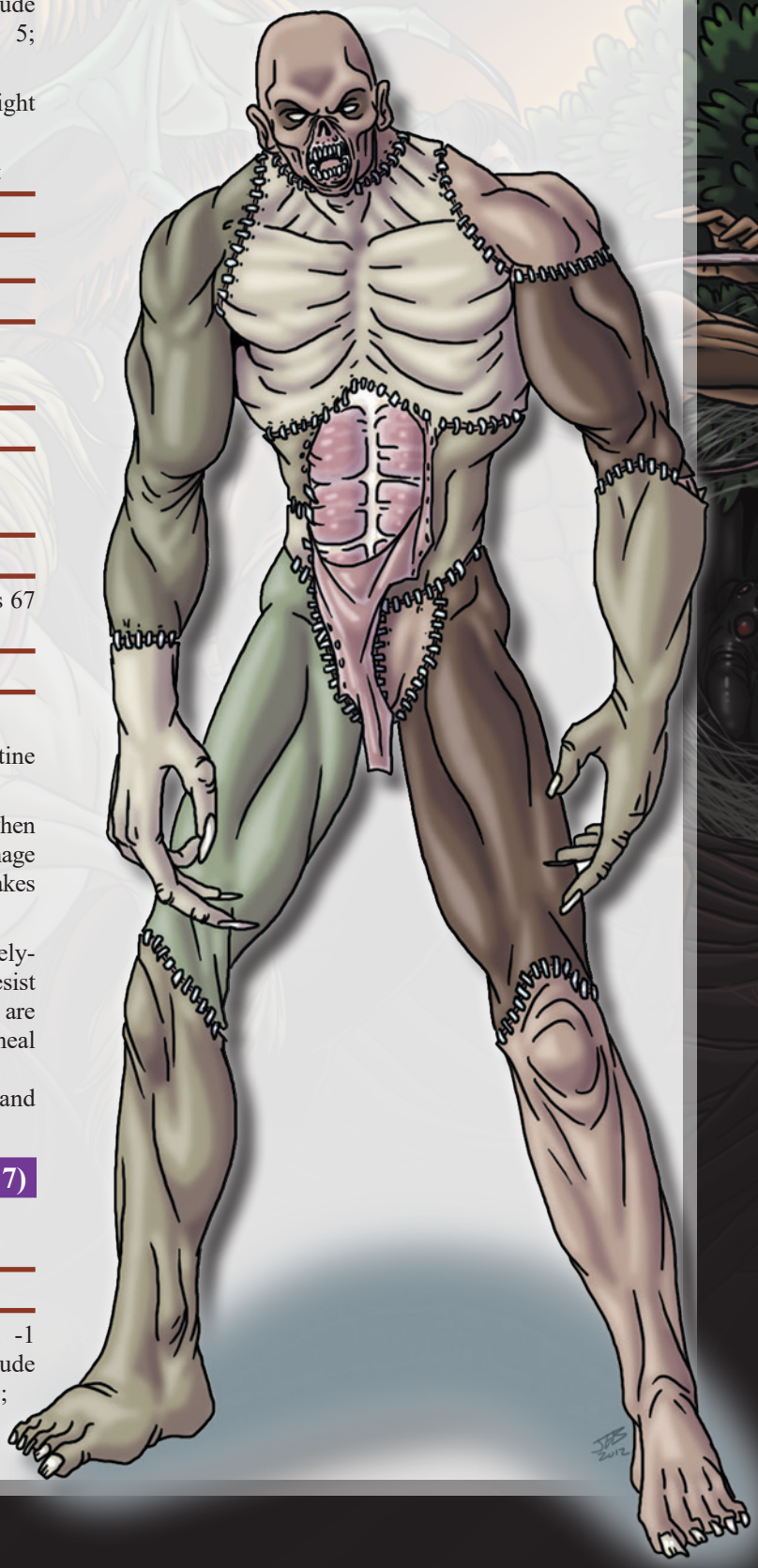
Strength 4, **Stamina** --, **Agility** 0, **Dexterity** 0
Fighting 5, **Intellect** --, **Awareness** 2, **Presence** --

POWERS

Construct Body: Growth 2 (Innate, Permanent; -1 active defenses included); Immunity 40 (Fortitude Effects, Magic Effects); Impervious Toughness 3; Protection 4 – 52 points

Construct Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Electrical Regeneration: Regeneration 10 (Source [electricity]) – 5 points



SKILLS

Close Combat (Unarmed) 2 (+7), Perception 2 (+4)

OFFENSE

Initiative +0

Unarmed +7 (Close, Damage 4)

DEFENSE

Dodge 2, **Parry** 7, **Toughness** 6
Fortitude Immune, **Will** Immune

POWER POINTS

Abilities -12 + Advantages 0 + Defenses 6 + Powers 60 + Skills 2 = 56 Total

COMPLICATIONS

Disability: Golems cannot speak.

Power Loss: Impervious Toughness; not vs. adamantine weapons.

Weakness: A flesh golem is Dazed for 3 rounds when exposed to any damaging fire or cold effect.

Flesh golems are constructed using the physical body parts of once-living creatures. These creatures are often humanoids or monstrous humanoids, but any physical living creature's parts are useable. These ghoulish constructs are stitched together into a macabre horror standing 8 feet tall and weighing about 500 pounds.

While typically mindless, a flesh golem will sometimes possess the memories of the beings from which it was created. In such an instance, a flesh golem will eventually become an intelligent, free-willed being.

Golem, Iron (PL 13)

Strength 7, **Stamina** --, **Agility** 0, **Dexterity** 0
Fighting 9, **Intellect** --, **Awareness** 2, **Presence** --

POWERS

Big and Heavy: Enhanced Second Chance (Resisting slams and trips) – 1 point

Burning Regeneration: Regeneration 10 (Source [fire]) – 5 points

Construct Body: Growth 5 (Innate, Permanent; -2 active defenses included); Immunity 40 (Fortitude Effects, Magic Effects); Impervious Toughness 10; Protection 8 – 69 points

Construct Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Construct Weapons: Array (45 points)

Chlorine Gas Breath: Cloud Area Affliction 5 (Impaired, Dazed, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Cloud Area Weaken Stamina 5 (Resisted by Fortitude; Progressive) – 45 points

Powerful Blows: Strength-Based Damage 3 (Improved Critical) – 1 point

SKILLS

Close Combat (Powerful Blows) 2 (+11), Perception 2 (+4)

OFFENSE

Initiative +0

Chlorine Gas Breath Area (Close, Affliction 5 plus Weaken 5)

Powerful Blows +11 (Close, Damage 10/19-20)

Unarmed +9 (Close, Damage 7)

DEFENSE

Dodge 4, **Parry** 13, **Toughness** 13

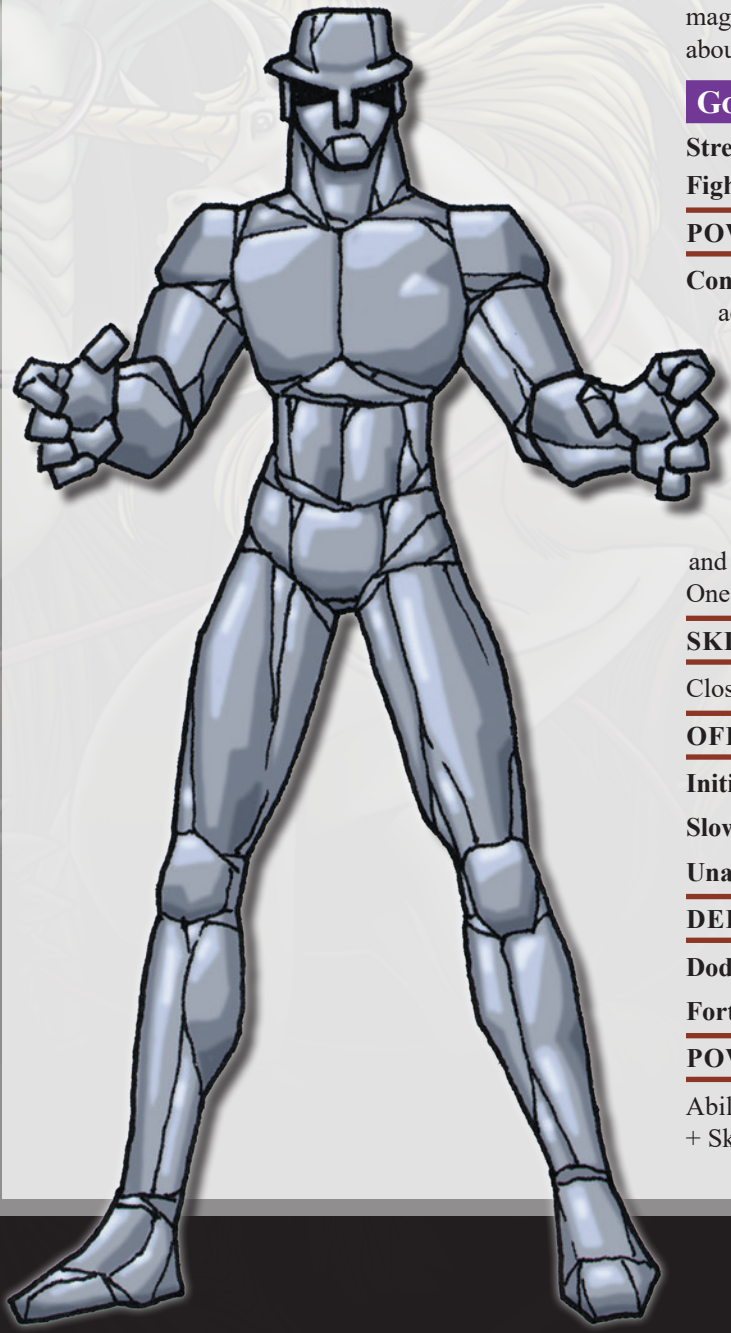
Fortitude Immune, **Will** Immune

POWER POINTS

Abilities -4 + Advantages 0 + Defenses 12 + Powers 124 + Skills 2 = 134 Total

COMPLICATIONS

Disability: Golems cannot speak.



Power Loss: Impervious Toughness; not vs. adamantine weapons.

Vulnerability: And iron golem is Toughness Impaired vs. attacks that cause rusting effects.

Weakness: An iron golem is Hindered and Vulnerable for 3 rounds when struck with electrical damage.

Whereas most other golems are created as guards, iron golems are usually created as mindless soldiers of war. These behemoths are unstoppable engines of destruction. They wade into melee with powerful blows from their fists and expel a corrosive poisonous gas onto the battlefield.

The most basic iron golem appears to be massive suit of heavy plated armor in a general humanoid form. Some golem crafters take special delight in their work and will fashion a mold for their iron golem before pouring in the magically treated molten iron. The average iron golem is about 12 feet tall and weighs 5,000 pounds.

Golem, Stone (PL 9)

Strength 6, **Stamina** --, **Agility** 0, **Dexterity** 0

Fighting 7, **Intellect** --, **Awareness** 2, **Presence** --

POWERS

Construct Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 40 (Fortitude Effects, Magic Effects); Impervious Toughness 5; Protection 5 – 59 points

Construct Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Slowing Presence: Reaction Burst Area Affliction 4 (Hindered and Vulnerable); Resisted and Overcome by Will; Extra Condition, Limited to One Degree – 20 points

SKILLS

Close Combat (Unarmed) 2 (+9), Perception 2 (+4)

OFFENSE

Initiative +0

Slow Area (Close, Affliction 4)

Unarmed +9 (Close, Damage 6)

DEFENSE

Dodge 2, **Parry** 9, **Toughness** 9

Fortitude Immune, **Will** Immune

POWER POINTS

Abilities -8 + Advantages 0 + Defenses 8 + Powers 82 + Skills 2 = 84 Total

COMPLICATIONS

Disability: Golems cannot speak.

Power Loss: Impervious Toughness; not vs. adamantine weapons.

Stone golems are constructed from either a single piece of carefully-chiseled stone or from a collection of specially-fitted stone blocks. The most elegant stone golems are used as both guardians and art pieces in a magical building. They appear to be beautiful statues until commanded by their master to move and act.

The average stone golem is 9 feet tall and weighs 2,000 pounds.

Gorgon (PL 8)

Strength 6, **Stamina** 4, **Agility** 1, **Dexterity** 0
Fighting 5, **Intellect** -4, **Awareness** 3, **Presence** 0

POWERS

Bestial Senses: Senses 7 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included) – 11 points

Gorgon Attacks: Array (30 points)

- **Petrifying Breath:** Cone Area Affliction 5 (Hindered and Vulnerable, Defenseless and Immobilized, Transformed [into stone] and Unaware); Resisted and Overcome by Fortitude; Cumulative, Extra Condition, Progressive – 30 points
- **Natural Weapons (Horns, Hooves):** Strength-Based Damage 2 (Improved Critical) – 1 point
- **Trample:** Shapeable Area Damage 6 (Limited to targets in movement path); Linked Shapeable Area Affliction 6 (Hindered, Prone); Resisted by Parry, Overcome by Fortitude; Limited to targets in movement path, Limited to Two Degrees – 1 point

Stable: Enhanced Second Chance (resisting slams and trips) – 1 point

Steel Skin: Immunity 2 (Petrification); Protection 6 – 8 pnts

ADVANTAGES

Improved Initiative, Power Attack, Startle

Enhanced: Second Chance (resisting slams and trips)

SKILLS

Athletics 2 (+8), Close Combat (Natural Weapons) 2 (+7), Expertise (Survival) 8 (+4), Insight 2 (+5), Intimidation 8 (+10), Perception 4 (+7)

OFFENSE

Initiative +5

Natural Weapons +7 (Close, Damage 8/19-20)

Petrifying Breath Area (Close, Affliction 5)

Trample Area (Close, Damage plus Affliction 6)

Unarmed +5 (Close, Damage 6)

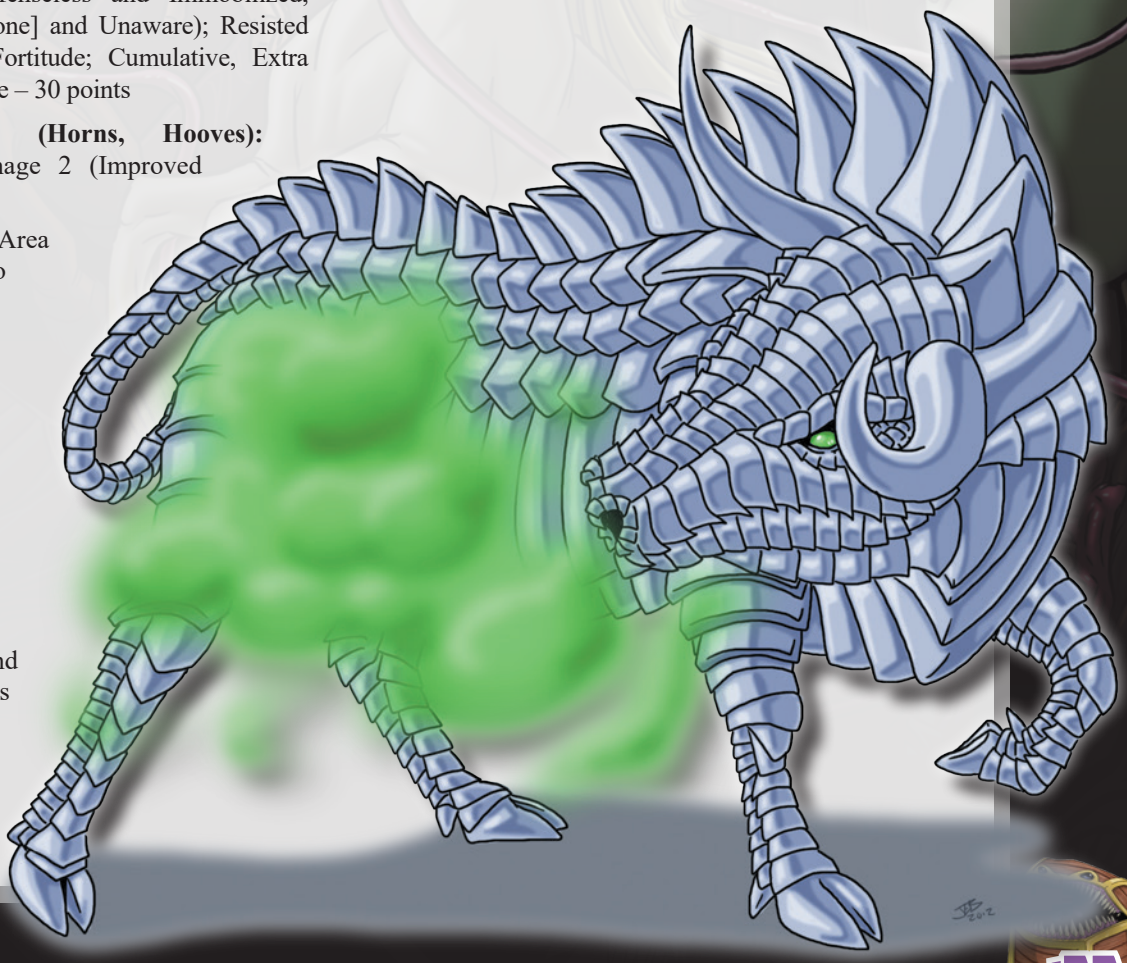
DEFENSE

Dodge 5, **Parry** 4, **Toughness** 10

Fortitude 10, **Will** 5

POWER POINTS

Abilities 10 + Advantages 3 + Defenses 16 + Powers 59 + Skills 13 = 101 Total



Low-Light Vision, Olfactory [acute, extended, tracking]) – 8 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Natural Weapons (Beak, Talons): Strength-Based Damage 1 (Improved Critical) – 2 points

Powerful Legs: Enhanced Athletics 4 (Limited to jumping) – 1 point

Wings: Flight 5 (60 mph; Wings) – 5 points

ADVANTAGES

Fast Grab, Improved Hold, Languages 0 (Common is native), Startle

SKILLS

Acrobatics 4 (+7), Athletics 4 (+9, +13 jumping), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 8 (+6), Insight 6 (+8), Intimidation 6 (+7), Perception 8 (+10), Stealth 2 (+3)

OFFENSE

Initiative +3

Natural Weapons +5 (Close, Damage 6/19-20)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 6, **Parry** 6, **Toughness** 5

Fortitude 9, **Will** 3

POWER POINTS

Abilities 26 + Advantages 3 + Defenses 13 + Powers 21 + Skills 20 = 83 Total

COMPLICATIONS

Disability: While a griffon can understand the Common tongue, they cannot speak. A griffon's taloned hands offer limited manipulation.

Reputation: Griffons are proud and noble creatures.

COMPLICATIONS

Disability: Gorgons cannot speak and have no hands.

Power Loss: A gorgon must wait at least one round before being able to use its breath weapon while it collects its energy.

Gorgons are powerful, bull-like magical beasts. While they have the shape of a bull, they are distinctively different in that they are covered in heavy metallic plating. Beneath this armor plating is normal flesh and blood.

The average gorgon is 8 feet long and stands about 6 feet tall. It weighs 4,000 pounds.

Gorgons are temperamental and aggressive creatures. They attack anything they see as a threat to their territory. While attacking, they breathe a noxious gas that can transform organic material into stone. Horrifyingly enough, gorgons will smash creatures they have petrified and then eat the rocky fragments. These creature gain nutrition from eating petrified beings.

Griffon (PL 6)

Strength 5, **Stamina** 5, **Agility** 3, **Dexterity** 1
Fighting 3, **Intellect** -2, **Awareness** 2, **Presence** 0

POWERS

Bestial Senses: Senses 8 (Darkvision, Extended Vision,

Griffons are majestic magical beasts that combine the features of eagles and lions. These creatures are often used as heraldry symbols and mounts by skilled knights.

A griffon has the body of a lion with the head and wings of an eagle. The forelimbs of the griffon are often like those of an eagle, ending in sharp talons, but this is not always the case. Just as lions and eagle have varying physical characteristics based on where in the world they are found, so too are griffons. An adult griffon is about 8 feet long, with a wingspan of 25 feet. The average griffon weighs about 500 pounds.

Griffons are intelligent creatures that make their homes in high places in the mountains. They so this so that their young can be safe from those who would seek to steal them and use them as mounts. Due to the fact that these beasts are intelligent, using a griffon as a mount is seen as a form of slavery in some locations.

Grig (PL 4)

Strength -1, **Stamina** 2, **Agility** 3, **Dexterity** 3
Fighting 1, **Intellect** 1, **Awareness** 2, **Presence** 2

POWERS

Faerie Magic: Array (12 points)

- **Entangle:** Ranged Burst Area Affliction 3 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge, Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 12 points
- **Disguise Self:** Morph 2 (humanoid forms of same size; Resisted by Will) – 1 point
- **Fiddle Legs:** Burst Area Affliction 2 (Dazed and Vulnerable, Compelled [to dance and caper] and Defenseless); Resisted and Overcome by Will; Concentration, Cumulative, Extra Condition, Hearing Sense-Dependent – 1 point
- **Invisibility:** Visual Concealment 4 (Passive) – 1 point
- **Pyrotechnics:** Ranged Shapeable Area Damage 3 – 1 point

Fey Resilience: Impervious Toughness 2 – 2 points

Fey Senses: Senses 1 (Low-Light Vision) – 1 point

Insect Legs: Enhanced Athletics 4 (Limited to jumping); Leaping 1 – 2 points

Insect Wings: Flight 2 (8 mph; Wings) – 2 points

Tiny Size: Shrinking 6 (Innate, Permanent; +3 active defenses included) – 13 points

EQUIPMENT

Weapons: Array (2 points)

- **Faerie Bow:** Ranged Damage 1 – 2 points
- **Faerie Sword:** Strength-Based Damage 1 (Improved Critical) – 1 point

ADVANTAGES

Equipment 1, Grabbing Finesse, Languages 1 (Common [Sylvan is native])

SKILLS

Acrobatics 4 (+7), Athletics 2 (+1, +5 jumping), Close Combat (Sword) 2 (+3), Expertise (Stringed Instruments) 4 (+5), Perception 4 (+6), Ranged Combat (Bow) 2 (+5), Sleight of Hand 8 (+11), Stealth 4 (+13)

OFFENSE

Initiative +3

Bow +5 (Ranged, Damage 1)

Entangle/Pyrotechnics Area (Ranged, Affliction 3)

Fiddle Area (Close, Affliction 2)

Sword +3 (Close, Damage 0/19-20)

Unarmed +1 (Close, Damage -1)

DEFENSE

Dodge 6, **Parry** 4, **Toughness** 2

Fortitude 2, **Will** 4

POWER POINTS

Abilities 28 + Advantages 3 + Defenses 2 + Powers 36 + Skills 15 = 84 Total

COMPLICATIONS

Infamy: Grigs are notorious fey pranksters.

Power Loss: Impervious Toughness; not vs. iron weapons.

Grigs are tiny fey creatures who love mischief and light-hearted pranks. They love playing tricks on larger creatures.

A grig appears to be a tiny sylvan creature with elven features. Their legs are like those of a cricket or grasshopper; these allow the grig to leap great distances. Leaping is not often necessary, as a grig also has a small pair of gossamer wings. The skin of a grig is light blue or green, and they often have bright green hair. The average grig stands about 2 1/2 feet tall and weighs about 1 pound.

Grimlock (PL 5)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 1

Fighting 2, **Intellect** 0, **Awareness** 1, **Presence** -1

POWERS

Humanoid Senses: Senses 13 (Auditory [accurate, ultra-hearing], Olfactory [accurate, acute, extended, tracking]) – 13 points

Thick Grey Skin: Enhanced Stealth 8 (Limited to rocky and underground regions); Protection 1 – 3 points

EQUIPMENT

Axe: Strength-Based Damage 3 – 3 points

ADVANTAGES

Equipment 1, Languages 1 (Common [Grimlock is native]), Skill Mastery (Perception)

SKILLS

Athletics 4 (+6), Close Combat (Axes) 2 (+4), Expertise (Dungeoneering) 6 (+7), Insight 2 (+3), Intimidation 4 (+3), Perception 6 (+7), Stealth 2 (+4, +12 in rocky and underground regions)

OFFENSE

Initiative +2

Axe +4 (Close, Damage 5)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 2, **Parry** 5, **Toughness** 3

Fortitude 2, **Will** 4

POWER POINTS

Abilities 18 + Advantages 3 + Defenses 6 + Powers 16 + Skills 13 = 56 Total

COMPLICATIONS

Disability: Grimlocks are blind.

Weakness: The hearing and olfactory senses of a grimlock are incredibly acute. A grimlock is Defense Impaired against attacks that affects these senses. A grimlock is completely blind to the world if these senses are made Unaware.

Grimlocks are savage humanoids that have dwelt within the depths of the world for thousands of years. As such, they have lost their sight in the lightless depths and have replaced their ability to sense the world around them with an acute sense of smell and echolocation.

The underworld is a savage place, and grimlocks are just as primitive. They make crude clothing from the hide of animals and weapons from stone.

INSPIRATIONS FOR GRIMLOCKS

Recommended Fiction: The Time Machine, by H.G. Wells

HAG

Hags are wicked fey creatures that exist to destroy things of beauty. These "witches" are creatures of incredible evil that is equaled only by their repulsiveness. Part of a hag's desire to destroy things of beauty includes innocence and purity. They love to corrupt and destroy sympathy, purity, and empathy wherever it exists. Hags will even go so far as to eat those who display such emotions in their presence. Hags particularly enjoy devouring children – the younger the better.

Some hags will take an innocent young girl under their wing, teaching them magic and the depraved ways of the hags; slowly corrupting the girl's sympathies toward other living creatures until she, too, transforms into a hag.

INSPIRATION FOR HAGS

Recommended Films: Clash of the Titans (1981), directed by Desmond Davis

Hansel & Gretel: Witch Hunters (2013), directed by Tommy Wirkola

Legend (1985), directed by Ridley Scott

Oz the Great and Powerful (2013), directed by Sam Raimi

A Nightmare on Elm Street (1984), directed by Wes Craven

Stardust (2007), directed by Matthew Vaughn

Recommended Reading: Hansel and Gretel, by the Brothers Grimm

Recommended Television: Lost Girl: "Mirror, Mirror", created by Michelle Lovretta

HAG, ANNIS (PL 8)

Strength 5, **Stamina** 3, **Agility** 2, **Dexterity** 2

Fighting 4, **Intellect** 2, **Awareness** 2, **Presence** 1

POWERS

Dense Flesh: Impervious Toughness 5; Protection 5 – 10 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Hag Powers: Array (10 points)

- **Alter Self:** Morph 2 (humanoid forms of same size and gender) – 10 points
- **Fog Cloud:** Environment 2 (Vision [-5 Perception]) – 1 point

Humanoid Senses: Senses 2 (Darkvision) – 2 points

Natural Weapons (Bite, Claws): Feature 1 (Iron Teeth and Claws); Strength-Based Damage 3 (Improved Critical, Reach) – 6 points

ADVANTAGES

Daze (Intimidation), Fast Grab, Improved Hold, Language 1 (Giant [Common is native]), Precise Attack (Close; Concealment), Ritualist, Startle

SKILLS

Athletics 2 (+7), Close Combat (Natural Weapons) 2 (+6), Deception 6 (+7), Expertise (Magic) 6 (+8), Insight 2 (+4), Intimidation 6 (+8), Perception 4 (+6), Persuasion 6 (+7), Stealth 8 (+8)

OFFENSE

Initiative +2

Natural Weapons +6 (Close, Damage 8/19-20)

Unarmed +4 (Close, Damage 5)

DEFENSE

Dodge 3, **Parry** 8, **Toughness** 8

Fortitude 5, **Will** 7

POWER POINTS

Abilities 34 + Advantages 7 + Defenses 14 + Powers 34 + Skills 21 = 110 Total

COMPLICATIONS

Infamy: Murderous, cannibal fey-women. Hags are wicked and evil.

Power Loss: Impervious Toughness; not vs. bludgeoning weapons.

Annis hags, also called Black Annis or Black Agnes, are the most physically powerful of the hags. They are giant crones with blackened skin, stringy, black hair, fingers that end in long talons, and sharpened teeth that look like iron nails. These hags stand over 8 feet tall and weigh 325 pounds. While an annis can assume a more attractive form, they cannot change their size. Thus, they always assume the form of a "gentle giantess" or extremely tall woman.

These hags make their lairs in dark caves, burrows, and ruins, where they stalk and feed upon the unwary. Of all the hags, the annis delights in tearing its victims to shreds with their bare hands while relishing in the screams of pain and terror.

Hag, Green Hag (PL 8)

Strength 3, **Stamina** 2, **Agility** 2, **Dexterity** 2

Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Hag Powers: Array (10 points)

- **Alter Self:** Morph 2 (female humanoids) – 10 points
- **Dancing Lights:** Environment 1 (Light) – 1 point
- **Ghost Sound:** Hearing Illusion 2 – 1 point
- **Invisibility:** Visual Concealment 4 (Passive) – 1 point
- **Pyrotechnics:** Ranged Shapeable Area Damage 3 – 1 point
- **Weakening Claws:** Strength-Based Damage 1 (Improved Critical); Linked Affliction 4 (Fatigued, Exhausted); Resisted and Overcome by Fortitude; Cumulative, Limited to Two Degrees; Linked Weaken Strength 4 (Resisted by Fortitude) – 1 point
- **Whispering Wind:** Hearing Communication 2 – 1 point

Humanoid Senses: Senses 2 (Darkvision) – 2 points

Mimicry: Enhanced Deception 8 (Limited to mimicking voices and sounds) – 2 points

Pass Without Trace: Movement 1 (Trackless) – 2 points

Thick Skin: Protection 5 – 5 points

Tongues: Comprehend 3 (Languages) – 6 points

Strong Swimmer: Swimming 2 (2 mph) – 2 points

Water-Bourne: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

ADVANTAGES

Artificer, Languages 1 (Giant [Common is native]), Precise Attack (Close; Concealment), Ritualist, Skill Mastery (Deception)

SKILLS

Athletics 4 (+7), Close Combat (Claws) 2 (+7), Deception 8 (+10, +18 sound mimicry), Expertise (Magic) 8 (+10), Insight 6 (+8), Intimidation 4 (+6), Perception 4 (+6), Stealth 6 (+8)

OFFENSE

Initiative +2

Claws +7 (Close, Damage 4/19-20 plus Affliction 4 and Weaken 4)

Pyrotechnics Area (Ranged, Damage 3)

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 7, **Toughness** 7

Fortitude 4, **Will** 8

POWER POINTS

Abilities 40 + Advantages 5 + Defenses 16 + Powers 40 + Skills 21 = 122 Total

COMPLICATIONS

Infamy: Murderous, cannibal fey-women. Hags are wicked and evil.

Green hags are horrible, cruel fey-like women found in desolate swamps and dark forests. They delight in destroying beauty and purity; wanting to match it to their own ugly, debased selves.

Green hags use their magical powers to lure innocents into their traps. They will assume the form of beautiful women and enter a populated area to find a young man or woman to corrupt with vices. They will use their ability to mimic animal noises to lure children into the swamp, where they are captured and devoured; the children's skin turned into clothes for the hag to wear.

A green hag is about the same height and weight as a female human. They appear to be ugly, crones with twisted bodies and wretched features. Their mouths are filled with rotten teeth, often coming to points which are used to eat humanoid flesh. Their fingers end in long, blackened claws. Green hags are known by many other names, including swamp hags and river hags, or local names to places they inhabit such as Jenny Greenteeth, Nelly Longarms, or Shellycoat.

Hag, Night Hag (PL 8)

Strength 4, **Stamina** 4, **Agility** 3, **Dexterity** 3
Fighting 5, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Change Shape: Morph 3 (Humanoid Forms) – 15 points

Dream Haunting: Mental Communication 2 (Limited to dreamers); Perception Ranged Affliction 5 (Fatigued, Exhausted, Incapacitated); Resisted and Overcome by Will; Limited to one check per day, Progressive, Subtle – 27 points

Hag Powers: Array (24 points)

- **Sleep:** Perception Range Affliction 6 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Cumulative – 24 points
- **Diseased Bite:** Strength-Based Damage 2 (Grab-Based); Linked Weaken Stamina 2 (Resisted by Fortitude; Grab-Based, Limited to one check per day, Progressive) – 1 point
- **Invisibility:** Visual Concealment 4 (Passive) – 1 point
- **Magic Missile:** Ranged Multiattack Damage 3 – 1 point
- **Ray of Enfeeblement:** Ranged Weaken Strength 3 (Resisted by Fortitude) – 1 point

Heartstone: 11 points; Removable (-2 points)

Heartstone Defenses: Enhanced Defense 8 (Dodge 2, Fortitude 2, Parry 2, Will 2); Immunity 1 (Disease) – 9 points

Heartstone Magic: Alternate Powers of Hag Powers Array

- **Etherealness:** Immunity 2 (Critical Hits; Sustained); Insubstantial 4 – 1 point
- **Soul Bind:** Movement 1 (Dimensional Travel [prison realm]; Attack, Resisted by Will) – 1 point

Humanoid Body: Immunity 18 (Aging, Cold Damage, Fire Damage, Mind Control Effects, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 6 – 29 points

Humanoid Senses: Senses 10 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Detect Good Presences [acute, ranged mental sense], Detect Magic [acute, ranged mental sense]) – 10 points

ADVANTAGES

Artificer, Fearless, Languages 3 (Abyssal, Celestial, Giant, Infernal [Common is native]), Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Close Combat (Unarmed) 2 (+7), Deception 8 (+11), Expertise (Magic) 8 (+11), Expertise (Planes) 6 (+9), Expertise (Riding) 6 (+9), Insight 6 (+9), Intimidation 6 (+9), Perception 6 (+9), Persuasion 6 (+9), Ranged Combat (Hag Powers) 4 (+7)

OFFENSE

Initiative +3

Bite +5 (Close, Damage 6 plus Weaken 2)

Dream Haunting Perception (Ranged, Affliction 5)

Magic Missile +7 (Ranged, Multiattack Damage 3)

Ray of Enfeeblement +7 (Ranged, Weaken 3)

Sleep Perception (Ranged, Affliction 6)

Unarmed +7 (Close, Damage 4)

DEFENSE

Dodge 7/5*, **Parry** 9/7*, **Toughness** 10

Fortitude 8/6*, **Will** 7/5*

* without Heartstone

POWER POINTS

Abilities 56 + Advantages 8 + Defenses 8 + Powers 118 + Skills 29 = 219 Total

COMPLICATIONS

Infamy: Murderous, cannibal fey-women. Hags are wicked and evil.

Power Loss: Impervious Toughness; not vs. cold iron weapons or magic.

Night hags are terrifying crones that delight in murder and the suffering of mortals. They are dark, fey-like creatures that visit mortals in their nightmares and ride on their backs all night. Doing this over the course of several days slowly drains those whom the hag visits of their life energy until the victim dies of fright in their sleep.

A night hag stands between 5-7 feet tall. She has ugly features, black skin, and burning red eyes. Many night hags have horns of some sort. Their hands end in impossibly long fingers with sharp talons. The body of a night hag appears to be skeletally thin; however, they possess a great strength fueled by the hatred of all beautiful things.

MOUNTED NIGHT HAGS

Many night hags ride nightmares on their travels. If this is the case, add the following to the night hag's Advantages:

Sidekick 29 (Nightmare) – 29 points

Hag, Sea Hag (PL 5)

Strength 3, **Stamina** 3, **Agility** 3, **Dexterity** 3

Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Amphibious: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation) – 5 points

Hag Attacks: Array (12 points)

Evil Eye: Perception Ranged Affliction 3 (Impaired / Stunned / Incapacitated; Resisted by Will; Cumulative) – 12 points

Claws: Strength-Based Damage 1 (Improved Critical) – 1 point

Horrific Appearance: Burst Area Affliction 3 (Exhausted and Strength Impaired / Fatigued and Strength Disabled; Resisted by Will; Area 2 [60-ft. area], Extra Condition, Limited to Two Degrees, Reaction [when targets enters area], Visual Sense-Dependent) – 15 points

Humanoid Senses: Senses 2 (Darkvision) – 2 points

Strong Swimmer: Enhanced Athletics 8 (Limited to Swimming); Swimming 2 (4 mph) – 4 points

ADVANTAGES

Favored Environment (Underwater), Language 1 (Giant [Common is native]), Ritualist, Taunt

SKILLS

Athletics 2 (+5, +13 swimming), Close Combat (Claws) 2 (+5), Deception 4 (+6), Expertise (Magic) 6 (+8), Insight 2 (+4), Intimidation 2 (+4), Perception 4 (+6), Stealth 4 (+7)

OFFENSE

Initiative +3

Claws +5 (Close, Damage 4/19-20)

Evil Eye Perception (Ranged, Affliction 3)

Horrific Appearance Area (Close, Affliction 3)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 4, **Parry** 7, **Toughness** 3

Fortitude 4, **Will** 6

POWER POINTS

Abilities 42 + Advantages 4 + Defenses 10 + Powers 39 + Skills 13 = 108 Total

COMPLICATIONS

Infamy: Murderous, cannibal fey-women. Hags are wicked and evil.

Power Loss: A sea hag's Evil Eye and Horrific Appearance Powers do not affect those with the Fearless Advantage.

Sea hags are wicked a cruel fey creatures. As their name implies, they are found in and along the shores of the sea.

Sea hags are revolting to look upon; their visage is so horrifying that the weak-hearted have been known to die upon gazing at these hags. Sea hags have an emaciated appearance, despite their joy of gorging themselves on the flesh of sentient creatures.

Harpy (PL 5)

Strength 2, **Stamina** 1, **Agility** 2, **Dexterity** 5
Fighting 5, **Intellect** 0, **Awareness** 2, **Presence** 3

POWERS

Captivating Song: Hearing Perception Area Affliction 4 (Dazed, Compelled [come to me], Controlled); Resisted and Overcome by Will; Concentration, Cumulative, Singing Check Required – 12 points

Feathered Wings: Flight 5 (60 mph; Wings) – 5 points

Humanoid Senses: Senses 3 (Darkvision, Extended Vision) – 3 points

EQUIPMENT

Leather Armor: Protection 1 – 1 point

Morningstar: Strength-Based Damage 2 – 2 points

ADVANTAGES

Equipment 1, Favored Environment (Mid-Air), Languages 0 (Common is native), Move-By Action, Taunt

SKILLS

Acrobatics 2 (+4), Deception 8 (+11), Expertise (Singing) 6 (+6), Intimidation 6 (+9), Perception 6 (+8)

OFFENSE

Initiative +2

Captivating Song Perception (Close, Affliction 4)

Morningstar +5 (Close, Damage 4)

Unarmed +5 (Close, Damage 2)

DEFENSE

Dodge 7, **Parry** 7, **Toughness** 2

Fortitude 3, **Will** 7

POWER POINTS

Abilities 40 + Advantages 4 + Defenses 14 + Powers 20 + Skills 14 = 92 Total

COMPLICATIONS

Temper: Harpies are prone to sudden fits of violence and irrationality.

Harpies are cruel, winged monstrous humanoids. They appear to be female humanoids with ugly avian features. The hands and feet of a harpy end in long, sharp talons. Most harpies are unclean creatures, with no regard for their appearance. Harpies tend to wear little clothing, as to not restrict their flying mobility. What little they do wear are baubles and tokens stolen from the corpses of those that have slain.

The feather coloration of a harpy varies based on its location in the world. Rumors abound of beautiful harpies found in tropical lands with the colorful plumage of parrots.

Harpies are spiteful, hate-filled beings that attack anything to which they take offense. This can include beautiful things, living creatures, or inanimate objects. The savage mind of a harpy is often fraught with insanity.

Despite their savage minds and appearances, harpies are able to sing beautifully. Their songs can even captivate the minds of those that listen too long. Harpies use this song to lure in victims to slay.

INSPIRATIONS FOR HARPIES

Recommended Fiction: The Last Unicorn, by Peter S. Beagle

The Lion, the Witch, and the Wardrobe, by C.S. Lewis

Recommended Films: Jason and the Argonauts (1963), directed by Don Chaffey

Hippogriff (PL 6)

Strength 5, **Stamina** 5, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Bestial Senses: Senses 8 (Darkvision, Extended Vision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 8 points

Feathered Wings: Flight 6 (120 mph; Wings) – 6 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Natural Weapons (Bite, Talons, Hooves): Strength-Based Damage 1 (Improved Critical) – 2 points

ADVANTAGES

Fast Grab, Improved Hold, Move-By Action, Startle

SKILLS

Acrobatics 4 (+6), Athletics 2 (+7), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 6 (+2), Insight 2 (+4), Intimidation 6 (+7), Perception 8 (+10)

OFFENSE

Initiative +2

Natural Weapons +5 (Close, Damage 6/19-20)

Unarmed +3 (Close, Damage 5)
Defense
Dodge 4, **Parry** 5, **Toughness** 5

Fortitude 8, **Will** 3

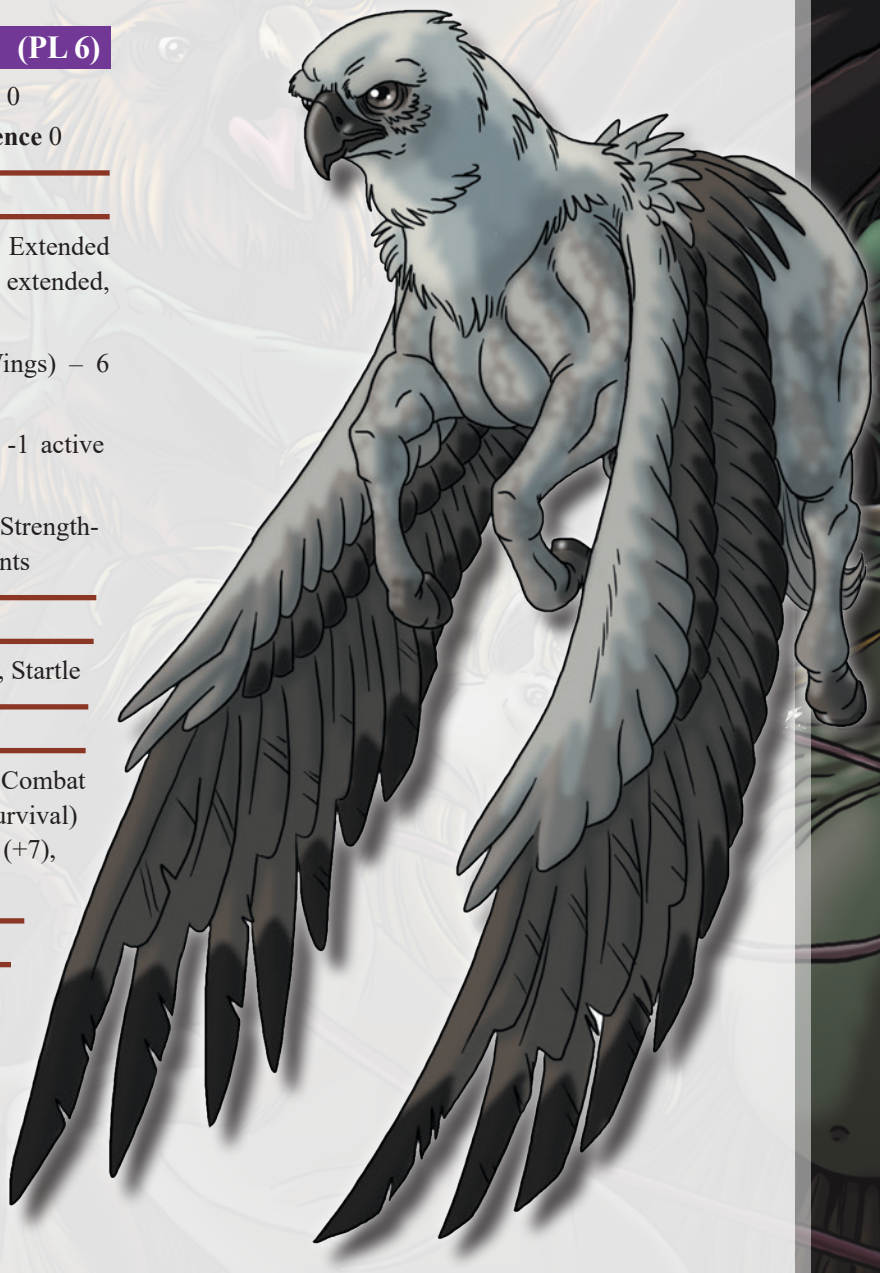
POWER POINTS

Abilities 14 + Advantages 4 + Defenses 10 + Powers 23 + Skills 15 = 66 Total

COMPLICATIONS

Disability: Hippogriffs cannot speak and have no hands.

Hippogriffs are chimeric magical beasts related to griffons. They are distinctly different from griffons, in that they also possess the physical characteristics of horses, rather than lions. In addition, hippogriffs possess the minds of animals, whereas griffons are intelligent.



Hippogriffs have the body of a horse, with the wings and head of a hawk. Their forelegs end in hawk-like talons, while their rear legs end in hooves. The average hippogriff is 9 feet long, with a wingspan of 20 feet, and weighs about 1,000 pounds.

Hippogriffs are extremely territorial and will attack any intruders in their realm. They are omnivorous, and have been known to eat anything they slay.

INSPIRATIONS FOR HIPPOGRIFFS

Recommended Fiction: Harry Potter and the Prisoner of Azkaban, by J.K. Rowling

Homunculus (PL 4)

Strength -2, **Stamina** --, **Agility** 2, **Dexterity** 1

Fighting 2, **Intellect** 0, **Awareness** 2, **Presence** 0

POWERS

Construct Body: Immunity 30 (Fortitude Effects); Protection 2 – 32 points

Construct Senses: Senses 4 (Darkvision, Low-Light Vision, Mental Link with Master) – 4 points

Poison Bite: Strength-Based Damage 1; Linked Affliction 3 (Fatigued / Exhausted / Asleep; Resisted by Fortitude; Cumulative, Progressive) – 13 points

Tiny Size: Shrinking 8 (Innate, Permanent; +4 active defenses included) – 17 points

Wings: Flight 3 (16 mph; Wings) – 3 points

CREATING A HOMUNCULUS

Creating a homunculus is a lengthy procedure involving creating the construct's body from clay and ash and mixing it with the blood of the creator. This blood link allows the creator to see and hear everything the homunculus experiences. However, there is a drawback in that if the construct is slain, the creator suffers damage.

Create Homunculus: Summon Homunculus 5 (Active, Feedback, Heroic, Mental Link) – 16 points

ADVANTAGES

Grabbing Finesse, Language 0 (Common)

SKILLS

Close Combat (Bite) 2 (+4), Perception 4 (+6), Stealth 4 (+14)

OFFENSE

Initiative +2

Bite +4 (Close, Damage -1 plus Affliction 3)

Unarmed +2 (Close, Damage -2)

DEFENSE

Dodge 6, **Parry** 6, **Toughness** 2

Fortitude Immune, **Will** 2

POWER POINTS

Abilities 4 + Advantages 1 + Defenses 0 + Powers 69 + Skills 5 = 79 Total

COMPLICATIONS

Disability: Despite its ability to understand the languages of its master, a homunculus cannot speak.

Like My Master: A homunculus shares the philosophical outlook of its master. An evil master will create a homunculus that is wicked and cruel.

Homunculi are tiny constructs created by spellcasters to act as spies and servants. They are created through mysticism and alchemy, using the spellcaster's own blood in the procedure. This blood-link provides a special bond between the homunculus and its creator. The construct is completely loyal to its master and can telepathically transmit anything it sees or hears back to its creator.

The appearance of a homunculus varies based on the will of its creator. Many homunculi appear to be a winged humanoid creature, similar to a gargoyle or tiny demon. Some spellcasters make their homunculi appear more human; vain mages even make these constructs look like themselves.

INSPIRATION FOR HOMUNCULI

Film: The Golden Voyage of Sinbad (1973), directed by Gordon Hessler

Hydra (PL 9)

Strength 7, **Stamina** 7, **Agility** 2, **Dexterity** 0

Fighting 5, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Bestial Body: Immunity 3 (Cold, Drowning, High Pressure); Protection 4 – 7 points

Bestial Senses: Senses 8 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking], Radius Vision) – 8 points

Bite: Strength-Based Damage 2 (Improved Critical, Reach 2) – 5 points

Fast Healing: Immortality 18 (Limited [if all heads are severed and burned with fire]); Regeneration 3 – 21 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included) – 11 points

Hydra Heads: Summon 7 (Continuous, Heroic, Innate, Limited to Heads, Multiple Minions 3 [up to 8 heads], Reaction [when a head is severed without applying fire to the neck stump], Sacrifice) – 93 points

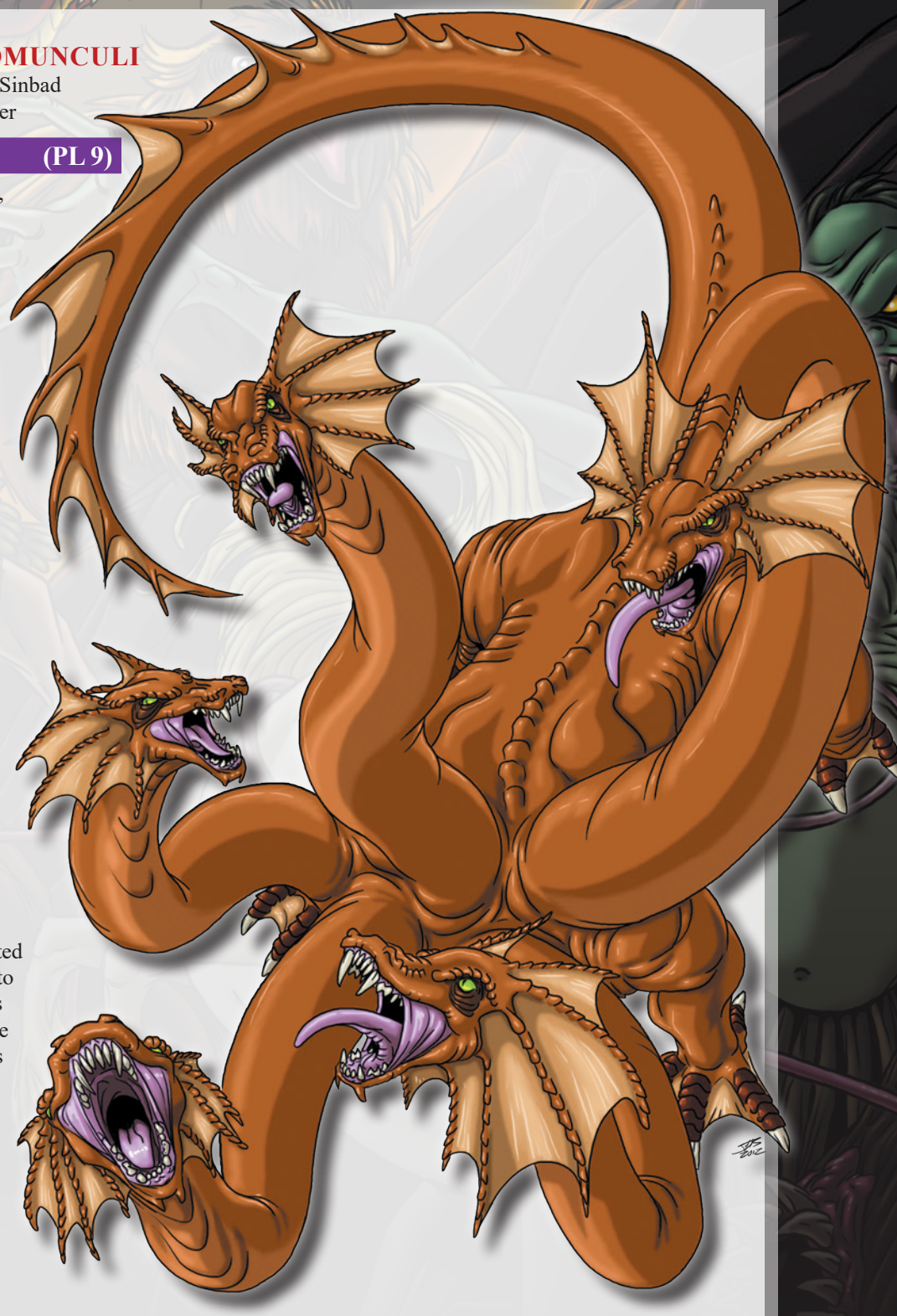
Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 2 (2 mph) – 4 points

ADVANTAGES

Daze (Intimidate), Interpose, Set-Up, Startle, Takedown 2, Teamwork

SKILLS

Athletics 4 (+11), Close Combat (Bite) 2 (+7), Expertise (Survival) 8 (+4), Intimidation 4 (+7), Perception 8 (+10), Stealth 6 (+1)



The hydra of legend was a monster in every sense of the word. It was rumored to possess a variety of powers. Use the following Traits to modify the hydra and increase its capabilities.

LERNAEAN HYDRA

The hydra of legend was extremely deadly. The creature was poisonous in every way. Its bite was poisonous; as was its blood. It could even breathe clouds of gas that were poisonous.

To create a Lernaean Hydra, add the following Powers:

Lernaean Poison: Array (24 points)

- **Poisonous Bite:** Weaken Stamina 8 (Resisted by Fortitude; Linked to Bite, Progressive) – 24 points
- **Poisonous Breath:** Cloud Area Weaken Stamina 8 (Resisted by Fortitude) – 1 point

Poison Immunity: Immunity 1 (Poison) – 1 point

PYROHYDRA

This variety of hydra can breathe jets of fire from each of its heads.

To create a Pyrohydra, add the following Traits:

Fire Breath: Ranged Damage 8 – 16 points

Fire Immunity: Immunity 5 (Fire Damage) – 5 points

Complications: Weakness (a pyrohydra is vulnerable to cold damage; additionally, their heads must be affected with cold damage when severed or they will regrow)

OFFENSE

Initiative +2

Bite +7 (Close, Damage 9/19-20)

Unarmed +5 (Close, Damage 7)

DEFENSE

Dodge 4, **Parry** 7, **Toughness** 11

Fortitude 8, **Will** 3

POWER POINTS

Abilities 18 + Advantages 7 + Defenses 12 + Powers 149 + Skills 16 = 202 Total

COMPLICATIONS

Disability: Hydras cannot speak and have no hands.

Hydras are deadly creatures that dwell in fetid swamps and waterways. These creatures have huge bodies and a mass of serpentine heads. It is about 20 feet long and weighs 4,000 pounds. The Lernaean Hydra of legend possessed nine heads, but the hydras of a fantasy world can possess any number.

A hydra is an especially deadly monster, as whenever a head is severed, two new ones grow in its place.

A hydra is not very intelligent, about as much so as an animal. They usually live alone in swamps, and are generally the most dangerous predator in the area they inhabit.

INSPIRATIONS FOR HYDRAS

Recommended Film: Jason and the Argonauts (1963), directed by Don Chaffey

Percy Jackson and the Olympians: The Lightning Thief (2010), directed by Chris Columbus

KRAKEN (PL 13)

Strength 10, **Stamina** 9, **Agility** 0, **Dexterity** 0

Fighting 9, **Intellect** 4, **Awareness** 3, **Presence** 4

POWERS

Aquatic Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 9 (Cold, Cold Damage, Drowning, High Pressure, Poison); Protection 3 – 29 points

Bestial Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Fast Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 3 (4 mph) – 5 points

Jet: Enhanced Swimming 4 (60 mph total; Fades, Limited to moving in a straight line) – 1 point

Kraken Attacks: Array (30 points)

- **Tentacle Slam:** Line Area Damage 10 (Area 2 [60-ft. line]) – 30 points
- **Ink Cloud:** Cloud Area Visual Concealment 4 (Attack) – 1 point
- **Rend Ship:** Cone Area Move Object 10 (Close, Limited to dragging objects smaller than itself into the water) – 1 point
- **Tentacle Attack:** Multiattack with Unarmed – 1 point

Master of the Sea: Array (50 points)

- **Control Weather:** Environment 10 (Intense Cold, Intense Heat, Hamper Movement [-1 rank], Visibility [-2 Perception]); Selective – 50 points
- **Control Winds:** Perception Ranged Move Object 10 (Limited to Wind) – 1 point
- **Dominate Animals:** Perception Ranged Affliction 7 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Animals – 1 point

Tentacles: Elongation 3 (Limited to Extra Limbs); Extra Limbs 4 – 6 points

KRAKEN TENTACLES (PL 13)

Strength 10, **Stamina** 9, **Agility** 0, **Dexterity** 0
Fighting 9, **Intellect** --, **Awareness** 3, **Presence** --

POWERS

Aquatic: Immunity 3 (Cold, Drowning, Pressure), Movement (Environmental Adaptation [underwater]) – 5 points

Huge Body: Growth 8 (Innate, Permanent; -4 active defenses included), Protection 3 – 20 points

Reach: Elongation 3 – 3 points

Tentacle Body: Movement 1 (Slithering) – 2 points

ADVANTAGES

Chokehold, Fast Grab, Improved Grab, Improved Hold, Interpose, Set-Up, Teamwork

OFFENSE

Initiative +0
Unarmed +9 (Close, Damage 10)

DEFENSE

Dodge 2, **Parry** 11, **Toughness** 12
Fortitude 15, **Will** Immune

POINTS

Abilities 10 + Advantages 7 + Defenses 18 + Powers 30 + Skills 0 = 65 Total

COMPLICATIONS

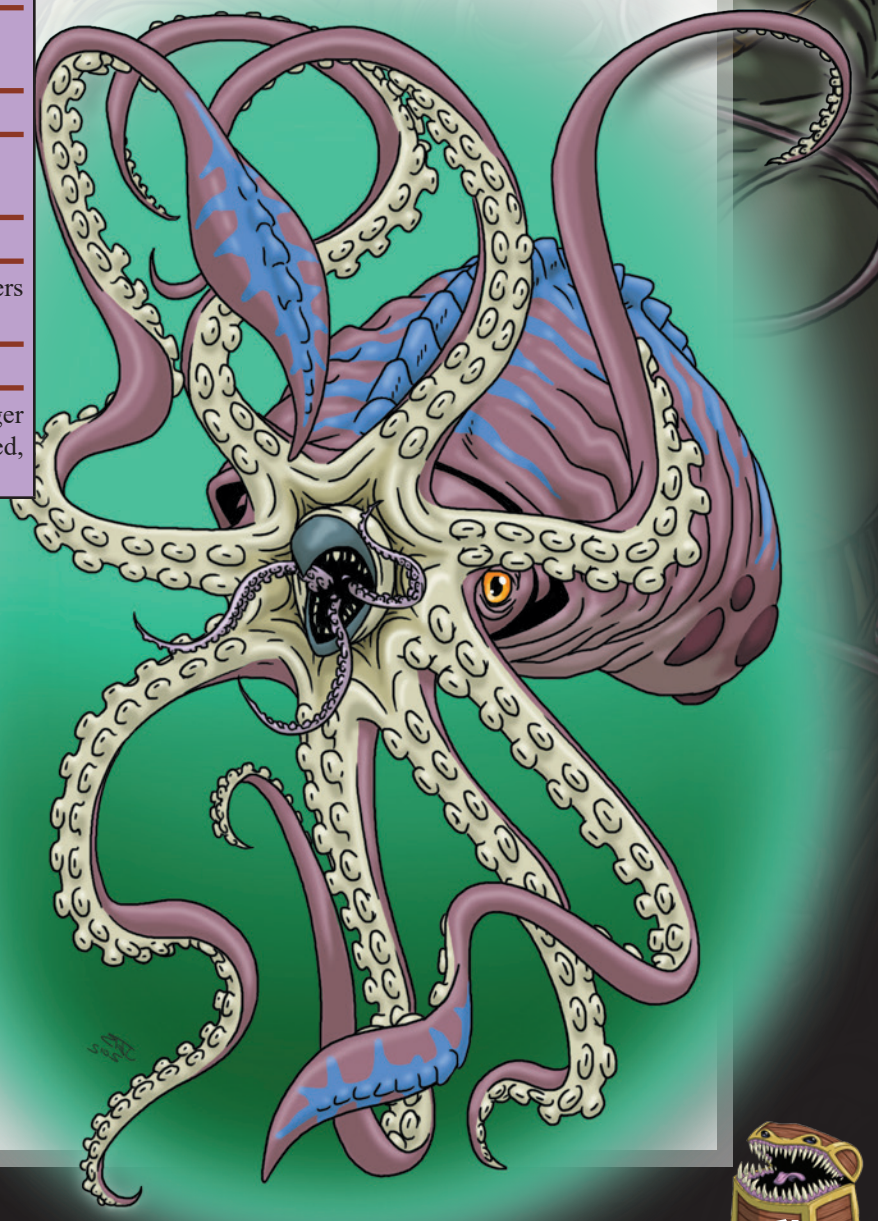
Disability: Kraken Tentacles are part of the larger form and cannot leave their parent kraken. If severed, the tentacle is slain.

TENTACLES AS MINIONS

While the kraken itself is quite powerful, many never see the creature's body. It hides below the surface of the water, where it can be protected from any attacks by a ship's defenders. The kraken instead, sends forth is massive tentacles to catch crewmen and draw them below the water, where the beast can devour the unfortunate souls in one gulp.

Rather than using the Tentacle Attack Array, a GM can represent the tentacles of the kraken as Minions using the Summoning Power. This would allow the Kraken more attacks in the round, making it even more dangerous than normal. To do this, simply remove the Tentacle Attack Array and replace it with the following Power:

Tentacles: Summon 5 (Continuous, Controlled, Horde, Mental Link, Multiple Minions 4, Sacrifice) – 67 points



ADVANTAGES

Chokehold, Fast Grab, Favored Environment (Underwater), Improved Grab, Improved Hold, Improved Initiative, Improved Trip, Language 1 (Common [Aquan is native]), Startle

SKILLS

Close Combat (Unarmed) 6 (+15), Expertise (Oceanography) 12 (+16), Intimidation 12 (+20), Perception 6 (+9), Stealth 12 (+4)

OFFENSE

Initiative +4

Tentacle Attack +15 (Close, Multiattack Damage 10)

Tentacle Slam Area (Close, Damage 10)

Unarmed +15 (Close, Damage 10)

DEFENSE

Dodge 4, **Parry** 11, **Toughness** 12

Fortitude 15, **Will** 9

POWER POINTS

Abilities 46 + Advantages 9 + Defenses 24 + Powers 129 + Skills 24 = 232 Total

COMPLICATIONS

Infamy: The Kraken is the most fearsome beast in the ocean. Few – if any – creatures are more powerful than this monster.

Krakens are feared across the known world. They are creatures that dwell in the depths of the ocean and come to the surface to prey upon ships and their crews.

These creatures appear to be gargantuan squids with massive tentacles that can crush the hull of a galleon. The average kraken is about 100 feet in length and weighs about 4,000 pounds.

INSPIRATIONS FOR KRAKEN

Recommended Fiction: The Call of Cthulu, by H.P. Lovecraft

Recommended Film: Pirates of the Caribbean: Dead Man's Chest (2006), directed by Gore Verbinski

LAMIA (PL 8)

Strength 3, **Stamina** 2, **Agility** 3, **Dexterity** 5

Fighting 5, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 4 – 9 points

Lamia Attacks: Array (3 points)

- **Lion Claws:** Strength-Based Damage 2 (Improved Critical) – 3 points
- **Vampiric Touch:** Weaken Awareness 2 (Resisted by Will; Subtle) – 1 point

Magical Powers: Array (24 points)

- **Images:** Illusion 3 (all senses; Area 3 [60-ft. area]) – 24 points
- **Disguise Self:** Morph 3 (humanoid forms; Resisted by Will) – 1 point
- **Mirror Image:** Visual Concealment 4 (Partial) – 1 point
- **Slumber:** Perception Ranged Affliction 3 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Cumulative; Progressive – 1 point
- **Suggestion:** Perception Ranged Affliction 3 (Dazed, Compelled); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point

Monstrous Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Tauric Body: Enhanced Second Chance (resisting slams and trips); Extra Limb 2; Speed 3 (16 mph) – 6 points

EQUIPMENT

Dagger: Strength-Based Damage 1 (Improved Critical) – 2 points

ADVANTAGES

Attractive, Equipment 1, Fascinate (Deception), Language 1 (Abyssal [Common is native]), Move-By Action, Ritualist

Enhanced: Second Chance (resisting slams and trips)

SKILLS

Athletics 2 (+5), Close Combat (Dagger) 2 (+7), Deception 10 (+12), Expertise (Magic) 6 (+8), Expertise (Religion) 6 (+8), Expertise (Survival) 6 (+8), Insight 2 (+5), Intimidation 6 (+9), Perception 4 (+7), Persuasion 8 (+10), Stealth 6 (+7)

OFFENSE

Initiative +3

Claws +5 (Close, Damage 5/19-20)

Dagger +7 (Close, Damage 4/19-20)

Slumber/Suggestion Perception (Ranged, Affliction 3)

Unarmed +5 (Close, Damage 3)

Vampiric Touch +5 (Close, Weaken 2)

DEFENSE

Dodge 4, **Parry** 10, **Toughness** 6

Fortitude 4, **Will** 9

POWER POINTS

Abilities 42 + Advantages 6 + Defenses 16 + Powers 50 + Skills 29 = 143 Total

COMPLICATIONS

Obsession: Lamias seek to live in excess, surrounded by beauty and slaves. They are highly-sexual creatures and hunt mortal males to produce offspring.

Prejudice: Lamias are matriarchal and believe males are good for nothing more than breeding and slave labor.

Lamias are dangerous, fey-like vampires that live to bring strife and suffering into the world. They are cruel and seductive beings that lure their victims closer to doom with illusions of beauty.

A lamia stands over 6 feet tall, measures 8 feet long, and weighs about 650 pounds. Most lamias appear to be beautiful women from the waist up, with the bodies of powerful lions from the waist down – similar to a centaur. These are the weakest forms of lamia however, as the more powerful versions can have the lower bodies of serpents (often confusing these creatures for naga or gorgons), birds, spiders, or any other form of animal or vermin. The most powerful of lamias can change their lower bodies as easily as a mortal being changes their clothes.

Being an all-female race, lamias are a matriarchal breed. They follow the most powerful member of their community. Lamias make their lairs within ancient ruins and abandoned cities. In these lairs, they use their illusory powers to transform the environment to appear new as if rebuilt to their former glory.

GREATER LAMIA (PL 9)

The lamia of legend had a serpentine body and her powers to charm and manipulate others was exceptional. To create a greater lamia, modify the current lamia build with the following Traits:

Abilities: Add 2 ranks to all Abilities; be sure to modify all appropriate Skills and Defenses – 32 points

Powers: Add 2 ranks to all Affliction and Illusion Powers in the Magical Powers Array - 10 points

Serpentine Tail: Enhanced Advantage 4 (Chokehold, Fast Grab, Improved Grab, Improved Hold); Movement 1 (Slithering) – 6 points

Note: Rather than "Lion Claws," the Greater Lamia's natural attack becomes a "tail slap" (add 1 rank of Reach to represent the long tail) – 1 point

LYCANTHROPE

Lycanthropes are humanoid shapeshifters with the ability to transform into a specific type of animal. Some lycanthropes are naturally born, while others are created from normal humanoids that have been bitten by another lycanthrope.

Natural lycanthropes have control over their transformations; they can easily assume their animal form and return to humanoid form at will. Cursed lycanthropes, on the other hand, are subject to a painful transformation during the three nights of the full moon. It is possible for a cursed lycanthrope to gain some control over their transformations, but doing so required years of practiced discipline and willpower.

These cursed lycanthropes are often evil creatures while they assume their animal forms; slaying and murdering any living creature they encounter. Natural lycanthropes do not suffer from being evil monsters; they can follow any way of life they desire, as can any humanoid.

Lycanthropes are more readily recognized by their individual type names. These species identify themselves by the animal form they assume. The most popular and feared of these groups are werewolves, but others include wererats, werebears, and weretigers.

INSPIRATIONS FOR LYCANTHROPES

Recommended Comics: Gold Digger, by Fred Perry

Recommended Fiction: Fool Moon, by Jim Butcher

Harry Potter and the Prisoner of Azkaban, by J.K. Rowling

Recommended Film: An American Werewolf in London (1981), directed by John Landis

The Company of Wolves (1984), directed by Neil Jordon

Cursed (2005), directed by Wes Craven

The Howling (1981), directed by Joe Dante

The Wolfman (2010), directed by Joe Johnston

Lycanthrope, Werebear (PL 7)

Strength 6, **Stamina** 6, **Agility** 1, **Dexterity** 1
Fighting 3, **Intellect** 0, **Awareness** 1, **Presence** 0

POWERS

Animal Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 5 points

Curse of Lycanthropy: Affliction 8 (Impaired, Compelled [to act savagely], Transformed [into werebear]); Resisted and Overcome by Fortitude; Limited to one check per day, Linked to bite, Progressive – 16 points

Dense Flesh: Enhanced Second Chance (Resisting Slams and Trips); Protection 2 – 3 points

Fast: Speed 1 (4 mph) – 1 point

Large Size: Growth 3 (-1 active defenses included) – 6 points

Lycanthropic Empathy: Enhanced Animal Empathy; Enhanced Persuasion 8 (Limited to bears) – 3 points

Lycanthropic Toughness: Impervious Toughness 5; Regeneration 5 – 10 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

ADVANTAGES

Daze (Intimidation), Diehard, Fast Grab, Great Endurance, Improved Hold, Language 0 (Common is native), Startle

SKILLS

Athletics 2 (+8, +12 resist slams and trips), Close Combat (Natural Weapons) 2 (+5), Expertise (Current Events) 4 (+4), Expertise (Popular Culture) 4 (+4), Expertise (Profession) 4 (+4), Intimidation 8 (+8), Perception 2 (+3), Persuasion 0 (+0, +8 with bears)

OFFENSE

Initiative +1

Bite +5 (Close, Damage 8/19-20 plus Affliction 8)

Claws +5 (Close, Damage 8/19-20)

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 1, **Parry** 6, **Toughness** 8

Fortitude 7, **Will** 2

POWER POINTS

Abilities 24 + Advantages 6 + Defenses 7 + Powers 47 + Skills 13 = 97 Total

COMPLICATIONS

Alternate Form: In human form, a lycanthrope is Powerless and has Str 0, Sta 0, Agl 0, and Fgt 0, with corresponding changes to Skills and Defenses.

Power Loss: Lycanthropic Toughness; not vs. silver weapons.

Prejudice: Lycanthropes are feared as savage killers.

Werebears are humanoids that can transform themselves into large brown bears. Their humanoid forms are often large and heavily-muscled. Werebears dress in simple garments that can be easily removed.

Most werebears are good-natured and desire to help others in their communities. They see themselves as the guardians standing between the natural world and civilization. Their animal instincts guide them to protect the splendors of nature, while their humanoid minds tell them to help travelers and provide aid to the weak.

Lycanthrope, Wereboar (PL 5)

Strength 3, **Stamina** 3, **Agility** 1, **Dexterity** 1

Fighting 2, **Intellect** 0, **Awareness** 1, **Presence** 0

POWERS

Animal Senses: Senses 4 (Low-Light Vision, Olfactory [acute, extended]) – 4 points

Curse of Lycanthropy: Affliction 4 (Impaired, Compelled [to act savagely], Transformed [into werebear]); Resisted and Overcome by Fortitude; Limited to one check per day, Linked to tusks, Progressive – 8 points

Fast: Speed 2 (8 mph) – 2 points

Lycanthropic Empathy: Enhanced Animal Empathy; Enhanced Persuasion 8 (Limited to boars) – 3 points

Lycanthropic Toughness: Impervious Toughness 5; Protection 2; Regeneration 5 – 12 points

Tusks: Strength-Based Damage 1 (Improved Critical) – 2 points

ADVANTAGES

Diehard, Languages 0 (Common is native), Startle

SKILLS

Athletics 4 (+7), Close Combat (Tusks) 2 (+4), Expertise (Current Events) 4 (+4), Expertise (Popular Culture) 4 (+4), Expertise (Profession) 4 (+4), Intimidation 8 (+8), Perception 2 (+3), Persuasion 0 (+0, +8 with boars)

OFFENSE

Initiative +1

Tusks +4 (Close, Damage 4 plus Affliction 4)

Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 1, **Parry** 5, **Toughness** 5

Fortitude 6, **Will** 1

POWER POINTS

Abilities 22 + Advantages 2 + Defenses 6 + Powers 31 + Skills 14 = 75 Total

COMPLICATIONS

Alternate Form: In human form, a lycanthrope is Powerless and has Str 0, Sta 0, Agl 0, and Fgt 0, with corresponding changes to Skills and Defenses.

Power Loss: Lycanthropic Toughness; not vs. silver weapons.

Prejudice: Lycanthropes are feared as savage killers.

Wereboars are aggressive and unfriendly creatures. They will often provoke fights for the sake of fighting. While mean-spirited, they are not necessarily evil in nature.

A wereboar in humanoid form tends to be a stocky, muscular individual of average height.

Lycanthrope, Wererat (PL 5)

Strength 0, **Stamina** 2, **Agility** 3, **Dexterity** 3

Fighting 0, **Intellect** 0, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 5 (Low-Light Vision, Olfactory [acute, extended, tracking]) – 5 points

Curse of Lycanthropy: Affliction 4 (Impaired, Compelled [to act savagely], Transformed [into wererat]); Resisted and Overcome by Fortitude; Limited to one check per day, Linked to bite, Progressive – 8 points

Fast: Speed 1 (4 mph) – 1 point

Lycanthropic Empathy: Enhanced Animal Empathy; Enhanced Persuasion 8 (Limited to rats) – 3 points

Lycanthropic Toughness: Impervious Toughness 5; Protection 3; Regeneration 5 – 13 points

Natural Weapons (Bite): Strength-Based Damage 1 – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

ADVANTAGES

Grabbing Finesse, Languages 0 (Common is native)

SKILLS

Athletics 8 (+8), Close Combat (Bite) 2 (+2), Expertise (Current Events) 4 (+4), Expertise (Popular Culture) 4 (+4), Expertise (Profession) 4 (+4), Intimidation 4 (+1), Perception 4 (+6), Persuasion 0 (+0, +8 with rats)

OFFENSE

Initiative +3

Bite +2 (Close, Damage 1 plus Affliction 4)

Unarmed +0 (Close, Damage 0)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 5

Fortitude 5, **Will** 2

POWER POINTS

Abilities 22 + Advantages 1 + Defenses 6 + Powers 40 + Skills 15 = 84 Total

COMPLICATIONS

Alternate Form: In human form, a lycanthrope is Powerless and has Sta 0 and Agl 0, with corresponding changes to Skills and Defenses.

Power Loss: Lycanthropic Toughness; not vs. silver weapons.

Prejudice: Lycanthropes are feared as savage killers.

Wererats are wicked rogues and assassins. They live in large families and clans below cities and deep within caverns, where they ply their trade to the highest bidder.

A wererat in humanoid form tends to be a thin, wiry individual of shorter than average height. The eyes constantly dart around, and the nose and mouth may twitch if he or she is excited. Males often have thin, ragged mustaches. The animal form of a wererat is that of a dire rat of massive size.

Lycanthrope, Weretiger (PL 6)

Strength 5, **Stamina** 3, **Agility** 2, **Dexterity** 2

Fighting 3, **Intellect** 0, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 6 (Low-Light Vision, Olfactory [acute, extended, tracking], Ultra-Hearing) – 6 points

Cold Adaptation: Movement 1 (Environmental Adaptation [cold]) – 2 points

Curse of Lycanthropy: Affliction 4 (Impaired / Compelled [to act savagely] / Transformed [into weretiger]; Resisted by Fortitude; Limited to one check per day, Linked to bite, Progressive) – 8 points

Fast: Leaping 1; Speed 2 (8 mph) – 3 points

Giant Size: Growth 3 (-1 active defenses included) – 6 points

Lycanthropic Empathy: Enhanced Animal Empathy; Enhanced Persuasion 8 (Limited to tigers) – 3 points

Lycanthropic Toughness: Impervious Toughness 5; Protection 2; Regeneration 5 – 12 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Striped Fur: Enhanced Stealth 4 (Limited to Forests and Jungles) – 1 point

ADVANTAGES

Chokehold, Fast Grab, Improved Hold, Improved Initiative, Languages 0 (Common is native)

SKILLS

Acrobatics 4 (+6), Athletics 8 (+13), Close Combat (Natural Weapons) 2 (+5), Expertise (Current Events) 4 (+4), Expertise (Popular Culture) 4 (+4), Expertise (Profession) 4 (+4), Insight 2 (+4), Intimidation 6 (+7), Perception 6 (+8), Stealth 8 (+7, +11 in forests and jungles)

OFFENSE

Initiative +6

Bite +5 (Close, Damage 7/19-20 plus Affliction 4)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 5

Fortitude 8, **Will** 4

POWER POINTS

Abilities 22 + Advantages 4 + Defenses 17 + Powers 44 + Skills 24 = 111 Total

COMPLICATIONS

Alternate Form: In human form, a lycanthrope is Powerless and has Str 0, Sta 0, Agl 0, and Fgt 0 with corresponding changes to Skills and Defenses.

Power Loss: Lycanthropic Toughness; not vs. silver weapons.

Prejudice: Lycanthropes are feared as savage killers.

Weretigers are usually female. They tend to hide from civilized society, assuming the role of witches or hermits in the wild. Many weretigers take the time to learn magical arts to enhance this façade. This, unfortunately, has the effect of the lycanthrope being confused with a rakshasa.

Weretigers in humanoid form tend to be sleek and muscular, taller than average, and very agile.

Lycanthrope, Werewolf (PL 5)

Strength 1, **Stamina** 2, **Agility** 2, **Dexterity** 2
Fighting 2, **Intellect** 0, **Awareness** 2, **Presence** 0

POWERS

Animal Senses: Senses 7 (Low-Light Vision, Extended Hearing, Olfactory [acute, extended, tracking], Ultra-Hearing) – 7 points

Curse of Lycanthropy: Affliction 4 (Impaired, Compelled [to act savagely], Transformed [into werewolf]); Resisted and Overcome by Fortitude; Limited to one check per day, Linked to bite, Progressive – 8 points

Fast: Speed 2 (8 mph) – 2 points

Lycanthropic Empathy: Enhanced Animal Empathy; Enhanced Persuasion 8 (Limited to wolves) – 3 points

Lycanthropic Toughness: Impervious Toughness 5; Protection 3; Regeneration 5 – 13 points

Natural Weapons (Bite): Strength-Based Damage 2 (Improved Critical) – 3 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Trip, Language 0 (Common is native), Teamwork

SKILLS

Acrobatics 2 (+3), Expertise (Current Events) 4 (+4), Expertise (Popular Culture) 4 (+4), Expertise (Profession) 4 (+4), Expertise (Survival) 8 (+8), Insight 2 (+4), Intimidation 4 (+4), Perception 4 (+6), Stealth 2 (+4)

OFFENSE

Initiative +2

Bite +2 (Close, Damage 3/19-20 plus Affliction 4)

Unarmed +2 (Close, Damage 1)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 5

Fortitude 5, **Will** 2

POWER POINTS

Abilities 22 + Advantages 4 + Defenses 9 + Powers 36 + Skills 17 = 88 Total

COMPLICATIONS

Alternate Form: In human form, a lycanthrope is Powerless and has Str 0, Sta 0, Agl 0, and Fgt 0 with corresponding changes to Skills and Defenses.

Power Loss: Lycanthropic Toughness; not vs. silver weapons.

Prejudice: Lycanthropes are feared as savage killers.

Werewolves are the most common type of lycanthropes in the world. They are found in all climates, both in the wild and hidden in civilization. Werewolf packs are organized similar to wolf packs, with a powerful alpha in command of the entire group. The moral and ethical outlook of the pack tends to follow that of the alpha.

CURSED LYCANTHROPE

The following creatures are all natural lycanthropes based on a human bystander. To represent a cursed lycanthrope, add a Complication that they are forced to assume their animal form on the nights of the full moon. During this time, the cursed lycanthrope is not in control of their mind; their animal instincts take over, forcing the being to become savage and merciless.

MANTICORE (PL 7)

Strength 5, **Stamina** 4, **Agility** 2, **Dexterity** 0

Fighting 4, **Intellect** -1, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 8 (Darkvision, Extended Vision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 8 points

Fast: Leaping 1, Speed 2 (8 mph) – 3 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included); Protection 2 – 9 points

Leathery Wings: Flight 3 (16 mph; Wings) – 3 points

Natural Weapons: Array (26 points)

- **Tail Stinger:** Strength-Based Damage 2 (Improved Critical 2, Reach); Linked Weaken Stamina 7 (Resisted by Fortitude; Progressive) – 26 points
- **Bite and Claws:** Strength-Based Damage 2 (Improved Critical) – 1 point
- **Spike Volley:** Ranged Multiattack Damage 2 – 1 point

ADVANTAGES

Chokehold, Diehard, Fast Grab, Fearless, Great Endurance, Improved Hold, Language 0 (Common is native), Move-By Action, Startle

SKILLS

Athletics 4 (+9), Close Combat (Natural Weapons) 2 (+6), Expertise (Survival) 8 (+7), Intimidation 8 (+10), Perception 12 (+14), Ranged Combat (Spike Volley) 6 (+6), Stealth 6 (+5)

OFFENSE

Initiative +2

Bite/Claws +6 (Close, Damage 7/19-20)

Spike Volley +6 (Ranged, Multiattack Damage 2)

Sting +6 (Close, Damage 7/18-20 plus Weaken 7)

Unarmed +4 (Close, Damage 5)

DEFENSE

Dodge 3, **Parry** 8, **Toughness** 6

Fortitude 9, **Will** 4

POWER POINTS

Abilities 22 + Advantages 8 + Defenses 14 + Powers 51 + Skills 23 = 118 Total

COMPLICATIONS

Disability: Manticores have no hands.

Infamy: Manticores are blood-thirsty man-killers.

The manticore is a monster of Persian legend. Its name means "man-eater." Manticores are intelligent creatures and often work beside other evil beings to bring strife and suffering in the world.

Manticores are 10 feet long and weigh 1,000 pounds. They are giant beasts with the bodies of lions, the wings of a dragon, the head of a man, and a spiked tail that ends in a deadly scorpion-like stinger. The mouth of a manticore is full of rows and rows of razor-sharp teeth, similar to a great white shark. It uses these teeth to feed upon any creature the manticore can catch; be it animal or human.

Medusa (PL 8)

Strength 1, **Stamina** 4, **Agility** 2, **Dexterity** 5

Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Immortal Body: Immunity 5 (Aging, Disease, Petrification, Poison); Protection 3 – 8 points

Monstrous Senses: Senses 4 (Darkvision, Radius Vision) – 4 points

Petrifying Gaze: Reaction Burst Area Affliction 6 (Hindered and Vulnerable, Defenseless and Immobile, Transformed [into stone] and Unaware); Resisted and Overcome by Fortitude; Extra Condition, Visual Sense-Dependent – 30 points

Serpent Hair: Multiattack Damage 1; Linked Affliction 5 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Strength 5 (Resisted by Dodge; Progressive) – 37 points

EQUIPMENT

Weapons: Array (6 points)

- **Bow:** Ranged Damage 3 – 6 points
- **Dagger:** Strength-Based Damage 1 (Improved Critical) – 1 point

ADVANTAGES

Attractive, Diehard, Equipment 2, Grabbing Finesse, Improved Initiative, Languages 0 (Common is native), Precise Attack 2 (Ranged; Concealment, Cover), Taunt

SKILLS

Close Combat (Dagger) 2 (+7), Deception 12 (+14), Insight 4 (+6), Intimidation 8 (+10), Perception 8 (+10), Ranged Combat (Bows) 2 (+7), Stealth 12 (+14)

OFFENSE

Initiative +6

Bow +7 (Ranged, Damage 3)

Dagger +7 (Close, Damage 2/19-20)

Petrifying Gaze Area (Close, Affliction 6)

Serpent Hair +5 (Close, Multiattack Damage 1 plus Affliction and Weaken 5)

Unarmed +5 (Close, Damage 1)

DEFENSE

Dodge 8, **Parry** 7, **Toughness** 7

Fortitude 6, **Will** 8

POWER POINTS

Abilities 46 + Advantages 9 + Defenses 16 + Powers 79 + Skills 24 = 174 Total

COMPLICATIONS

Infamy: Medusae are repulsive monstrous women who can turn mortals to stone with a glance.

Medusae are monstrous women with attractive, shapely bodies that are covered in fine, delicate scales. Rather than hair, they have a writhing mass of serpents growing from their scalp. They eyes of a medusa are feared. To look a medusa in the eyes is to invite death, as one's body is instantly transformed into lifeless stone.

Medusae are the progeny of Stheno and Euryale – the surviving sisters of the Medusa of legend. These creatures – sometimes called gorgons – live in isolated ruins away from civilization. They are hunted creatures; feared and hated for their poisonous bite and ability to petrify with the slightest glance. This fact drives most medusae to be evil, hunting down and slaying mortals with their gaze and poison. The lair of a medusa is often adorned with the statues of petrified enemies.

All medusae are female. They will interact with a male humanoid when they desire to mate and give birth. The medusa is careful to not slay her lover… at least, not until *after* she has conceived.

INSPIRATIONS FOR MEDUSA

Recommended Fiction: Percy Jackson and the Olympians by Rick Riordan

Recommended Films: Clash of the Titans (1981), directed by Desmond Davis

Clash of the Titans (2010), directed by Louis Leterrier

Percy Jackson and the Olympians: The Lightning Thief (2010), directed by Chris Columbus

Medusae can have many other powers. The original medusae were women cursed by the gods. As such, they have a number of divine abilities that can manifest over time.

GREATER MEDUSA

A greater medusa has a serpentine lower body from her hips downwards. To create a greater medusa, add the following Powers:

Large Body: Growth 2 (Innate, Permanent) – 9 points

Snake Body: Movement 1 (Slithering) – 2 points

IMMORTALITY

Some medusae are as ancient as the titans themselves. These creatures are not only immortal, but unless measures are taken, they can also return from the dead when slain.

Cannot Be Slain: Immortality 16 (Limited if head is severed) – 16 points

POISON BLOOD

The most powerful of medusae have venomous blood. The greater medusa, described above, will often have this Power.

Poison Blood: Weaken Stamina 4 (Resisted by Fortitude; Progressive, Reaction [when injured with a melee weapon], Uncontrolled) – 20 points

WINGED HORSE

In Greek mythology, when the legendary Medusa was slain, the winged horse known as Pegasus was created from her blood. A GM can use this Power to recreate that effect.

Birth of Pegasus: Summon Pegasus 7 (Heroic, Innate, Permanent, Triggered [when medusa is slain], Uncontrolled) – 23 points

Merfolk (PL 4)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 2
Fighting 2, **Intellect** 1, **Awareness** 0, **Presence** 1

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Fish Tail: Swimming 4 (8 mph) – 4 points

Humanoid Senses: Senses 1 (Low-Light Vision) – 1 point

EQUIPMENT

Trident: Strength-Based Damage 3 – 3 points

ADVANTAGES

Attractive, Equipment 1, Fascinate (Expertise [singing]), Languages 1 (Common [Aquan is native])

SKILLS

Deception 2 (+3), Expertise (Singing) 8 (+9), Insight 2 (+2), Perception 4 (+4)

OFFENSE

Initiative +2

Trident +2 (Close, Damage 5)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 2, **Parry** 4, **Toughness** 2

Fortitude 4, **Will** 0

POWER POINTS

Abilities 24 + Advantages 4 + Defenses 4 + Powers 12 + Skills 8 = 50 Total

COMPLICATIONS

Disability: Merfolk have no legs, and so are Speed Impaired when removed from water.

Merfolk are aquatic humanoids that appear to be human from the waist up and have fish-like tails from the hips down. Males are called Mermen, while females are called Mermaids. Their humanoid features are fey-like, more similar to elves than humans. Merfolk are capable of interacting with surface folk, as they can survive outside of the water. They do so rarely, however, as they cannot walk on land.

Merfolk live in cities and isolated settlements within shallow seas and coral reefs, where protection and food is abundant. They train aquatic animals to serve as their guardians, similar to the way humans train dogs and horses. Merfolk are the enemies of sahuagin.

Classic mermaids are fey-like creatures with a dangerous disposition. They would entice sailors with their beautiful singing voices to steer their ships into dangerous reefs or to jump into the water where the mermaids would then drown the hapless man. Mermaids of this sort are often referred to as "sirens."

INSPIRATIONS FOR MERFOLK

Recommended Fiction: The Little Mermaid, by Hans Christian Andersen

One Thousand and One Nights, by Various

Peter and Wendy, by J.M. Barrie

Recommended Film: Peter Pan (2003), directed by P.J. Hogan

Pirates of the Caribbean: On Stranger Tides (2011); directed by Rob Marshall

She-Creature (2001), directed by Sebastian Gutierrez

Splash (1984), directed by Ron Howard

Mimic (PL 6)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 1
Fighting 3, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Aberrant Body: Immunity 5 (Acid Damage); Protection 2 – 7 points

Aberrant Senses: Senses 2 (Darkvision) – 2 points

Adhesive: Reaction Affliction 4 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Parry; Overcome by Strength; Concentration, Cumulative, Extra Condition, Instant Recovery, Limited to Two Degrees – 20 points

Mimicry: Morph 2 (stationary objects of similar mass and size) – 10 points

ADVANTAGES

Chokehold, Fast Grab, Improved Hold, Improved Initiative, Language 0 (Common is native)

SKILLS

Athletics 4 (+7), Close Combat (Unarmed) 2 (+5), Deception 10 (+11), Expertise (Dungeoneering) 10 (+11), Perception 6 (+8), Stealth 4 (+6)

OFFENSE

Initiative +6

Adhesive +3 (Close, Affliction 4)

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 4, **Parry** 5, **Toughness** 5

Fortitude 5, **Will** 7

POWER POINTS

Abilities 32 + Advantages 4 + Defenses 11 + Powers 39 + Skills 18 = 104 Total

COMPLICATIONS

Disability: Mimics have no hands.

Mimics are strange aberrations that assume the form of mundane furnishings and household objects. They maintain their forms for days at a time and lie in wait for unsuspecting prey to interact with them. Once the victim touches the mimic, the aberration springs to life, revealing a large mouth to quickly bite and consume its prey before it can escape. The mimic is aided by a chemical adhesive that is naturally exudes over its entire form.

Most mimics are the relative size of a human, assuming the form of small beds, chests, and wardrobes. Rumors persist of mimics that larger – even those that are the size of houses and assume the form as such.

Minotaur (PL 7)

Strength 4, **Stamina** 2, **Agility** 1, **Dexterity** 0
Fighting 4, **Intellect** -1, **Awareness** 1, **Presence** 0

POWERS

Fast: Speed 1 (4 mph) – 1 point

Horns: Strength-Based Damage 2 (Improved Critical, Limited to charging) – 2 points

Large Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 3 – 8 points

Monstrous Senses: Senses 10 (Darkvision, Direction Sense, Distance Sense, Extended Hearing, Low-Light Vision, Olfactory [acute, extended, tracking]) – 10 points

EQUIPMENT

Axe: Strength-Based Damage 3 – 3 points

ADVANTAGES

Diehard, Equipment 1, Favored Environment (labyrinths and mazes), Great Endurance, Language 0 (Giant is native), Power Attack, Startle

SKILLS

Athletics 8 (+12), Close Combat (Axes) 2 (+6), Expertise (Survival) 12 (+11), Intimidation 8 (+9), Perception 8 (+9), Stealth 6 (+5)

OFFENSE

Initiative +1

Axe +6 (Close, Damage 7)

Horns +4 (Close, Damage 6/19-20)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 5, **Parry** 8, **Toughness** 5

Fortitude 4, **Will** 6

POWER POINTS

Abilities 14 + Advantages 6 + Defenses 17 + Powers 21 + Skills 22 = 80 Total

COMPLICATIONS

Prejudice: Minotaurs are known to be fearsome cannibals. Even the "civilized" minotaurs are looked at with fear and suspicion.

Minotaurs are giant humanoids with fur covered bodies and bull-like heads. It was once believed that all minotaurs were male; actually cursed humans that had been altered by the gods or a demon lord to become a minotaur. That legend has proven false as female minotaurs have become more prevalent over the years.

Minotaurs are known to be cannibals, feeding off the flesh of sentient creatures. They love to dwell within maze-like caverns or ruins, where their innate sense of direction prevents them from getting lost. They lure travelers into their maze-like homes, where the minotaurs have the advantage over their unfortunate prey.

INSPIRATIONS FOR MINOTAURS

Recommended Film: The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe (2005), directed by Andrew Adamson

The Scorpion King: Rise of a Warrior (2008), directed by Russell Mulcahy

NAGA (PL 9)

Strength 3, **Stamina** 4, **Agility** 4, **Dexterity** 2
Fighting 5, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Aberrant Senses: Senses 3 (Darkvision, Infravision) – 3 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points

Poison Bite: Strength-Based Damage 2 (Reach); Linked Affliction 5 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Progressive, Reach; Linked Weaken Stamina 5 (Resisted by Fortitude; Progressive, Reach) – 35 points

Serpentine Body: Immunity 2 (Aging, Poison); Protection 1 – 3 points

Serpentine Speed: Movement 1 (Slithering); Speed 1 (4 mph) – 3 points

ADVANTAGES

Chokehold, Fascinate (Intimidation), Fast Grab, Hide in Plain Sight, Improved Hold, Language 0 (Common is native), Ritualist, Second Chance (Sleight of Hand checks to Escape), Skill Mastery (Stealth), Well-Informed

SKILLS

Athletics 4 (+7), Close Combat (Bite) 4 (+9), Deception 8 (+11), Expertise (Magic) 12 (+15), Insight 4 (+7), Intimidation 8 (+13), Investigation 8 (+11), Perception 4 (+7), Persuasion 8 (+11), Sleight of Hand 6 (+8), Stealth 10 (+10)

OFFENSE

Initiative +4

Bite +9 (Close, Damage 5 plus Affliction and Weaken 5)

Unarmed +5 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 10, **Toughness** 5

Fortitude 7, **Will** 10

POWER POINTS

Abilities 38 + Advantages 9 + Defenses 20 + Powers 53 + Skills 38 = 158 Total

COMPLICATIONS

Disability: Nagas do not have hands. Their tails offer limited manipulation.

Obsession: Nagas are attracted to ancient ruins and places filled with lost or forbidden secrets. They love to hoard this knowledge for themselves.

Naga are strange, magical creatures with the bodies of serpents and the heads of humanoids. These enigmatic beasts prefer to live a life of isolation from the civilized world. They will often make their lairs within ancient ruins and crypts, where they can learn lost magic and lore. Many see nagas as the protectors of such places and the secrets held within. The nagas themselves do not dissuade these rumors.

The average naga is 12 feet long and weighs 300 pounds.

There exist many different types of nagas. Each has its own personality and magical power.

INSPIRATIONS FOR NAGAS

Recommended Fiction: Riki Tiki Tavi, by Rudyard Kipling

Recommended Film: Hisss (2010), directed by Jennifer Chambers Lynch

DARK NAGA

Dark naga scales are dark blue or purple, often with black frills or scale patterns. The body of a dark naga is more similar to that of an eel rather than a snake.

Dark nagas crave power and wealth. They love using their magical powers and the treasures they find in ancient ruins to rule those who are weaker than themselves.

To create a Dark Naga, add the following Traits to the naga build:

Advantages: Languages 1 (Infernal) – 1 point

Aberrant Mind: Enhanced Second Chance (Will checks vs. Mind Control); Immunity 5 (Mind Reading) – 6 points

Detect Thoughts: Mind Reading 5 (Effortless, Limited to Surface Thoughts, Subtle) – 11 points

WATER NAGA

Water nagas live within oceans and rivers, protecting hidden treasures claimed by these waterways. They prefer solitude and isolation.

Water nagas have scales the color of the waters in which they live – greens, blues, and all the colors in between. Their bodies are lines with frilled spines that stand on edge when excited or agitated.

To create a water naga, add the following Traits:

Advantages: Favored Environment (Underwater), Language 1 (Aquan) – 2 points

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Strong Swimmer: Swimming 4 (8 mph) – 4 points

GUARDIAN NAGA

Guardian nagas usually guard magical secrets, items, and lore that would be destructive should they ever fall into the wrong hands. They are good-natured creatures that seek only to keep those who are not as wise as themselves from coming to a messy ending.

When angered or excited, a guardian naga flares a hood similar to a cobra. The bite of a guardian naga contains deadly venom. They can spit this venom at their enemies without losing any of its potency.

To create a Guardian Naga, modify the naga build with the following Traits:

Advantages: Language 1 (Celestial) – 1 point

Skills: Ranged Combat 4 (Spit Venom) – 2 points

Spit Venom: Ranged Affliction 5 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Progressive; Linked Ranged Weaken Stamina 5 (Resisted by Fortitude; Progressive) – 40 points

Poison Bite becomes an Alternate Effects of this Power.

SPIRIT NAGA

Spirit nagas are akin to witches, among the naga races. They are even more mysterious and enigmatic than the others of their kind, seeking lost magic to a fanatical extent. They delight in causing suffering and death with the powers they possess.

Spirit nagas have serpentine bodies with black scales and red markings. Their humanoid faces are framed with stringy hair. The bite of a spirit naga is deadly, as it contains venom. The eyes of the creature are no better, as their gaze can cause to who look to fall under the control of the naga.

To create a Spirit Naga, add the following Traits:

Advantages: Language 1 (Abyssal) – 1 point

Charming Gaze (Alternate Effect of Poison Bite): Perception Ranged Affliction 5 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Visual Sense-Dependent – 1 point

NIXIE (PL 5)

Strength 0, **Stamina** 2, **Agility** 3, **Dexterity** 2
Fighting 2, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Fey Powers: Array (10 points)

- **Aquatic Form:** Morph 2 (Aquatic Animals) – 10 points
- **Charm Person:** Perception Ranged Affliction 3 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to humanoid targets – 1 point
- **Water Breathing:** Affliction 4 (Transformed [air breathing creature into water-breathing creature]; Resisted by Fortitude; Concentration, Limited to the Third Degree of Effect) – 1 point

Fey Resilience: Impervious Toughness 2 – 2 points

Fey Senses: Senses 1 (Low-Light Vision) – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Strong Swimmer: Swimming 2 (2 mph) – 2 points

EQUIPMENT

Weapons: Array (4 points)

- **Crossbow:** Ranged Damage 2 – 4 points
- **Dagger:** Strength-Based Damage 1 (Improved Critical) – 1 point

ADVANTAGES

Animal Empathy, Equipment 1, Favored Environment (Underwater), Grabbing Finesse, Language 1 (Aquan [Sylvan is native]), Taunt

SKILLS

Acrobatics 2 (+5), Deception 6 (+9), Expertise (Handle Animal) 4 (+6), Expertise (Singing) 6 (+8), Insight 2 (+4), Perception 4 (+6), Ranged Combat (Crossbow) 2 (+4), Stealth 4 (+11)

OFFENSE

Initiative +3

Charm Person Perception (Ranged, Affliction 3)

Crossbow +4 (Ranged, Damage 2)

Dagger +2 (Close, damage 1/19-20)

Unarmed +2 (Close, Damage 0)

DEFENSE

Dodge 8, **Parry** 4, **Toughness** 2

Fortitude 2, **Will** 5

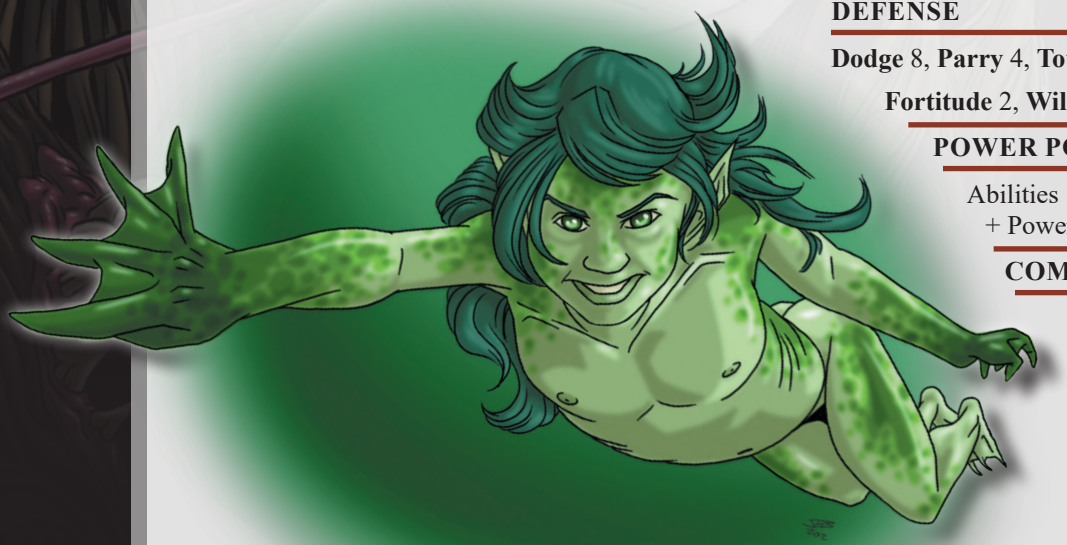
POWER POINTS

Abilities 34 + Advantages 6 + Defenses 6 + Powers 31 + Skills 15 = 92 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. iron weapons.

Prankster: Nixies are whimsical, fey creatures who enjoy playing pranks on others. Sometimes, these pranks turn dangerous.



Nixies are small aquatic faeries that delight in swimming and playing in rivers, and lakes. They are sometimes seen as wicked creatures, as the pranks they play on mortals occasionally lead to drowning. Nixies make their homes in beautiful lakes and streams. They act as guardians of such places, and attempt to drive away any who would despoil the natural beauty of their home.

A nixie appears to be a beautiful aquatic humanoid – similar to a child – with sylvan features, webbed fingers and toes, with long hair the color of seaweed. They often wear little to no clothing, preferring to dress themselves only in pearls and shells.

Nymph (PL 9)

Strength 1, **Stamina** 3, **Agility** 4, **Dexterity** 3
Fighting 3, **Intellect** 3, **Awareness** 3, **Presence** 4

POWERS

Blinding Beauty: Reaction Burst Area Affliction 6 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses, Visual Sense-Dependent – 24 points

Fey Powers: Array (12 points)

- **Stunning Glance:** Perception Ranged Affliction 6 (Dazed, Stunned); Resisted and Overcome by Fortitude; Cumulative, Visual Sense-Dependent – 12 points
- **Dimension Door:** Teleport 6 – 1 point

Fey Resilience: Impervious Toughness 5 – 5 points

Fey Senses: Senses 1 (Low-Light Vision) – 1 point

Strong Swimmer: Swimming 2 (4 mph) – 2 points

Unearthly Grace: Protection 4 (Note: Equal to Presence) – 4 points

Water-Bourne: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

EQUIPMENT

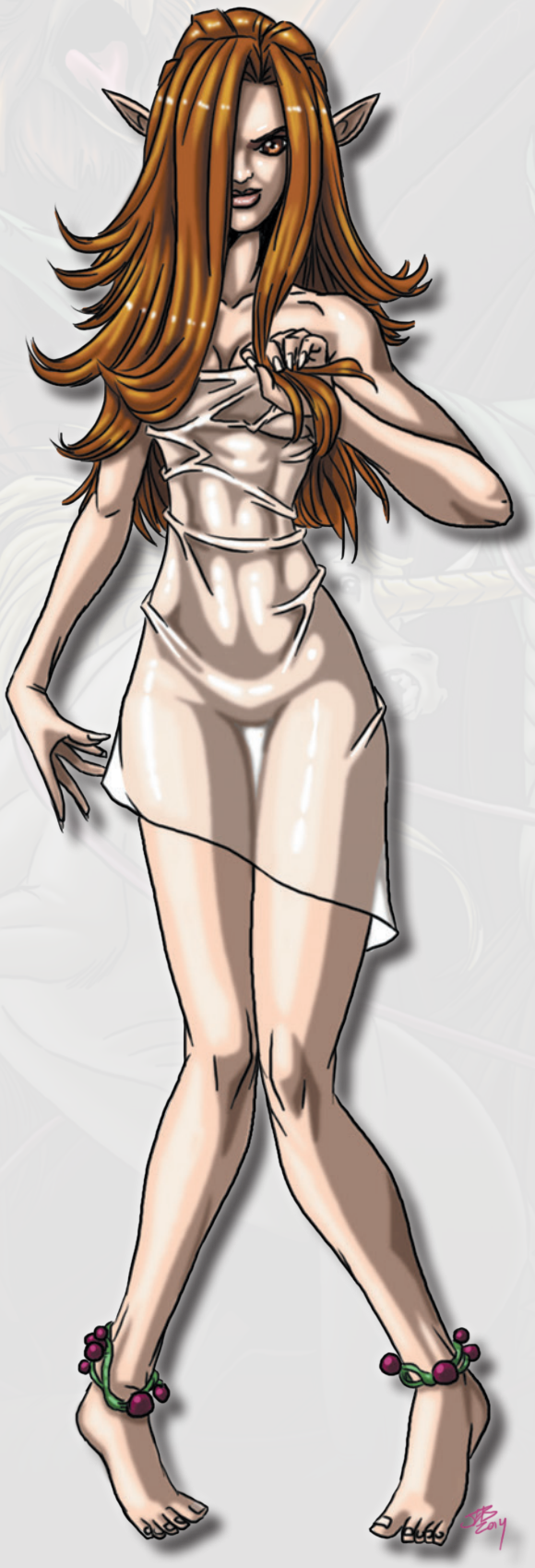
Dagger: Strength-Based Damage 1 (Improved Critical) – 2 points

ADVANTAGES

Animal Empathy, Attractive 2, Equipment 1, Fascinate (Deception), Grabbing Finesse, Language 1 (Common [Sylvan is native]), Ritualist, Second Chance (Sleight of Hand checks with Escape)

SKILLS

Close Combat (Dagger) 2 (+5), Deception 6 (+10), Expertise (Magic) 6 (+9), Expertise (Nature) 6 (+9), Insight 8 (+11), Intimidation 2 (+6), Perception 4 (+7), Persuasion 6 (+10), Sleight of Hand 6 (+9), Stealth 8 (+12), Treatment 6 (+9)



OFFENSE

Initiative +4
Blinding Beauty Area (Close, Affliction 6)

Dagger +5 (Close, Damage 2/19-20)

Stunning Glance Perception (Ranged, Affliction 6)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 10, **Parry** 5, **Toughness** 7

Fortitude 5, **Will** 9

POWER POINTS

Abilities 48 + Advantages 9 + Defenses 16 + Powers 54 + Skills 30 = 157 Total

COMPLICATIONS

Obsession: Nymphs are devoted to protecting nature's beauty.

Power Loss: Impervious Toughness; not vs. cold iron weapons.

Reputation: Nymphs are known to be beautiful fey guardians of nature.

Nymphs are fey spirits of nature. They act as guardians to sacred groves, natural beauty, and portals to the faerie realm. As guardians of nature, nymphs often have a variety of magical powers that allow them to control and manipulate natural plants and animals.

Nymphs are always female, possessing incredible beauty that is dangerous to behold. As such, they are the frequent target of satyrs and lecherous human males.

A nymph is willing to share her charms with those who show her and her realm respect and care. Otherwise, many find the lovely nymph to be a capable and dangerous adversary.

DRUIDIC POWERS

Most nymphs have the ability to cast spells like a druid or nature shaman. This can be represented by adding an Array with Area Snare (Entangle), Heal, and Summon (Animal) Powers. Other Powers can include lightning bolts, weather control effects, or a Damage effect when using a shillelagh (a wooden staff or cudgel).

OGRE (PL 6)

Strength 4, **Stamina** 2, **Agility** 0, **Dexterity** 3
Fighting 3, **Intellect** -1, **Awareness** 1, **Presence** 0

POWERS

Giant Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 3 – 8 points

Giant Steps: Speed 1 (4 mph) – 1 point

EQUIPMENT

Weapons: Array (6 points)

- **Javelin:** Ranged Damage 3 – 6 points
- **Club:** Strength-Based Damage 2 (Reach) – 1 point

ADVANTAGES

Equipment 2, Language 0 (Giant is native)

SKILLS

Athletics 4 (+8), Close Combat (Club) 2 (+5), Expertise (Survival) 6 (+5), Intimidation 4 (+5), Perception 2 (+3), Ranged Combat (Javelin) 2 (+5)

OFFENSE

Initiative +0

Club +5 (Close, Damage 6)

Javelin +5 (Ranged, Damage 3)

Unarmed +3 (Close, Damage 4)

DEFENSE

Dodge 0, **Parry** 6, **Toughness** 5

Fortitude 6, **Will** 2

POWER POINTS

Abilities 16 + Advantages 2 + Defenses 10 + Powers 12 + Skills 10 = 50 Total

COMPLICATIONS

Infamy: Ogres are savage and brutish cannibals.

Ogres are giant brutish humanoids that delight in brutality, rape, savagery, and torture. They revel in inflicting misery on others.

The average ogre stands 10 feet tall and weighs 650 pounds. Ogres appear as giant humanoids with strong bodies, large heads, and a voracious appetite. They love to feed on humans; especially young children. This savage nature often leads ogres to become the minions of evil beings, such as hags.

Oni (Ogre Mage) (PL 9)

Strength 4, **Stamina** 4, **Agility** 3, **Dexterity** 3
Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Change Shape: Immunity 5 (Transform Effects); Morph 3 (Humanoid Forms) – 20 points

Fast Healing: Regeneration 3 – 3 points

Giant Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Giant Size: Growth 3 (Continuous, Innate; -1 active defenses included); Protection 1 – 11 points

Giant Steps: Speed 1 (4 mph) – 1 point

Magical Powers: Array (16 points)

- **Darkness:** Ranged Burst Area Visual Concealment 4 (Attack) – 16 points
- **Charm Monster:** Perception Ranged Affliction 4 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point
- **Cone of Cold:** Cone Area Damage 5 – 1 point
- **Deep Slumber:** Perception Ranged Affliction 4 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Cumulative) – 1 point
- **Gaseous Form:** Immunity 2 (Critical Hits; Sustained); Insubstantial 2 – 1 point
- **Invisibility:** Visual Concealment 4 (Passive) – 1 point

Mystical Speed: Flight 3 (16 mph; Subtle) – 7 points

EQUIPMENT

Weapons: Array (6 points)

- **Bow:** Ranged Damage 3 – 6 points
- **Sword:** Strength-Based Damage 3 (Improved Critical, Reach) – 1 point

ADVANTAGES

Defensive Attack, Diehard, Equipment 2, Improved Initiative, Language 1 (Common [Giant is native]), Ritualist

SKILLS

Athletics 4 (+8), Close Combat (Swords) 2 (+7), Deception 6 (+9), Expertise (Magic) 8 (+10), Insight 8 (+10), Intimidation 8 (+12), Perception 6 (+8), Ranged Combat (Bows) 4 (+7), Stealth 4 (+4)

OFFENSE

Initiative +7

Bow +7 (Ranged, Damage 3)

Charm/Slumber Perception (Ranged, Affliction 4)

Cone of Cold Area (Close, Damage 5)

Sword +7 (Close, Damage 7/19-20)

Unarmed +5 (Close, Damage 4)

DEFENSE

Dodge 4, **Parry** 6, **Toughness** 5

Fortitude 10, **Will** 8

POWER POINTS

Abilities 40 + Advantages 6 + Defenses 16 + Powers 66 + Skills 25 = 153 Total

COMPLICATIONS

Motivation: Oni are hedonists, delighting in their own wicked pleasures.

Power Loss: Regeneration; not vs. acid or fire damage.

The oni are a race of spellcasting giants. They are humanoid but often have features that set them apart from normal ogres. These can include large horns, extra or missing fingers, a third eye and skin colors that range from red to blue. Given their intelligence and their magical powers, oni prefer to dress as nobility, wearing fine clothing and armor.

Despite their intelligence, oni are known to be brutish and wicked. They delight in the suffering of others. They often steal what they want from surrounding communities, be it property or persons (young maidens are their favorite).

Ooze (PL 6)

Strength 3, **Stamina** 4, **Agility** -2, **Dexterity** 0

Fighting 5, **Intellect** --, **Awareness** -2, **Presence** -2

POWERS

Acid: Weaken Toughness 6 (Resisted by Fortitude; Affects Objects, Concentration, Grab-Based); Linked Damage 6 (Concentration, Grab-Based) – 18 points

Huge Size: Growth 8 (Innate, Permanent; -4 active defenses included) – 17 points

Ooze Body: Immunity 19 (Critical Hits, Paralyze Effects, Poison, Sleep, Stunning Effects, Transform Effects); Insubstantial 1 (Innate, Permanent) – 25 points

Ooze Senses: Senses 4 (Tactile Sense [acute, extended, ranged]) – 4 points

Oozing: Movement 2 (Slithering, Wall-Crawling) – 4 points

Split: Reaction Summon Ooze 7 (Active, Continuous, Indifferent, Uncontrolled) – 35 points

ADVANTAGES

Chokehold, Fast Grab, Improved Grab, Improved Hold

OFFENSE

Initiative -2

Acid +5 (Close, Weaken and Damage 6)

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge -3, **Parry** 4, **Toughness** 4

Fortitude 7, **Will** Immune

POWER POINTS

Abilities -30 + Advantages 4 + Defenses 9 + Powers 103 + Skills 0 = 86 Total

COMPLICATIONS

Accident: When an ooze is forced to Split, its ranks of Growth are divided between the two oozes.

Disability: Oozes cannot speak and have no hands. They have no visual, hearing, or olfactory senses.

Power Loss: Ooze acid does not affect stone objects.

Weakness: Oozes are Hindered and Impaired in Intense Cold. In Extreme Cold, an ooze is Disabled and Immobile.

Oozes are mobile forms of protoplasm that live to consume any organic matter in their path. Whenever these slimes sense a living creature nearby, they slither towards the creature, intent on engulfing and devouring it with acidic secretions. They mindlessly attack any organic creatures they encounter, dissolving flesh, bone, and even metal armor before moving on to consume its next meal.

The average ooze measures 25 feet across and 2 feet thick. It weighs about 18,000 pounds.

INSPIRATIONS FOR OOZES

Recommended Films: The Blob (1958), directed by Irvin S. Yeaworth Jr.

The Blob (1988), directed by Chuck Russell

Creepshow 2 (1987), directed by Michael Gornick

The Stuff (1985), directed by Larry Cohen

Otyugh (PL 6)

Strength 3, **Stamina** 2, **Agility** 1, **Dexterity** 3

Fighting 3, **Intellect** 0, **Awareness** 2, **Presence** 0

POWERS

Aberrant Senses: Senses 8 (Darkvision, Olfactory [acute, extended, tracking], Radius Vision) – 8 points

Diseased Bite: Strength-Based Damage 1 (Improved Critical); Linked Affliction 3 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Limited to one check per day, Progressive; Linked Weaken Abilities 3 (Resisted by Fortitude; Broad, Limited to one check per day, Limited to Agility and Stamina, Progressive, Simultaneous) – 20 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 3 – 8 points

Filth-Infested: Enhanced Stealth 8 (Limited to refuse and offal piles); Immunity 1 (Disease) – 3 points

Tentacles: Reach with Unarmed – 1 point

Tripod: Enhanced Second Chance (resisting slams and trips) – 1 point

ADVANTAGES

Chokehold, Fast Grab, Improved Grab, Improved Hold, Language 0 (Common is native)

Enhanced: Second Chance (resisting slams and trips)

SKILLS

Athletics 2 (+5), Close Combat (Unarmed) 2 (+5), Intimidation 4 (+5), Perception 4 (+6), Stealth 4 (+3, +11 in refuse and offal)

OFFENSE

Initiative +1

Bite +3 (Close, Damage 4/19-20 plus Affliction and Weaken 3)

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 2, **Parry** 7, **Toughness** 5

Fortitude 4, **Will** 7

POWER POINTS

Abilities 20 + Advantages 4 + Defenses 14 + Powers 41 + Skills 8 = 87 Total

COMPLICATIONS

Disability: An otyugh's tentacles offer limited manipulation.

Reputation: Otyughs are known to be eaters of filth. As such, they are often sought to clean sewers and act as living garbage disposals.

Otyughs are strange aberrations that live in caves, crypts and sewers. They delight in the eating of filth and offal. Because of this, many civilized beings attempt to capture and contain otyughs within their city sewers to use as a means of garbage disposal.

Otyughs are strange-looking creatures, with round bodies that stand on three elephantine legs. They have a pair of tentacles that end in rows of sharp spikes. A third tentacle sprouts from the top of the otyugh's body. This tentacle ends in a number of peering eyes. The body is the creature contains a massive fang-filled mouth. Due to the nature of the Otyugh's appetite, their mouths are filthy and often carry diseases with its bite. The average otyugh is 8 feet in diameter and weighs 500 pounds.

Despite its appearance and habits, an otyugh is surprisingly intelligent and capable of speech.

Owlbear (PL 6)

Strength 5, **Stamina** 3, **Agility** 2, **Dexterity** 0

Fighting 3, **Intellect** -4, **Awareness** 3, **Presence** 0

POWERS

Bestial Senses: Senses 7 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included); Protection 3 – 10 points

Natural Weapons (Bite, Claws): Strength-Based Damage 1 (Improved Critical) – 2 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Initiative, Startle

SKILLS

Athletics 4 (+9), Close Combat (Natural Weapons) 2 (+5), Expertise (Survival) 8 (+4), Intimidation 8 (+9), Perception 10 (+13), Stealth 4 (+3)

OFFENSE

Initiative +6

Natural Weapons +5 (Close, Damage 6/19-20)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 2, **Parry** 6, **Toughness** 6

Fortitude 7, **Will** 4

POWER POINTS

Abilities 12 + Advantages 4 + Defenses 10 + Powers 19 + Skills 18 = 63 Total

COMPLICATIONS

Disability: Owlbears cannot speak and have no hands.

Temper: Owlbears are aggressive and mean-spirited; attacking anything they see.

Owlbears are monstrous beasts with the bodies of bears covered in thick fur and feathers. Their heads are like those of owls. These creatures are incredibly aggressive, going so far as to slay any living creature they see. This territorial attitude causes many folks who live with nature to purposefully hunt owlbears before they have a chance to destroy the local wildlife.

An adult owlbear stands 8-10 feet tall and weighs 1,500 pounds.

Pegasus (PL 6)

Strength 6, **Stamina** 5, **Agility** 3, **Dexterity** 0

Fighting 3, **Intellect** 1, **Awareness** 2, **Presence** 2

POWERS

Animal Senses: Senses 11 (Acute Olfactory, Detect Evil Presences [acute, ranged mental sense], Detect Good Presences [acute, ranged mental sense], Extended Vision, Low-Light Vision, Radius Vision) – 11 points

Fast: Speed 4 (30 mph) – 4 points

Feathered Wings: Flight 6 (120 mph; Wings) – 6 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

ADVANTAGES

Attractive, Diehard, Great Endurance, Language (Common is native), Move-By Action

SKILLS

Athletics 4 (+10), Close Combat (Unarmed) 2 (+5), Expertise (Survival) 8 (+9), Insight 6 (+8), Intimidation 2 (+5), Perception 8 (+10)

OFFENSE

Initiative +3

Unarmed +5 (Close, Damage 6)

DEFENSE

Dodge 6, **Parry** 6, **Toughness** 5

Fortitude 9, **Will** 3

POWER POINTS

Abilities 32 + Advantages 4 + Defenses 13 + Powers 28 + Skills 15 = 92 Total

COMPLICATIONS

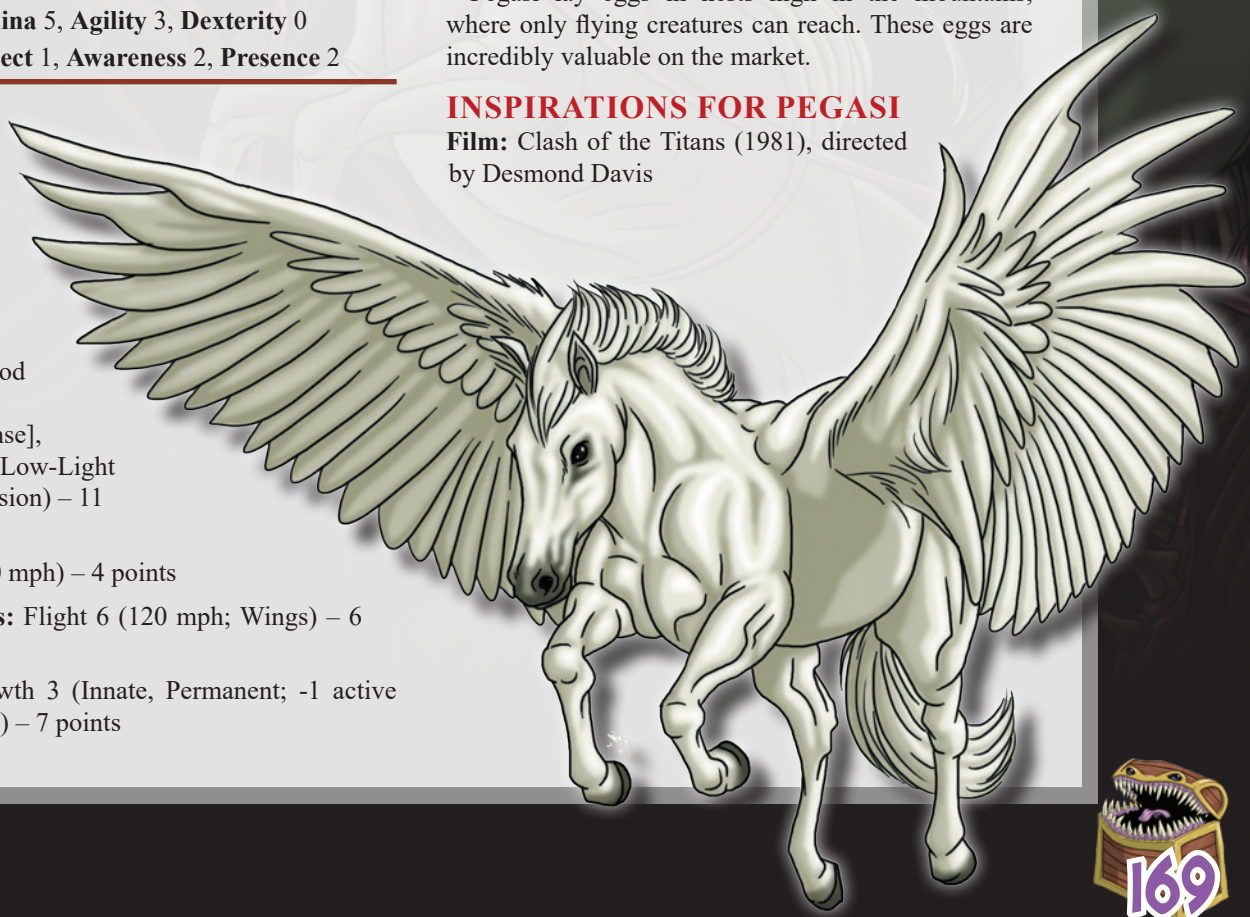
Disability: Pegasi have no hands. Although they understand the Common language, they cannot speak.

Pegasi are beautiful horses with large, feathered wings. They are intelligent and possess noble, good-natured hearts. A pegasus will serve as an aerial steed to a good natured humanoid.

Pegasi lay eggs in nests high in the mountains, where only flying creatures can reach. These eggs are incredibly valuable on the market.

INSPIRATIONS FOR PEGASI

Film: Clash of the Titans (1981), directed by Desmond Davis



Phase Spider (PL 7)

Strength 3, **Stamina** 3, **Agility** 3, **Dexterity** 0

Fighting 4, **Intellect** 0, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 4 (Darkvision, Dimensional Vision [between Ethereal and Material Planes], Low-Light Vision) – 4 points

Ethereal Ambush: Movement 1 (Dimensional Travel; Turnabout) – 3 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included); Protection 3 – 8 points

Poison Bite: Strength-Based Damage 2 (Improved Critical); Linked Affliction 5 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Fortitude; Progressive; Linked Weaken Stamina 5 (Resisted by Fortitude; Limited to 1 rank, Progressive) – 28 points

Spider Legs: Extra Limbs 4; Leaping 1; Movement 2 (Wall-Crawling 2); Speed 1 (4 mph) – 10 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Initiative, Move-By Action, Seize Initiative, Skill Mastery (Stealth), Startle

SKILLS

Close Combat (Bite) 2 (+6), Intimidation 6 (+8), Perception 4 (+6), Stealth 12 (+13)

OFFENSE

Initiative +7

Bite +6 (Close, Damage 5/19-20 plus Affliction and Weaken 5)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 4, **Parry** 8, **Toughness** 6

Fortitude 8, **Will** 4

POWER POINTS

Abilities 24 + Advantages 7 + Defenses 14 + Powers 53 + Skills 12 = 110 Total

COMPLICATIONS

Disability: Phase spiders cannot speak and have no hands.

Phase Spiders are monstrous arachnid-kin that dwell within the Ethereal Plane. They make quick forays into the natural world to snatch an unlucky creature to feed upon. Those stolen by phase spiders are never seen again and are regarded as unsolved disappearances.

The typical phase spider is 8 feet long and weighs 700 pounds. As their name suggests, they appear to be spiders, but often have strange colorations and patterns on their bodies, similar to Kabuki masks. Rather than a spider head and mandibles, their heads are more like those of a humanoid, sometimes skull-like, while at other times a complete humanoid face.

INSPIRATIONS FOR PHASE SPIDERS

Film: The Mist (2007), directed by Frank Darabont

Pixie (PL 6)

Strength -1, **Stamina** 2, **Agility** 4, **Dexterity** 4
Fighting 2, **Intellect** 3, **Awareness** 2, **Presence** 3

POWERS

Fey Powers: Array (20 points)

- **Images:** Burst Area Illusion 5 (Visual and Hearing) – 20 points
- **Arrow of Charm:** Ranged Affliction 3 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point
- **Arrow of Memory Loss:** Ranged Affliction 3 (Intellect Impaired, Intellect Disabled, Transformed [into target with altered memory]); Resisted and Overcome by Will; Cumulative – 1 point
- **Arrow of Sleep:** Ranged Affliction 3 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Cumulative – 1 point
- **Confusion:** Perception Ranged Affliction 3 (Dazed, Compelled [to act irrationally]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point
- **Detect Thoughts:** Mind Reading 3 (Limited to Surface Thoughts, Subtle) – 1 point
- **Dispel Magic:** Nullify 4 (Broad, Simultaneous) – 1 point
- **Entangle:** Ranged Burst Area Affliction 3 (Hindered and Vulnerable, Defenseless and Immobile); Resisted by Dodge; Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 1 point
- **Faerie Lights:** Environment 1 (Light) – 1 point

Fey Resilience: Impervious Toughness 2 – 2 points

Fey Senses: Senses 7 (Detect Evil Presences [acute, ranged mental sense], Detect Good Presences [acute, ranged mental sense], Low-Light Vision) – 7 point

Insect Wings: Flight 4 (30 mph; Wings) – 4 points

Invisibility: Visual Concealment 4 – 8 points

Small Size: Shrinking 6 (Innate, Permanent; +3 active defenses included) – 13 points

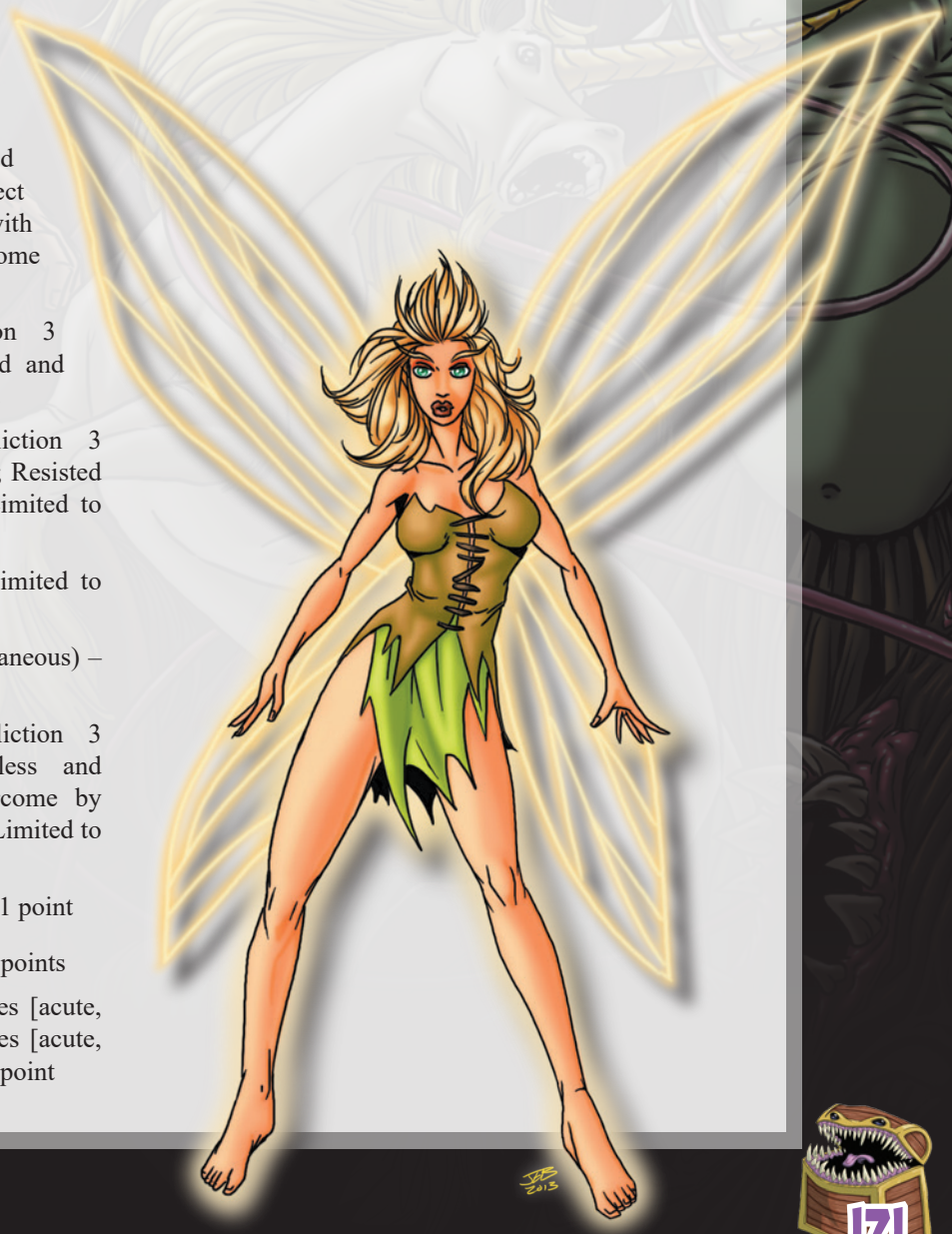
EQUIPMENT

Pixie Weapons: Array (4 points)

- **Pixie Bow:** Ranged Damage 2 – 4 points
- **Pixie Sword:** Strength-Based Damage 2 (Improved Critical) – 1 point

ADVANTAGES

Equipment 1, Evasion, Grabbing Finesse, Language 1 (Common [Sylvan is native]), Second Chance (Sleight of Hand checks to Escape)



SKILLS

Acrobatics 8 (+12), Close Combat (Swords) 2 (+4), Deception 6 (+9), Expertise (Magic) 6 (+9), Expertise (Nature) 6 (+9), Insight 4 (+6), Perception 4 (+6), Ranged Combat (Bows) 2 (+6), Sleight of Hand 6 (+10), Stealth 6 (+16)

OFFENSE

Initiative +4

Bow +6 (Ranged, damage 2)

Confusion Perception (Ranged, Affliction 3)

Entangle Area (Ranged, Affliction 3)

Special Arrows +6 (Ranged, Affliction 3)

Sword +4 (Close, Damage 1/19-20)

Unarmed +2 (Close, Damage -1)

DEFENSE

Dodge 8, **Parry** 6, **Toughness** 2

Fortitude 3, **Will** 6

POWER POINTS

Abilities 40 + Advantages 5 + Defenses 7 + Powers 62 + Skills 25 = 139 Total

COMPLICATIONS

Infamy: Pixies are feared as dangerous fey creatures.

Power Loss: Impervious Toughness; not vs. cold iron weapons.

Prankster: Pixies delight in causing pranks. While most are harmless, they can occasionally be cruel or dangerous.

Pixies are fey creatures that live in the deepest parts of the forest. They are well known as good-natured pranksters.

A pixie appears to be a small humanoid with fey-like features, long pointed ears, and wings similar to an insect. Some pixie wings are like those of a butterfly, while others are gossamer like a dragonfly. The average pixie is 2 feet tall and weighs 30 pounds.

INSPIRATIONS FOR PIXIES

Recommended Film: Legend (1985), directed by Ridley Scott

Peter Pan (2003), directed by P.J. Hogan

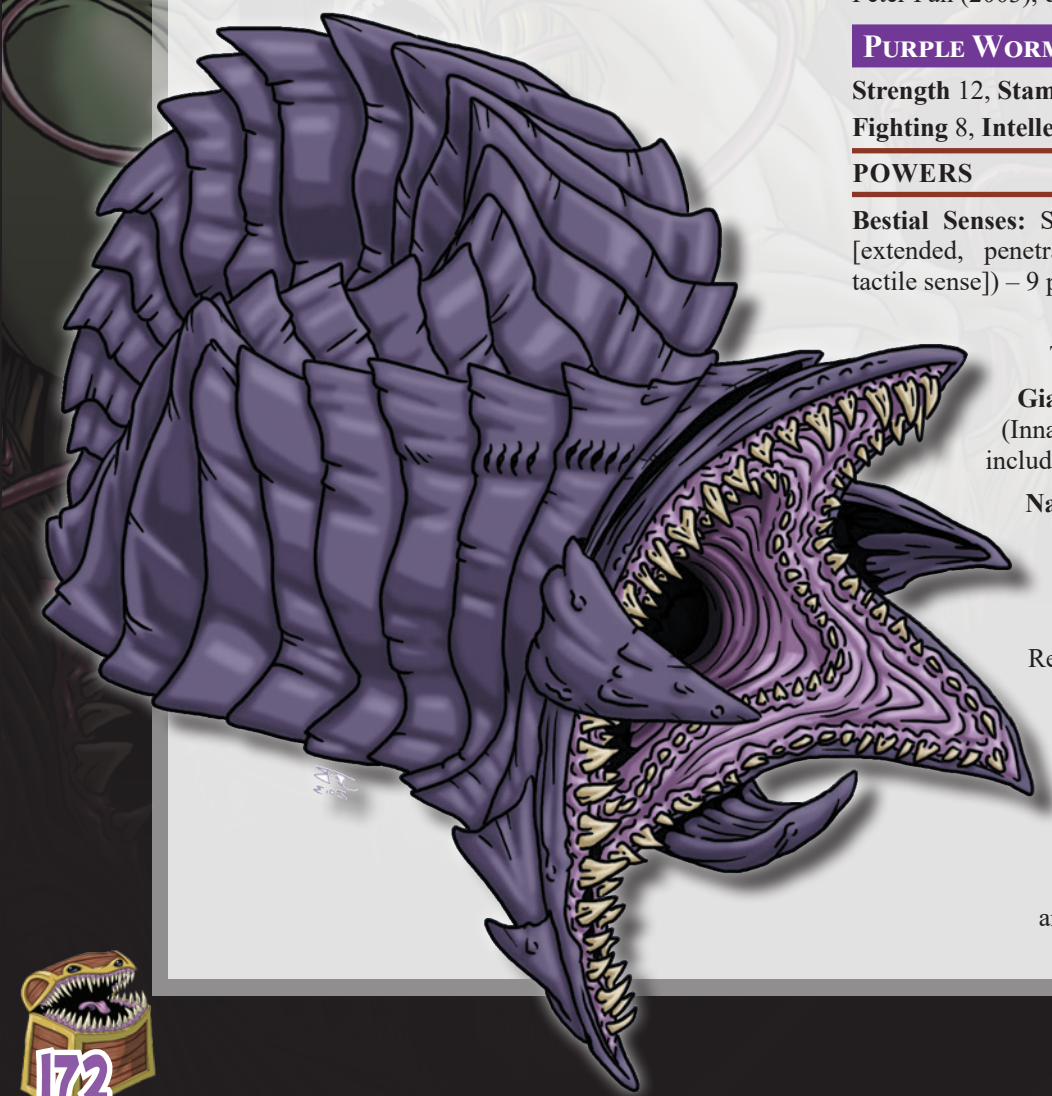
Purple Worm (PL 13)

Strength 12, **Stamina** 7, **Agility** 0, **Dexterity** 0

Fighting 8, **Intellect** -5, **Awareness** 1, **Presence** 1

POWERS

Bestial Senses: Senses 9 (Darkvision, Tremorsense [extended, penetrates concealment, radius, ranged tactile sense]) – 9 points



Chitinous Plates: Impervious Toughness 6; Protection 3 – 9 points

Giant Size: Elongation 1; Growth 7 (Innate, Permanent; -3 active defenses included) – 16 points

Natural Weapons: Array (43 points)

- **Poison Stinger:** Strength-Based Damage 2 (Improved Critical); Linked Affliction 7 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Strength 7 (Resisted by Fortitude; Limited to 1 rank, Progressive) – 43 points
- **Swallowing Whole:** Affliction 6 (Hindered and Vulnerable, Defenseless and Immobilized, Paralyzed and

Unaware); Resisted by Parry, Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery, Limited to creatures of -2 rank size or smaller, Progressive; Linked Damage 6 (Reaction [when targets are afflicted with the second or third rank of effect from Swallow Whole]) – 1 point

Worm Movement: Array (7 points)

- **Tunneling:** Burrowing 5 (2 mph); Movement 1 (Slithering) – 7 points
- **Swimming:** Movement 1 (Environmental Adaptation [Underwater]), Swimming 2 (2 mph) – 1 point

ADVANTAGES

Fast Grab, Improved Grab, Improved Hold, Move-By Action, Power Attack, Startle, Takedown

SKILLS

Close Combat (Natural Weapons) 4 (+12), Expertise (Survival) 12 (+7), Intimidation 6 (+16), Perception 6 (+7)

OFFENSE

Initiative +0

Poison Stinger +12 (Close, Damage 14/19-20 plus Affliction and Weaken 7)

Swallow Whole +12 (Close, Affliction 6 plus Damage 6)

Unarmed +8 (Close, Damage 12)

DEFENSE

Dodge 2, **Parry** 10, **Toughness** 10

Fortitude 17, **Will** 6

POWER POINTS

Abilities 20 + Advantages 7 + Defenses 25 + Powers 86 + Skills 14 = 152 Total

COMPLICATIONS

Disability: A purple work cannot speak and has no hands.

Infamy: Purple worms are known to be voracious; their appetites are never sated.

Purple worms exist deep within the earth. They consume any organic matter they encounter and are known for swallowing their prey whole. Purple worms lair in vast underground caverns when they have consumed too much and digest while they rest. While many worry about falling into the worm's mouth, they often forget about the creature's tail, which ends in a poisonous paralytic stinger.

There are varieties of purple worms that are known to live in lakes or desert plains. These creatures have a color variation that allows them to blend in with their respective environments.

The typical purple worm is 80 feet long and weighs 20,000 pounds

Rakshasa (PL 9)

Strength 3, **Stamina** 4, **Agility** 3, **Dexterity** 3
Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Change Shape: Morph 3 (Humanoid Forms) – 15 points

Detect Thoughts: Mind Reading 5 (Limited to Surface Thoughts, Subtle) – 6 points

Fiendish Senses: Senses 2 (Darkvision) – 2 points

Invulnerability: Immunity 13 (Aging, Magic Effects, Sleep, Starvation and Thirst); Immunity 80 (All Toughness Effects; Limited to physical attacks); Impervious Toughness 9; Protection 5 – 67 points

ADVANTAGES

Defensive Attack, Diehard, Improved Initiative, Language 2 (Common, Undercommon [Infernal is native]), Ritualist, Taunt

SKILLS

Athletics 2 (+5), Deception 10 (+13), Expertise (Magic) 10 (+12), Insight 10 (+12), Intimidation 4 (+7), Investigation 6 (+8), Perception 6 (+8), Persuasion 6 (+9), Stealth 10 (+13)

OFFENSE

Initiative +7

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 9

Fortitude 7, **Will** 9

POWER POINTS

Abilities 50 + Advantages 7 + Defenses 16 + Powers 90 + Skills 32 = 195 Total

COMPLICATIONS

Motivation: Rakshasas seek to live in luxury and decadence. They delight in forcing other to become their slaves and servants.

Power Loss: Immunity; not vs. blessed/holy weapons or effects.

Quirk: The hands of a rakshasa are backwards. While they are used to this impediment, they take care to not reveal it to others when they have altered their form.

Rakshasa are a race of fiendish shape-shifters native to oriental lands. They have vast magical powers and are difficult to slay.

A rakshasa can assume any humanoid form, so few have seen their true faces. In its natural form, a rakshasa has a powerfully-built humanoid body and an animal's head. Many rakshasa's have the head of a tiger, while others can have the heads of dogs, birds, or other animals. The king of the rakshasas is said to possess multiple heads, each a different type of animal. Another physical characteristic of the rakshasa is that its hands are backwards.

Rakshasas are cruel and wicked. They love to pose as nobility, living a life of luxury and ease while many slaves and servants toil under their command.

RAKSHASA MAGIC

Most rakshasa know how to use magic in its most basic form, as represented by the Ritualist Advantage. However, many rakshasa can also use spell magic; becoming quite powerful in its use.

To create a Rakshasa Sorcerer, add the following Traits:

Advantages: Artificer – 1 point

Skills: Ranged Combat (Magic Spells) 4 (+7) – 2 points

Magic Senses: Senses 3 (Detect Magic [acute, ranged mental sense]) – 3 points

Magic Spells: Array (26 points)

- **Mystic Travel:** Teleport 5 (Accurate, Change Direction, Easy, Extended) – 26 points
- **Charm:** Perception Ranged Affliction 6 (Dazed, Compelled, Controlled); Resisted and Overcome by Will); Cumulative – 1 point
- **Dispel Magic:** Nullify 8 (Broad, Simultaneous) – 1 point
- **Eldritch Blast:** Ranged Damage 8 (Affects Incorporeal, Resisted by Will) – 1 point
- **Eldritch Missile:** Ranged Multiattack Damage 8 – 1 point
- **Fireball:** Ranged Burst Area Damage 8 – 1 point
- **Mystic Wall:** Create 6 (Impervious) – 1 point

REMORHAZ (PL 10)

Strength 6, **Stamina** 5, **Agility** 2, **Dexterity** 0
Fighting 5, **Intellect** -1, **Awareness** 2, **Presence** 1

POWERS

Bestial Senses: Senses 11 (Darkvision, Infravision, Low-Light Vision, Tremorsense [accurate, penetrates concealment, ranged tactile sense]) – 11 points

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included); Protection 6 – 19 points

Inner Furnace: Reaction Damage 5; Immunity 12 (Cold, Cold Damage, Fire Damage, Heat) – 32 points

Multi-Legged: Enhanced Second Chance (resisting slams and trips); Extra Limbs 5; Movement 1 (Slithering) – 9 points

Swallowing Bite: Affliction 6 (Hindered and Vulnerable, Defenseless and Immobilized, Paralyzed and Unaware); Resisted by Parry; Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery,

Limited to creatures of -2 rank size or smaller, Progressive; Linked Damage 6 (Reaction [when targets are afflicted with the second or third rank of effect from Swallow Whole]) – 36 points

Tunneling: Burrowing 6 (4 mph) – 6 points

ADVANTAGES

Fast Grab, Improved Hold, Power Attack, Takedown
Enhanced: *Second Chance (resisting slams and trips)*

SKILLS

Athletics 2 (+8), Close Combat (Bite) 2 (+7), Expertise (Survival) 6 (+5), Intimidation 6 (+10), Perception 6 (+8), Stealth 6 (+2)

OFFENSE

Initiative +2

Heat +5 (Close, Damage 5)

Swallow Whole +7 (Close, Affliction plus Damage 6)

Unarmed +5 (Close, Damage 6)

DEFENSE

Dodge 5, **Parry** 8, **Toughness** 11

Fortitude 11, **Will** 4

POWER POINTS

Abilities 16 + Advantages 4 + Defenses 20 + Powers 113 + Skills 14 = 167 Total

COMPLICATIONS

Disability: A remorhaz cannot speak and has no hands.

A remorhaz is a monstrous beast resembling a cross between a worm and a centipede. It is a creature that thrives in cold environments, particularly arctic regions. A remorhaz produces an incredible amount of heat, allowing it to take advantage of the vulnerability that many creatures in its native environment possess.

A remorhaz likes to wait in ambush for its potential prey. When a living creature draws near, the remorhaz springs from the ground and strikes. The remorhaz possesses a great amount of speed for a creature of its size.

A remorhaz is 25 feet long and weighs 10,000 pounds.

Roc (PL 10)

Strength 8, **Stamina** 6, **Agility** 2, **Dexterity** 0
Fighting 8, **Intellect** -4, **Awareness** 2, **Presence** 2

POWERS

Animal Senses: Senses 3 (Extended Vision 2, Low-Light Vision) – 3 points

Gargantuan Size: Growth 6 (Innate, Permanent; -3 active defenses included); Protection 1 – 14 points

Natural Weapons (Beak, Talons): Strength-Based Damage 2 (Improved Critical 2, Reach 2) – 6 points

Wings: Flight 6 (120 mph; Wings) – 6 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Initiative, Move-By Action, Power Attack

SKILLS

Acrobatics 4 (+6), Close Combat (Natural Weapons) 2 (+10), Expertise (Survival) 10 (+6), Intimidation 4 (+9), Perception 10 (+12)

OFFENSE

Initiative +6

Natural Weapons +10 (Close, Damage 10)

Unarmed +8 (Close, Damage 8)

INSPIRATIONS FOR ROCS

Recommended Films: The 7th Voyage of Sinbad (1958), directed by Nathan Juran

Sinbad: Legend of the Seven Seas (2003), directed by Patrick Gilmore and Tim Johnson

TWO-HEADED ROC

In some legend, the roc is a massive bird with two heads! To represent this monstrosity, add the following Power:

Additional Head: Summon 7 (Heroic, Innate, Limited to Heads, Permanent) – 22 points

ROPER (PL 10)

Strength 7, **Stamina** 5, **Agility** 2, **Dexterity** 2

Fighting 5, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Aberrant Body: Enhanced Deception 8 (Limited to appearing to be a rocky structure); Enhanced Stealth 8 (Limited to icy or stony areas); Immunity 6 (Cold, Electrical Damage); Protection 3 – 13 points

Aberration Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Numbing Venom: Affliction 7 (Hindered and Vulnerable); Resisted and Overcome by Fortitude; Extra Condition, Grab-Based, Limited to One Degree, Progressive); Linked Weaken Strength 7 (Resisted by Fortitude; Grab-Based, Limited to 1 rank per check, Progressive) – 14 points

Tendrils: Elongation 2 (Limited to Extra Limbs); Extra Limb 2 – 3 points

ADVANTAGES

Fast Grab, Improved Critical (bite), Improved Hold, Improved Initiative, Language 1 (Terran [Undercommon is native]), Skill Mastery (Stealth)

SKILLS

Close Combat (Grab) 4 (+9), Deception 4 (+6, +14 disguise as rock), Expertise (Dungeoneering) 8 (+10), Expertise (Philosophy) 8 (+10), Insight 4 (+7), Intimidation 8 (+11), Perception 4 (+7), Stealth 8 (+7)

DEFENSE

Dodge 9, **Parry** 10, **Toughness** 7

Fortitude 11, **Will** 7

POWER POINTS

Abilities 24 + Advantages 5 + Defenses 25 + Powers 29 + Skills 15 = 98 Total

COMPLICATIONS

Disability: Rocs cannot speak. Their talons offer limited manipulation.

A roc is a bird of such immense size, that it has been known to carry off horses (and their riders), elephants, and even whales to feed upon. These giant birds make their nests in the highest mountains, which is always full of other birds such as vultures and buzzards hoping to steal small portions of the roc's leftovers.

The body of an adult roc measures 30 feet from beak to tail. They have a wingspan of 80 feet and weigh 8,000 pounds.

Offense

Initiative +6

Bite +5 (Close, Damage 7/19-20)

Grab +9 (Close, Grab 7)

Unarmed +5 (Close, Damage 7)

Defense

Dodge 5, **Parry** 8, **Toughness** 8

Fortitude 9, **Will** 11

Power Points

Abilities 44 + Advantages 6 + Defenses 20 + Powers 40 + Skills 24 = 134 Total

Complications

Disability: Ropers are slow-moving, having a speed rank of -1 (15 feet/round). A roper has no hands; its tendrils offer limited manipulation.

Weakness: A roper is Toughness Impaired vs. fire attacks.

Ropers are ambush hunters that evolved in the underworld. They take the appearance of stalagmites and wait for a living creature to draw close. When this happens, the roper quickly lashes out with tendrils extruded from its body that wrap around its target, sapping the creature's strength. The roper then draws its prey into its fang-filled mouth to consume. As a rope never knows when its next meal is coming, they often slay and eat more than they can possibly consume at once.

There are some varieties of ropers that have evolved on the surface of the world. They take the shape of dead tree trunks and hide within the forest.

Despite their monstrous hunger and evil natures, ropers are intelligent and insightful creatures. In the time between feedings, they learn about their surrounding underworld and contemplate philosophy. Religious pilgrims sometimes brave the lair of a roper for a chance to learn the creature's insight.

Rust Monster (PL 5)

Strength 1, **Stamina** 2, **Agility** 3, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 1

Powers

Aberration Senses: Senses 8 (Darkvision, Detect Metal [acute, extended, radius, ranged, tracking olfactory sense]) – 8 points

Antennae: Reaction Weaken Toughness 3 (Affects Objects Only, Limited to Metal); Linked Reaction Damage 3 (Concentration, Limited to Metal) – 21 points

Chitinous Carapace: Protection 1 – 1 point

Fast: Speed 1 (4 mph) – 1 point

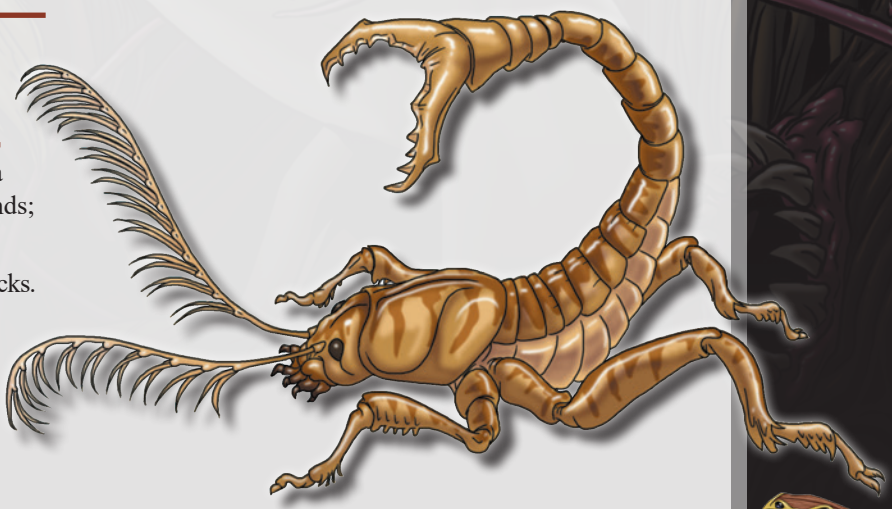
Insect Legs: Movement 1 (Wall-Crawling) – 2 points

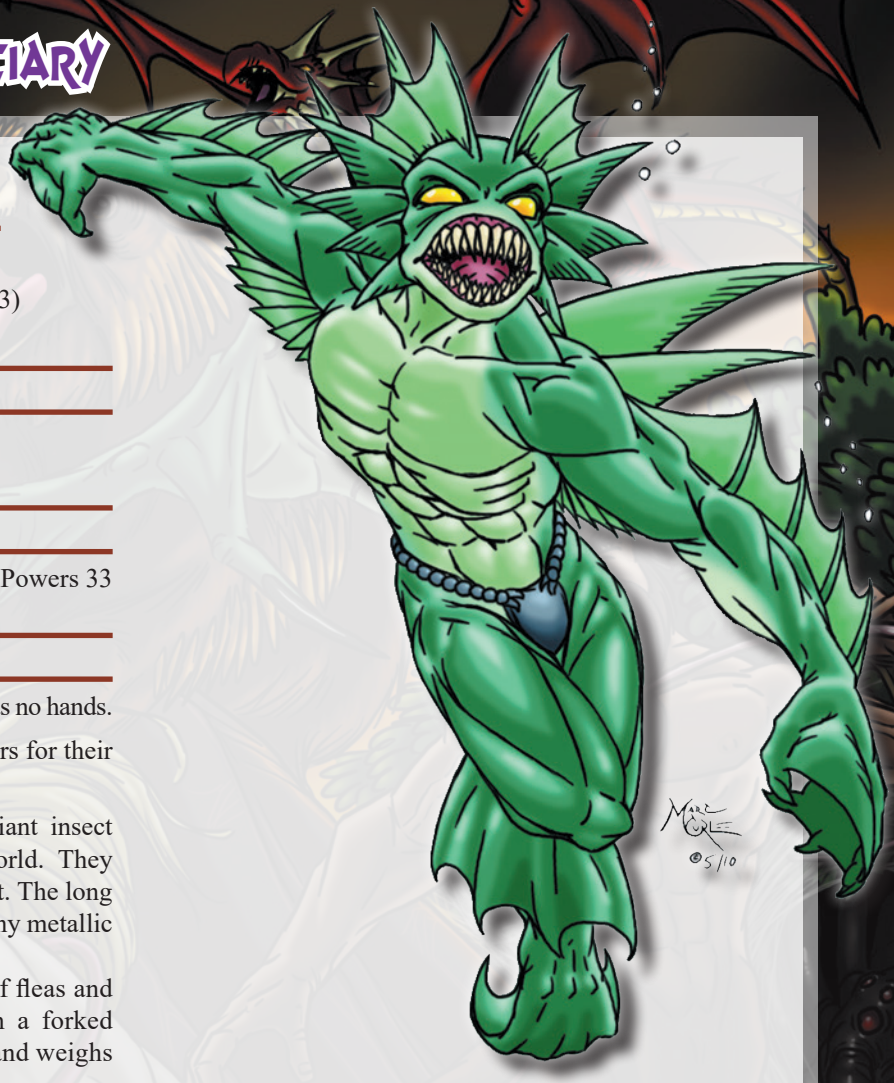
Advantages

Grabbing Finesse

Skills

Close Combat (Antennae) 2 (+5), Expertise (Survival) 8 (+4), Perception 4 (+6)





OFFENSE

Initiative +3

Antennae +5 (Close, Weaken plus Damage 3)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 4, **Parry** 4, **Toughness** 3

Fortitude 3, **Will** 6

POWER POINTS

Abilities 16 + Advantages 1 + Defenses 7 + Powers 33 + Skills 7 = 64 Total

COMPLICATIONS

Disability: A rust monster cannot speak and has no hands.

Infamy: Rust monsters are feared by warriors for their ability to corrode metal weapons and armor.

A rust monster is a magical breed of giant insect that evolved in the depths of the world. They have a taste for metal and seek to consume it. The long antennae of a rust monster quickly corrode any metallic object they touch.

Rust monsters combine the appearance of fleas and termites. They have a long tail ending in a forked spade. An adult rust monster is 5 feet long and weighs 200 pounds.

Sahuagin (PL 5)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 2

Fighting 2, **Intellect** 2, **Awareness** 2, **Presence** 1

POWERS

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Blood Frenzy: Enhanced Stamina 1, Enhanced Strength 1; Limited (only while in battle with Injured or bleeding opponent) – 2 points

Monstrous Senses: Senses 12 (Darkvision, Olfactory [accurate, acute, extended, tracking], Ranged Touch [lateral line sense]) – 12 points

Natural Weapons (Bite, Claws): Strength-Based Damage 1 – 1 point

Speak With Sharks: Comprehend 2 (Animals; Limited to sharks); Mental Communication 2 (Limited to sharks) – 7 points

Strong Swimmer: Swimming 4 (8 mph) – 4 points

Thick Scales: Protection 1 – 1 point

EQUIPMENT

Weapons: Array (6 points)

- **Crossbow:** Ranged Damage 3 – 6 points
- **Trident:** Strength-Based Damage 3 (Reach) – 1 point

ADVANTAGES

Equipment 2, Favored Environment (Underwater), Language 1 (Common [Aquan is native])

SKILLS

Close Combat (Trident) 2 (+4), Expertise (Riding) 4 (+6), Expertise (Shark Training) 2 (+4), Expertise (Survival) 4 (+6), Perception 2 (+4), Ranged Combat (Crossbow) 2 (+4), Stealth 4 (+6)

OFFENSE

Initiative +2

Crossbow +4 (Ranged, Damage 3)

Natural Weapons +2 (Close, Damage 3)

Trident +4 (Close, Damage 5 [Frenzy Damage 6])

Unarmed +2 (Close, Damage 2 [Frenzy Damage 3])

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 3 (Frenzy 4)

Fortitude 2 (Frenzy 3), **Will** 5

POWER POINTS

Abilities 30 + Advantages 4 + Defenses 9 + Powers 32 + Skills 10 = 85 Total

COMPLICATIONS

Aquatic: Sahuagin begins to drown if removed from water for an extended period. They are willing to brave being removed from the water, but only for a few minutes.

Disability: Sahuagin are Visually Disabled in bright light.

In the lightless depths of the ocean lives a race of wicked aquatic humanoids. These monstrous fish-men only come to the surface on moonless nights, causing wise captains to avoid sailing on such black evenings. Those foolish enough to sail during the new moon will find themselves attacked or pulled overboard to serve as the meal of these horrid pisceans.

These are the sahuagin.

Sahuagin are evil aquatic humanoids that possess an affinity with sharks. They make raids against sailing ships and coastal villages, where they steal treasures and kidnap people to feed upon in their name of their ravenous shark god. These raids are only carried out on moonless nights, as sahuagin hate and are blinded by bright light.

The average sahuagin stands 7 feet tall and weighs 250 pounds.

INSPIRATIONS OF SAHUAGIN

Recommended Fiction: The Shadow Over Innsmouth, by H.P. Lovecraft

Recommended Film: The Creature from the Black Lagoon (1954), directed by Jack Arnold

Monster Squad (1987), directed by Fred Dekker

SAHUAGIN MUTANTS

Sahuagins are prone to beneficial mutations. They see these quirks of birth as blessing from their ravenous shark-god. Leaders of sahuagin communities will often have a number of mutations. The most common mutations seen in sahuagins are:

Four Arms: Enhanced Benefit (Ambidexterity); Extra Limbs 2 – 3 points

Giant Size (PL 6): Growth 2 (Innate, Permanent) – 5 points

SATYR (PL 7)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 3

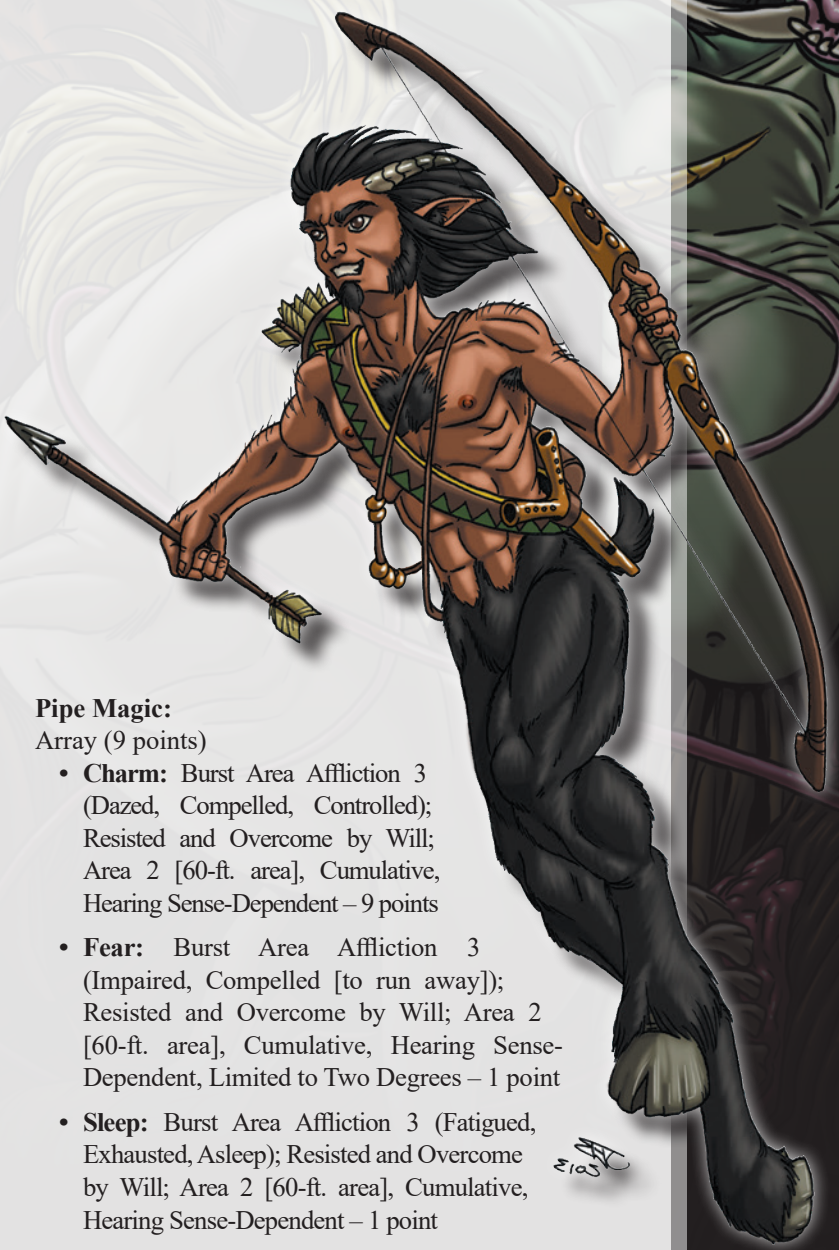
POWERS

Fey Resilience: Impervious Toughness 3; Protection 3 – 6 points

Fey Senses: Senses 3 (Extended Hearing, Extended Vision, Low-Light Vision) – 3 points

Goat Legs: Enhanced Acrobatics 4 (Limited to Balance); Leaping 1; Speed 1 (4 mph) – 3 points

Natural Weapons (Hooves, Horns): Strength-Based Damage 2 – 2 points



Pipe Magic:
Array (9 points)

- **Charm:** Burst Area Affliction 3 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Area 2 [60-ft. area], Cumulative, Hearing Sense-Dependent – 9 points
- **Fear:** Burst Area Affliction 3 (Impaired, Compelled [to run away]); Resisted and Overcome by Will; Area 2 [60-ft. area], Cumulative, Hearing Sense-Dependent, Limited to Two Degrees – 1 point
- **Sleep:** Burst Area Affliction 3 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Will; Area 2 [60-ft. area], Cumulative, Hearing Sense-Dependent – 1 point

EQUIPMENT

Pan Pipes: Feature 1 (Musical Instrument) – 1 point

Weapons: Array (6 points)

- **Bow:** Ranged Damage 3 – 6 points
- **Dagger:** Strength-Based Damage 1 (Improved Critical) – 1 point

ADVANTAGES

Attractive, Equipment 2, Fascinate (Deception), Great Endurance, Language 1 (Common [Sylvan is native])

SKILLS

Acrobatics 2 (+4, +8 balance), Athletics 6 (+8), Close Combat (Dagger) 2 (+5), Deception 10 (+13), Expertise (Nature) 6 (+8), Expertise (Survival) 6 (+8), Expertise (Wind Instruments) 6 (+8), Insight 2 (+4), Perception 4 (+6), Persuasion 8 (+11), Ranged Combat (Bows) 2 (+5), Stealth 6 (+8)

OFFENSE

Initiative +2

Bow +5 (Ranged, Damage 3)

Dagger +5 (Close, Damage 3/19-20)

Natural Weapons +3 (Close Damage 4)

Pipe Magic Area (Close, Affliction 3)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 8, **Parry** 5, **Toughness** 5

Fortitude 4, **Will** 8

POWER POINTS

Abilities 38 + Advantages 6 + Defenses 16 + Powers 25 + Skills 30 = 116 Total

COMPLICATIONS

Infamy: Satyrs are known to be rakes and debauchers of beautiful women.

Power Loss: Impervious Toughness; not vs. iron weapons. A satyr cannot use his Pipe Magic without access to his pan pipes or other form of wind instrument.

Satyrs – also called fauns – are fey creatures that delight in singing, dancing, feasting, and debauchery. They appear to be men with sylvan features from the waist up and possess goat legs from the waist down. Curling horns, like those form a ram, sprout from their curled hair.

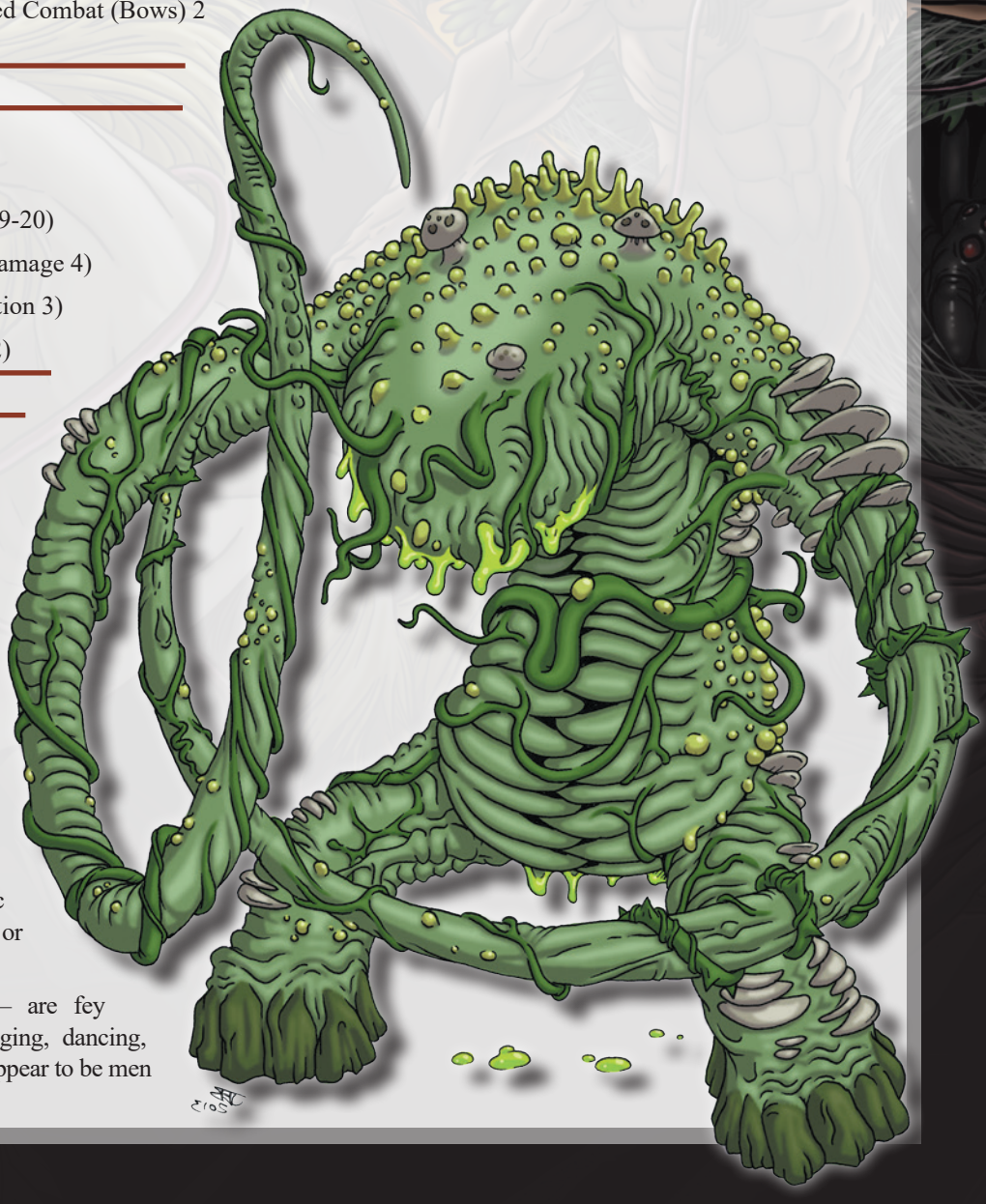
Satyrs have a reputation for being rakes and smooth-talkers. They have a habit of leaving pregnancies wherever they travel. The children from these unions are spirited away by their fathers soon after birth. Male children born from the coupling of a satyr is always another satyr. Meanwhile, female children born from such unions are nymphs.

INSPIRATIONS FOR SATYRS

Recommenced Fiction: The Lion the Witch and the Wardrobe, by C.S. Lewis

Shambling Mound (PL 6)

Strength 5, **Stamina** 3, **Agility** 1, **Dexterity** 1
Fighting 4, **Intellect** 1, **Awareness** 1, **Presence** 1



POWERS

Electrical Bolstering: Regeneration 10 (Source [electricity]) – 5 points

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included) – 13 points

Plant Body: Enhanced Stealth 8 (Limited to swamps and forests); Immunity 29 (Cold, Drowning, Electrical Damage, High Pressure, Mind Control Effects, Paralyze Effects, Sleep, Stunning Effects, Transform Effects); Protection 5 – 34 points

Plant Senses: Senses 5 (Darkvision, Extended Hearing, Extended Vision, Low-Light Vision) – 5 points

Strong Swimmer: Movement 1 (Environmental Adaptation [Underwater]); Swimming 2 (2 mph) – 4 points

ADVANTAGES

Chokehold, Fast Grab, Improved Grab, Improved Hold, Language 1 (Common [Sylvan is native]), Power Attack, Takedown

SKILLS

Close Combat (Unarmed) 2 (+6), Intimidation 2 (+4), Perception 6 (+7), Stealth 6 (+5, +13 in swamps and forests)

OFFENSE

Initiative +1

Unarmed +6 (Close, Damage 5)

DEFENSE

Dodge 0, **Parry** 3, **Toughness** 8

Fortitude 9, **Will** 3

POWER POINTS

Abilities 10 + Advantages 7 + Defenses 12 + Powers 61 + Skills 8 = 98 Total

COMPLICATIONS

Disability: Although it can understand the Common and Sylvan tongues, a shambling mound cannot speak. It's tendrils offer limited manipulation.

Shambling mounds are a type of plant creature that dwells in forests and swamps. They appear to be moving, vaguely man-shaped mounds of rotting vegetation, standing 9 feet tall and weighing about 3,500 pounds. Shambling mounds feed off of the decaying flesh and blood of living creatures they have engulfed and crushed within their own bodies.

Shocker Lizard (PL 5)

Strength 1, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** -4, **Awareness** 2, **Presence** 0

POWERS

Bestial Senses: Senses 5 (Darkvision, Electrical Awareness [extended], Low-Light Vision) – 5 points

Bite: Strength-Based Damage 1 – 1 point

Scales: Immunity 5 (Electrical Damage); Protection 1 – 6 points

Shocking: Array (8 points)

- **Stunning Shock:** Ranged Affliction 2 (Dazed, Stunned, Incapacitated); Resisted by Dodge; Overcome by Fortitude; Cumulative – 8 points
- **Build-Up:** Enhanced Burst Area Damage 2 (Affects Others Only; Limited to other shocker lizards) – 1 point
- **Lethal Shock:** Burst Area Damage 2 – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Spry: Movement 1 (Wall-Crawling); Speed 1 (4 mph); Swimming 2 (2 mph) – 5 points

ADVANTAGES

Improved Initiative, Skill Mastery (Stealth), Teamwork

SKILLS

Athletics 8 (+9), Close Combat (Bite) 2 (+5), Expertise (Survival) 8 (+4), Perception 6 (+8), Ranged Combat (Shock) 6 (+6), Stealth 8 (+14)

OFFENSE

Initiative +6

Bite +5 (Close, Damage 2)

Lethal Shock Area (Close, Damage 2)

Stunning Shock +6 (Ranged, Affliction 2)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 5, **Parry** 6, **Toughness** 3

Fortitude 5, **Will** 3

POWER POINTS

Abilities 14 + Advantages 3 + Defenses 6 + Powers 36 + Skills 19 = 78 Total

COMPLICATIONS

Disability: Shocker lizards cannot speak and have no hands.

Power Loss: A shocker can use its stunning shock repeatedly. However, when it uses its Lethal Shock, it cannot use any Shock Powers until it has spent 1 round recharging its energy.

Shocker lizards are not animals but magical beasts. They possess the magical ability to produce electrical effects from their body. Shocker lizards tend to be small and blue in color. They are otherwise similar to normal lizards in attitude. They hunt small animals, insects, and fish for food.

Shocker lizards prefer to be left alone. If an intruder enters their territory, the lizard warns off the intruder with a light stunning shock. If the intruder does not leave, the shocker lizard produces large, deadlier electrical discharges. Shocker lizards can work together to produce even more powerful discharges.

Shocker lizards are 3 feet long and weigh 25 pounds.

Sphinx (PL 9)

Strength 6, **Stamina** 3, **Agility** 2, **Dexterity** 0

Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Bestial Senses: Senses 8 (Darkvision, Detect Magic [acute, ranged mental sense], Low-Light Vision, Vision [counters invisibility]) – 8 points

Claws: Strength-Based Damage 2 (Improved Critical) – 3 points

Fast: Leaping 1; Speed 2 (8 mph) – 3 points

Feathered Wings: Flight 4 (30 mph; Wings) – 4 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses); Protection 6 – 13 points

Tongues: Comprehend 3 (Languages) – 6 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Initiative, Language 2 (Common, Draconic [Sphinx is native]), Prone Fighting, Ritualist

SKILLS

Acrobatics 2 (+4), Athletics 4 (+10), Close Combat (Claws) 4 (+10), Deception 8 (+11), Expertise (History) 4 (+7), Expertise (Magic) 8 (+11), Expertise (Trivia) 8 (+11), Insight 8 (+11), Intimidation 8 (+12), Perception 8 (+11), Persuasion 8 (+11), Stealth 4 (+3)

OFFENSE

Initiative +6

Claws +10 (Close, Damage 8/19-20)

Unarmed +6 (Close, Damage 6)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 9

Fortitude 11, **Will** 7

POWER POINTS

Abilities 40 + Advantages 7 + Defenses 24 + Powers 37 + Skills 37 = 145 Total

COMPLICATIONS

Disability: Sphinxes have no hands.

"Which creature walks on four legs in the morning, two legs in the afternoon, and three legs in the evening?"

ANDROSPHINX (PL 10)

Androsphinxes are the male of the sphinx species. They are physically powerful creatures with inherent magical powers and a terrifying roar. While they tend to be short-tempered and terse, androsphinxes possess good-natured ideals and always attempt to do the right thing.

To create an androsphinx, add the following Traits to the current build:

Advantages: Improved Critical (Claws), Move-By Action, Power Attack, Takedown 2 – 5 points

Bigger: add 2 ranks of Growth – 4 points

Roar: Burst Area Affliction 9 (Hindered and Impaired, Defenseless and Immobilized, Paralyzed); Resisted and Overcome by Will; Area 2 (60-ft. burst), Extra Condition, Hearing Sense-Dependent); Linked Burst Area Damage 9 (Area 2 [60-ft. burst]) – 54 points

CRIOSPHINX

The ram-headed criosphinxes are known for their greed. They demand tolls of all who travel in their territory – either money or a life for their meal (they accept horse-flesh if it is offered). Criosphinxes often set themselves up as desert seers and sooth-sayers, demanding exorbitant funds for their knowledge.

To create a criosphinx, add the following Power:

Speak with Animals: Comprehend 2 (Animals) – 4 points

GYNOSPHINX

A gynosphinx is a female sphinx. While not as physically powerful as an androsphinx, the gynosphinx is still a capable combatant and possesses a number of magical powers.

Gynosphinxes prefer to pursue intellectual ideals. They love to collect knowledge and ancient lore and delight in solving riddles, puzzles, and mental challenges.

To create a gynosphinx, add the following Traits:

Advantages: Attractive – 1 point

Magical Powers: Array (12 points)

- **Dispel Magic:** Nullify 4 (Broad, Simultaneous) – 12 points
- **Farsight:** Remote Sensing 4 (Vision, Hearing) – 1 point
- **Legend Lore:** Senses 4 (Postcognition; Limited to discovering the past of a touched item) – 1 point

HIERACOSPHINX

These falcon-headed sphinxes are cruel and wicked. They despise the other sphinx races and seek to slay every sphinx male they encounter; capturing and enslaving every female sphinx they can. The hieracosphinxes prefer to attack from the air, using a deafening shriek to disable their enemies before swooping in for the final kill.

To create a hieracosphinx, add the following Traits:

Advantages: Power Attack, Takedown – 2 points

Shriek: Burst Area Affliction 4 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Area 2 (60-ft. burst), Cumulative, Limited to Hearing Senses – 12 points

LAMMASU

Lammasus are kind and powerful magical beasts that seek to promote goodness throughout the world. They fight evil wherever it is found and aid noble heroes in their quests. Lammasus live in deserts and isolated parts of the world, where evil can be found to fester in secret.

A lammasu appears to be a creature similar to a sphinx. They have the bodies of lions, with powerful feathered wings. They possess the heads of humanoids; males often wear long bears that become lost in their manes. A lammasu will often wear golden jewelry, bracers, and a crown. The average lammasu is 8 feet long and weighs about 600 pounds.

To create a lammasu, add the following Traits:

Advantages: Favored Foe 2 (Demons, Devils), Language (Celestial), Power Attack, Precise Attack (Close, Concealment) – 5 points

Celestial Powers: Array (13 points)

- **Searing Light:** Ranged Damage 4 (Accurate 3, Penetrating 4; Limited [penetrating only vs. undead]) – 13 points
- **Dimension Door:** Teleport 4 – 1 point
- **Healing:** Healing 4 – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point

The Riddle of the Sphinx

Sphinxes are a race of intelligent, immortal magical beasts. It is said that they once held a vast kingdom given to them by the gods in an effort to teach mortals the way of truth. The sphinxes had their own methods, however, by teaching mortals to think for themselves with riddles and parables.

All sphinxes have leonine bodies with great feathery wings. They possess the heads of humanoids, with

their facial features being an attractive mix of humanoid and feline.

Sphinxes tend to be very solitary creatures and territorial. Many make their lairs within the ruins of ancient civilizations or in isolated caves. They are neither good nor evil, but follow their own path, just as any mortal can do.

Stirge (PL 4)

Strength -2, **Stamina** 1, **Agility** 3, **Dexterity** 0

Fighting 2, **Intellect** -5, **Awareness** 2, **Presence** 0

POWERS

Bestial Senses: Senses 7 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Blood Drain: Weaken Stamina 1 (Resisted by Fortitude; Concentration, Grab-Based, Subtle) – 2 points

Tiny Size: Shrinking 8 (Innate, Permanent; +4 active defenses included) – 17 points

Wings: Flight 2 (8 mph; Wings) – 2 points

ADVANTAGES

Fast Grab, Grabbing Finesse, Improved Hold

SKILLS

Acrobatics 2 (+5), Close Combat (Grab) 2 (+4), Expertise (Survival) 8 (+3), Perception 4 (+6), Stealth 2 (+13)

OFFENSE

Initiative +3

Grab +4 (Close, Grab 3)

Unarmed +2 (Close, Damage -3)

DEFENSE

Dodge 7, **Parry** 6, **Toughness** 1

Fortitude 3, **Will** 2

POWER POINTS

Abilities 6 + Advantages 3 + Defenses 2 + Powers 28 + Skills 9 = 48 Total

COMPLICATIONS

Accident: When a stirge has fed upon 4 Stamina ranks worth of blood, its Flight becomes Impaired for the next 8 hours.

Disability: A stirge cannot speak and has no hands.

A stirge is a vicious blood-drinking creature that resembles a monstrous cross between a large hummingbird and a mosquito. This creature lurks in forests, caves, and swamps until a living creature passes near. It then flies down and attempt to subtly attach itself to the creature and feats off its warm blood.

While one stirge may not seem to be a threat, these creatures often cluster in large swarms, which can quickly slay a creature from all the stirges feeding at once on the same body.

Tarrasque (PL 16)

Strength 13, **Stamina** 6, **Agility** 3, **Dexterity** 0

Fighting 12, **Intellect** -3, **Awareness** 2, **Presence** 2

POWERS

Bestial Senses: Senses 8 (Darkvision, Extended Vision 2, Low-Light Vision, Olfactory [acute, extended, tracking]) – 8 points

Colossal Body: Growth 11 (Innate, Permanent; -5 active defenses included); Impervious Toughness 10; Protection 9 – 42 points

Frightful Presence: Reaction Burst Area Affliction 8 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Area 5 (500-ft. area), Cumulative, Limited to Two Degrees, Cumulative – 80 points

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Natural Weapons: Array (52 points)

- **Tail Sweep:** Cone Area Damage 13; Linked Cone Area Affliction 13 (Vulnerable, Prone); Resisted by Dodge; Overcome by Fortitude; Cumulative, Limited to Two Degrees – 52 points
- **Bite, Claws, and Horns:** Strength-Based Damage 3 (Improved Critical 4) – 1 point

Powerful Legs: Leaping 8; Speed 1 (8 mph) – 9 points

Swallow Whole: Affliction 13 (Hindered and Vulnerable, Defenseless and Immobilized, Paralyzed and Unaware); Resisted by Parry; Overcome by Strength; Cumulative, Extra Condition, Grab-Based, Instant Recovery, Limited to creatures of -1 rank size or smaller, Sustained; Linked Damage 13 (Reaction [when targets are afflicted with the second or third rank of effect from Swallow Whole]) – 91 points

This Beast Cannot Be Slain: Immunity 40 (Fortitude Effects, Mental Effects); Immortality 14; Regeneration 14 (Persistent) – 96 points

ADVANTAGES

Daze (Intimidation), Diehard, Fascinate (Intimidation), Fast Grab, Great Endurance, Improved Hold, Improved Initiative, Power Attack, Precise Attack (Close, Concealment), Startle, Takedown 2

SKILLS

Athletics 10 (+23), Close Combat (Natural Weapons) 4 (+16), Intimidation 18 (+25), Perception 10 (+12)

OFFENSE

Initiative +7

Natural Weapons +16 (Close, Damage 16/16-20)

Tail Sweep Area (Close, Damage 13 plus Affliction 13)

Unarmed +12 (Close, Damage 13)

DEFENSE

Dodge 8, **Parry** 17, **Toughness** 15

Fortitude Immune, **Will** 12

POWER POINTS

Abilities 26 + Advantages 12 + Defenses 30 + Powers 379 + Skills 21 = 468 Total

COMPLICATIONS

Disability: The Tarrasque cannot speak.

Infamy: The destructive power of the Tarrasque is legendary!

Power Loss: The tarrasque's Impervious Toughness does not protect it from epic/legendary weapons.

The Tarrasque is a living engine of pure destruction. It was created by the gods eons ago for some unknown reason. The beast hibernates within the world for centuries at a time; yet when it stirs to wakefulness, entire nations disappear in its fury.

Being a creation of the gods, the Tarrasque is impossible to kill completely. Its life force is inexorably tied to that of the world itself. As such, it can only be defeated to such an extent that it returns to the depths of the world to hibernate for several centuries before returning.

The Tarrasque appears to be a massive cross between a predatory dinosaur and a giant tortoise. Its carapace is lined with rows of spines and spikes. The Tarrasque's body is 70 feet long and 50 feet tall. It weighs about 130 tons.

INSPIRATION FOR TARRASQUE

Recommended Film: Godzilla (aka Gojira) (1954), directed Ishiro Honda

Treant (PL 10)

Strength 7, **Stamina** 4, **Agility** 0, **Dexterity** 5

Fighting 5, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Animate Tree: Summon 5 (Multiple Minions) – 20 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included) – 11 points

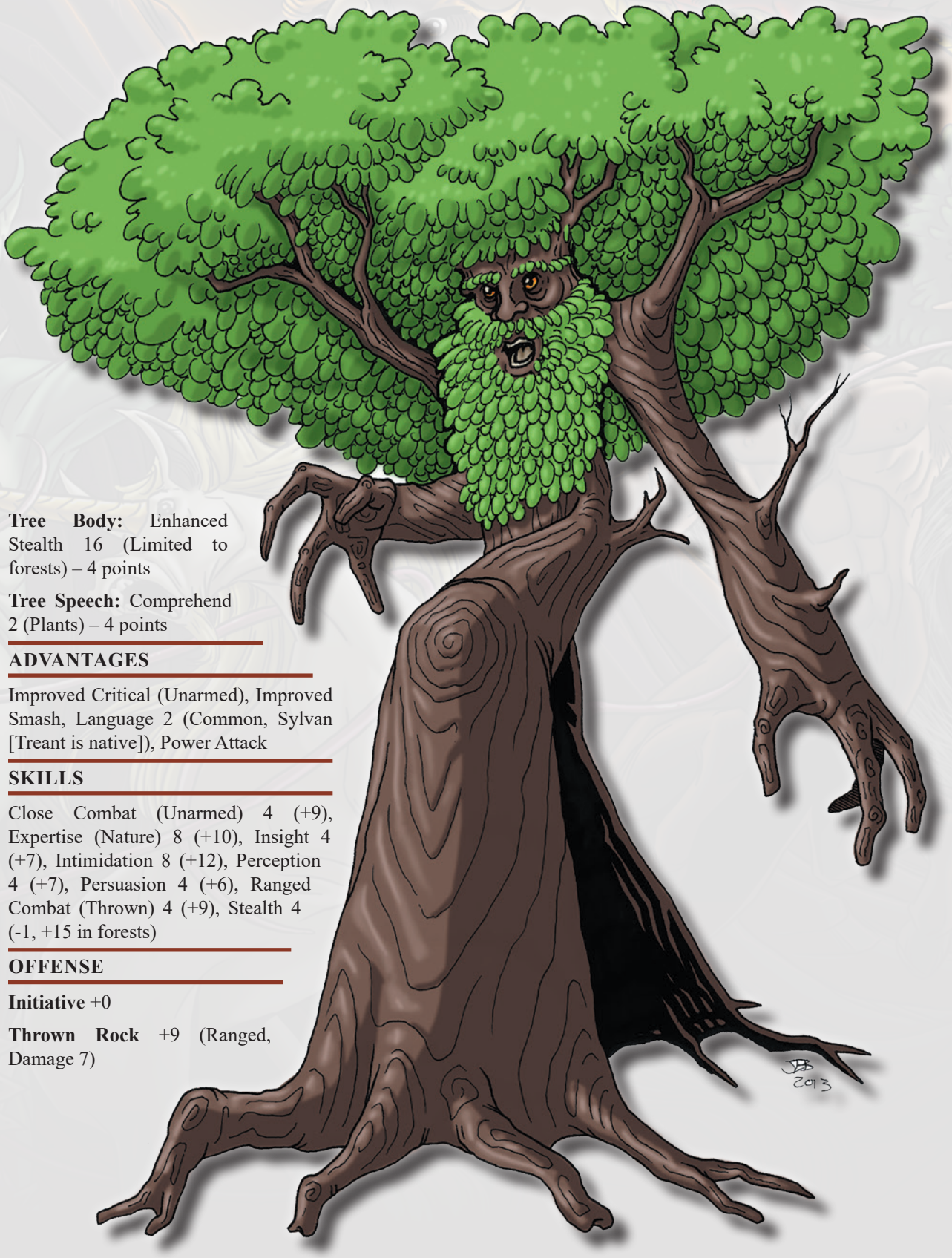
Long Limbs: Elongation 1 (Innate, Permanent) – 2 points

Plant Attacks: Array (14 points)

- **Rock Throwing:** Ranged Damage 7 – 14 points
- **Smash Objects:** Strength-Based Damage 3 (Penetrating 10); Limited to Objects – 1 point
- **Trample:** Shapeable Area Damage 7 (Limited to targets in movement path) – 1 point

Plant Body: Immunity 24 (Cold, Drowning, High Pressure, Mind Control Effects, Paralyze Effects, Sleep, Stunning Effects, Transform Effects); Impervious Toughness 5; Protection 7 – 36 points

Plant Senses: Senses 1 (Low-Light Vision) – 1 point



Tree Body: Enhanced Stealth 16 (Limited to forests) – 4 points

Tree Speech: Comprehend 2 (Plants) – 4 points

ADVANTAGES

Improved Critical (Unarmed), Improved Smash, Language 2 (Common, Sylvan [Treant is native]), Power Attack

SKILLS

Close Combat (Unarmed) 4 (+9), Expertise (Nature) 8 (+10), Insight 4 (+7), Intimidation 8 (+12), Perception 4 (+7), Persuasion 4 (+6), Ranged Combat (Thrown) 4 (+9), Stealth 4 (-1, +15 in forests)

OFFENSE

Initiative +0

Thrown Rock +9 (Ranged, Damage 7)

ANIMATED TREE (PL 8; MINION RANK 5)

Strength 5, **Stamina** 4, **Agility** 0, **Dexterity** 0
Fighting 5, **Intellect** --, **Awareness** 3, **Presence** --

POWERS

Bark Skin: Impervious Toughness 5; Protection 2 – 7 points

Plant Attacks: Array (10 points)

- **Rock-Throwing:** Ranged Damage 5 – 10 points
- **Smash:** Penetrating 5 with Unarmed (Limited to Objects) – 1 point
- **Trample:** Shapeable Area Damage 5 (Limited to targets in movement path) – 1 point

Plant Body: Growth 5 (Innate, Permanent; -2 active defenses included); Immunity 17 (Paralyze Effects, Poison, Sleep, Stun Effects, Transform Effects) – 28 points

Plant Senses: Senses 1 (Low-Light Vision) – 1 point

Tree Form: Enhanced Stealth 16 (Limited to while in forests) – 4 points

ADVANTAGES

Improved Smash, Power Attack

SKILLS

Close Combat (Unarmed) 4 (+9), Perception 4 (+7), Ranged Combat (Thrown) 8 (+8), Stealth 4 (-1, +15 in forests)

OFFENSE

Initiative +0

Rock +8 (Ranged, Damage 5)

Trample Area (Close, Damage 5)

Unarmed +9 (Close, Damage 7)

DEFENSE

Dodge 2, **Parry** 7, **Toughness** 6 (Impervious 5)

Fortitude 8, **Will** Immune

POWER POINTS

Abilities -6 + Advantages 2 + Defenses 12 + Powers 52 + Skills 10 = 70 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. slashing weapons.

Vulnerability: Trees are Toughness Impaired vs. fire damage.

Smash Objects +5 (Close, Penetrating Damage 10)

Trample Area (Close, Damage 7)

Unarmed +9 (Close, Damage 7)

DEFENSE

Dodge 2, **Parry** 6, **Toughness** 11

Fortitude 12, **Will** 7

POWER POINTS

Abilities 36 + Advantages 5 + Defenses 20 + Powers 94 + Skills 20 = 175 Total

COMPLICATIONS

Motivation: Treants are devoted to the protection of their forest and its trees.

Power Loss: Impervious Toughness; not vs. slashing weapons.

Temper: Treants become incredibly angry if the trees of their forests are cut down or destroyed without purpose.

Vulnerability: Treants are Toughness Impaired vs. fire attacks.

Treants are considered to be the guardians of the forests. They appear to be animated trees, but are in fact an ancient race of elemental creatures that have a link to the natural world. Treants form close associations with druids and other woodland protectors to defend against those who would despoil their forests.

The average treant is 30 feet tall and weighs 4,500 pounds. They tend to resemble trees that are native to their woodland homes.

INSPIRATION FOR TREANTS

Recommended Fiction: The Lord of the Rings: The Two Towers, by JRR Tolkien

Recommended Television: Inhumanoids (1986)

TROLL (PL 8)

Strength 5, **Stamina** 4, **Agility** 2, **Dexterity** 2
Fighting 3, **Intellect** -1, **Awareness** 1, **Presence** 0

POWERS

Giant Senses: Senses 7 (Darkvision, Low-Light Vision, Olfactory [acute, extended, tracking]) – 7 points

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included); Protection 3 – 10 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Regeneration: Immortality 18 (Limited if destroyed with acid or fire); Regeneration 5 (Persistent) – 28 points

ADVANTAGES

Fast Grab, Fearless, Language 0 (Giant is native), Skill Mastery (Intimidation), Startle

SKILLS

Athletics 6 (+11), Close Combat (Natural Weapons) 2 (+5), Intimidation 6 (+7), Perception 4 (+5), Stealth 4 (+3)

OFFENSE

Initiative +2

Natural Weapons +5 (Close, Damage 7/19-20)

Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 3, **Parry** 8, **Toughness** 7

Fortitude 10, **Will** 3

POWER POINTS

Abilities 20 + Advantages 4 + Defenses 16 + Powers 48 + Skills 11 = 99 Total

SCRAGS

Scrags are a breed of aquatic troll whose regeneration only works while they are immersed in water. These creatures can be found in both the oceans and freshwater lakes and rivers.

To create a scrag, modify the current troll build with the following Traits:

Aquatic: Immunity 3 (Cold, Drowning, High Pressure); Movement 1 (Environmental Adaptation [Underwater]) – 5 points

Fast Swimmer: Swimming 3 (4 mph) – 3 points

Power Loss: A scrag's Immortality and Regeneration only function while it is in contact with water.

COMPLICATIONS

Infamy: Trolls are savage, cannibalistic giants.

Power Loss: A troll's Regeneration Power does not function against damage caused by acid or fire damage.

Trolls are disgusting giants with massive claws and fangs and possess powerful regenerative abilities. They are incredibly strong and delight in tearing apart other living creature before eating them. Their hunger, combined with their ability to heal quickly from any wound, makes trolls into fearless opponents.

Troll dens are filthy places; ruled by a matriarch (called a trollop) who is often a shaman in possession of some magical power. These females are often larger than males and have a greater appetite for sentient flesh.

Trolls are massive humanoid creatures, standing up to 14 feet tall and weighing 1,000 pounds. They have large jaws filled with sharp teeth and their hands end in vicious claws used for tearing flesh.

INSPIRATION FOR TROLLS

Recommended Fiction: The Hobbit, by JRR Tolkien

Unicorn (PL 7)

Strength 5, **Stamina** 3, **Agility** 3, **Dexterity** 0
Fighting 3, **Intellect** 2, **Awareness** 4, **Presence** 4

POWERS

Alicorn: Array (20 points)

- **Healing Touch:** Healing 5 (Energizing, Restorative) – 20 points
- **Light:** Environment 1 – 1 point
- **Neutralize Poison:** Close Nullify 6 (Broad, Simultaneous) – 1 point
- **Skewer:** Strength-Based Damage 3 (Improved Critical 2, Penetrating 6); Limited to Penetrating evil creatures – 1 point
- **Forest Stride:** Teleport 5 (Accurate, Easy, Extended, Limited to territory within home forest) – 1 point

Bestial Senses: Senses 15 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Detect Virgins [acute, ranged mental sense], Low-Light Vision, Olfactory [acute, extended, tracking], Radius Vision) – 15 points

Equine Body: Growth 3 (Innate, Permanent; -1 active defenses included); Immunity 8 (Aging, Disease, Poison, Mind Control Effects); Protection 3 – 18 points

Fast: Speed 4 (30 mph) – 4 points

Protection from Evil: Reaction Burst Area Affliction 5 (Dazed, Compelled [to flee], Controlled [leave this place]); Resisted and Overcome by Will; Cumulative, Limited to Evil and Wicked Creatures – 25 points

ADVANTAGES

Animal Empathy, Attractive, Great Endurance, Language 1 (Common [Sylvan is native]), Move-By Action

SKILLS

Acrobatics 4 (+7), Athletics 4 (+8), Close Combat (Horn) 2 (+5), Expertise (Nature) 8 (+10), Expertise (Survival) 8 (+10), Insight 6 (+10), Intimidation 2 (+7), Perception 6 (+10), Persuasion 6 (+10), Stealth 10 (+11), Treatment 4 (+6)

OFFENSE

Initiative +3
Horn +5 (Close, Damage 8/18-20)
Protection from Evil Area (Close, Affliction 5)
Unarmed +3 (Close, Damage 5)

DEFENSE

Dodge 6, **Parry** 5, **Toughness** 6
Fortitude 7, **Will** 5

POWER POINTS

Abilities 36 + Advantages 5 + Defenses 13 + Powers 86 + Skills 30 = 170 Total

COMPLICATIONS

Disability: A unicorn has no hands.

Reputation: Unicorns are known to be powerful magical guardians of nature. They tend to only associate with sylvan creatures and mortals who are pure and virtuous.

A unicorn is a magical sylvan creature resembling a beautiful white horse. It is easily distinguished from a normal horse as it has cloven hooves, a lion's tail, and a single long ivory horn (called an alicorn) that protrudes from its head. A typical unicorn is 8 feet long and 5 feet tall at the shoulder, weighing 1,200 pounds.

Unicorns tend to be peaceful, benevolent creatures that serve as guardians for woodlands. They protect the forest and its creatures from harmful beings that would seek to despoil the land and slay the beasts within needlessly.

Unicorns are attracted to innocence; particularly young maidens. Some young women have even proven themselves to be capable of taming and riding a unicorn as a mount. Only the foolish, however, consider a unicorn to be a dumb animal. It is an intelligent magical beast with vast mystical powers at its disposal.

INSPIRATIONS FOR UNICORNS

Recommended Fiction: The Last Unicorn, by Peter S. Beagle

Recommended Film: The Last Unicorn (1982), directed by Jules Bass and Arthur Rankin, Jr.

Legend (1986), directed by Ridley Scott

Stardust (2007), directed by Matthew Vaughn

Violet Fungus (PL 7)

Strength 2, **Stamina** 3, **Agility** -1, **Dexterity** 3
Fighting 3, **Intellect** --, **Awareness** 2, **Presence** 1

POWERS

Plant Body: Immunity 17 (Paralyze Effects, Poison, Sleep, Stun Effects, Transform Effects); Protection 1 – 18 points

Plant Senses: Senses 1 (Low-Light Vision) – 1 point

Rotting Poison: Weaken Abilities 3 (Resisted by Fortitude; Broad, Limited to Strength and Stamina, Limited to 1 rank per check, Progressive, Reach, Simultaneous) – 10 points

Tentacles: Extra Limb 2 – 2 points

OFFENSE

Initiative -1

Rotting Touch +3 (Close, Weaken 2)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 0, **Parry** 4, **Toughness** 4

Fortitude 7, **Will** Immune

POWER POINTS

Abilities 16 + Advantages 0 + Defenses 6 + Powers 31 + Skills 0 = 53 Total

COMPLICATIONS

Disability: Violet fungi cannot speak and have no hands.

Slow: Violet fungi travel 15 feet per round as a Move Action.

Deep within the depths of the world are strange forms of animal and plant life. Some plants are carnivorous and even hunt for living creatures upon which to feed. Of these plants, violet fungi are amongst the most feared. These plants can cause permanent scars on their victims, as the touch of their tentacles can cause flesh to quickly rot from the bone. Violet fungi use this rotted flesh as fertilizer to sustain their horrid ecology.

Will-o'-Wisp (PL 7)

Strength -5, **Stamina** 1, **Agility** 5, **Dexterity** 0
Fighting 4, **Intellect** 2, **Awareness** 3, **Presence** 4

POWERS

Fey Body: Immunity 10 (Magic Effects) – 10 points

Fey Senses: Senses 2 (Darkvision) – 2 points

Fey Speed: Flight 3 (16 mph; Subtle) – 7 points

Shocking Touch: Damage 4 – 4 points

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Wisp Light: Array (8 points)
- **Natural Invisibility:** Visual Concealment 4 – 8 points
- **Luminous Body:** Environment 1 (Light; Precise [a wisp can alter the intensity, radius, and color of their light]) – 1 point

ADVANTAGES

Defensive Roll 3, Fascinate (Deception), Improved Initiative, Language 1 (Common [Sylvan is native]), Precise Attack (Close, Concealment), Taunt

SKILLS

Acrobatics 6 (+11), Close Combat (Shock) 6 (+10), Deception 6 (+10), Insight 2 (+5), Intimidation 2 (+4), Perception 6 (+9), Sleight of Hand 12 (+12), Stealth 6 (+15)

OFFENSE

Initiative +9

Shocking Touch +10 (Close, Damage 4)

Unarmed +4 (Close, Damage -5)

DEFENSE

Dodge 10, **Parry** 9, **Toughness** 4 / 1 without Defensive Roll

Fortitude 4, **Will** 9

POWER POINTS

Abilities 30 + Advantages 8 + Defenses 15 + Powers 41 + Skills 23 = 117 Total

COMPLICATIONS

Disability: Wisps do not have hands.

Obsession: Will-o'-wisps delight in causing strife, misery, and death.

Will-o'-wisps – also called will-o'-the-wisps, corpse lights, and rushlights – are malicious fey creatures often seen floating over lakes or within swamps. They enjoy leading lone travelers off the beaten path at night. As the traveler follows the ghostly light into a dangerous swamp, the will-o'-wisp then extinguishes its light, leaving the traveler lost within a dark swamp where it is easy prey for the wisp or any other malicious creatures. The wisp then feeds on the fear and despair of the lost traveler.

FEED ON FEAR

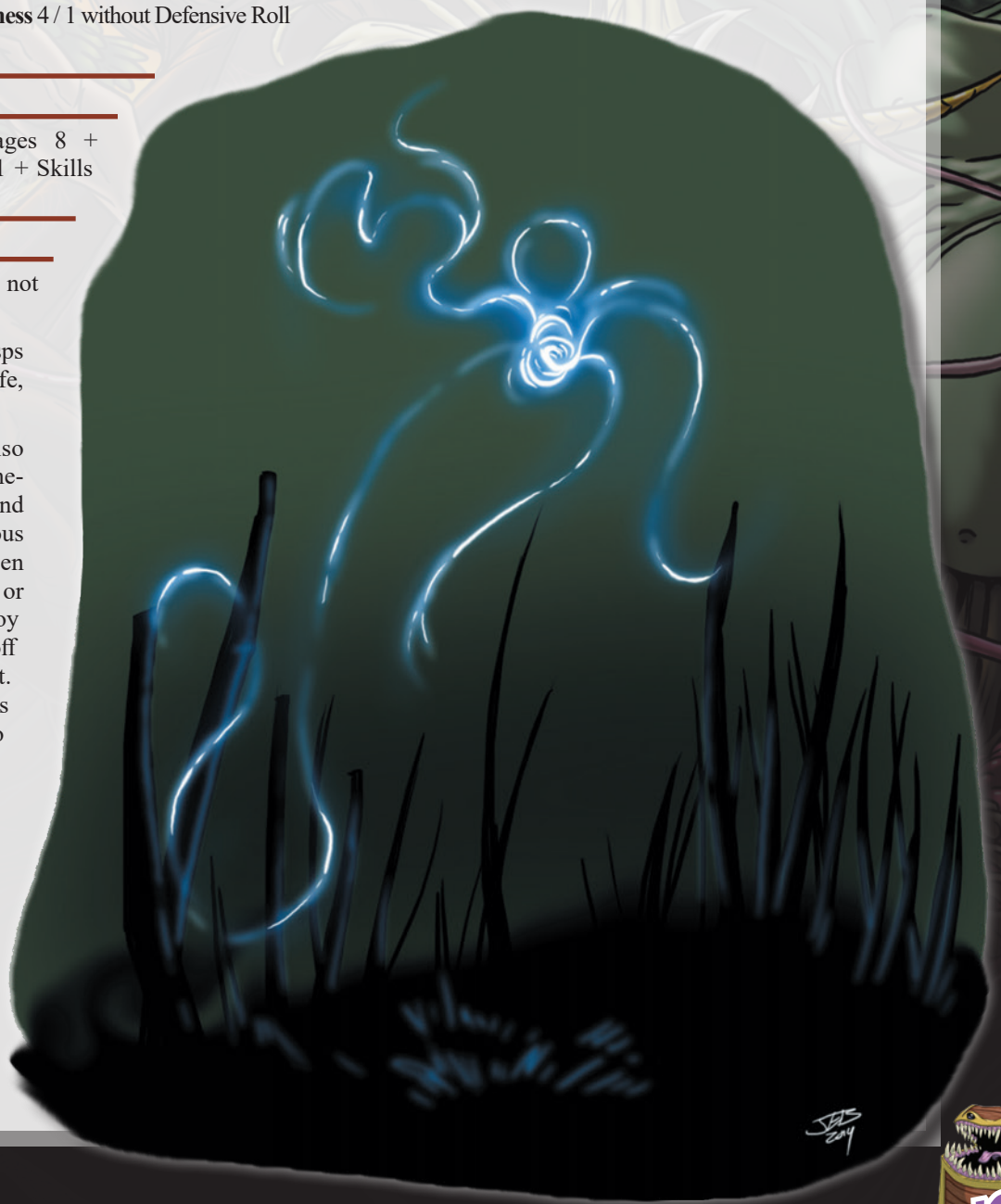
All wisps feed on the fear they cause by luring others to their death. Some wisps gain strength and vitality to an even greater degree.

Feed on Fear: Regeneration 10 (Source [fear]) – 5 points

LURE OF THE WISP

Some will-o'-wisps do not wait for curious bypassers to follow their light. Instead, they use their fey magic to compel their victims to follow them to their doom.

Lure: Perception Ranged Affliction 4 (Entranced, Compelled [to follow wisp], Controlled); Resisted and Overcome by Will; Concentration, Cumulative, Visual Sense-Dependent – 16 points



Planar Powers

ANGEL

Angels are the servants of the gods of goodness. They do not concern themselves with the petty squabbles of order and anarchy, seeking to only serve goodness for the sake of good. These beings are unquestioning in their service, performing whatever deed their divine masters set upon them with utter loyalty. Some may think angles cruel in some of their deeds, which has included the slaying of innocent beings and the destruction of cities. But in all of these instances, it has been done to serve the greater good for a long-term goal of one god or another.

Angels are among the eldest beings of the universe. They were created to act as the servants of the good deities before the creation of mortals. Indeed, these celestial outsiders predate the creation of even demons and devils. Devils are fallen angels who have turned to evil. Demons are in no way related to angels, being formed whole-cloth from the chaos and strife of the Abyss.

The appearance of angels varies widely. On the celestial planes in which they inhabit, angels have unusual forms. These forms can include flocks of one hundred wings attached to no particular thing, hoops of fire, six-winged beings with multiple heads including cherubs, lions, and other such appearances. When an angel appears to a mortal, they often take a form that mortals can understand; usually as an incredibly beautiful humanoid creature with massive wings. Their forms can appear male or female, based on the whim of the individual angel or the god they serve. Some use strictly male forms, while others are strictly female. Some angels combine the appearance of both or none; assuming an androgynous or sexless appearance.

Besides the gods themselves, angels are among the most powerful being in the universe; often far stronger than their devil or demon counterparts. The fiendish outsiders are aware of this fact and will rarely face an angel unless they can assure a victory.

As powerful as they are, angels should never be considered as minions; they are always heroic in scale.

Large groups of angels are referred to as “choirs.”

INSPIRATION FOR ANGELS

Recommended Films: Constantine (2005), directed by Francis Lawrence

Dogma (1999), directed by Kevin Smith

Legion (2009) directed by Scott Charles Stewart

Prophecy (1995), directed by Gregory Widen

Recommended Reading: A Dictionary of Angels, by Gustav Davidson

Recommended Television: Supernatural, created by Erik Kripke

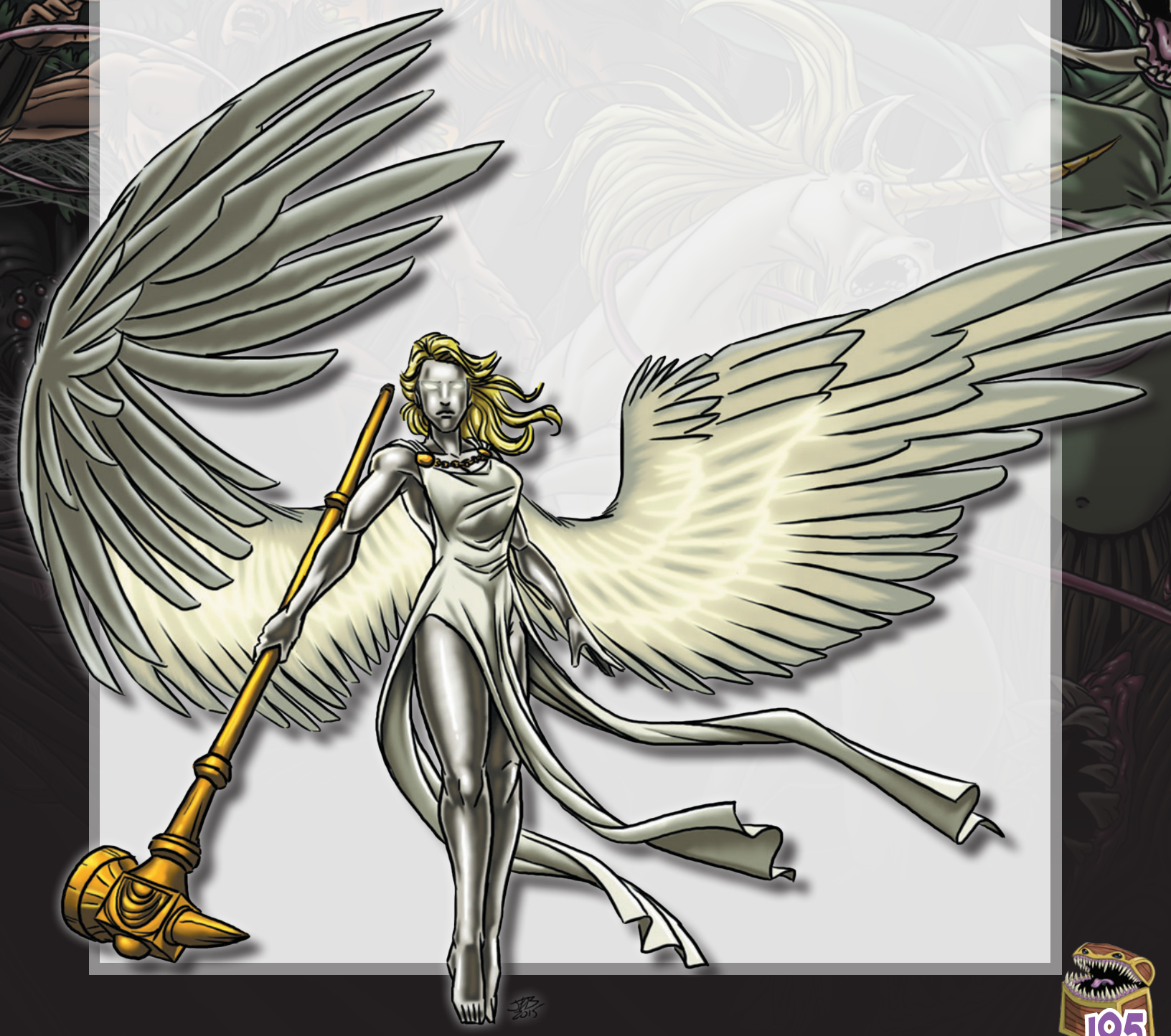
Angel, Astral Deva (PL 12)

Strength 5, **Stamina** 4, **Agility** 3, **Dexterity** 3
Fighting 7, **Intellect** 3, **Awareness** 3, **Presence** 4

POWERS

Angelic Body: Immunity 15 (Aging, Corrosive Damage, Cold Damage, Petrification, Sleep, Starvation and Thirst), Impervious Toughness 5, Protection 7 – 27 points

Angelic Senses: Senses 8 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Low-Light Vision, Vision [counters invisibility]) – 8 points



Celestial Powers: Array (20 points)

- **Blade Barrier:** Ranged Shapeable Area Damage 5 (Concentration) – 20 points
- **Continual Flame:** Environment (light) – 1 point
- **Dispel Magic:** Nullify Magic 5 (Broad, Simultaneous) – 1 point
- **Exorcism:** Nullify Mind Control and Summoning 6 (Broad, Simultaneous) – 1 point
- **Heal:** Healing 5 (Energizing, Restorative) – 1 point
- **Holy Smite:** Ranged Burst Area Damage 5 (Limited to Supernatural Evil Creatures); Linked Ranged Burst Area Affliction 5 (Impaired, Disabled, Unaware); Resisted and Overcome by Will; Cumulative, Limited to Supernatural Evil Creatures, Limited to Visual Senses – 1 point
- **Holy Word:** Burst Area Affliction 7 (Hindered and Impaired, Disabled and Immobilized, Paralyzed and Unaware); Resisted and Overcome by Will; Extra Condition, Limited to Supernatural Evil Creatures, Hearing Sense-Dependent – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Plane Shift:** Movement 3 (Dimensional Travel 3) – 1 point

Change Shape: Morph 3 (humanoid forms) – 15 points

Disrupting Warhammer: Strength-Based Damage 3; Linked Affliction 7 (Dazed, Stunned); Resisted and Overcome by Fortitude; Cumulative, Limited to Two Degrees; Linked Weaken Toughness 3 (Resisted by Fortitude; Affects Objects, Limited to Undead); Easily Removable (-6 points) – 7 points

Truespeech: Comprehend 4 (Languages) – 8 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Improved Initiative, Languages 2 (Draconic, Infernal [Celestial is native]), Power Attack, Takedown

SKILLS

Acrobatics 8 (+11), Close Combat (warhammer) 2 (+9), Expertise (Religion) 8 (+11), Insight 8 (+11), Intimidation 8 (+12), Perception 8 (+11), Persuasion 8 (+12), Stealth 8 (+11)

OFFENSE

Initiative +7

Blade Barrier Area (Ranged, Damage 5)

Holy Smite Area (Ranged, Damage 5 plus Affliction 5)

Holy Word Area (Close, Affliction 7)

Unarmed +7 (Close, Damage 5)

Warhammer +9 (Close, Damage 8 plus Affliction 7)

DEFENSE

Dodge 8, **Parry** 12, **Toughness** 11

Fortitude 9, **Will** 8

POWER POINTS

Abilities 64 + Advantages 5 + Defenses 20 + Powers 96 + Skills 29 = 214 Total

COMPLICATIONS

Enemy: Angels are the enemies of demons, devils, and the agents of evil wherever they are found.

Honor: An angel will always keep her word, uphold the good, and is never underhanded.

Motivation: Angels seek to perform good deeds wherever they go. Sometimes, what they do is for the "greater good," despite seeming to be cruel.

Power Loss: Impervious Toughness; not vs. attacks with the unholy descriptor.

Responsibility: Angels are required to provide aid to good-hearted folks and uphold the cause of their patron deity.

Astral devas like to watch over powerful mortals and steer them towards good causes. They serve as guardians for planar travelers and guides to mortals who have left their world to explore other dimensions. They tend to left mortals discover things on their own, trying to interfere as little as possible.

Gods will often create astral devas from the souls of powerful good mortals, which may explain why these creatures live to serve as custodians to mortals.

An astral deva appears to be an incredibly beautiful humanoid creature with flowing robes and large, white-feathered wings. These creatures stand over 7 feet tall and weigh 250 pounds.

Angel, Planetar (PL 13)

Strength 5, **Stamina** 4, **Agility** 3, **Dexterity** 4

Fighting 8, **Intellect** 4, **Awareness** 4, **Presence** 4

POWERS

Angelic Body: Immunity 15 (Aging, Corrosive Damage, Cold Damage, Petrification, Sleep, Starvation and Thirst), Impervious Toughness 5, Protection 9 – 29 points

Angelic Senses: Senses 14 (Detect Evil Presences [acute, ranged mental sense], Detect Hidden [acute, ranged mental sense], Low-Light Vision, Vision [counters all concealment, counters illusion]) – 14 points

Celestial Powers: Array (35 points)

- **Earthquake:** Ranged Burst Area Affliction 7 (Dazed and Vulnerable, Stunned and Prone); Resisted by Dodge, Overcome by Fortitude; Area 3 (120-ft. radius), Extra Condition, Limited to along the ground, Limited to Two Degrees, Secondary Effect – 35 points
- **Angelic Light:** Environment (light) – 1 point
- **Blade Barrier:** Ranged Shapeable Area Damage 6 (Concentration) – 1 point
- **Dispel Magic:** Nullify Magic 5 (Broad, Simultaneous) – 1 point
- **Flame Strike:** Ranged Cylinder Area Damage 6 – 1 point
- **Holy Smite:** Ranged Burst Area Damage 5 (Limited to Evil Creatures); Linked Ranged Burst Area Affliction 5 (Impaired, Disabled, Unaware); Resisted and Overcome by Will; Cumulative, Limited to Evil Creatures, Limited to Visual Senses – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Mass Charm:** Perception Ranged Burst Area Affliction 7 (Dazed, Compelled, Controlled); Resisted by Will; Cumulative – 1 point
- **Restoration:** Healing 7 (Restorative, Resurrection) – 1 point
- **Speak With Dead:** Senses 4 (Postcognition; Limited to knowledge known by the dead body, Source [dead body]) – 1 point
- **Stunning Word:** Perception Ranged Affliction 7 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Hearing Sense-Dependent – 1 point
- **Waves of Fatigue:** Cone Area Affliction 7 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude; Cumulative – 1 point

Change Shape: Morph 3 (humanoid forms) – 15 points

Large Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Regeneration: Regeneration 5 – 5 points

Truespeech: Comprehend 4 (Languages) – 8 points

Wings: Flight 3 (16 mph; Wings) – 3 points

EQUIPMENT

Holy Sword: Strength-Based Damage 3 (Feature [holy], Improved Critical) – 5 points

ADVANTAGES

Attractive, Equipment 1, Improved Initiative, Improved Smash, Languages 2 (Draconic, Infernal [Celestial is native]), Power Attack, Precise Attack (Close; Concealment), Ritualist (using Expertise [religion] to perform "sacred rites"), Takedown

SKILLS

Acrobatics 10 (+13), Close Combat (Swords) 4 (+12), Expertise (History) 10 (+14), Expertise (Religion) 10 (+14), Insight 10 (+14), Intimidation 10 (+15), Perception 10 (+14), Persuasion 10 (+14), Stealth 10 (+11), Treatment 10 (+14)

OFFENSE

Initiative +7

Blade Barrier Area (Ranged, Damage 6)

Charm/Earthquake Area (Ranged, Affliction 7)

Flame Strike Area (Ranged, Damage 6)

Holy Smite Area (Ranged, Damage 5 plus Affliction 5)

Holy Sword +12 (Close, Damage 8/19-20)

Stunning Word Perception (Ranged, Affliction 7)

Unarmed +8 (Close, Damage 5)

Waves of Fatigue Area (Close, Affliction 7)

DEFENSE

Dodge 7, **Parry** 12, **Toughness** 13

Fortitude 9, **Will** 9

POWER POINTS

Abilities 64 + Advantages 10 + Defenses 20 + Powers 125 + Skills 47 = 266 Total

COMPLICATIONS

Enemy: Angels are the enemies of demons, devils, and the agents of evil wherever they are found.

Honor: An angel will always keep her word, uphold the good, and is never underhanded.

Motivation: Angels seek to perform good deeds wherever they go. Sometimes, what they do is for the "greater good," despite seeming to be cruel.

Power Loss: Impervious Toughness and Regeneration; not vs. attacks with the unholy descriptor.

Responsibility: Angels are required to provide aid to good-hearted folks and uphold the cause of their patron deity.

Planetars are soldiers, first and foremost. They serve as the generals of divine armies and seek to slay every evil creature set in their path. While they do understand the need for diplomacy, they prefer a straight battle to any other form of accomplishing a divine mission.

A planetar appears to be a handsome humanoid creature with blue or green skin. They have four white-feathered wings, stand about 9 feet tall, and weigh about 500 pounds.

Angel, Solar (PL 15)

Strength 5, **Stamina** 5, **Agility** 3, **Dexterity** 5
Fighting 10, **Intellect** 4, **Awareness** 5, **Presence** 4

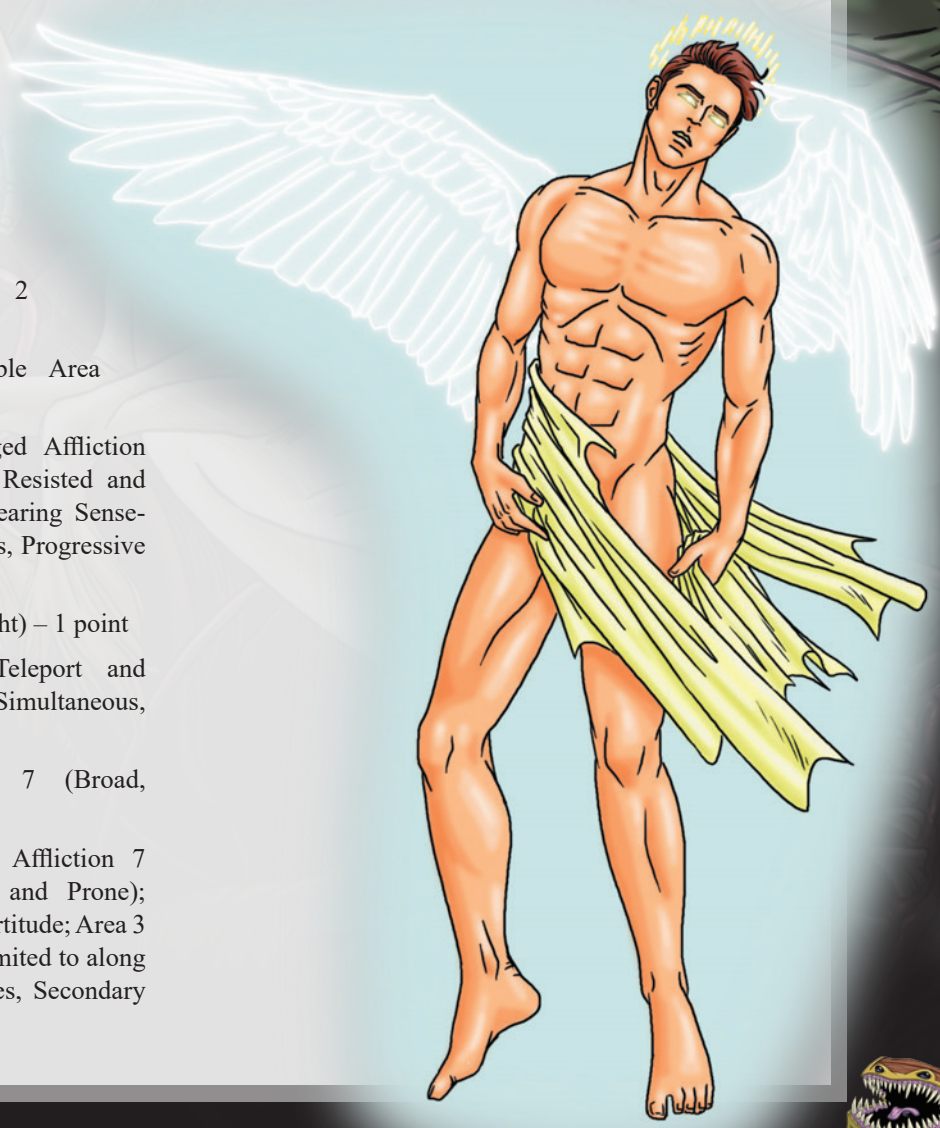
POWERS

Angelic Body: Immunity 15 (Aging, Corrosive Damage, Cold Damage, Petrification, Sleep, Starvation and Thirst), Impervious Toughness 7, Protection 8 – 30 points

Angelic Senses: Senses 14 (Detect Evil Presences [acute, ranged mental sense], Detect Hidden [acute, ranged mental sense], Low-Light Vision, Vision [counters all concealment, counters illusion]) – 14 points

Celestial Powers: Array (42 points)

- **Animate Objects:** Summon 7 (Active, Controlled, Variable Type 2 [any inanimate object]) – 42 points
- **Blade Barrier:** Ranged Shapeable Area Damage 7 (Concentration) – 1 point
- **Blinding Word:** Perception Ranged Affliction 7 (Impaired, Disabled, Unaware); Resisted and Overcome by Will; Cumulative, Hearing Sense-Dependent, Limited to Visual Senses, Progressive – 1 point
- **Continual Flame:** Environment (light) – 1 point
- **Dimensional Anchor:** Nullify Teleport and Dimensional Travel 6 (Broad, Simultaneous, Sustained) – 1 point
- **Dispel Magic:** Nullify Magic 7 (Broad, Simultaneous) – 1 point
- **Earthquake:** Ranged Burst Area Affliction 7 (Dazed and Vulnerable, Stunned and Prone); Resisted by Dodge, Overcome by Fortitude; Area 3 (120-ft. radius), Extra Condition, Limited to along the ground, Limited to Two Degrees, Secondary Effect – 1 point
- **Heal:** Healing 7 (Energizing, Resurrection, Restorative, Stabilize) – 1 point
- **Holy Smite:** Ranged Burst Area Damage 6 (Limited to Supernatural Evil Creatures); Linked Ranged Burst Area Affliction 6 (Impaired, Disabled, Unaware); Resisted and Overcome by Will; Cumulative, Limited to Supernatural Evil Creatures, Limited to Visual Senses – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Killing Word:** Perception Ranged Damage 9 (Resisted by Fortitude; Hearing Sense-Dependent) – 1 point
- **Mass Charm:** Perception Ranged Burst Area Affliction 7 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point



- **Speak With Dead:** Senses 4 (Postcognition; Limited to knowledge known by the dead body, Source [dead body]) – 1 point
- **Stunning Word:** Perception Ranged Affliction 7 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Hearing Sense-Dependent – 1 point
- **Summon Monster:** Summon 7 (Active, Variable Type 2 [any celestial creature]) – 1 point
- **Waves of Fatigue:** Cone Area Affliction 7 (Fatigued, Exhausted, Asleep); Resisted and Overcome by Fortitude; Cumulative – 1 point

Commune: Senses 1 (Communication Link [to patron deity]; Dimensional 3) – 4 points

Dancing Sword: Array (16 points); Easily Removable (-6 points)

- **Dancing Sword:** Summon 4 (Heroic) – 16 points
- **Sword Slash:** Strength-Based Damage 4 (Improved Critical) – 1 point

Large: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Regeneration: Regeneration 5 – 5 points

Truespeech: Comprehend 4 (Languages) – 8 points

Slaying Bow: Ranged Weaken Toughness 9 (Resisted by Fortitude); Linked Ranged Damage 9; Easily Removable (-14 points) – 22 points

Wings: Flight 4 (30 mph; Wings) – 4 points

ADVANTAGES

Attractive, Improved Initiative, Improved Smash, Languages 2 (Draconic, Infernal [Celestial is native]), Power Attack, Ritualist (using Expertise [religion] to perform "sacred rites"), Takedown

SKILLS

Expertise (History) 12 (+16), Expertise (Nature) 12 (+16), Expertise (Religion) 12 (+16), Insight 12 (+17), Perception 12 (+17), Persuasion 12 (+16), Ranged Combat (Bow) 6 (+11), Stealth 12 (+15)

OFFENSE

Initiative +7

Blade Barrier Area (Ranged, Damage 7)

Blinding/Stunning Word Perception (Ranged, Affliction 7)

Bow +11 (Ranged, Weaken 9 plus Damage 9)

Earthquake/Mass Charm Area (Ranged, Affliction 7)

Holy Smite Area (Ranged, Damage 6 plus Affliction 6)

Killing Word Perception (Ranged, Damage 9)

Sword +10 (Close, Damage 9/19-20)

Unarmed +10 (Close, Damage 5)

Waves of Fatigue Area (Close, Affliction 7)

DEFENSE

Dodge 9, **Parry** 16, **Toughness** 13

Fortitude 12, **Will** 12

POWER POINTS

Abilities 74 + Advantages 8 + Defenses 28 + Powers 160 + Skills 45 = 315 Total

COMPLICATIONS

Enemy: Angels are the enemies of demons, devils, and the agents of evil wherever they are found.

Honor: An angel will always keep her word, uphold the good, and is never underhanded.

Motivation: Angels seek to perform good deeds wherever they go. Sometimes, what they do is for the "greater good," despite seeming to be cruel.

Power Loss: Impervious Toughness and Regeneration; not vs. artifact, legendary, or divine weapons and attacks.

Responsibility: Angels are required to provide aid to good-hearted folks and uphold the cause of their patron deity.

The solars are the most powerful members of the angelic choirs. They often serve as the direct hand of the divine being to whom they owe their allegiance and seek to spread the influence of their patron god throughout the universe.

A solar appears to be a powerfully-built humanoid with flawless skin and beautiful features. Their body sometimes appears to be made of gold, silver, or some other precious metal. They typically have many pairs of wings (usually three).

Solars are often sent into battle alone, as their powers are so great that only one is needed to slay even the greatest evil of beings in the world. Few, if any, can match the power of these angels. Their senses can track a quarry across any distance and bring divine retribution once it has been found. Fiends fear the power of these angels, as only the greatest of the arch-devils and demon-lords can stand against a solar's might.

Solars are often given multiple names. These names – sometimes called "words" – have power with the creatures; often describing great deeds they have performed or a function for which they exist. A solar

with the name of "Peace-Bringer" will be a created devoted to keeping peace and stability in the world. Should peace be broken, the solar would work towards a swift recovery towards peace, organizing heroes and other beings who could either negotiate peace or fight whatever menace was disrupting the peace. Just the same, a solar with the name of "Fire-Bearer" would be an angel devoted to the powers of fire; not only its destructive nature but also its good attributes: warmth, light, and the purifying power fire possesses. Solars that have such names are given even greater magical and divine powers by their patron gods beyond those normally possessed by these angels.

All solars carry special swords that, upon command, can fly forth and function on their own as though they were animate creatures.

DANCING SWORD (PL 10; MINION RANK 4, SIDEKICK RANK 10)

Strength 0, **Stamina** --, **Agility** 0, **Dexterity** 0
Fighting 5, **Intellect** --, **Awareness** 0, **Presence** --

POWERS

Construct Traits: Immunity 30 (Fortitude Effects) – 30 points

Dancing Sword: Flight 1 (4 mph) – 2 points

Metallic Body: Protection 8 – 8 points

Sword Slash: Damage 4 (Improved Critical) – 5 points

ADVANTAGES

Accurate Attack, All-Out Attack, Defensive Attack, Improved Initiative, Improved Smash, Move-By Action, Power Attack, Takedown Attack

SKILLS

Close Combat (Sword) 6 (+11)

OFFENSE

Initiative +4

Unarmed +11 (Close, Damage 4/19-20)

DEFENSE

Dodge 7, **Parry** 12, **Toughness** 8

Fortitude Immune, **Will** Immune

POWER POINTS

Abilities -20 + Advantages 8 + Defenses 14 + Powers 45 + Skills 3 = 50 Total

COMPLICATIONS

Disability: A dancing sword has no hands to manipulate objects and cannot speak.

ARCHON

Archons are a race of outsiders from a heavenly realm dedicated to the causes of goodness and order. They are tasked with the protection of their realm and with all those on the mortal world who believe in good and order. They abhor evil and anarchy and are the natural enemies of demons, devils, and other fiendish creatures.

Archon, Hound Archon (PL 6)

Strength 2, **Stamina** 2, **Agility** 1, **Dexterity** 4
Fighting 4, **Intellect** 1, **Awareness** 2, **Presence** 2

POWERS

Archon Senses: Senses 9 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Low-Light Vision, Olfactory [acute, extended, tracking]) – 9 points

Aura of Menace: Reaction Burst Area Affliction 5 (Impaired, Disabled); Resisted and Overcome by Will; Limited to Fighting, Limited to Two Degrees – 15 points

Celestial Body: Immunity 10 (Aging, Electricity Damage, Petrification, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 3 – 18 points

Celestial Powers: Array (9 points)

- **Message:** Mental Communication 2 (Subtle) – 9 points
- **Continual Flame:** Environment 1 (Light) – 1 point

Change Shape: Morph 2 (canine forms) – 10 points

Fast: Speed 1 (4 mph) – 1 point

Natural Weapon (bite): Strength-Based Damage 2 – 2 points

Teleportation: Teleport 4 (Accurate, Change Direction, Easy, Extended) – 21 points

Truespeech: Comprehend 4 (Languages) – 8 points

EQUIPMENT

Sword: Strength-Based Damage 4 (Improved Critical) – 5 points

ADVANTAGES

Equipment 1, Improved Initiative, Languages 2 (Draconic, Infernal [Celestial is native]), Power Attack, Startle

SKILLS

Acrobatics 4 (+5), Close Combat (Swords) 2 (+6), Expertise (Survival) 8 (+9), Insight 4 (+6), Intimidation 4 (+6), Perception 4 (+6), Stealth 8 (+9)

OFFENSE

Initiative +5

Aura of Menace Area (Close, Affliction 5)

Bite +4 (Close, Damage 4)

Sword +6 (Close, Damage 6/19-20)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 6, **Toughness** 5

Fortitude 7, **Will** 4

POWER POINTS

Abilities 36 + Advantages 6 + Defenses 14 + Powers 94 + Skills 17 = 167 Total

COMPLICATIONS

Enemy: Demons, devils, and agents of evil; against these foes, archons show no mercy.

Motivation: Archons are dedicated to upholding the standards of goodness and order.

Power Loss: Impervious Toughness; not vs. unholy damage and powers.

Hound archons are the well-disciplined soldiers and sentinels of their heavenly realm. They are well-trained in the fight against evil and show no mercy to fiends. Against mortals, however, they are loath to use lethal force, even against those dedicated to evil. They believe that mortals should be the judges of their own kind while on the mortal world.

Hound archons look like well-muscled humans with canine heads. They can also assume the form of a wolf, dog, or other canine. While on the mortal world, these archons often assume a canine form to subtly help good mortals as a "clever pet."

Archon, Lantern Archon (PL 5)

Strength -5, **Stamina** 2, **Agility** 1, **Dexterity** 0
Fighting 2, **Intellect** 0, **Awareness** 1, **Presence** 1

POWERS

Archon Senses: Senses 6 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Low-Light Vision) – 6 points

Aura of Menace: Reaction Burst Area Affliction 3 (Impaired , Disabled); Resisted and Overcome by Will; Limited to Fighting, Limited to Two Degrees – 9 points

Celestial Body: Immunity 10 (Aging, Electricity Damage, Petrification, Sleep, Starvation and Thirst); Impervious Toughness 3; Protection 1 – 14 points

Levitation: Flight 3 (16 mph) – 6 points

Light Ray: Ranged Damage 2 (Penetrating) – 6 points

Luminous Body: Environment 1 (Light; Innate, Permanent) – 2 points

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Teleportation: Teleport 4 (Accurate, Change Direction, Easy, Extended) – 21 points

Truespeech: Comprehend 4 (Languages) – 8 points

ADVANTAGES

Improved Initiative, Languages 2 (Draconic, Infernal [Celestial is native]), Ranged Attack 2

SKILLS

Expertise (Planar Lore) 2 (+2), Insight 4 (+5), Perception 4 (+5), Persuasion 4 (+5), Ranged Combat (Light Ray) 2 (+4)

OFFENSE

Initiative +5

Aura of Menace Area (Close, Affliction 3)

Light Ray +4 (Ranged, Penetrating Damage 2)

Unarmed +2 (Close, Damage -5)

DEFENSE

Dodge 6, **Parry** 4, **Toughness** 3

Fortitude 5, **Will** 1

POWER POINTS

Abilities 6 + Advantages 5 + Defenses 6 + Powers 81 + Skills 8 = 106 Total

COMPLICATIONS

Disability: Lantern archons have no hands.

Enemy: Demons, devils, and agents of evil; against these foes, archons show no mercy.

Motivation: Archons are dedicated to upholding the standards of goodness and order.

Power Loss: Impervious Toughness; not vs. unholy damage and powers.

Lantern archons appear as floating balls of light that glow about as brightly as a torch. Only their destruction can extinguish the glow, though they can try to hide it.

Lantern archons are friendly beings who are curious about mortals and the mortal world. Most lantern archons never leave the heavenly realm from which they originate; always serving as custodians and guides for mortal souls that have passed into the heavens. A few find their way to the mortal world, either by being summoned forth or through a random planar gate.

Despite their "lowly" status, lantern archons are content with their existence. They love to help those in need and work well with others. The bravery of these creatures often leads them to be promoted into other forms of archons.

Archon, Trumpet Archon (PL 11)

Strength 3, **Stamina** 4, **Agility** 3, **Dexterity** 7

Fighting 7, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Archon Senses: Senses 6 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Low-Light Vision) – 6 points

Aura of Menace: Reaction Burst Area Affliction 6 (Impaired, Disabled); Resisted and Overcome by Will; Limited to Fighting, Limited to Two Degrees – 18 points

Celestial Body: Immunity 10 (Aging, Electricity Damage, Petrification, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 7 – 22 points

Celestial Powers: Array (9 points)

- **Message:** Mental Communication 2 (Subtle) – 9 points
- **Continual Flame:** Environment 1 (Light) – 1 point

Fast: Speed 1 (4 mph) – 1 point

Teleportation: Teleport 5 (Accurate, Change Direction, Easy, Extended) – 26 points

Truespeech: Comprehend 4 (Languages) – 8 points

Trumpet: Array (15 points); Easily Removable (-6 points)

- **Trumpet:** Hearing Perception Area Affliction 5 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative – 15 points
- **Sword:** Strength-Based Damage 4 (Feature [holy], Improved Critical) – 1 point

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Animal Empathy, Attractive, Improved Initiative, Languages 2 (Draconic, Infernal [Celestial is native]), Power Attack, Precise Attack (Close, Concealment), Ritualist (using Expertise [religion] to perform "sacred rites"), Skill Mastery (Persuasion), Takedown

SKILLS

Close Attack (Swords) 4 (+11), Deception 8 (+11), Expertise (Religion) 8 (+11), Expertise (Wind Instruments) 8 (+11), Insight 8 (+11), Perception 8 (+11), Persuasion 8 (+11), Sleight of Hand 8 (+15), Stealth 8 (+11)

OFFENSE

Initiative +7

Aura of Menace Area (Close, Affliction 6)

Sword +11 (Close, Damage 7/19-20)

Trumpet Area (Close, Affliction 5)

Unarmed +7 (Close, Damage 3)

DEFENSE

Dodge 7, **Parry** 11, **Toughness** 11

Fortitude 8, **Will** 12

POWER POINTS

Abilities 66 + Advantages 10 + Defenses 21 + Powers 105 + Skills 34 = 236 Total

COMPLICATIONS

Enemy: Demons, devils, and agents of evil; against these foes, archons show no mercy.

Motivation: Archons are dedicated to upholding the standards of goodness and order.

Power Loss: Impervious Toughness; not vs. unholy damage and powers.

Trumpet archons serve as the messengers of the gods of good and the heralds of the heavenly armies. When the gods of the heavenly realms require mortals to know their will, they send forth a trumpet archon to deliver the message.

A trumpet archon appears to be a beautiful humanoid being with pale skin, white hair and feathered wings, and eyes the color of gleaming pearls. Each trumpet archon carries a gleaming silver trumpet about 6 feet long; often adorned with the symbol of their patron deity. This trumpet can transform into a magical sword at the whim of its bearer.

Barghest (PL 7+)

Strength 3, **Stamina** 2, **Agility** 2, **Dexterity** 4
Fighting 4, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Change Shape: Morph 2 (goblin and wolf form) – 10 points

Feed: Enhanced Defense 12 (Dodge 4, Fortitude 4, Will 4); Enhanced Fighting 4; Enhanced Growth 4; Enhanced Impervious Toughness 4; Limited (once per month, a barghest may consume the corpse of a heroic humanoid to gain 1 rank for each Enhanced Trait; the humanoid consumed must have been of a higher PL than the barghest for it to gain any benefit from the feeding; adjust the PL of the barghest as necessary) – 16 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 – 2 points

Outsider Senses: Senses 5 (Darkvision, Olfactory [acute, extended, tracking]) – 5 points

Outsider Body: Immunity 8 (Aging, Sleep, Starvation and Thirst, Transformation Effects), Impervious Toughness 3, Protection 3 – 14 points

Supernatural Powers: Array (18 points)

- **Blink:** Concealment 2 (normal vision; Unreliable); Linked Insubstantial 4 (Unreliable) – 18 points
- **Charm Monster:** Perception Range Affliction 4 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point
- **Crushing Despair:** Cone Area Affliction 4 (Impaired); Resisted and Overcome by Will; Limited to One Degree – 1 point
- **Dimension Door:** Teleport 4 – 1 point
- **Levitate:** Flight 3 (16 mph; Levitation) – 1 point
- **Misdirection:** Concealment 2 (mystical senses) – 1 point

Trackless: Concealment 2 (Tracking Senses) – 4 points

ADVANTAGES

Daze (Intimidation), Improved Initiative, Languages 2 (Goblin, Worg [Infernal is native]), Startle

SKILLS

Acrobatics 6 (+8), Close Combat (Natural Weapons) 2 (+6), Deception 6 (+8), Expertise (Survival) 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Perception 6 (+8), Persuasion 6 (+8), Stealth 6 (+8)

OFFENSE

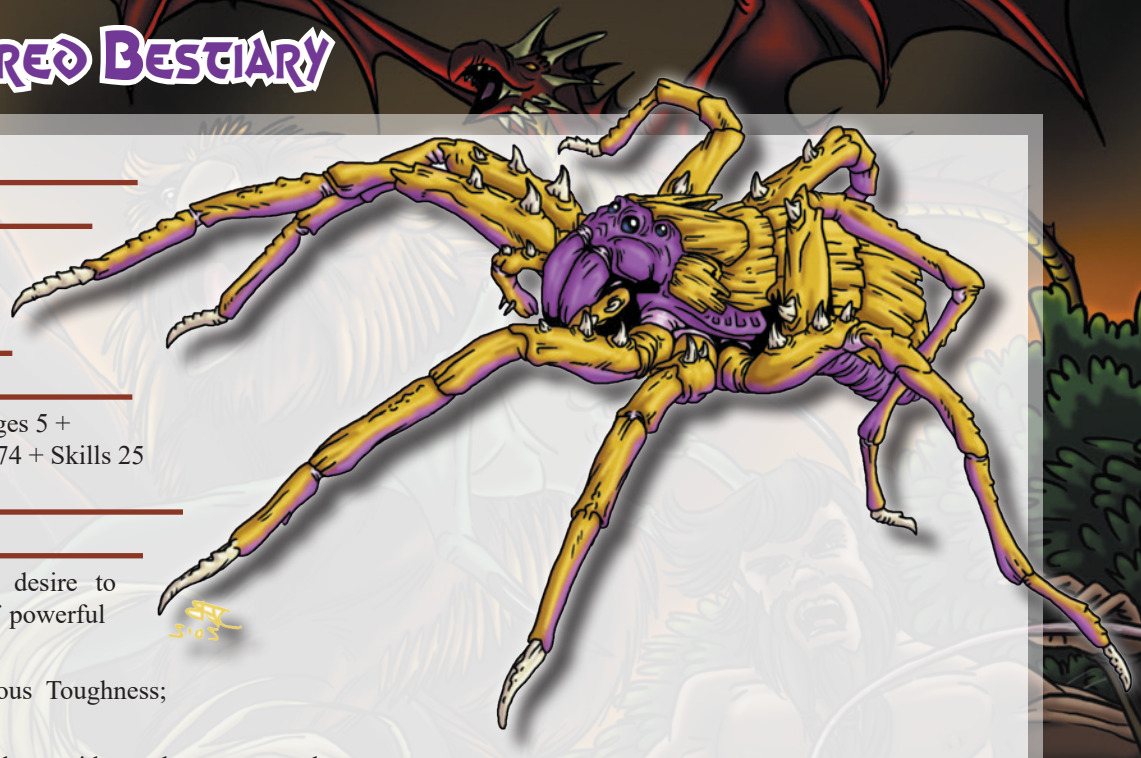
Initiative +6

Charm Monster Perception (Ranged, Affliction 4)

Crushing Despair Area (Close, Affliction 4)

Natural Weapons +6 (Close, Damage 5)

Unarmed +4 (Close, Damage 3)



DEFENSE

Dodge 4, **Parry** 9, **Toughness** 5

Fortitude 4, **Will** 7

POWER POINTS

Abilities 42 + Advantages 5 + Defenses 14 + Powers 74 + Skills 25 = 160 Total

COMPLICATIONS

Obsession: Barghests desire to feed upon the flesh of powerful enemies.

Power Loss: Impervious Toughness; not vs. magic effects.

Barghests are terrible outsiders who come to the mortal world to feed upon its heroes. These wolf-like creatures have an affinity with goblins, and can assume the form of a goblin or wolf at will. Many goblins worship barghests as gods.

While they have a variety of magical powers, barghests are feared for their ability to consume those they slay and absorb their powers. Young barghests cannot attain standing in their society until they have slain and consumed a number of great mortal heroes. Eventually, these monsters shed their skin and transform into a greater barghest.

In its natural form, a barghest resembles a goblin-wolf hybrid with terrible jaws and sharp claws. As whelps, barghests are nearly indistinguishable from wolves, except for their size and claws. As they grow larger and stronger, their skin darkens to bluish-red and eventually becomes blue altogether. A full-grown barghest is about 6 feet long and weighs 180 pounds. A barghest's eyes glow orange when the creature becomes excited.

Bebilith (PL 11)

Strength 5, **Stamina** 4, **Agility** 2, **Dexterity** 0

Fighting 6, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Chitin: Impervious Toughness 5; Protection 7 – 12 points

Fiendish Senses: Senses 5 (Darkvision, Olfactory [acute, extended, tracking]) – 5 points

Huge Size: Growth 8 (Innate, Permanent; -4 active defenses included) – 17 points

Plane Shift: Movement 2 (Dimensional Travel [mystical dimensions]) – 4 points

Spider Legs: Extra Limbs 4, Movement 1 (Wall-Crawling) – 6 points

Spider-Like Weapons: Array (25 points)

- **Rotting Bite:** Strength-Based Damage 4; Linked Weaken Stamina 7 (Resisted by Fortitude; Progressive) – 25 points
- **Scything Claws:** Strength-Based Damage 3 (Reach); Linked Nullify Armor 7 (Close, Reach, Resisted by Parry) – 1 point
- **Webs:** Affliction 7 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Parry, Overcome by Damage or Strength; Cumulative, Extra Condition, Limited to Two Degrees – 1 point

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 10 points

ADVANTAGES

Favored Foe (Demons), Improved Critical (Claws), Improved Initiative, Languages 0 (Abyssal is native), Power Attack, Takedown

SKILLS

Acrobatics 8 (+10), Athletics 4 (+9), Close Combat (Claws) 4 (+10), Expertise (Craft Webs) 8 (+10), Expertise (Survival) 8 (+10), Insight 8 (+10), Intimidation 8 (+14), Perception 8 (+10), Stealth 16 (+10)

OFFENSE

Initiative +6

Bite +6 (Close, Damage 9 plus Weaken 7)

Claws +10 (Close, Damage 8 plus Nullify 7)

Unarmed +6 (Close, Damage 5)

Webs +6 (Close, Affliction 7)

DEFENSE

Dodge 6, **Parry** 10, **Toughness** 11

Fortitude 12, **Will** 6

POWER POINTS

Abilities 14 + Advantages 5 + Defenses 28 + Powers 81 + Skills 36 = 164 Total

COMPLICATIONS

Cruel: Bebiliths delight in the torture and suffering of others, especially demons.

Disability: A bebilith has no hands.

Power Loss: Impervious Toughness; not vs. blessed or holy attacks.

A bebilith is a massive demonic spider the size of an elephant. They delight in causing suffering and pain in others, but especially so in demons whom they hunt for food. The bebilith seem to be some form of supernatural demon predators.

Bebiliths have spider-shaped bodies, with long fore-legs ending in razor-sharp claws. These claws are used to penetrate and rip armor plating from the bebiliths' foes. Just as with spiders, bebiliths have a lethal bite, but rather than a venom (to which demons are immune), they inject a vile fluid that causes an accelerated rotting of the flesh.

Bebiliths are incredibly aggressive and will attack anything they see.

INSPIRATIONS FOR BEBILITH

Recommended Films: The Lord of the Rings: The Return of the King (2003), directed by Peter Jackson

Recommended Reading: The Lord of the Rings: The Two Towers, by J.R.R. Tolkien

Couatl (PL 9)

Strength 5, **Stamina** 3, **Agility** 3, **Dexterity** 0
Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Detect Thoughts: Mind Reading 3 (Limited to Surface Thoughts, Subtle) – 4 points

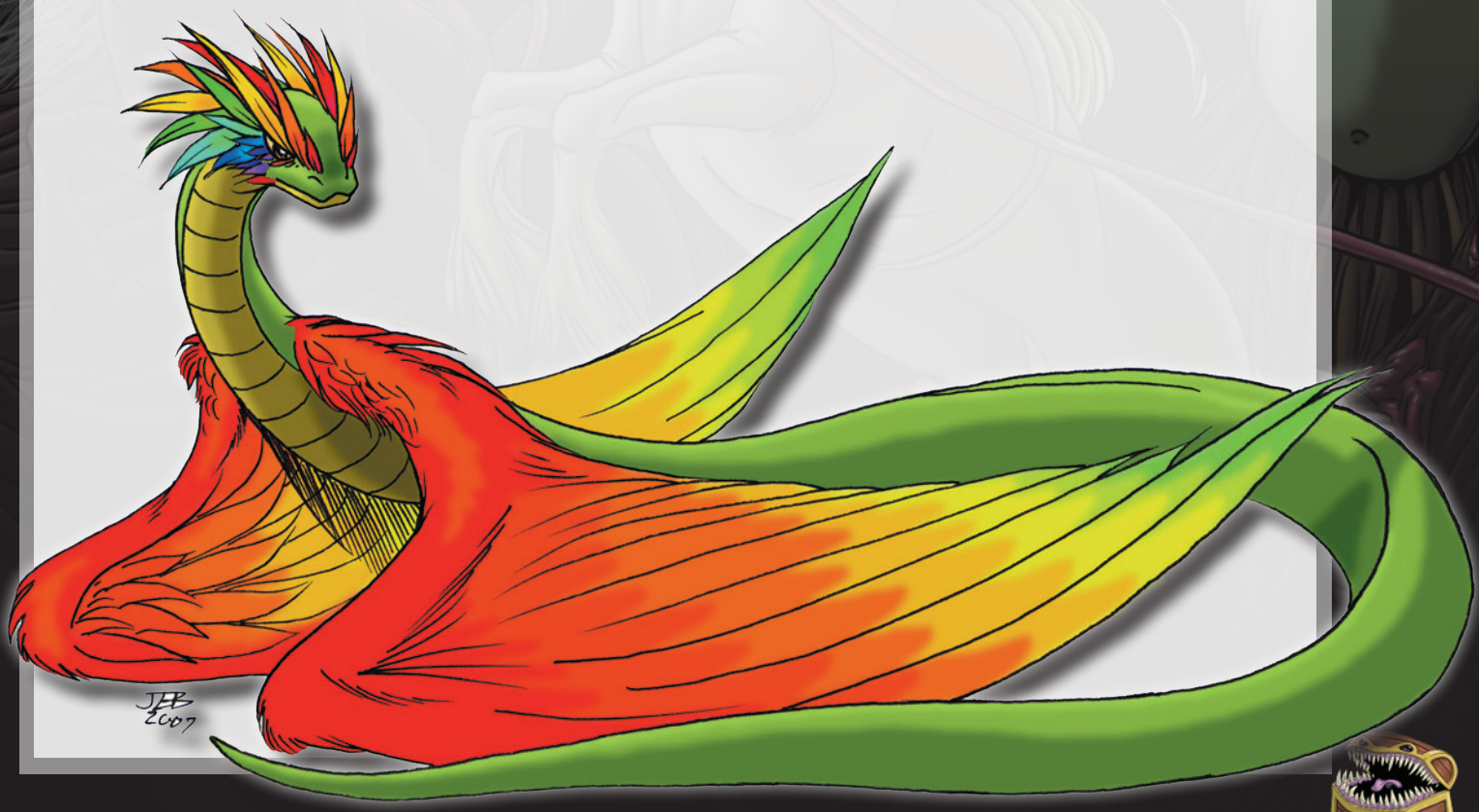
Ethereal: Immunity 2 (Critical Hits; Sustained); Linked Insubstantial 4; Visual Concealment 4 – 30 points

Feathered Wings: Flight 4 (30 mph; Wings) – 4 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included), Protection 5 – 16 points

Outsider Body: Immunity 3 (Aging, Sleep, Starvation and Thirst) – 3 points

Outsider Senses: Senses 9 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Detect Good Presences [acute, ranged mental sense], Infravision) – 9 points



Plane Shift: Movement 2 (Dimensional Travel [mystical dimensions]) – 4 points

Poison Bite: Strength-Based Damage 1; Linked Affliction 4 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Strength 4 (Resisted by Fortitude; Progressive) – 29 points

Serpentine Body: Movement 3 (Slithering, Wall-Crawling 2) – 6 points

ADVANTAGES

Attractive, Chokehold, Fast Grab, Improved Hold, Improved Initiative, Language 2 (Common, Draconic [Celestial is native]), Prone Fighting, Ritualist

SKILLS

Acrobatics 8 (+11), Athletics 4 (+9), Close Combat (Bite) 4 (+10), Expertise (Magic) 8 (+11), Expertise (Religion) 8 (+11), Expertise (Survival) 8 (+11), Insight 8 (+11), Perception 8 (+11), Persuasion 8 (+11)

OFFENSE

Initiative +7

Bite +10 (Close, Damage 6 plus Affliction 4 and Weaken 4)

Unarmed +6 (Close, Damage 5)

DEFENSE

Dodge 5, **Parry** 8, **Toughness** 8

Fortitude 7, **Will** 11

POWER POINTS

Abilities 32 + Advantages 9 + Defenses 20 + Powers 105 + Skills 32 = 198 Total

COMPLICATIONS

Disability: A Couatl has no hands.

Enemy: Couatls are the foes of demons and evil creatures.

Motivation: Couatls seek to do good in the world.

A couatl is a creature from Central American legend. These feathered serpents are seen as divine creatures that seek to aid mortals or protect them from great evils. Although they are not gods themselves, couatls possess a great number of magical and mental powers, leading them to be worshiped as divine beings by mortals found in the jungles realms that they inhabit.

Couatls are known for their beauty, magic, and virtue. Their intelligence and devotion to goodness often leads them to ally with like-minded heroes.

A couatl appears to be a large serpent with feathered wings. These wings are often multi-colored, like that of a rainbow, although any combination of color can be found by individual couatl. They are around 12 feet in length and weigh about 1,800 pounds.

MAGICAL POWERS

Many couatls possess a number of magical powers. In order to simulate this ability, add a Magic Array to the couatl. The primary power should have 9 ranks and should include as many as 5 Alternate Effects.

A couatl with such magical power should add the following Complication: Power Loss (Magical Powers, if unable to speak).

DEMON

Demons are fiends that originate from a terrifying realm known as the Abyss. It is a place of pure chaos and pure evil, where a constant war is waged to destroy all of creation. Every living creature… every city… every plant… every standing mountain… the world itself, if possible, is the ideal target of destruction for a demon.

Demons exist solely to destroy everything they see. While their fiendish counterparts – the devils – seek to manipulate mortal minds and souls, demons desire only to annihilate them. They feed off suffering, mayhem, ruin, and conflict.

Unlike devils, who were once either fallen angels from Heaven or mortals that have had their souls corrupted into a fiendish form, demons are beings created from pure chaos. They are spawned by the foul corruption of the Abyss which is an infinite realm of cruelty and depravity. Whenever great death and destruction occurs in the mortal world, demons begin spawning in ever greater numbers in the Abyss; the wake of destruction seems to call these fiends into existence.

The many different demonic realms of the Abyss are uninhabitable by mortal standards. The rivers and seas are made of acid. The air is poisonous to breathe. Even the land and its plant life seek to devour any unfortunate enough to not watch their step. Demons are properly suited to exist in an environment such as this.

COMPLICATIONS

All Demons share the following Complications:

Motivation: Demons seeks to destroy the world and all of Creation.

Power Loss: Impervious Toughness; not vs. holy attacks or cold iron weapons.

Weakness: A demon is Defense Hindered against anyone who speaks the fiend's True Name.

Weakness: A demon is Impaired while on holy ground or when presented with a holy symbol held by a person of faith.

Demon, Babau (PL 9)

Strength 4, **Stamina** 3, **Agility** 2, **Dexterity** 2
Fighting 4, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 5 – 19 points

Demonic Powers: Array (26 points)

- **Teleport:** Teleport 5 (Accurate, Change Direction, Easy, Extended) – 26 points
- **Darkness:** Ranged Burst Area Visual Concealment Attack 4 – 1 point
- **Dispel Magic:** Nullify 4 (Broad, Simultaneous) – 1 point

Demonic Senses: Senses 4 (Darkvision, Vision [counters invisibility]) – 4 points

Natural Weapons (Bite, Claws): Strength-Based Damage 1 – 1 point

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

ADVANTAGES

Fearless, Improved Initiative, Language 2 (Celestial, Draconic [Abyssal is native]), Skill Mastery (Stealth)

SKILLS

Acrobatics 6 (+8), Close Combat (Natural Weapons) 4 (+8), Insight 6 (+8), Perception 10 (+12), Sleight of Hand 6 (+8), Stealth 14 (+16)

OFFENSE

Initiative +6

Natural Weapons +8 (Close, Damage 5)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 7, **Parry** 9, **Toughness** 8

Fortitude 8, **Will** 4

POWER POINTS

Abilities 44 + Advantages 5 + Defenses 17 + Powers 63 + Skills 23 = 152 Total

The babau are the assassins of the demon ranks. They delight in murder and sadism; their stealth setting them apart from their more overt demon-kin. They take pride in devising means of slowly killing their targets, inflicting the greatest amount of pain while staving off death – and thus the end of the suffering – of their victims.

A babau appears to be a skeletal humanoid beast. Its skin is stretch taught over the demon's wiry frame. The skull-like head of the babau is distinctively arrayed with a singular curved horn at its back. The body of the demon constantly oozes a caustic blood-like secretion.

Demon, Balor (PL 14)

Strength 7, **Stamina** 7, **Agility** 4, **Dexterity** 4
Fighting 9, **Intellect** 4, **Awareness** 4, **Presence** 5

POWERS

Abyssal Weapons: Array (9 points); Easily Removable (-4 points)

- **Flaming Whip:** Strength-Based Damage 2 (Fast Grab, Improved Disarm, Improved Grab, Improved Trip, Reach 3) – 9 points

- **Unholy Sword:** Strength-Based Damage 4 (Improved Critical) – 1 point

Death Throes: Burst Area Damage 7 (Area 3 [120-ft. burst], Trigger [when balor is slain], Uncontrolled) – 22 points

Demonic Body: Immunity 14 (Aging, Electrical Damage, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 15; Protection 8 – 36 points

Demonic Powers: Array (36 points)

- **Teleport:** Teleport 7 (Accurate, Change Direction, Easy, Extended) – 36 points
- **Blasphemy:** Burst Area Affliction 7 (Dazed and Strength Impaired, Strength Disabled and Stunned, Paralyzed); Resisted and Overcome by Will; Cumulative, Extra Condition, Hearing Sense-Dependent – 1 point
- **Dispel Magic:** Nullify Magic 7 (Broad, Simultaneous) – 1 point
- **Domination:** Perception Ranged Affliction 8 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point
- **Fire Storm:** Ranged Shapeable Area Damage 8 – 1 point
- **Implosion:** Perception Ranged Damage 8 (Resisted by Fortitude) – 1 point
- **Stunning Word:** Perception Ranged Affliction 7 (Dazed, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Hearing Sense-Dependent – 1 point
- **Telekinesis:** Move Object 7 – 1 point

Demonic Senses: Senses 8 (Low-Light Vision, True Seeing [vision counters all concealment, counters illusion]) – 8 points

Flaming Body: Reaction Damage 6 – 24 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included) – 11 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Reach) – 3 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

ADVANTAGES

Daze (Intimidation), Fearless, Improved Initiative, Language 2 (Celestial, Draconic [Abyssal is native]), Power Attack, Startle, Takedown

SKILLS

Acrobatics 6 (+10), Close Combat (Abyssal Weapons) 6 (+15), Deception 12 (+17), Expertise (History) 12 (+16), Expertise (Nobility) 12 (+16), Expertise (Religion) 12 (+16), Insight 12 (+16), Intimidation 12 (+19), Perception 12 (+16), Stealth 12 (+11)

Offense

Initiative +8

Blasphemy Area (Close, Affliction 7)

Domination Perception (Ranged, Affliction 8)

Fire Storm Area (Ranged, Damage 8)

Flaming Body Reaction (Close, Damage 6)

Flaming Whip +15 (Close, Damage 9)

Implosion Perception (Ranged, Damage 8)

Stunning Word Perception (Ranged, Affliction 7)

Sword +15 (Close, Damage 11/19-20)

Unarmed +9 (Close, Damage 7)

Defense

Dodge 8, **Parry** 13, **Toughness** 15

Fortitude 13, **Will** 10

Power Points

Abilities 68 + Advantages 8 + Defenses 24 + Powers 168 + Skills 54 = 322 Total

Balor are living engines of destruction. They are demons wreathed in flesh and fire; true nightmares to behold. These huge demons slay living creatures and demons alike with impunity, desiring nothing more than to destroy anything and everything they see with wanton abandon. In the rare instances when demons amass an army, balors act as the generals of the demonic hordes.

Even the gods fear the sheer amount of destruction a single balor can inflict. Many of these creatures have been sealed away in divinely crafted prisons far below the surface of the world or hidden in extradimensional spaces.

Occasionally, a new balor will erupt from the Abyss when a great number of mortals are slain all at once. Few are willing to truly slay a balor, for the deed may cost a hero their own life. When a balor dies, its body erupts with chaotic energy, destroying everything around it with explosive fury.

A balor appears to be a massive demon, standing well over 14 feet tall and weighing 4,500 pounds. They have bestial heads crowned with jagged horns and a pair of bat-like wings adorned with rows of spines and spikes. Their entire body is wreathed with burning fire. Balors always carry a pair of weapons: a lightning bolt-shaped sword and a flaming whip used to capture victims and drag them into the flames generated by the demon's body.

Demon, Dretch (PL 5)

Strength 2, **Stamina** 2, **Agility** 1, **Dexterity** 1

Fighting 2, **Intellect** -2, **Awareness** 1, **Presence** 1

Powers

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 3; Protection 2 – 15 points

Demonic Powers: Array (9 points)

- **Stinking Cloud:** Cloud Area Affliction 3 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 9 points
- **Cause Fear:** Perception Range Affliction 2 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point

Demonic Senses: Senses 2 (Darkvision) – 2 points

Natural Weapons (Bite, Claws): Strength-Based

Damage 1 – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

ADVANTAGES

Fearless, Language 0 (Abyssal is native)

SKILLS

Intimidation 4 (+3), Perception 4 (+5), Sleight of Hand 4 (+5), Stealth 4 (+9)

OFFENSE

Initiative +2

Natural Weapons +2 (Close, Damage 2)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 5

Fortitude 5, **Will** 4

POWER POINTS

Abilities 18 + Advantages 1 + Defenses 6 + Powers 48 + Skills 8 = 81 Total

COMPLICATIONS

Disability: A dretch cannot speak.

A dretch is the least powerful of demonkind, although still a deadly foe to any mortal creature. While pathetic creatures, they are thoroughly wicked and possess a driving need to cause dismay and ruin. Dretches usually gather in large mobs which they use to overwhelm their victims. Singularly, these demons are rather cowardly.

A dretch appear to be an ape-like creature with extended forearms ending in clawed hands. They stand about 4 feet tall and weigh 60 pounds.

Demon, Glabrezu (PL 11)

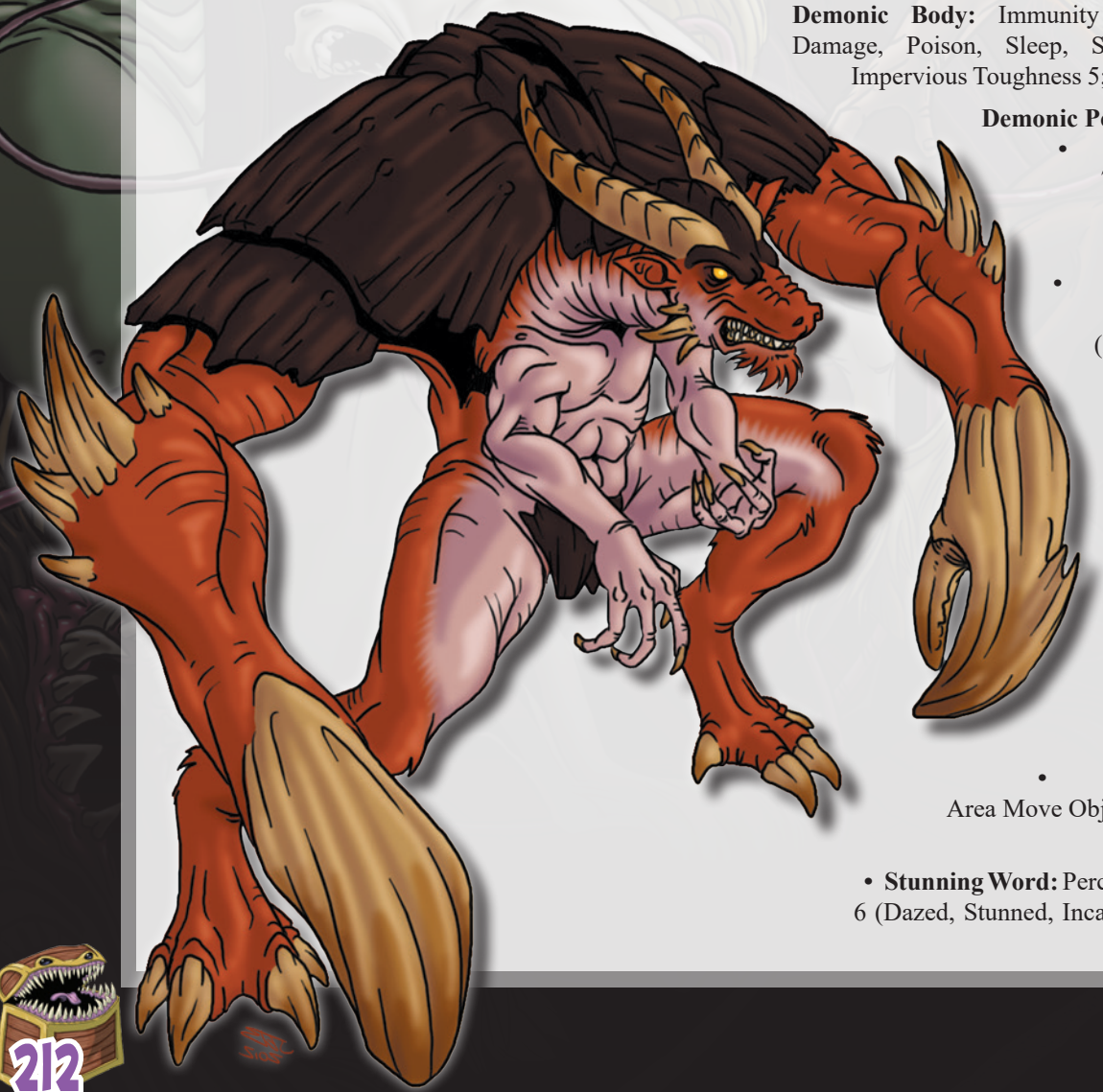
Strength 6, **Stamina** 6, **Agility** 2, **Dexterity** 2
Fighting 6, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 9 – 23 points

Demonic Power: Array (42 points)

- **Grant Wish:** Variable 7 (Limited [only to grant the request of a mortal humanoid]) – 42 points
- **Confusion:** Perception Range Affliction 5 (Impaired, Compelled [to act violent and insane], Controlled); Resisted and Overcome by Will; Cumulative – 1 point
- **Dispel Magic:** Nullify 5 (Broad, Simultaneous) – 1 point
- **Mirror Image:** Visual Concealment 4 (Partial) – 1 point
- **Reverse Gravity:** Burst Area Move Object 6 (Limited Direction [straight up]) – 1 point
- **Stunning Word:** Perception Ranged Affliction 6 (Dazed, Stunned, Incapacitated); Resisted and



Overcome by Fortitude; Cumulative, Hearing Sense-Dependent – 1 point

- **Teleport:** Teleport 6 (Accurate, Change Direction, Easy, Extended) – 1 point
- **Unholy Blight:** Ranged Burst Area Damage 5 (Limited to non-evil creatures); Linked Ranged Burst Area Affliction 5 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Limited to non-evil creatures – 1 point

Demonic Senses: Senses 7 (True Seeing [vision counters all concealment, counters illusion]) – 7 points

Giant Size: Growth 5 (Innate, Permanent; -2 active defenses included) – 11 points

Pincers: Extra Limb 2; Strength-Based Damage 4 (Improved Critical, Reach 2) – 9 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

ADVANTAGES

Daze (Deception), Fascinate (Deception), Fearless, Languages 2 (Celestial, Draconic [Abyssal is native]), Power Attack, Skill Mastery (Deception), Takedown 2

SKILLS

Close Combat (Pincers) 4 (+10), Deception 16 (+19), Expertise (History) 8 (+11), Insight 8 (+11), Intimidation 8 (+13), Perception 8 (+11), Persuasion 8 (+11), Stealth 8 (+5)

OFFENSE

Initiative +2

Confusion Perception (Ranged, Affliction 5)

Pincer +10 (Close, Damage 10/19-20)

Stunning Word Perception (Ranged, Affliction 6)

Unarmed +6 (Close, Damage 6)

Unholy Blight Area (Ranged, Damage 5 plus Affliction 5)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 15

Fortitude 10, **Will** 11

POWER POINTS

Abilities 42 + Advantages 9 + Defenses 24 + Powers 110 + Skills 34 = 219 Total

A glabrezu is a demon that delights to tempt mortals into taking on destructive power. They corrupt innocence by granting powers to others, knowing that they will cause suffering and ruin. They use lies and deception to destroy the lives of all whom these demons meet.

Glabrezu appear to be massive demons with the heads of a horned canine. They have two pairs of arms; one is humanoid ending in hands, while the others are monstrous ending in a pair of crab-like pincers. A glabrezu stands 15 feet tall and weighs 5,500 pounds.

Demon, Hezrou (PL 10)

Strength 6, **Stamina** 5, **Agility** 2, **Dexterity** 2
Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Demonic Body: Immunity 12 (Aging, Cold, Drowning, Electrical Damage, High Pressure, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 8 – 25 points

Demonic Powers: Array (35 points)

- **Unholy Blight:** Ranged Burst Area Damage 7 (Limited to non-evil targets); Linked Ranged Burst Area Affliction 7 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Limited to non-evil creatures – 35 points
- **Blasphemy:** Burst Area Affliction 6 (Dazed and Strength Impaired, Strength Disabled and Stunned, Paralyzed); Resisted by Will; Cumulative, Extra Condition, Hearing Sense-Dependent – 1 point
- **Gaseous Form:** Flight 2 (4 mph); Immunity 2 (Critical Hits); Insubstantial 2 – 1 point
- **Teleport:** Teleport 6 (Accurate, Change Direction, Easy, Extended) – 1 point

Demonic Senses: Senses 2 (Darkvision) – 2 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Strong Swimmer: Movement 1 (Environmental Adaptation [underwater]); Swimming 2 (2 mph) – 4 points

Stench: Affliction 7 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Grab-Based, Instant Recovery, Progressive – 14 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

ADVANTAGES

Favored Environment (Underwater), Fast Grab, Fearless, Improved Initiative, Languages 2 (Celestial, Draconic [Abyssal is native]), Power Attack, Precise Attack (Close, Concealment), Startle, Takedown 2

SKILLS

Athletics 4 (+10), Close Combat (Unarmed) 4 (+9), Expertise (Magic) 8 (+10), Intimidation 8 (+12), Perception 8 (+10), Stealth 8 (+9)

OFFENSE

Initiative +6

Blasphemy Area (Close, Affliction 6)

Stench Reaction (Close, Affliction 7)

Unarmed +9 (Close, Damage 6)

Unholy Blight Area (Ranged, Damage 7 plus Affliction 7)

DEFENSE

Dodge 4, **Parry** 7, **Toughness** 13

Fortitude 8, **Will** 9

POWER POINTS

Abilities 46 + Advantages 11 + Defenses 16 + Powers 99 + Skills 20 = 192 Total

Hezrou demons dwell in the most fetid swamps and oceans of the Abyss. They embody the slowly-destructive forces of nature, eroding all life around them with diseases and blight. A hezrou is quite intelligent, yet incredibly lazy. Of all the demons, they are the most willing to let their destruction of the world take its time to fester. In the meanwhile, they enjoy personal pleasures and hedonism.

A hezrou appears to be a large demonic monstrosity that bears a superficial resemblance to a toad. Their form is covered in knobby warts and lumps. These lumps fester with foulness, often erupting with a nauseating puss which chokes anyone that stands near the demon. A hezrou stands 8 feet tall and weighs 750 pounds.

Demon, Marilith (PL 13)

Strength 5, **Stamina** 6, **Agility** 3, **Dexterity** 8
Fighting 8, **Intellect** 3, **Awareness** 3, **Presence** 4

POWERS

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 7 – 21 points

Demonic Powers: Array (36 points)

- **Teleport:** Teleport 7 (Accurate, Change Direction, Easy, Extended) – 36 points
- **Blade Barrier:** Ranged Shapeable Area Damage 7 (Concentration) – 1 point
- **Levitation:** Flight 4 (30 mph; Subtle) – 1 point
- **Project Image:** Illusion 7 (Auditory, Visual; Limited to projecting image of self); Linked Remote Sensing 7 (Auditory, Visual) – 1 point
- **Telekinesis:** Move Object 6 – 1 point

Demonic Senses: Senses 7 (True Seeing [vision; counters all concealment, counters illusion]) – 7 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Six Arms: Extra Limbs 4; Multiattack with Swords and Unarmed (8 ranks) – 12 points

Snake Tail: Movement 1 (Slithering); Speed 2 (8 mph); Strength-Based Damage 2 (Grab-Based, Reach 2) – 7 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

EQUIPMENT

Swords: Strength-Based Damage 3 (Improved Critical) – 4 points

ADVANTAGES

Chokehold, Defensive Attack, Equipment 1, Fast Grab, Fearless, Improved Critical (Sword), Improved Disarm, Improved Grab, Improved Hold, Improvised Weapon, Languages 2 (Celestial, Draconic [Abyssal is native]), Power Attack, Prone Fighting

SKILLS

Acrobatics 4 (+7), Athletics 4 (+9), Close Combat (Swords) 4 (+12), Deception 10 (+14), Expertise (Tactics) 10 (+13), Insight 10 (+13), Intimidation 10 (+15), Perception 10 (+13), Persuasion 10 (+14), Stealth 10 (+11)

OFFENSE

Initiative +3

Blade Barrier Area (Ranged, Damage 7)

Swords +12 (Close, Multiattack Damage 8/18-20)

Tail +8 (Close, Damage 7)

Unarmed +8 (Close, Multiattack Damage 5)

DEFENSE

Dodge 7, **Parry** 12, **Toughness** 13

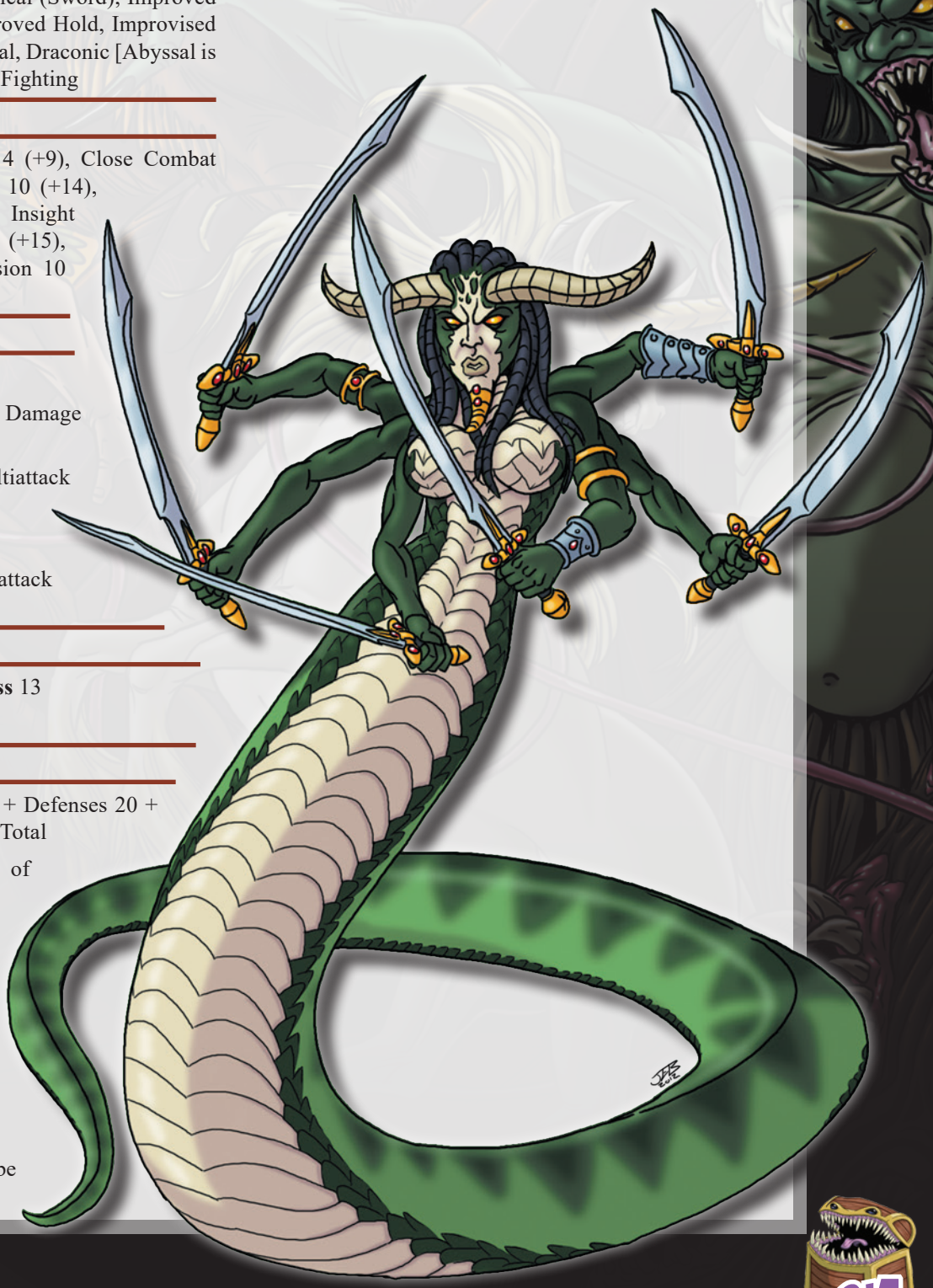
Fortitude 11, **Will** 8

POWER POINTS

Abilities 72 + Advantages 14 + Defenses 20 + Powers 103 + Skills 41 = 250 Total

Mariliths are the leaders of the Abyssal hordes and queens of the Abyssal realms. They thrive on grand strategies and plans that will bring about the most destruction across the world. As such, they serve as the generals and advisors to the demon lords of the Abyss.

A marilith appears to be a humanoid woman with six arms from the waist up and has a serpentine lower body. They are often quite alluring, wearing only jewelry. Their pleasing appearance makes them ideal lovers for the demon lords. A marilith stands about 9 feet tall and measures 20 feet from head to tip of tail. It weighs about 4,000 pounds. All mariliths carry an arsenal of weapons at all times. Usually this is a sextet of swords, although it can include any number or type of hand-held weapon.



Demon, Nalfeshnee (PL 13)

Strength 8, **Stamina** 6, **Agility** 2, **Dexterity** 2
Fighting 7, **Intellect** 4, **Awareness** 4, **Presence** 3

POWERS

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 8 – 22 points

Demonic Powers: Array (36 points)

- **Teleport:** Teleport 7 (Accurate, Change Direction, Easy, Extended) – 36 points
- **Abyssal Light:** Burst Area Affliction 6 (Dazed, Stunned); Resisted and Overcome by Will; Area 2 (60-ft. radius burst), Limited to Two Degrees – 1 point
- **Call Lightning:** Ranged Damage 5 (Indirect 2 [from straight above target]) – 1 point
- **Dispel Magic:** Nullify 6 (Broad, Simultaneous) – 1 point
- **Feeblemind:** Perception Ranged Weaken Intellect and Presence 5 (Resisted by Will; Broad, Simultaneous) – 5 points

Demonic Senses: Senses 7 (True Seeing [vision; counters all concealment, counters illusion]) – 7 points

Giant Size: Growth 6 (Innate, Permanent; -3 active defenses included) – 13 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Fearless, Improved Initiative, Languages 2 (Celestial, Draconic [Abyssal is native]), Power Attack, Takedown

SKILLS

Close Combat (Natural Weapons) 4 (+11), Deception 8 (+11), Expertise (Magic) 8 (+12), Expertise (Planes) 8 (+12), Insight 8 (+12), Intimidation 8 (+14), Perception 8 (+12), Persuasion 8 (+11), Ranged Combat (Call Lightning) 4 (+6), Stealth 8 (+4)

OFFENSE

Initiative +6

Abyssal Light Area (Close, Affliction 6)

Call Lightning +6 (Ranged, Damage 5)

Feeblemind Perception (Ranged, Weaken 5)

Natural Weapons +11 (Close, Damage 10/19-20)

Unarmed +7 (Close, Damage 8)

DEFENSE

Dodge 8, **Parry** 8, **Toughness** 14
Fortitude 10, **Will** 13

POWER POINTS

Abilities 48 + Advantages 6 + Defenses 26 + Powers 99 + Skills 36 = 215 Total

The nalfeshnee demons act as the servitors of the Abyss itself. They embody the pure chaotic evilness of the Abyss and all that dwell within. In their own twisted minds, nalfeshnees see themselves as the judges of their realm; enacting the "justice of the universe" by bringing about the destruction of everything.

A nalfeshnee appears to be a huge demon with feathered wings. Its body seems to mix the physical traits of a swine and an ape. A nalfeshnee stands more than 20 feet tall and weighs 8,000 pounds.

Demon, Quasit (PL 6)

Strength 0, **Stamina** 2, **Agility** 2, **Dexterity** 2
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Change Shape: Morph 3 (Animal Forms) – 15 points

Commune: Senses 1 (Communication Link [with demonic patron]; Dimensional) – 2 points

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 2; Protection 2 – 13 points

Demonic Powers: Array (6 points)

- **Cause Fear:** Perception Ranged Affliction 2 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 6 points
- **Invisibility:** Visual Concealment 4 (Passive) – 1 point

Demonic Senses: Senses 8 (Darkvision, Detect Good Presences [acute, ranged mental sense], Detect Magic [acute, ranged mental sense]) – 8 points

Poison Bite: Strength-Based Damage 1; Linked Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive – 13 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Tiny Size: Shrinking 6 (Innate, Permanent; +3 active defenses included) – 13 points

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Fearless, Improved Initiative, Language 1 (Common [Abyssal is native])

SKILLS

Close Combat (Bite) 2 (+5), Deception 4 (+6), Expertise (Planes) 4 (+6), Intimidation 8 (+4), Perception 4 (+6), Stealth 4 (+12)

OFFENSE

Initiative +6

Bite +5 (Close, Damage 1 plus Affliction 3)

Unarmed +3 (Close, Damage 0)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 4

Fortitude 3, **Will** 5

POWER POINTS

Abilities 32 + Advantages 3 + Defenses 6 + Powers 85 + Skills 13 = 139 Total

A quasit is a tiny demon that delights in tormenting mortals with vicious – and often lethal – pranks. They delight in causing mischief mayhem.

Sometimes, a quasit will bind themselves to a mortal spellcaster to act as a familiar. These demons do so as a means to corrupt the mortal wizard into using her magic as destructively as possible.

A quasit stands about 2 feet tall and weighs 8 pounds. They appear to be tiny gargoyle-like creatures with small leathery wings and a vicious fang-filled mouth that drips with poison.

Demon, Succubus (PL 9)

Strength 2, **Stamina** 3, **Agility** 3, **Dexterity** 7
Fighting 7, **Intellect** 3, **Awareness** 2, **Presence** 5

POWERS

Change Shape: Morph 3 (Humanoid Forms) – 15 points

Claws: Strength-Based Damage 1 – 1 point

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 4; Protection 4 – 17 points

Demonic Powers: Array (41 points)

- **Teleport:** Teleport 8 (Accurate, Change Direction, Easy, Extended) – 41 points
- **Etherealness:** Immunity 2 (Critical Hits); Insubstantial 4 – 1 point
- **Detect Thoughts:** Mind Reading 5 (Limited to Surface Thoughts, Subtle) – 1 point
- **Domination:** Perception Ranged Affliction 7 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point
- **Life-Draining Kiss:** Weaken Stamina 6 (Resisted by Will; Grab-Based, Insidious, Limited to 1 rank per kiss, Subtle 2); Linked Affliction 6 (Dazed, Compelled ["kiss me again"]); Resisted and Overcome by Will; Cumulative, Grab-Based, Limited to Two Degrees – 1 point
- **Vampiric Touch:** Damage 6 (Resisted by Fortitude); Linked Healing 6 (Limited to Self) – 1 point

Demonic Senses: Senses 5 (Darkvision, Detect Good Presences [acute, ranged mental sense]) – 5 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Wings: Flight 4 (30 mph; Wings) – 4 points

ADVANTAGES

Attractive 2, Daze (Deception), Fascinate (Deception, Persuasion), Fearless, Grabbing Finesse, Languages 2 (Celestial, Draconic [Abyssal is native]), Skill Mastery (Deception), Taunt

SKILLS

Close Combat (Claws) 2 (+9), Deception 14 (+19), Insight 6 (+8), Intimidation 6 (+11), Perception 10 (+12), Persuasion 6 (+11), Sleight of Hand 6 (+13), Stealth 6 (+9)

OFFENSE

Initiative +3

Claws +9 (Close, Damage 3)

Dominate Perception (Ranged, Affliction 7)

Kiss +7 (Close, Weaken 6 plus Affliction 6)

Unarmed +7 (Close, Damage 2)

Vampiric Touch +7 (Close, Damage 6)

DEFENSE

Dodge 9, **Parry** 9, **Toughness** 7

Fortitude 5, **Will** 8

Power Points

Abilities 64 + Advantages 11 + Defenses 16 + Powers 99 + Skills 28 = 218 Total

Of the many demons that exist in the universe, the succubus is the one most often encountered in the mortal world. This is due to her extraordinary beauty and carnal desires; traits that attract mortal spellcasters to summon the demoness forth to use for their own debased desire. Succubi delight in causing suffering by manipulating the desires of mortals and tempting them into depraved acts that they would normally avoid. This strife often causes the destruction of long-term relationships and sows distrust between life-long friends and lovers.

Succubi are not warriors. Their method of causing destruction is slow and manipulative when compared to other demons. These beautiful fiends will often go to great lengths to avoid battle, using their many demonic powers to assume mortal guises and manipulate others around them to fight in their stead.

A succubus is rarely seen in her true form. The demonic form of a succubus appears to be that of an incredibly beautiful woman with dark wings, horns, a lashing tail, and glowing eyes. Succubi can also assume male forms. When they do so, they are referred to as incubi. In truth, succubi do not care about the gender of their target, as the fiends can change their own to suit their current needs.

Demon, Vrock (PL 11)

Strength 5, **Stamina** 5, **Agility** 2, **Dexterity** 5
Fighting 5, **Intellect** 2, **Awareness** 3, **Presence** 3

Powers

Demonic Body: Immunity 9 (Aging, Electrical Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 6 – 20 points

Demonic Powers: Array (26 points)

- **Teleport:** Teleport 5 (Accurate, Change Direction, Easy, Extended) – 26 points
- **Dance of Ruin:** Burst Area Damage 4 – 1 point
- **Dance of Ruin:** Enhanced Burst Area Damage 4 (Affects Others Only, Limited to enhancing another vrock's Dance of Ruin) – 1 point
- **Mirror Image:** Visual Concealment 4 (Partial) – 1 point
- **Screech:** Burst Area Affliction 5 (Dazed, Stunned); Resisted and Overcome by Fortitude; Cumulative, Hearing Sense-Dependent, Limited to Two Degrees – 1 point
- **Telekinesis:** Move Object 5 – 1 point

Demonic Senses: Senses 5 (Darkvision, Detect Good Presences [acute, ranged mental sense]) – 5 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Natural Weapons (Bite, Claws, Talons): Strength-Based Damage 2 (Improved Critical) – 3 points

Spores: Reaction Burst Area Damage 3 (Secondary Effect) – 18 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Wings: Flight 4 (30 mph; Wings) – 4 points

ADVANTAGES

Fearless, Improved Initiative, Languages 2 (Celestial, Draconic [Abyssal is native]), Power Attack, Startle, Takedown

SKILLS

Close Combat (Natural Weapons) 4 (+9), Expertise (Planes) 8 (+10), Expertise (Survival) 8 (+10), Insight 6 (+9), Intimidation 8 (+12), Perception 8 (+11), Stealth 8 (+8)

OFFENSE

Initiative +6

Dance of Ruin Area (Close, Damage 4)

Natural Weapons +9 (Close, Damage 7/19-20)

Screech Area (Close, Affliction 5)

Spores Area (Close, Damage 3)

Unarmed +5 (Close, Damage 5)

DEFENSE

Dodge 7, **Parry** 10, **Toughness** 11

Fortitude 11, **Will** 6

POWER POINTS

Abilities 52 + Advantages 7 + Defenses 21 + Powers 97 + Skills 25 = 202 Total

Few demons are as despised as the vrocks. These fiends embody the worst traits of the demonic race: betrayal, rage, and hatred. Vrocks are used by other demons as shock troops, but are always watched carefully, as they tend to turn sides at the last minute. Such is their chaotic nature. Vrocks delight in slowly slaying mortal creatures and feasting on their warm entrails while the still-living victim watches in horror. Much like the vultures they appear to resemble, vrocks will scavenge meat from any kill they can find.

A vrock appears to be a vulture-like demon with knobby skin covered in wart-like growths. These growths often explode at a moment's notice, releasing a cloud of spores that burrows into the flesh of anything around the fiend. A vrock stands 8 feet tall and weighs 500 pounds.

DEVIL

Devils are the legions of fallen angels that come from the infernal realm known as Hell. These diabolic fiends seek to manipulate and dominate mortal creatures in their long-term goal to rule the cosmos. Devils corrupt mortal souls and drag them down to Hell where they are transformed into more devils to serve in their constant battle against the forces of Heaven.

Devils have a highly structured and organized society. Every devil knows its place in the hierarchy of Hell. The higher-ranking devils not only have greater infernal abilities and are more physically powerful, but are also more cunning in what evil they perform. Devils believe in following the rules. They will often bend the rules in a manner suitable to their needs, but they will never outright break any rules. Nor will they break their word, once given. A devil will speak in half-truths and cunningly-worded phrases, but when they say they will so something, they will do exactly that.

Devils react coolly, rationally, and in a calculated manner. They do not tend to act emotionally, but the stories of infernal rages are well known to cause great destruction. They delight in inflicting misery on others as a means of crushing the will of a mortal and eventually gaining access to the mortal soul.

FIENDS OF A FEATHER…ER, TALON

Many that are unfamiliar with the differences with devils and demons tend to use the terms interchangeably. This can be a dreadful mistake, especially when dealing with one type of fiend or another. Both demons and devils are classified as an evil type of outsider called "fiends." Both are inherently and totally evil. However, this is where the similarities tend to stop.

Demons are the spawn of chaotic alien beings from beyond this reality. Devils are the fallen angels of Heaven; once members of the celestial host.

Demons seek to slay and devour mortals. Devils seek to manipulate and corrupt mortals.

Demons react emotionally with no regard to the consequences of its actions. Devils react rationally and with forethought.

Demons want to destroy the world. Devils want to rule the world.

The devils detailed here make up the rank-and-file of the infernal legions. This does not include the multitudes of individual devils, such as the arch-devil rulers of Hell or the rabble of devil-kind.

COMPLICATIONS

All Devils share the following Complications:

Arrogant: Devils are confident in their powers and their position of authority over those lesser than themselves.

Motivation: Devils seeks to corrupt and dominate mortal creatures; turning them from goodness to evil.

Power Loss: Impervious Toughness; not vs. holy attacks or silver weapons.

Weakness: A devil is Defense Hindered against anyone who speaks the fiend's True Name.

Weakness: A devil is Impaired while on holy ground or when presented with a holy symbol held by a person of faith.

ADDITIONAL DEVIL POWERS

A GM should feel free to make changes to the devil builds to suit their campaign. Consider the following alterations to the devils:

ANGEL-SLAYER

Being members of the Fallen, devils were once angels themselves. As such, they know how angels and other celestials think and how they fight. This can give them the Advantage: Favored Foe (Angel).

YOU'VE DONE BAD THINGS…

Devils are creatures of sin. They delight in corrupting the innocent and using the evil deed done by a mortal against them. They can sense what evil deeds a mortal has done in their past and any evil that is currently occurring around them.

Sin-Sense: Senses 5 (Detect Sin [acute, radius, ranged mental sense], Sin Awareness) – 5 points

Devil, Barbed Devil (PL 10)

Strength 4, **Stamina** 4, **Agility** 4, **Dexterity** 6
Fighting 6, **Intellect** 2, **Awareness** 2, **Presence** 3

POWERS

Barbs: Damage 3 (Reaction [when barbed devil is grabbed or struck with a natural weapon]) – 12 points

Claws: Strength-Based Damage 3 (Improved Critical); Linked Affliction 5 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees) – 9 points

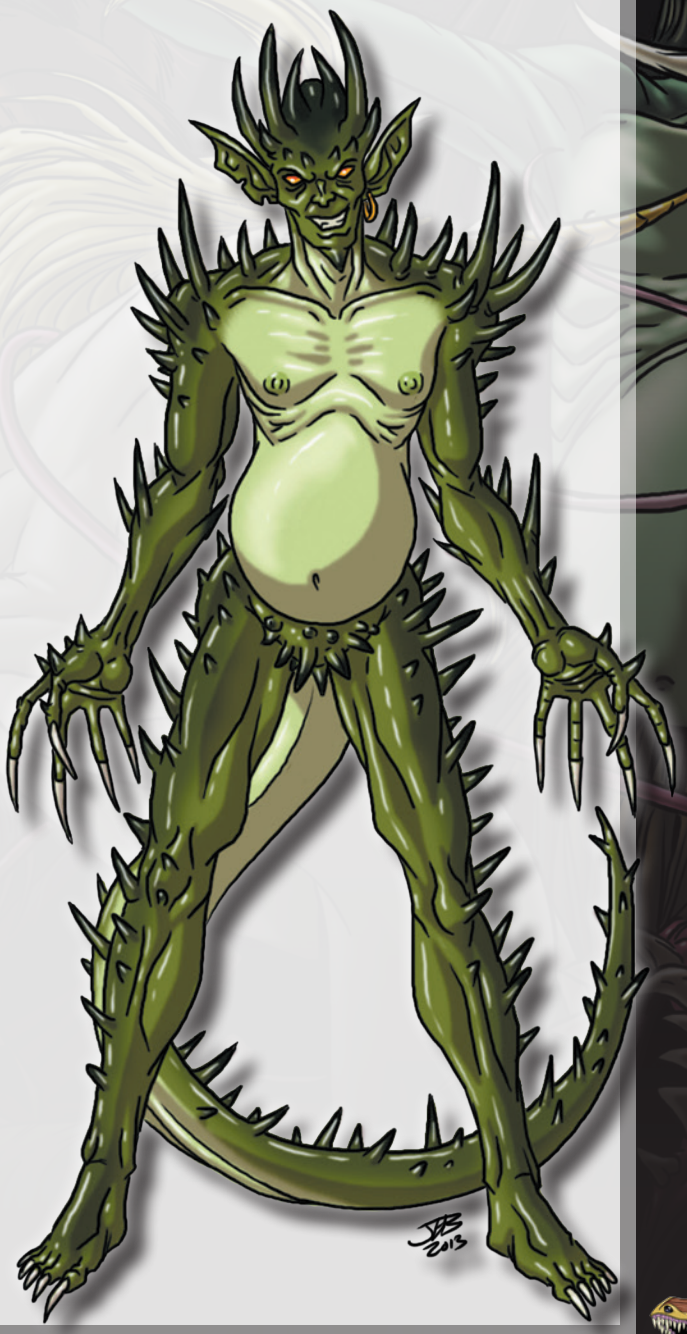
Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 5 – 19 points

Infernal Powers: Array (31 points)

- **Teleport:** Teleport 6 (Accurate, Change Direction, Easy, Extended) – 31 points
- **Hold Person:** Perception Ranged Affliction 4 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Will; Cumulative, Limited to Humanoids – 1 point
- **Images:** Illusion 4 (Visual, Hearing; Resisted by Will) – 1 point
- **Pyrotechnics:** Ranged Shapeable Area Damage 4 – 1 point
- **Scorching Ray:** Ranged Multiattack Damage 4 – 1 point
- **Unholy Blight:** Ranged Burst Area Damage 5 (Limited to Good Targets); Linked Ranged Burst Area Affliction 5 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Limited to Good Targets – 1 point

Infernal Senses: Senses 5 (Vision [counters all concealment]) – 5 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points



ADVANTAGES

Fast Grab, Fearless, Languages 2 (Celestial, Draconic [Infernal is native]), Power Attack, Startle, Takedown

SKILLS

Acrobatics 8 (+12), Close Combat (Claws) 4 (+10), Expertise (Planes) 8 (+10), Expertise (Survival) 8 (+10), Insight 8 (+10), Intimidation 8 (+11), Perception 8 (+10), Persuasion 8 (+11), Stealth 8 (+12)

OFFENSE

Initiative +4

Barbs +6 (Close, Damage 3)

Claws +10 (Close, Damage 7/19-20 plus Affliction 5)

Hold Person Perception (Ranged, Affliction 4)

Pyrotechnics Area (Ranged, Damage 4)

Scorching Ray +6 (Ranged, Multiattack Damage 4)

Unarmed +6 (Close, Damage 4)

Unholy Blight Area (Ranged, Damage 5 plus Affliction 5)

DEFENSE

Dodge 8, **Parry** 10, **Toughness** 9

Fortitude 12, **Will** 6

POWER POINTS

Abilities 62 + Advantages 7 + Defenses 20 + Powers 92 + Skills 34 = 215 Total

Barbed devils are the guardians of Hell, entrusted with important duties such as defenders of infernal fortresses and prisons, and the protection of important archdevils.

Barbed devils stand 7 feet tall and weigh 300 pounds. As their name implies, a barbed devil is covered in a mass of sharp barbs. Their hands end in long, razor-sharp claws.

Devil, Bearded Devil (PL 8)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 2
Fighting 4, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Fast: Speed 1 (4 mph) – 1 point

Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 3; Protection 4 – 16 points

Infernal Powers: Array (21 points)

- **Diseased Beard:** Strength-Based Damage 2 (Grab-Based); Linked Affliction 4 (Fatigued, Exhausted, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Grab-Based, Progressive; Linked Weaken Strength 4 (Resisted by Fortitude; Grab-Based, Progressive) – 21 points
- **Teleport:** Teleport 4 (Accurate, Change Direction, Easy, Extended) – 1 point

Infernal Senses: Senses 5 (Vision [counters all concealment]) – 5 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Unholy Glaive: Strength-Based Damage 3 (Improved Critical, Secondary Effect); Easily Removable (-4 points) – 6 points

ADVANTAGES

Fast Grab, Fearless, Improved Initiative, Languages 2 (Celestial, Draconic [Infernal is native]), Power Attack, Startle

SKILLS

Athletics 6 (+9), Close Combat (Glaive) 2 (+6), Insight 6 (+8), Intimidation 6 (+7), Perception 6 (+8), Stealth 6 (+8)

OFFENSE

Initiative +6

Beard +4 (Close, Damage 5 plus Affliction and Weaken 4)

Glaive +6 (Close, Damage 6/19-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 7, **Parry** 9, **Toughness** 7

Fortitude 8, **Will** 4

POWER POINTS

Abilities 36 + Advantages 7 + Defenses 17 + Powers 61 + Skills 16 = 135 Total

Bearded devils are the elite soldiers of Hell's legions. They are savage fighters who will enter a frenzied rage before engaging in battle. These fiends will use the extended reach of their polearms to their advantage. Enemies who get too close will be grappled and subjected to the foul disease lingering in the devils' beards.

Bearded devils stand 6 feet tall and weigh about 200 pounds. They have thick beards made of coarse, wiry hair that oozes with foulness. They often wear infernal armor into battle, although their own heavily-scaled hide will shrug almost any attack.

Devil, Bone Devil (PL 11)

Strength 6, **Stamina** 5, **Agility** 6, **Dexterity** 5
Fighting 5, **Intellect** 3, **Awareness** 2, **Presence** 3

POWERS

Aura of Fear: Reaction Burst Area Affliction 5 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 25 points

Fast: Speed 1 (4 mph) – 1 point

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 6 – 20 points

Infernal Powers: Array (31 points)

- **Teleport:** Teleport 6 (Accurate, Change Direction, Easy, Extended) – 31 points
- **Dimensional Anchor:** Nullify Teleport and Dimensional Movement 5 (Broad, Concentration, Simultaneous) – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Major Image:** Illusion 4 (Visual, Hearing) – 1 point
- **Wall of Ice:** Create 5 (Continuous) – 1 point

Infernal Senses: Senses 5 (Vision [counters all concealment]) – 5 points

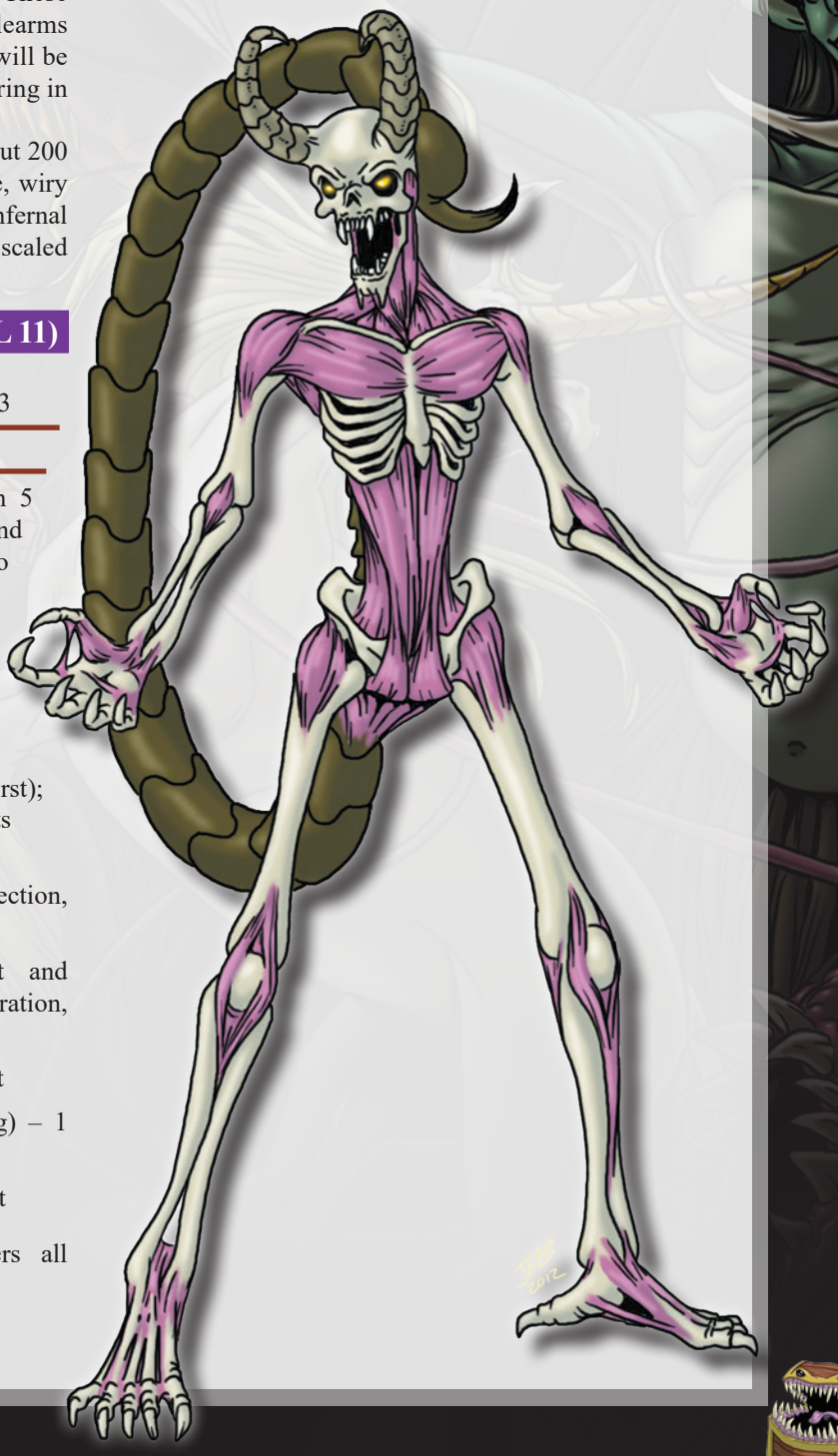
Levitation: Flight 4 (30 mph; Subtle) – 9 points

Natural Weapons: Array (38 points)

- **Stinger:** Strength-Based Damage 2 (Reach); Linked Affliction 5 (Fatigued, Exhausted, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Strength 5 (Resisted by Fortitude; Progressive) – 38 points

Bite and Claws: Strength-Based Damage 2 – 1 point

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points



ADVANTAGES

Fearless, Improved Initiative, Languages 2 (Celestial, Draconic [Infernal is native]), Second Chance (Intimidation checks with Coercing)

SKILLS

Close Combat (Natural Weapons) 4 (+9), Deception 8 (+11), Expertise (Planes) 8 (+11), Insight 8 (+10), Intimidation 8 (+12), Investigation 8 (+11), Perception 8 (+10), Persuasion 8 (+11), Stealth 8 (+12)

OFFENSE

Initiative +10
Aura of Fear Area (Close, Affliction 5)

Natural Weapons +9 (Close, Damage 8)

Stinger +9 (Close, Damage 8 plus Affliction and Weaken 5)

Unarmed +5 (Close, Damage 6)

DEFENSE

Dodge 8, **Parry** 11, **Toughness** 11

Fortitude 12, **Will** 5

POWER POINTS

Abilities 62 + Advantages 5 + Defenses 20 + Powers 150 + Skills 34 = 271 Total

Bone devils serve as taskmasters and interrogators of the devils. They act as law-enforcement throughout Hell, leading many devils to fear their presence. Bone devils delight in torturing mortals and devils alike, causing physical and mental suffering wherever they go.

Bone devils appear to be skeletal humanoid monsters with a long, lashing tail ending in a deadly venomous stinger. They stand over 9 feet tall and weigh over 400 pounds. Some bone devils have wings, although they do not need them for flight.

Devil, Erinyes (PL 9)

Strength 3, **Stamina** 4, **Agility** 4, **Dexterity** 5

Fighting 5, **Intellect** 2, **Awareness** 3, **Presence** 4

POWERS

Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 4 – 18 points

Infernal Powers: Array (31 points)

- **Teleport:** Teleport 6 (Accurate, Change Direction, Easy, Extended) – 31 points
- **Fear:** Perception Ranged Affliction 5 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 1 point
- **Minor Image:** Visual Illusion 4 – 1 point

- **Unholy Blight:** Ranged Burst Area Damage 5 (Limited to Good Targets); Linked Ranged Burst Area Affliction 5 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Limited to Good Targets – 1 point

Infernal Senses: Senses 7 (True Seeing [vision counters all concealment, counters illusion]) – 7 points

Infernal Weapons: Array (16 points); Easily Removable (-8 points)

- **Entangling Rope:** Ranged Affliction 5 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted and Overcome by Dodge; Cumulative, Extra Condition, Limited to Two Degrees, Tether – 16 points
- **Flaming Bow and Arrows:** Strength-Based Ranged Damage 3 – 1 point
- **Unholy Sword:** Strength-Based Damage 3 (Improved Critical) – 1 point

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Wings: Flight 4 (30 mph; Wings) – 4 points

ADVANTAGES

Attractive, Fearless, Languages 2 (Celestial, Draconic [Infernal is native]), Move-By Action, Precise Attack 2 (Ranged; Concealment, Cover), Taunt

SKILLS

Acrobatics 6 (+10), Close Combat (Sword) 2 (+7), Deception 8 (+12), Expertise (Planes) 6 (+8), Expertise (Religion) 6 (+8), Insight 6 (+9), Intimidation 6 (+10), Perception 6 (+9), Persuasion 6 (+10), Ranged Combat (Infernal Weapons) 2 (+7), Stealth 6 (+10)

OFFENSE

Initiative +4

Fear Perception (Ranged, Affliction 5)

Flaming Bow +7 (Ranged, Damage 6)

Rope +7 (Ranged, Affliction 5)

Sword +7 (Close, Damage 6/19-20)

Unarmed +5 (Close, Damage 3)

Unholy Blight Area (Ranged, Damage 5 plus Affliction 5)

DEFENSE

Dodge 10, **Parry** 7, **Toughness** 8

Fortitude 10, **Will** 5

POWER POINTS

Abilities 60 + Advantages 8 + Defenses 16 + Powers 84 + Skills 30 = 198 Total

Erinyes devils serve as the scouts and spies of the infernal legions. They all appear to be attractive humanoids with large, feathered wings. As they are the most comely of the infernal ranks, Erinyes often serve as concubines of high ranking devils and archdevils.

Devil, Horned Devil (PL 13)

Strength 7, **Stamina** 5, **Agility** 5, **Dexterity** 7

Fighting 7, **Intellect** 2, **Awareness** 4, **Presence** 4

POWERS

Aura of Fear: Reaction Burst Area Affliction 7 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 35 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 9; Regeneration 3 – 26 points

Infernal Powers: Array (36 points)

- **Teleport:** Teleport 7 (Accurate, Change Direction, Easy, Extended) – 36 points
- **Fireball:** Ranged Burst Area Damage 5 – 1 point
- **Lightning Bolt:** Line Area Damage 5 – 1 point
- **Major Image:** Illusion 6 (Visual, Hearing) – 1 point

Infernal Senses: Senses 5 (Vision [counters all concealment]) – 5 points

Tail: Extra Limb 1; Strength-Based Damage 2 (Reach, Secondary Effect) – 13 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Unholy Spiked Chain: Strength-Based Damage 2 (Improved Critical, Improved Disarm, Improved Trip, Reach 3); Linked Affliction 9 (Dazed, Stunned); Resisted and Overcome by Fortitude; Cumulative, Limited to Two Degrees, Reach 3; Easily Removable (-8 points) – 12 points

Wings: Flight 4 (30 mph; Wings) – 4 points

ADVANTAGES

Fearless, Improved Smash, Languages 2 (Celestial, Draconic [Infernal is native]), Power Attack

SKILLS

Close Combat (Spiked Chain) 4 (+11), Deception 10 (+14), Expertise (Magic) 8 (+10), Expertise (Planes) 8 (+10), Insight 8 (+12), Intimidation 8 (+13), Perception 10 (+14), Persuasion 8 (+12), Stealth 8 (+10)

OFFENSE

Initiative +5

Aura of Fear Area (Close, Affliction 7)

Fireball Area (Ranged, Damage 5)

Lightning Bolt Area (Close, Damage 5)

Tail +7 (Close, Damage 9)

Spiked Chain +11 (Close, Damage 9/19-20 plus Affliction 9)

Unarmed +7 (Close, Damage 7)

DEFENSE

Dodge 9, **Parry** 11, **Toughness** 14

Fortitude 14, **Will** 9

POWER POINTS

Abilities 74 + Advantages 5 + Defenses 24 + Powers 150 + Skills 36 = 289 Total

COMPLICATIONS

Power Loss: Regeneration; not vs. holy attacks.

Horned devils serve as the field commanders of the infernal legions. They are powerful warriors, capable of causing great devastation with their physical attacks and infernal powers.

A horned devil appears to be a large gargoyle-like fiend, with a thickly-scaled hide, massive wings, and a crest of horns along its head. A horned devil stands 9 feet tall and weighs 600 pounds.

Devil, Ice Devil (PL 12)

Strength 5, **Stamina** 4, **Agility** 4, **Dexterity** 4
Fighting 7, **Intellect** 4, **Awareness** 4, **Presence** 3

POWERS

Aura of Fear: Reaction Burst Area Affliction 6 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 30 points

Fast: Speed 1 (4 mph) – 1 point

Freezing Spear/Tail: Strength-Based Damage 3 (Reach); Linked Affliction 7 (Hindered and Vulnerable); Resisted and Overcome by Fortitude; Extra Condition, Limited to One Degree, Reach – 12 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points

Ice-Walking: Movement 1 (Environmental Adaptation [Arctic]) – 2 points

Infernal Body: Immunity 15 (Aging, Cold, Cold Damage, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 5; Protection 9; Regeneration 3 – 32 points

Infernal Powers: Array (31 points)

- **Teleport:** Teleport 6 (Accurate, Change Direction, Easy, Extended) – 31 points

- **Cone of Cold:** Cone Area Damage 5 – 1 point
- **Ice Storm:** Ranged Cylinder Area Damage 5; Linked Environment 2 (Hampered Movement [-1 rank], Impaired Vision [-2 Perception]) – 1 point
- **Images:** Illusion 5 (Visual, Hearing) – 1 point
- **Wall of Ice:** Create 5 (Continuous) – 1 point

Infernal Senses: Senses 5 (Vision [counters all concealment]) – 5 points

Levitation: Flight 5 (60 mph; Subtle) – 11 points

Tail: Extra Limb 1 – 1 point

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

ADVANTAGES

Fearless, Improved Initiative, Languages 2 (Celestial, Draconic [Infernal is native]), Power Attack, Startle, Takedown

SKILLS

Acrobatics 8 (+12), Close Combat (Spear) 4 (+11), Deception 8 (+11), Expertise (Magic) 8 (+12), Expertise (Planes) 8 (+12), Insight 8 (+12), Intimidation 8 (+13), Perception 8 (+12), Persuasion 8 (+11), Stealth 8 (+8)

OFFENSE

Initiative +8

Aura of Fear Area (Close, Affliction 6)

Cone of Cold Area (Close, Damage 5)

Freezing Spear/Tail +11 (Close, Damage 8 plus Affliction 7)

Ice Storm Area (Ranged, Damage 5)

Unarmed +7 (Close, Damage 5)

DEFENSE

Dodge 11, **Parry** 9, **Toughness** 13
Fortitude 13, **Will** 8

POWER POINTS

Abilities 54 + Advantages 7 + Defenses 26 + Powers 149 + Skills 38 = 274 Total

COMPLICATIONS

Power Loss: Regeneration; not vs. holy attacks.

Ice devils are the strategists and masterminds of Hell's armies. They make their decisions based on cold, calculated logic, with no thought of the losses of troops. As long as success to possible with their plans, they are willing to sacrifice any number of infernal soldiers.

Ice devils appear to be large, insect-like devils that stand on bird-like legs. They carry frozen spears that numb and slow the bodies of anyone struck by their pointed ends. An ice devil stands 12 feet tall and weighs 700 pounds.

Devil, Imp (PL 5)

Strength 1, **Stamina** 1, **Agility** 3, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Change Shape: Morph 2 (Small Animals) – 10 points

Commune: Senses 1 (Communication Link [to infernal patron; Dimensional) – 2 points

Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 2; Protection 1; Regeneration 2 – 14 points

Infernal Powers: Array (11 points)

- **Suggestion:** Perception Ranged Affliction 3 (Dazed, Compelled ["Perhaps you should…"]); Resisted and Overcome by Will; Cumulative; Insidious, Limited to Two Degrees, Subtle – 11 points
- **Augury:** Senses 4 (Precognition) – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point

Infernal Senses: Senses 11 (Detect Good Presences [acute, ranged mental sense], Detect Magic [acute, ranged mental sense], Vision [counters all concealment]) – 11 points

Poison Stinger: Strength-Based Damage 1; Linked Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Agility 3 (Resisted by Fortitude; Progressive) – 22 points

Small Size: Shrinking 6 (Innate, Permanent; +3 active defenses included) – 13 points

Tail: Extra Limb 1 – 1 point

Wings: Flight 3 (16 mph; Wings) – 3 points

ADVANTAGES

Fascinate (Deception), Grabbing Finesse, Languages 1 (Common [Infernal is native]), Ritualist, Skill Mastery (Deception), Taunt

SKILLS

Acrobatics 4 (+7), Close Combat (Stinger) 2 (+5), Deception 4 (+6), Expertise (Magic) 4 (+6), Perception 4 (+6), Stealth 4 (+13)

OFFENSE

Initiative +3

Stinger +5 (Close, Damage 2 plus Affliction 3 and Weaken 3)

Suggestion Perception (Ranged, Affliction 3)

Unarmed +3 (Close, Damage 1)

DEFENSE

Dodge 7, **Parry** 7, **Toughness** 2

Fortitude 2, **Will** 5

POWER POINTS

Abilities 36 + Advantages 6 + Defenses 6 + Powers 89 + Skills 11 = 148 Total

Imps are vicious, manipulative fiends that make up the least powerful ranks of the infernal legions. They serve as tempters and lackeys to mortals whom devils want groomed to the side of evil. Imps delight in the opportunity to leave Hell and tempt a mortal to evil. Many evil spellcasters can be found with an imp in their company, serving as a "familiar."

Although they can alter their form into that of any tiny animal, an imp normally appears as a tiny, red-skinned humanoid with a pair of black wings and a long tail ending in a poisonous stinger. An imp stands about 2 feet tall and weighs only 8 pounds.

Devil, Lemure (PL 4)

Strength 2, **Stamina** 2, **Agility** 1, **Dexterity** 1

Fighting 2, **Intellect** --, **Awareness** 1, **Presence** 0

POWERS

Claws: Strength-Based Damage 1 – 1 point

Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 3; Protection 1 – 13 points

Infernal Senses: Senses 5 (Vision [counters all concealment]) – 5 points

ADVANTAGES

Startle

SKILLS

Close Combat (Claws) 2 (+4), Intimidation 2 (+2), Perception 2 (+3)

OFFENSE

Initiative +1

Claws +4 (Close, Damage 3)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 1, **Parry** 5, **Toughness** 3

Fortitude 5, **Will** Immune

POWER POINTS

Abilities 8 + Advantages 1 + Defenses 6 + Powers 19 + Skills 3 = 37 Total

After a mortal soul has been thoroughly tortured for an untold time, its soul it wracked with pain and infused with hatred. It is at this time that the devils then transform the soul into one of their own. The mortal soul is corrupted with infernal power and turned into the least powerful of the devils: a lemure.

These mindless fiends make up the rank-and-file of the infernal legions. They shamble forward at the command of their masters' whips, thoughtlessly slaughtering everything in their path. When not engaged in battle, lemures are left in the fiery spawning pits of Hell to torture any mortal souls that they find swimming amid the hellfire.

A lemure is a hideous creature, appearing as nothing more than a lump of melted flesh that oozes across the ground as it moves. They stand about 5 feet tall and weigh about 100 pounds.

Devil, Pit Fiend (PL 14)

Strength 8, **Stamina** 6, **Agility** 5, **Dexterity** 5

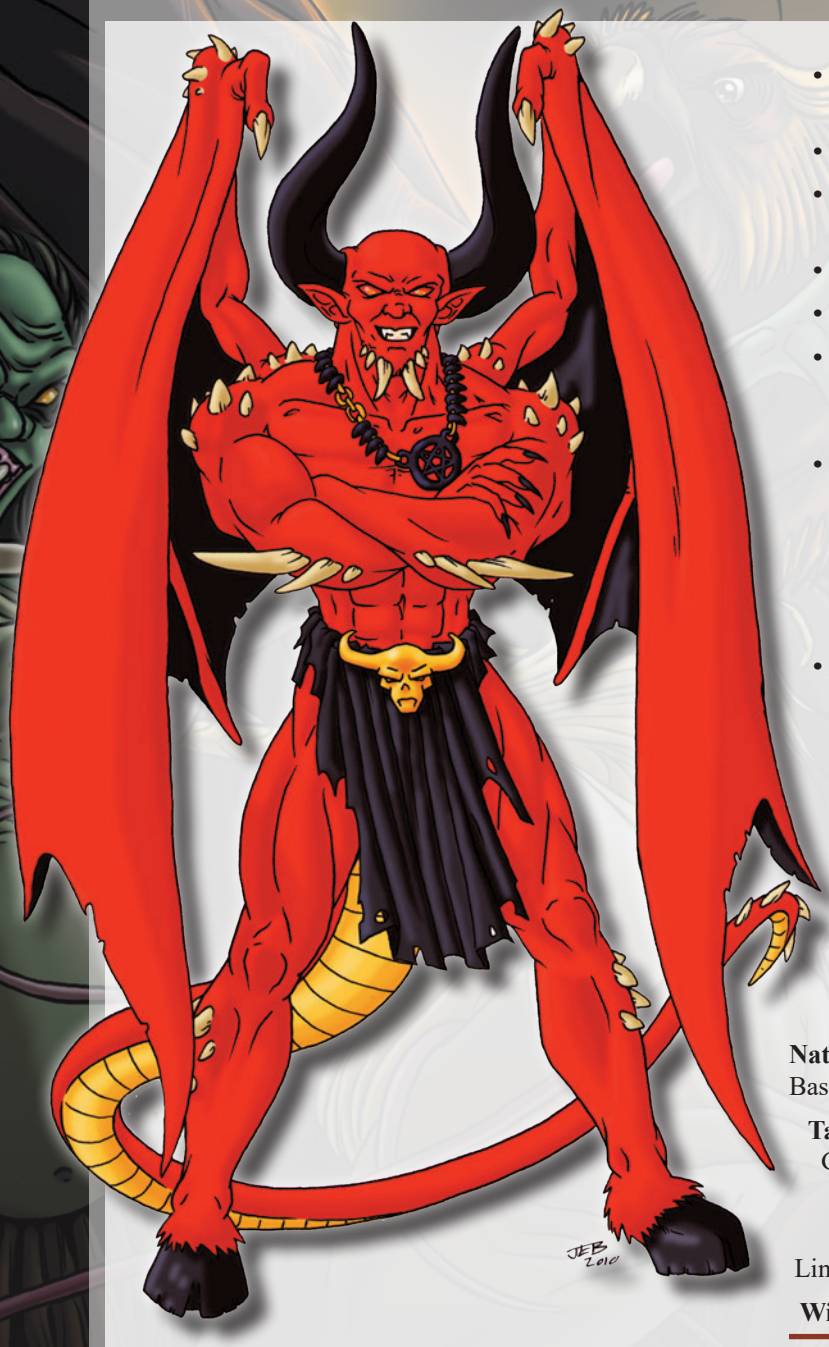
Fighting 9, **Intellect** 5, **Awareness** 5, **Presence** 5

POWERS

Aura of Fear: Reaction Burst Area Affliction 6 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees – 30 points

Fast: Speed 1 (4 mph) – 1 point

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points



Infernal Body: Immunity 9 (Aging, Fire Damage, Poison, Sleep, Starvation and Thirst); Impervious Toughness 10; Protection 9; Regeneration 3 – 31 points

Infernal Powers: Array (50 points)

- **Create Undead:** Summon 10 (Active, Heroic, Indifferent Attitude, Limited [requires corpse], Permanent, Broad Variable Type [any undead]) – 50 points
- **Blasphemy:** Burst Area Affliction 7 (Dazed and Hindered, Immobilized and Stunned, Incapacitated); Resisted and Overcome by Will; Extra Condition, Hearing Sense-Dependent – 1 point
- **Dispel Magic:** Nullify 7 (Broad, Simultaneous) – 1 point
- **Fireball:** Ranged Burst Area Damage 6 – 1 point
- **Grant Wish:** Variable 8 (Limited [only to grant the request of a mortal humanoid]) – 1 point
- **Images:** Illusion 7 (Visual, Hearing) – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Mass Hold:** Ranged Burst Area Affliction 8 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Will; Cumulative – 1 point
- **Poison Bite:** (Linked to Bite) Affliction 10 (Impaired, Disabled); Resisted and Overcome by Fortitude; Cumulative, Limited to Fortitude Defense, Limited to Two Degrees, Progressive; Linked Weaken Stamina 10 (Resisted by Fortitude; Progressive) – 1 point
- **Scorching Ray:** Ranged Multiattack Damage 5 – 1 point
- **Scrying:** Remote Sensing 7 (Visual, Hearing; Dimensional 3) – 1 point
- **Teleport:** Teleport 7 (Accurate, Change Direction, Easy, Extended) – 1 point
- **Wall of Fire:** Ranged Shapeable Area Damage 6 (Concentration) – 1 point

Infernal Senses: Senses 5 (Vision [counters all concealment]) – 5 points

Natural Weapons (Bite, Claws, Tail Slap): Strength-Based Damage 3 (Improved Critical, Reach) – 5 points

Tail: Enhanced Advantage 4 (Chokehold, Fast Grab, Improved Grab, Improved Hold); Extra Limb 1 – 5 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Wings: Flight 4 (16 mph; Wings) – 4 points

ADVANTAGES

Fascinate 2 (Deception, Persuasion), Fearless, Improved Initiative, Languages 2 (Celestial, Draconic [Infernal is native]), Power Attack, Ritualist, Startle, Takedown 2

SKILLS

Athletics 6 (+14), Close Combat (Natural Weapons) 2 (+11), Deception 12 (+17), Expertise (Magic) 12 (+17), Expertise (Planes) 12 (+17), Expertise (Religion) 12 (+17), Insight 12 (+17), Intimidation 12 (+19), Perception 12 (+17), Persuasion 12 (+17), Ranged Combat (Scorching Ray) 6 (+11), Stealth 6 (+7)

OFFENSE

Initiative +9

Aura of Fear Area (Close, Affliction 6)

Bite +9 (Close, Damage 11/19-20 plus Affliction and Weaken 10)

Blasphemy Area (Close, Affliction 7)

Fireball/Wall of Fire Area (Ranged, Damage 6)

Mass Hold Area (Ranged, Affliction 8)

Natural Weapons +9 (Close, Damage 11/19-20)

Scorching Ray +11 (Ranged, Multiattack Damage 5)

Unarmed +9 (Close, Damage 8)

DEFENSE

Dodge 9, **Parry** 13, **Toughness** 15

Fortitude 12, **Will** 11

POWER POINTS

Abilities 80 + Advantages 11 + Defenses 24 + Powers 163 + Skills 58 = 336 Total

Pit fiends are the most powerful of the infernal legions. They serve not only as the generals of Hell's armies, but also as the lower nobility of the infernal courts. These monstrous fiends are only rivaled in power by the archdevils.

When mortals think of devils, the pit fiends are the creatures that are brought to mind. These creatures appear to be large humanoids with brilliant red skin. Their heads are adorned with massive horns while their bodies are cloaked in a pair of bat-like wings. A long, prehensile tail snakes from their backside. The mouth of a pit fiend is filled with sharpened fangs whose bite carries both a terrible poison and a virulent disease. A pit fiend stands over 12 feet tall and weighs 800 pounds.

Devourer (PL 12)

Strength 6, **Stamina** --, **Agility** 3, **Dexterity** 3

Fighting 5, **Intellect** 3, **Awareness** 3, **Presence** 4

POWERS

Devour Soul: Affliction 6 (Hindered, Impaired, and Vulnerable; Defenseless, Disabled, and Immobile; Dying, Paralyzed, and Unaware); Resisted and Overcome by Fortitude; Extra Condition 2, Progressive; Linked Movement Attack (Dimensional Travel [into the devourer's chest]; Resisted by Will DC 16; Limited to targets Afflicted with the second or third degrees of effect) – 46 points

Giant: Growth 3 (Innate, Permanent; -1 active defenses included); Protection 7 – 14 points

Levitation: Flight 1 (4 mph; Subtle) – 3 points

Magical Powers: Array (28 points)

- **Animate Dead:** Summon Undead 2 (General Variable Type [skeletons and zombies], Horde, Multiple Minions 5 [32 undead]) – 28 points
- **Bestow Curse:** Perception Ranged Affliction 5 (Impaired, Disabled); Resisted and Overcome by Will; Cumulative, Limited to Two Degrees, Progressive – 1 point
- **Death Knell:** Burst Area Damage 4 (Hearing Sense Dependent, Incurable, Resisted by Will) – 1 point
- **Ethereal Claws:** Strength-Based Damage 3 (Affects Incorporeal 2) – 1 points
- **Necromantic Touch:** Damage 6 (Incurable, Resisted by Fortitude); Linked Healing 6 (Limited to self) – 1 point
- **Spectral Hand:** Move Object 7 (Affects Incorporeal 2) – 1 point
- **Withering Ray:** Ranged Weaken Strength 4 (Resisted by Will) – 1 point

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

Undead Body: Immunity 30 (Fortitude Effects); Regeneration 3 – 33 points

Undead Senses: Senses 7 (Vision Counters All Concealment, Counters Illusions) – 7 points

ADVANTAGES

Close Attack 4, Defensive Attack, Improved Initiative, Improved Smash, Language 3 (Abyssal, Celestial, Infernal [Common is native]), Power Attack, Precise Attack (Close, Concealment), Ritualist, Takedown

SKILLS

Deception 10 (+14), Expertise (Magic) 10 (+13), Expertise (Planar Lore) 10 (+13), Insight 10 (+13), Intimidation 10 (+15), Perception 4 (+7), Persuasion 4 (+8), Ranged Combat (Magical Powers) 4 (+7), Stealth 10 (+10)

OFFENSE

Initiative +7

Bestow Curse Perception (Ranged, Affliction 5)

Death Knell Area (Close, Damage 4)

Devour Soul +9 (Close, Affliction 6)

Ethereal Claws +9 (Close, Damage 9)

Necromantic Touch/Unarmed +9 (Close, Damage 6)

Withering Ray +7 (Ranged, Weaken 4)

DEFENSE

Dodge 6, **Parry** 8, **Toughness** 10

Fortitude Immune, **Will** 12

POWER POINTS

Abilities 38 + Advantages 14 + Defenses 17 + Powers 148 + Skills 36 = 253 Total

COMPLICATIONS

Infamy: Devourers are horrific, soul-eating undead.

Power Loss: A devourer cannot use its Magical Powers Array and Regeneration unless it is currently in possession of a soul in its chest.

Devourers appear to be giant humanoid corpses with emaciated frames. The ribcage of the undead is open, revealing the spiritual essence of an unfortunate soul within. The soul appears to be tormented and constantly suffering. This is indeed the case, as the soul trapped within a devourer is being slowly consumed by the monstrous undead to sustain its unnatural existence and supernatural powers.

The origins of the devourers are shrouded in mystery. Some claim that devourers are the undead forms of fiendish creatures, such as demons and devils. Others say they are the result of ancient, giant necromancers from a bygone era; or perhaps even another dimension.

No matter where they came from, devourers are feared as some of the worst undead in existence. While most undead claim to have the ability to consume souls, devourers can actually do it! With their ethereal claws, they can rip the soul from a living creature and entrap it inside their giant body to use as sustenance. Devourers prefer to feed upon the souls of powerful heroes and villains. The soul of an average man will only sustain a devourer for a short time. Meanwhile, the soul of a true champion will last a devourer for months or even years at a time.

ELEMENTAL

Elementals are mystical creatures that are native to the four Elemental Planes of Air, Earth, Fire, and Water. These creatures embody the primal and primitive forces of their individual element and possess great destructive power.

Elementals enjoy existing within their plane of existence or an environment similar to it. For example, a water elemental will rarely leave a body of water willingly. Just the same, a fire elemental will always choose to dwell in a place of burning fury – such as a volcano or flame pit – over any place that is not aflame.

Elementals are outsiders in every regard. Not only are they not native to the mortal world, but they do not think or experience existence in the same manner as a mortal creature. It is this alien methodology that causes many to think of elementals as mindless creatures to be summoned from their native planes and manipulated with magic. Elementals have absolutely no regard for mortal life. They will destroy a city and slay every living creature within without regret; not due to malice – as elementals lack such a moral ideology – but because mortal life is insignificant to that of an elemental. These creatures will slay a living being without regard in the same manner as a man would swat a mosquito.

An elemental will never kill, torture, or destroy for pleasure or vengeance, as these are alien concepts to the creature. They do not feel emotions such as love, hatred, friendship, jealousy, or ambition. They are completely alien to mortal thinking, with no understanding of the concept of civilization, laws, or the meaning of existence. Elementals are the purest form of primal nature that do as they please.

One emotion that elementals do experience is rage; which is terrible to behold. An elemental will lash out and do what they will, with little thought or emotion. To complicate the situation, elementals forced away from their home planes of existence become angry and hostile if they are not allowed to dwell within their chosen environment. This rage causes them to destroy everything they encounter.

An elemental can never truly die. When its physical form is destroyed, its animating spirit will eventually reform in its home plane of existence. This leads elementals to callously ignore the idea that "life is precious." They cannot comprehend the meaning of death, as they always have been and always shall be. As such, fear is also unknown to an elemental.

INSPIRATION FOR ELEMENTALS

Recommended Fiction: The Codex Alera, by Jim Butcher

Elemental, Air (PL 8)

Strength --, **Stamina** 3, **Agility** 4, **Dexterity** 4
Fighting 5, **Intellect** 0, **Awareness** 1, **Presence** 1

POWERS

Air Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 18 (Aging, Critical Hits, Paralyze Effects, Poison, Sleep, Starvation and Thirst, Stunning Effects, Suffocation); Impervious Toughness 5; Insubstantial 2 (Innate, Permanent); Protection 4 – 47 points

Elemental Attacks: Array (20 points)

- **Whirlwind:** Cylinder Area Move Object 5 (Affects Corporeal, Close, Damaging) – 20 points
- **Slam:** Damage 3 (Affects Corporeal) – 1 point

Elemental Senses: Senses 2 (Darkvision) – 2 points

Wind Riding: Flight 6 (120 mph; Innate) – 13 points

ADVANTAGES

Favored Environment (Mid-Air), Fearless, Improved Initiative, Language 0 (Auran is native), Move-By Action, Startle

SKILLS

Acrobatics 6 (+10), Close Combat (Slam) 2 (+7), Expertise (Meteorology) 6 (+6), Expertise (Planes) 6 (+6), Intimidation 6 (+9), Perception 4 (+5), Sleight of Hand 6 (+10), Stealth 6 (+6)

OFFENSE

Initiative +8

Slam +7 (Close, Damage 3)

Whirlwind Area (Close, Damage 5)

DEFENSE

Dodge 8, **Parry** 5, **Toughness** 7

Fortitude 9, **Will** 3

POWER POINTS

Abilities 26 + Advantages 5 + Defenses 16 + Powers 83 + Skills 21 = 151 Total

COMPLICATIONS

Temper: Air elementals fly into a rage if not allowed to fly free.

An air elemental is a being made up of wind and living air. It appears as a cyclone of air that moves in any direction, even against the wind when enraged.

Air elementals are always flying, an expression of freedom that they enjoy to its fullest. They attack targets from the air, detesting touching the ground even for the slightest moment.

Elemental, Earth (PL 10)

Strength 5, **Stamina** 3, **Agility** -1, **Dexterity** 0

Fighting 5, **Intellect** 0, **Awareness** 1, **Presence** 1

POWERS

Earth Gliding: Burrowing 5; Movement 3 (Permeate 3; Limited to earth and stone) – 8 points

Elemental Senses: Senses 9 (Darkvision, Tremorsense [accurate, penetrates concealment, ranged touch sense]) – 9 points

Stone Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 18 (Aging, Critical Hits, Paralyze Effects, Poison, Sleep, Starvation and Thirst, Stunning Effects, Suffocation); Impervious Toughness 5; Protection 7 – 39 points

Strength of the Earth: Enhanced Strength 2 (Limited to Lifting; lifting Str 7, 3 tons) – 2 points

ADVANTAGES

Fearless, Improved Critical (Unarmed), Improved Smash, Language 0 (Terran is native), Power Attack, Startle, Takedown

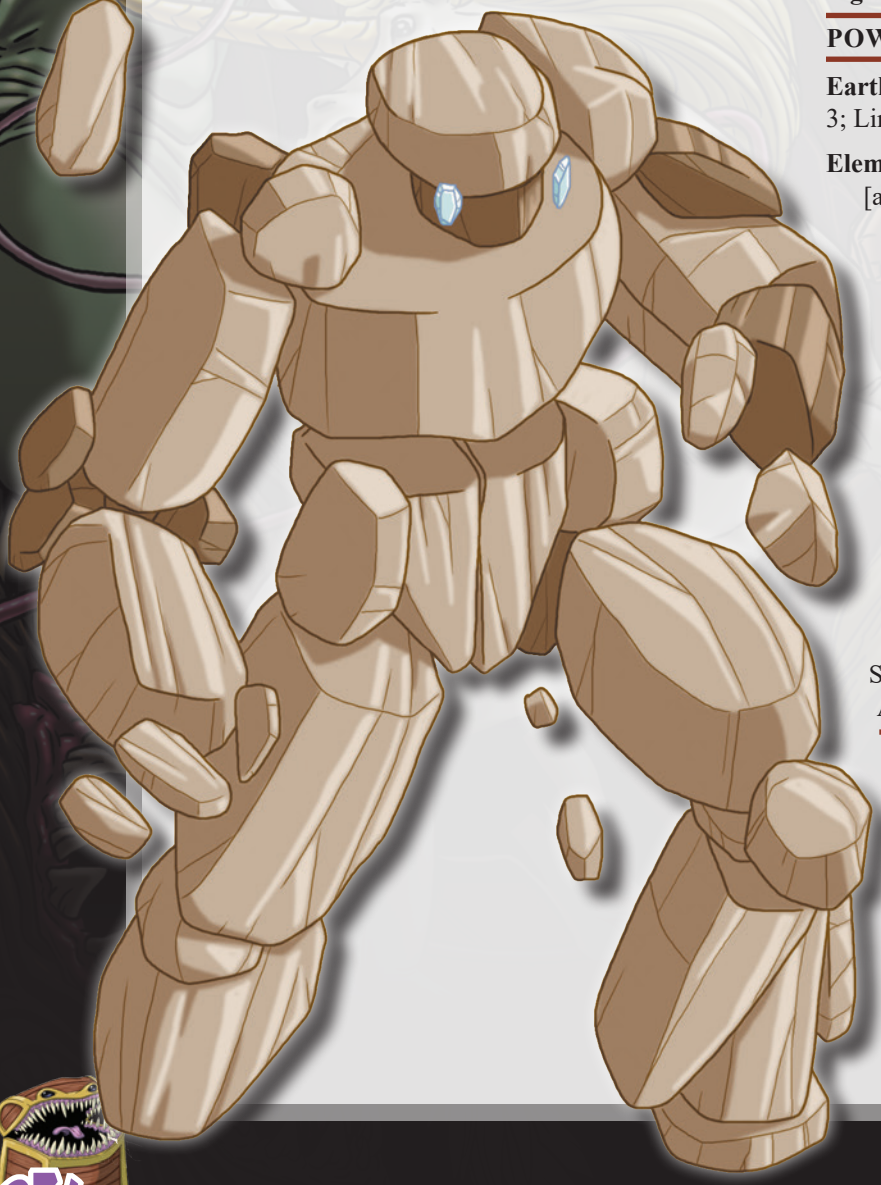
SKILLS

Athletics 6 (+11), Close Combat (Unarmed) 2 (+7), Expertise (Geology) 6 (+6), Expertise (Planes) 6 (+6), Intimidation 6 (+9), Perception 6 (+7), Stealth 6 (+1)

OFFENSE

Initiative -1

Unarmed +7 (Close, Damage 5)



DEFENSE

Dodge -1, **Parry** 9, **Toughness** 10

Fortitude 9, **Will** 3

POWER POINTS

Abilities 28 + Advantages 6 + Defenses 16 + Powers 58 + Skills 19 = 127 Total

COMPLICATIONS

Power Loss: Strength of the Earth; if the earth elemental is not touching the ground.

Weakness: An earth elemental is Fighting and Strength Disabled if fighting an opponent who is not touching the ground.

Slow and stubborn, earth elementals are creature made of living stone. When they do not move, they appear as nothing more than a heap of rocks and earth. The eyes of an earth elemental are often made of gemstones that burn with the fury of the elemental's spirit.

Elemental, Fire (PL 6)

Strength --, **Stamina** 2, **Agility** 4, **Dexterity** 4
Fighting 5, **Intellect** 0, **Awareness** 1, **Presence** 1

POWERS

Burning Body: Reaction Damage 4 (Affects Corporeal, Secondary Effect); Environment 1 (Extreme Heat, Light; Innate, Permanent) – 24 points

Elemental Senses: Senses 3 (Darkvision, Infravision) – 3 points

Fast: Movement 1 (Environmental Adaptation [Plane of Fire]); Speed 2 (8 mph) – 4 points

Fiery Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 24 (Aging, Critical Hits, Fire Damage, Heat, Paralyze Effects, Poison, Sleep, Starvation and Thirst, Stunning Effects, Suffocation); Impervious Toughness 5; Insubstantial 3 (Innate, Permanent); Protection 4 – 58 points

ADVANTAGES

Fearless, Improved Initiative, Languages 0 (Ignan is native), Move-By Action, Startle

SKILLS

Acrobatics 6 (+10), Close Combat (Unarmed) 2 (+7), Expertise (Planes) 6 (+6), Intimidation 6 (+9), Perception 4 (+5)

OFFENSE

Initiative +8

Unarmed +7 (Close, Damage 4)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 6

Fortitude 8, **Will** 3

POWER POINTS

Abilities 24 + Advantages 4 + Defenses 20 + Powers 89 + Skills 12 = 149 Total

COMPLICATIONS

Vulnerable: Fire elementals are Toughness Impaired against cold damage.

Weakness: Fire elementals are extinguished in liquid or environments without oxygen.

Fire elementals embody the destructive and creative force of burning. They are fast-moving creatures that delight in setting things ablaze with their fiery touch. As one would theorize, a fire elemental cannot enter water or a vacuum, as their flaming bodies requires oxygen to continue existing.

A fire elemental usually appears as a pillar of flame.

Elemental, Water (PL 7)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 2
Fighting 5, **Intellect** 0, **Awareness** 1, **Presence** 1

POWERS

Drench: Reaction Nullify Fire 5 (Broad, Close, Simultaneous) – 25 points

Elemental Senses: Senses 2 (Darkvision) – 2 points

Liquid Body: Growth 4 (Innate, Permanent; -2 active defenses included); Immunity 20 (Aging, Cold, Critical Hits, High Pressure, Paralyze Effects, Poison, Sleep, Starvation and Thirst, Stunning Effects, Suffocation); Impervious Toughness 5; Insubstantial 1 (Innate, Permanent); Protection 6 – 46 points

Vortex: Cylinder Area Move Object 5 (Close, Damaging, Limited to While in Water) – 10 points

Water Body: Visual Concealment 4 (Innate, Limited to While in Water, Passive) – 3 points

Water-Bourne: Movement 1 (Environmental Adaptation [Underwater]); Swimming 4 (8 mph) – 6 points

ADVANTAGES

Favored Environment (Underwater), Improved Smash, Fearless, Language 0 (Aquan is native), Power Attack, Startle, Takedown 2

SKILLS

Acrobatics 6 (+8), Athletics 2 (+5), Close Combat (Unarmed) 2 (+7), Expertise (Oceanography) 6 (+6), Expertise (Planes) 6 (+6), Intimidation 6 (+9), Perception 4 (+5), Stealth 4 (+2)

OFFENSE

Initiative +2

Unarmed +7 (Close, Damage 3)

Vortex Area (Close, Damage 5)

DEFENSE

Dodge 2, **Parry** 9, **Toughness** 9

Fortitude 9, **Will** 3

POWER POINTS

Abilities 18 + Advantages 7 + Defenses 16 + Powers 92 + Skills 18 = 151 Total

COMPLICATIONS

Temper: Water elementals will fly into a rage if removed from water.

Weakness: Water elementals are Disabled if removed from water. If stuck with cold-based damage, a water elemental begins to freeze; becoming Hindered and Vulnerable.

Water elementals are patient creatures made of living water. Below the surface of the water, these elementals look like nothing more than water themselves. Only when they are enraged, does their appearance manifest as a vicious whirlpool or living tidal wave.

FEY LORD

The fey lords are powerful beings similar to celestials such as angels and archons. They embody goodness while also embracing the ideals of personal freedom and whimsy. Fey lords love beauty in all its forms. They delight in the artistic forms of music, dance, and even an expert swordsman.

These creatures are beautiful to behold. They often appear as fey-like humanoid beings. They also have the ability to alter their forms into those of pure elemental energy. As their names suggest, fey lords have powerful innate magical abilities.

Fey Lord, Bralani (PL 8)

Strength 3, **Stamina** 3, **Agility** 3, **Dexterity** 4

Fighting 4, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Celestial Body: Immunity 15 (Aging, Electrical Damage, Petrification, Sleep, Starvation and Thirst, Transformation Effects); Impervious Toughness 4; Protection 3 – 22 points

Celestial Powers: Array (24 points)

- **Whirlwind Form:** Flight 6 (120 mph); Immunity 2 (Critical Hits); Insubstantial 2 – 24 points
- **Blur:** Visual Concealment 2 (Partial) – 1 point
- **Charm Person:** Perception Ranged Affliction 3 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Humanoids – 1 point
- **Cure Wounds:** Healing 4 – 1 point
- **Gust of Wind:** Move Object 3 (Limited to Pushing) – 1 point
- **Lightning Bolt:** Line Area Damage 4 – 1 point

Celestial Senses: Senses 3 (Darkvision, Low-Light Vision) – 3 points

Fast: Speed 1 (4 mph) – 1 point

Truespeech: Comprehend 3 (Languages) – 6 points

EQUIPMENT

Weapons: Array (6 points)

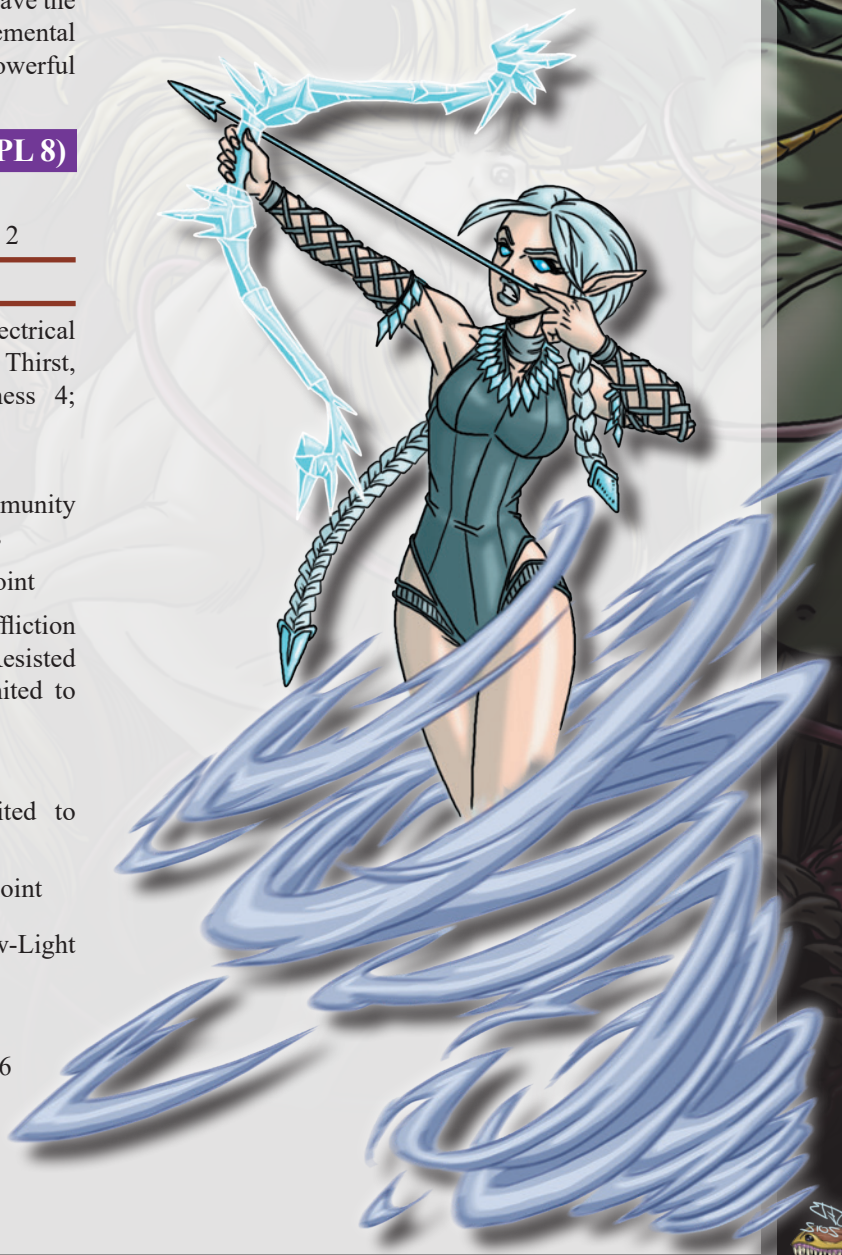
- **Bow:** Ranged Damage 3 – 6 points
- **Sword:** Strength-Based Damage 3 (Improved Critical) – 1 point

ADVANTAGES

Attractive, Equipment 2, Improved Initiative, Languages 2 (Draconic, Infernal [Celestial is native]), Precise Attack (Close; Concealment), Taunt

SKILLS

Acrobatics 4 (+7), Athletics 2 (+5), Close Combat (Swords) 2 (+6), Deception 6 (+8), Expertise (Handle Animals) 6 (+8), Insight 6 (+8), Intimidation 2 (+4), Perception 6 (+8), Ranged Combat (Bows) 2 (+6), Stealth 6 (+9)



OFFENSE

Initiative +7

Bow +6 (Ranged, Damage 3)

Charm Person Perception (Ranged, Affliction 3)

Lightning Bolt Area (Close, Damage 4)

Sword +6 (Close, Damage 6/19-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 6

Fortitude 8, **Will** 4

POWER POINTS

Abilities 46 + Advantages 8 + Defenses 17 + Powers 61 + Skills 21 = 153 Total

COMPLICATIONS

Obsession: Bralani love to compete with others in good-natured events.

Power Loss: Impervious Toughness; not vs. cold iron weapons or unholy effects.

Reputation: Bralani are known to be fickle and capricious.

Bralani fey lords hold dominance over the autumn winds. They usher in winter in the great cycle of life, death, and rebirth. They are considered to be the fiercest and wildest of all the fey lords, living from moment to moment. Bralani love the chance to compete with others, suggesting tournaments and challenges of both physical and mental skill.

Bralani appear as pale elves, their skin being a light blue in color and their hair similar to that of newly-fallen snow. In an instant, a bralani can assume the form of a whirlwind of dust and snow.

Fey Lord, Ghaele (PL 11)

Strength 4, **Stamina** 3, **Agility** 2, **Dexterity** 7

Fighting 7, **Intellect** 3, **Awareness** 3, **Presence** 3

POWERS

Celestial Attacks: Array (27 points)

- **Light Ray:** Ranged Damage 7 (Affects Corporeal, Penetrating 7); Quirk (only while in Light Form) – 27 points
- **Holy Sword:** Strength-Based Damage 3 (Feature 1 [blessed], Improved Critical); Easily Removable (-2 points) – 1 point

Celestial Body: Immunity 15 (Aging, Electrical Damage, Petrification, Sleep, Starvation and Thirst, Transformation Effects); Impervious Toughness 6; Protection 6 – 27 points

Celestial Powers: Array (32 points)

- **Light Form:** Environment 1 (Light); Flight 7 (250 mph); Immunity 2 (Critical Hits); Insubstantial 3 – 32 points
- **Chain Lightning:** Ranged Burst Area Damage 5 (Selective) – 1 point

- **Charm:** Perception Ranged Affliction 4 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative – 1 point
- **Cure:** Healing 3 – 1 point
- **Detect Thoughts:** Mind Reading 3 (Limited to Surface Thoughts, Subtle) – 1 point
- **Disguise Self:** Morph 3 (Humanoid Forms; Resisted by Will) – 1 point
- **Dispel Magic:** Nullify 4 (Broad, Simultaneous) – 1 point
- **Hold Monster:** Perception Ranged Affliction 5 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Will; Cumulative – 1 point
- **Images:** Illusion 4 (Visual, Hearing) – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Teleport:** Teleport 5 (Accurate, Change Direction, Easy, Extended) – 1 point
- **Wall of Force:** Create 5 (Impervious) – 1 point

Celestial Senses: Senses 8 (Darkvision, Detect Evil Presences [acute, ranged mental sense], Low-Light Vision, Vision [counters invisibility]) – 8 points

Fast: Speed 2 (8 mph) – 2 points

Fearsome Gaze: Reaction Burst Area Affliction 5 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Will; Area 2 (60-ft. burst), Cumulative, Limited to Evil Creatures, Visual Sense-Dependent – 25 points

Truespeech: Comprehend 3 (Languages) – 6 points

ADVANTAGES

Attractive, Defensive Attack, Improved Disarm, Improved Initiative, Improved Trip, Languages 2 (Draconic, Infernal [Celestial is native]), Ritualist

SKILLS

Acrobatics 4 (+6), Athletics 4 (+8), Close Combat (Swords) 2 (+9), Expertise (Handle Animal) 8 (+11), Expertise (Magic) 8 (+11), Expertise (Nature) 8 (+11), Insight 8 (+11), Intimidation 4 (+7), Perception 6 (+9), Persuasion 8 (+11), Ranged Combat (Light Ray) 2 (+9), Stealth 8 (+10)

OFFENSE

Initiative +6

Chain Lightning Area (Ranged, Damage 5)

Charm Perception (Ranged, Affliction 4)

Fearsome Gaze Area (Close, Affliction 5)

Hold Monster Perception (Ranged, Affliction 5)

Holy Sword +9 (Close, Damage 7/19-20)

Light Ray +9 (Ranged, Penetrating Damage 7)

Unarmed +7 (Close, Damage 4)

DEFENSE

Dodge 10, **Parry** 11, **Toughness** 9

Fortitude 11, **Will** 11

POWER POINTS

Abilities 64 + Advantages 8 + Defenses 28 + Powers 139 + Skills 35 = 274 Total

COMPLICATIONS

Motivation: Doing Good.

Power Loss: Impervious Toughness; not vs. cold iron weapons or unholy effects.

The ghaeles are the knights errant of the fey lords and the embodiment of winter. They are powerful warriors that delight in the hunting and slaying of evil in all its forms, especially fiends, dragons, and undead. They are quick to make friends and lovers, but equally quick in the slaying of an enemy.

A ghaele appears to be a fey-like humanoid of idealized physical proportions, often clad in shining armor and wielding weapons of great magical power. They can change their forms to appear as a shimmering form of light.

GENIE

Genies are powerful immortal beings from the Elemental Planes. They came into being long ago, formed from fire and air and given life by the creation of the universe.

As beings of ancient power, genies have the ability to make almost anything they want to appear as reality. This power has some restrictions placed on them by the gods forged in an ancient pact. The power of universal creation is known as a "wish" and can only be granted to another being. Those who defied the gods were captured and placed in various items as a form of prison. Those that possess the item can call upon the genies trapped within and command them to use their powers.

WISHES

The power of a wish is difficult to adjudicate with the Powers as presented. For ease of play, a wish should be a Variable Power that is used to gain traits of Create, Transform, or any similar effect.

INSPIRATION FOR GENIES

Recommended Films: The 7th Voyage of Sinbad (1958), directed by Nathan H. Juran

Aladdin (1992), directed by Ron Clements and John Musker

Wishmaster (1997), directed by Robert Kurtzman

Recommended Television: I Dream of Jeannie, created by Sidney Sheldon

The X-Files: Je Souhaite, directed by Vince Gilligan

Genie, Djinni (PL 6)

Strength 4, **Stamina** 2, **Agility** 3, **Dexterity** 4
Fighting 4, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Genie Body: Growth 3 (Innate, Permanent; -1 active defenses included); Immunity 8 (Aging, Corrosive Damage, Sleep, Starvation and Thirst); Protection 3 – 18 points

Genie Powers: Array (16 points)

- **Images:** Illusion 4 (Visual, Hearing, Olfactory) – 16 points
- **Creation:** Create 4 (Continuous, Innate, Precise, Subtle) – 1 point
- **Gaseous Form:** Immunity 2 (Critical Hits); Insubstantial 2 – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Plane Shift:** Movement 2 (Dimensional Travel 2 [elemental planes]) – 1 point

Genie Senses: Senses 2 (Darkvision) – 2 points

Fast as the Wind: Flight 4 (30 mph) – 8 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

EQUIPMENT

Sword: Strength-Based Damage 3 (Improved Critical) – 4 points

ADVANTAGES

Equipment 1, Favored Environment (Mid-Air), Improved Initiative, Languages 3 (Aquan, Common, Ignan, Terran [Auran is native]), Ritualist

SKILLS

Acrobatics 4 (+7), Close Combat (Swords) 2 (+6), Expertise (Magic) 6 (+8), Insight 6 (+8), Intimidation 2 (+5), Perception 6 (+8), Persuasion 2 (+4), Stealth 6 (+6)

OFFENSE

Initiative +7

Sword +6 (Close, Damage 7/19-20)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 7, **Parry** 8, **Toughness** 5

Fortitude 4, **Will** 7

POWER POINTS

Abilities 34 + Advantages 7 + Defenses 17 + Powers 59 + Skills 17 = 134 Total

COMPLICATIONS

Arrogant: As they possess great magical power, genies are very arrogant towards those who are lesser than themselves.

Enemy: Efreet.

A djinni is a genie from the Plane of Air. They embody the chaotic force of violent storms while possessing benevolent minds. A djinni stands about 10 feet tall and weighs 1,000 pounds.

Only the noble djinn possess the power of the Wish.

Genie, Efreeti (PL 10)

Strength 5, **Stamina** 3, **Agility** 3, **Dexterity** 5
Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Change Shape: Morph 3 (Humanoid Forms) – 15 points

Change Size: Array (8 points)

- **Enlarge:** Growth 4 – 8 points
- **Reduce:** Shrinking 4 – 1 point

Genie Body: Growth 4 (Innate, Continuous, Limited [does not add to Strength or Stamina]; -2 active defenses included); Immunity 9 (Aging, Fire Damage, Heat, Sleep, Starvation and Thirst); Protection 5 – 23 points

Genie Powers: Array (36 points)

- **Wish:** Variable 6 (Limited to granting the desires of a non-genie) – 36 points
- **Creation:** Create 6 (Continuous, Innate, Precise, Subtle) – 1 point
- **Gaseous Form:** Immunity 2 (Critical Hits); Insubstantial 2 – 1 point

- **Images:** Illusion 6 (Visual, Hearing, Olfactory) – 1 point
- **Invisibility:** Visual Concealment 4 – 1 point
- **Plane Shift:** Movement 2 (Dimensional Travel 2 [elemental planes]) – 1 point
- **Produce Flame:** Ranged Damage 6 – 1 point
- **Wall of Fire:** Ranged Shapeable Area Damage 6 (Concentration) – 1 point

Genie Senses: Senses 5 (Darkvision, Detect Magic [acute, ranged mental sense]) – 5 points

Heat: Reaction Damage 2 – 8 points

Fast as the Wind: Flight 2 (8 mph) – 4 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

EQUIPMENT

Sword: Strength-Based Damage 3 (Improved Critical) – 4 points

ADVANTAGES

Equipment 1, Improved Initiative, Languages 3 (Auran, Aquan, Common, Terran [Ignan is native]), Ritualist

SKILLS

Close Combat (Swords) 2 (+7), Deception 8 (+10), Expertise (Magic) 8 (+10), Insight 6 (+8), Intimidation 8 (+12), Perception 4 (+6), Stealth 8 (+7)

OFFENSE

Initiative +7

Produce Flame +5 (Ranged, Damage 6)

Sword +7 (Close, Damage 8/19-20)

Unarmed +5 (Close, Damage 5)

Wall of Fire Area (Ranged, Damage 6)

DEFENSE

Dodge 4, **Parry** 6, **Toughness** 8

Fortitude 6, **Will** 9

POWER POINTS

Abilities 54 + Advantages 6 + Defenses 16 + Powers 118 + Skills 22 = 216 Total

COMPLICATIONS

Arrogant: As they possess great magical power, genies are very arrogant towards those who are lesser than themselves.

Infamy: Efreet are known to be malicious and cruel creatures.

Power Loss: An efreeti can only grant three wishes each day.

Weakness: Efreet are Toughness Impaired vs. cold damage.

The efreet are genies from the Plane of Fire. An efreeti stands about 12 feet tall and weighs 2,000 pounds.

Efreet are cruel and self-serving. They all consider themselves to be of noble character and assume grand titles to make themselves seem impressive.

While using its additional Growth, an Efreeti has the following alterations to its Traits:

Strength 8, **Stamina** 7

SKILLS

Intimidation +14, Stealth +3

OFFENSE

Sword +7 (Close, Damage 11/19-20)

Unarmed +5 (Close, Damage 8)

DEFENSE

Dodge 2, **Parry** 4, **Toughness** 9

Fortitude 10

Alternatively, while using Shrinking, an Efreeti has the following alterations:

Strength 3

SKILLS

Intimidation +6, Stealth +15

OFFENSE

Sword +7 (Close, Damage 6/19-20)

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 10, **Toughness** 5

Hellcat (PL 9)

Strength 4, **Stamina** 3, **Agility** 4, **Dexterity** 0

Fighting 5, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Fast: Enhanced Athletics 4 (Limited to jumping); Speed 1 (4 mph) – 2 points

Infernal Body: Growth 3 (Innate, Permanent; -1 active defenses included); Immunity 3 (Aging, Sleep, Starvation and Thirst); Impervious Toughness 3; Protection 4 – 17 points

Infernal Senses: Senses 6 (Darkvision, Olfactory [acute, extended, tracking]) – 6 points

Invisible in Light: Visual Concealment 4 (Innate, Permanent) – 9 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Telepathy: Mental Communication 1 (Subtle); Linked Comprehend 3 (Languages) – 11 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Initiative, Move-By Action, Skill Mastery (Stealth)

SKILLS

Acrobatics 4 (+8), Athletics 8 (+12, +16 jumping), Close Combat (Natural Weapons) 2 (+7), Insight 4 (6), Intimidation 4 (+6), Perception 8 (+10), Stealth 12 (+14)

OFFENSE

Initiative +8

Natural Weapons +7 (Close, Damage 6/19-20)

Unarmed +5 (Close, Damage 4)

DEFENSE

Dodge 9, **Parry** 10, **Toughness** 7

Fortitude 9, **Will** 4

POWER POINTS

Abilities 28 + Advantages 5 + Defenses 20 + Powers 48 + Skills 21 = 122 Total

COMPLICATIONS

Disability: While they possess telepathy, hellcats cannot speak. They also have no hands.

Power Loss: Impervious Toughness; not vs. holy effects. A hellcat's invisibility does not work in the darkness; they become visible when no light is present.

Hellcats are the silent predators of the Plane of Hell. They are invisible in any light; only in total darkness can their horrifying form be seen.

In the dark, a hellcat appears to be a massive feline creature with fiery, ethereal wisps coming from its body. Its eyes burn with hellfire, hunger, and hatred. The average hellcat is about 9 feet long and weighs about 900 pounds.

Hellhound (PL 6)

Strength 2, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** -1, **Awareness** 1, **Presence** -1

POWERS

Fast: Enhanced Athletics 4 (Limited to Running); Speed 1 (4 mph) – 2 points

Hellhound Attacks: Array (6 points)

- **Fiery Breath:** Cone Area Damage 3 – 6 points
- **Fiery Bite:** Strength-Based Damage 1 (Improved Critical) – 1 point

Infernal Body: Immunity 9 (Aging, Fire Damage, Heat, Sleep, Starvation and Thirst); Protection 3 – 12 points

Infernal Senses: Senses 6 (Darkvision, Olfactory [acute, extended, tracking]) – 6 points

ADVANTAGES

Fast Grab, Improved Hold, Improved Initiative, Language 0 (Infernal is native), Set-Up, Startle, Teamwork

SKILLS

Acrobatics 4 (+6), Athletics 4 (+6), Close Combat (Bite) 2 (+5), Expertise (Survival) 6 (+5), Insight 2 (+3), Intimidation 6 (+5), Perception 4 (+5), Stealth 8 (+10)

OFFENSE

Initiative +6

Bite +5 (Close, Damage 3/19-20)

Fire Breath Area (Close, Damage 3)

Unarmed +3 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 7, **Toughness** 5

Fortitude 6, **Will** 2

POWER POINTS

Abilities 16 + Advantages 6 + Defenses 10 + Powers 27 + Skills 18 = 77 Total

COMPLICATIONS

Disability: While hellhounds understand the Infernal language, they cannot speak. They have no hands.

Power Loss: A hellhound must wait at least one round before being able to use its breath weapon while it collects its energy.

Vulnerability: Hellhounds are Toughness Impaired vs. cold attacks.

Hell hounds are the dogs of Hell. They appear to be canines with emaciated features and fire spouting from their eyes and mouths. The average hell hound stands 4 feet at the shoulder and weighs about 120 pounds.

Hell hounds use wolf-like tactics. They organize in packs, surrounding their prey, and attack one at a time until the target tires or fall to the ground. If singular attacks do not seem to be effective, the pack will each breathe a gout of flame at the target. The pack then charges in all at once to slay their prey with fiery bites.

While hell hounds are found in the Plane of Hell, they are also regularly seen in the Plane of Fire and the mortal world. Fire giants and other fiery creatures make use of hell hounds as guard dogs and hunting beasts.

INSPIRATIONS FOR HELLHOUNDS

Recommended Film: Percy Jackson and the Olympians: The Lightning Thief (2010), directed by Chris Columbus

Invisible Stalker (PL 9)

Strength 3, **Stamina** 4, **Agility** 3, **Dexterity** 5
Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 1

POWERS

Elemental Body: Immunity 18 (Aging, Critical Hits, Paralyze Effects, Poison, Sleep, Starvation and Thirst, Stunning Effects, Suffocation); Protection 4 – 22 points

Elemental Senses: Enhanced Perception 4 (Limited to Tracking); Senses 4 (Darkvision, Tracking 2 [visual]) – 5 points

Natural Invisibility: Visual Concealment 4 (Innate, Permanent) – 9 points

Wind Riding: Flight 3 (16 mph) – 6 points

ADVANTAGES

Hide in Plain Sight, Improved Initiative, Language 1 (Common [Auran is native]), Skill Mastery (Stealth)

SKILLS

Acrobatics 6 (+9), Close Combat (Unarmed) 2 (+7), Deception 6 (+7), Expertise (Planes) 6 (+8), Insight 8 (+10), Intimidation 4 (+5), Perception 4 (+6, +10 tracking), Stealth 8 (+11)

OFFENSE

Initiative +7

Unarmed +7 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 10, **Toughness** 8

Fortitude 9, **Will** 4

POWER POINTS

Abilities 50 + Advantages 4 + Defenses 17 + Powers 42 + Skills 22 = 135 Total

COMPLICATIONS

Prejudice: Invisible Stalkers are regarded as simple elemental creatures to be summoned and used by spellcasters. These creatures resent this outlook and seek to harm mortal beings whenever they are subjected to this treatment.

Invisible stalkers are elemental beings from the Plane of Air. They are composed entirely of solidified air, but unlike a normal air elemental, are not tempestuous beings. Their calm demeanor makes them invisible to normal sight. This invisibility makes the stalker a perfect creature for summoners that wish to perform clandestine missions.

The fact that they are so frequently summoned to the natural world makes invisible stalkers hostile towards creatures on the Material Plane. Many invisible stalkers will obey their masters to the letter of their commands, and seek any way they can to subvert and/or break their magical shackles.

INSPIRATIONS FOR INVISIBLE STALKERS

Film: Supergirl (1984), directed by Jeannot Szwarc

Kyton (PL 8)

Strength 2, **Stamina** 2, **Agility** 3, **Dexterity** 5

Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Animate Chains: Summon 2 (Horde, Multiple Minions 2, Limited to existing chains in local area) – 12 points

Chain Armor: Protection 3 – 3 points

Chains: Strength-Based Damage 3 (Reach 2) – 5 points

Fiendish Body: Immunity 9 (Aging, Cold, Cold Damage, Sleep, Starvation and Thirst); Impervious Toughness 3; Regeneration 2 – 14 points

Fiendish Senses: Senses 2 (Darkvision) – 2 points

Unnerving Gaze: Reaction Burst Area Affliction 3 (Impaired and Vulnerable); Resisted and Overcome by Will; Extra Condition, Limited to One Degree, Visual Sense-Dependent – 9 points

ADVANTAGES

Daze (Intimidation), Fascinate (Intimidation), Improved Disarm, Improved Initiative, Improved Trip, Language 1 (Infernal [Common is native]), Precise Attack (Close; Concealment), Second Chance (Sleight of Hand checks with Escape), Startle

SKILLS

Acrobatics 6 (+9), Athletics 6 (+8), Close Combat (Chains) 2 (+7), Expertise (Metalworking) 6 (+8), Insight 2 (+4), Intimidation 6 (+8), Perception 4 (+6), Stealth 2 (+5)

OFFENSE

Initiative +7

Chain +7 (Close, Damage 5)

Unarmed +5 (Close, Damage 2)

Unnerving Gaze Area (Close, Affliction 3)

DEFENSE

Dodge 9, **Parry** 11, **Toughness** 5

Fortitude 8, **Will** 4

POWER POINTS

Abilities 46 + Advantages 9 + Defenses 20 + Powers 45 + Skills 17 = 137 Total

COMPLICATIONS

Motivation: Kytons seek to corrupt others into lives of debauchery, transforming them into kytons in the afterlife.

Power Loss: Impervious Toughness and Regeneration; not vs. silver weapons or holy effects.

Kytons are infernal creatures that are often confused with devils. While they are counted among the infernal legions, they are not true devils, but the vile souls of sadomasochistic beings given power by the Hellish realms. Kytons roam the world and the planes beyond, seeking others who they can torture with sadistic glee and debauchery.

A kyton appears to be a humanoid form with deathly-pale skin. Its entire form is covered in chains that are spiked and barbed. The face of a kyton changes based on those who gaze upon it – the face of a slain loved one is all that is ever seen. Often, being confronted with this visage causes despair in those who witness it; leaving them vulnerable to the lethal assault of the kyton.

INSPIRATIONS FOR KYTONS

Recommended Film: Hellraiser (1987), directed by Clive Barker

ANIMATED CHAIN (PL 7)

Strength 1, **Stamina** --, **Agility** 0, **Dexterity** 0

Fighting 5, **Intellect** --, **Awareness** 0, **Presence** --

POWERS

Construct Traits: Immunity 30 (Fortitude Effects) – 30 points

Iron Body: Protection 6 – 6 points

Reach: Elongation 1 – 1 point

OFFENSE

Initiative +0

Unarmed +5 (Close, Damage 1)

DEFENSE

Dodge 2, **Parry** 7, **Toughness** 6

Fortitude Immune, **Will** Immune

POINTS

Abilities -14 + Advantages 0 + Defenses 4 + Powers 37 + Skills 0 = 23 Total

COMPLICATIONS

Disability: An animated chain cannot speak and has no hands.

NIGHTMARE (PL 7)

Strength 7, **Stamina** 6, **Agility** 2, **Dexterity** 0

Fighting 4, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Fiendish Body: Immunity 4 (Aging, Personal Powers, Sleep, Starvation and Thirst) – 4 points

Fiendish Senses: Senses 5 (Vision Counters All Concealment) – 5 points

Fiendish Speed: Flight 5 (60 mph) – 10 points

Flaming Hooves: Strength-Based Damage 1 – 1 point

Giant Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Plane Shift: Movement 2 (Dimensional Travel [mystical dimensions]; Affects Self and Rider) – 6 points

Smoke: Reaction Burst Area Affliction 4 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Linked Burst Area Visual Concealment 4 (Attack) – 32 points

ADVANTAGES

Great Endurance, Improved Initiative, Languages 1 (Abyssal [Infernal is native]), Startle

SKILLS

Athletics 4 (+11), Close Combat (Hooves) 2 (+6), Expertise (Planes) 6 (+8), Expertise (Survival) 6 (+8), Insight 6 (+8), Intimidation 8 (+11), Perception 4 (+6), Stealth 4 (+3)

OFFENSE

Initiative +6

Flaming Hooves +6 (Close, Damage 8)

Unarmed +4 (Close, Damage 7)

DEFENSE

Dodge 7, **Parry** 8, **Toughness** 6

Fortitude 8, **Will** 4

POWER POINTS

Abilities 38 + Advantages 4 + Defenses 14 + Powers 65 + Skills 20 = 141 Total

COMPLICATIONS

Disability: A nightmare has no hands.

Motivation: Nightmares are thoroughly evil. They live only to cause suffering to others.

Nightmares are evil creatures that appear to be black horses with fiery eyes and hooves. They are a type of fiend that exists in the dimensions beyond the natural world. There, they serve as steeds to powerful evil beings such as hags and demon princes. One should be careful to think a nightmare to be a stupid beast; they are as intelligent as a human, but also wicked and depraved.

Nightmares are often conjured into the world to serve as steeds for evil priests and wizards. Sometimes they are sent to a mortal as a "reward" for service to a powerful fiendish lord.

Retriever (PL 9)

Strength 6, **Stamina** --, **Agility** 3, **Dexterity** 3
Fighting 7, **Intellect** -4, **Awareness** 2, **Presence** -2

POWERS

Construct Body: Growth 8 (Innate, Permanent; -4 active defenses included); Immunity 30 (Fortitude Effects) – 47 points

Construct Mind: Immunity 10 (Mental Effects) – 10 points

Construct Senses: Senses 5 (Darkvision, Direction Sense, Distance Sense, Low-Light Vision) – 5 points

Eye Rays: Array (30 points)

- **Petrification Ray:** Ranged Affliction 5 (Hindered and Vulnerable / Defenseless and Immobile / Transformed [into stone] and Unaware; Resisted by Dodge; Overcome by Fortitude; Cumulative, Extra Condition, Progressive) – 30 points
  - **Cold Ray:** Ranged Damage 5 (Resisted by Fortitude) – 1 point
  - **Electrical Ray:** Line Area Damage 5 (Area 3 [120-ft. line]) – 1 point
  - **Fire Ray:** Ranged Damage 5 (Secondary Effect) – 1 point

Natural Weapons: Strength-Based Damage 2 (Improved Critical 2, Reach 2 – 6 points

Relentless: Movement 4 (Wall-Crawling 2, Water Walking 2) – 8 points

Repair Systems: Regeneration 3 – 3 points

Spider Legs: Extra Limbs 4; Speed 1 (8 mph) – 5 points

ADVANTAGES

Fast Grab, Favored Foe (Assigned Prey), Improved Grab, Improved Hold, Improved Initiative, Language 0 (Abyssal is native), Power Attack, Takedown

SKILLS

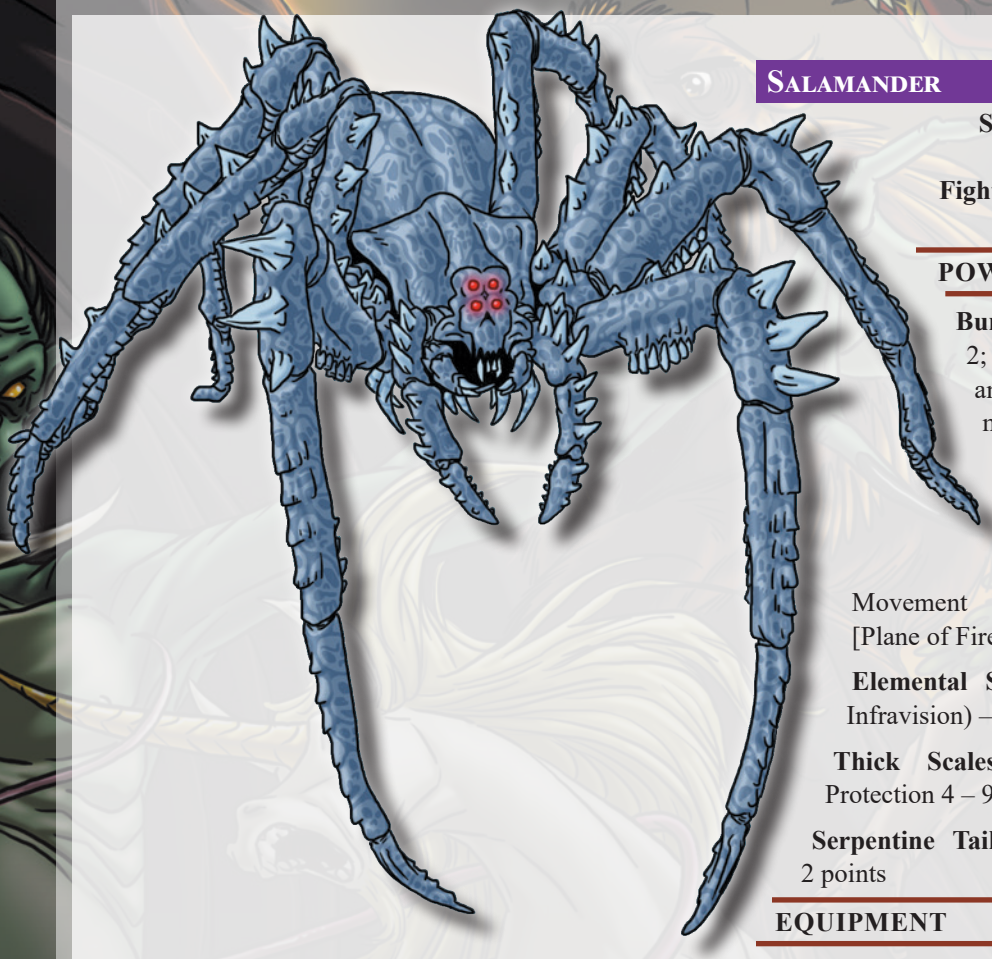
Athletics 2 (+8), Close Combat (Natural Weapons) 4 (+11), Intimidation 8 (+10), Perception 8 (+10), Ranged Combat (Eye Rays) 4 (+7)

OFFENSE

Initiative +7

Cold/Fire Ray +7 (Ranged, Damage 5)

Electrical Ray Area (Close, Damage 5)



Natural Weapons +9 (Close, Damage 8/19-20)

Petrification Ray +7 (Ranged, Affliction 5)

Unarmed +7 (Close, Damage 6)

DEFENSE

Dodge 4, **Parry** 8, **Toughness** 8

Fortitude Immune, **Will** 7

POWER POINTS

Abilities 4 + Advantages 7 + Defenses 15 + Powers 117 + Skills 13 = 156 Total

COMPLICATIONS

Disability: Retrievers cannot speak and have no hands.

Retrievers are spider-shaped constructs from the demonic realm of the Abyss. This automaton is fashioned from the souls of the damned and serves as the errand-beast of powerful demon lords and princes. Retrievers have an unerring ability to find their designated target and possess a number of magical rays that enable it to deal with any threats in its path.

Salamander (PL 8)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 5
Fighting 5, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Burning Body: Reaction Damage 2; Feature 1 (natural weapons and weapon attacks made with metallic weapons count as fire/heat descriptor]) – 9 points

Fire-Bourne: Immunity 9 (Aging, Fire Damage, Heat, Sleep, Starvation and Thirst); Movement 1 (Environmental Adaptation [Plane of Fire]) – 11 points

Elemental Senses: Senses 3 (Darkvision, Infravision) – 3 points

Thick Scales: Impervious Toughness 5; Protection 4 – 9 points

Serpentine Tail: Movement 1 (Slithering) – 2 points

EQUIPMENT

Spear: Strength-Based Damage 3 (Reach) – 4 points

ADVANTAGES

Artificer, Chokehold, Equipment 1, Fast Grab, Improved Hold, Language 1 (Common [Ignan is native]), Power Attack, Takedown

SKILLS

Acrobatics 6 (+8), Athletics 2 (+5), Close Combat (Spears) 2 (+7), Deception 6 (+8), Expertise (Blacksmith) 10 (+12), Expertise (Magic Lore) 6 (+8), Insight 6 (+8), Intimidation 6 (+8), Perception 4 (+6), Stealth 6 (+8), Technology 2 (+4)

OFFENSE

Initiative +2

Heat +5 (Close, Damage 2)

Spear +7 (Close, Damage 6)

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 8, **Parry** 7, **Toughness** 7

Fortitude 9, **Will** 4

FLAMEBROTHER

Flamebrothers are the least impressive of the salamanders. They are given menial tasks to perform and generally treated with distain by the more powerful salamanders.

To create a Flamebrother, add the following Powers:

Small Size: Shrinking 2 (Innate, Permanent) – 5 points

NOBLE SALAMANDER (PL 9)

Noble salamanders are powerful taskmasters who treat their people like slaves at the forges. They possess a number of fiery powers that – while useless against their own kind – are deadly against mortal foes.

To create a noble salamander, add the following Powers:

Fire Magic: Array (20 points)

- **Summon Fire Elemental:** Summon 10 – 20 points
- **Burning Hands:** Cone Area Damage 3 – 1 point
- **Dispel Magic:** Nullify Magic 5 (Broad, Simultaneous) – 1 point
- **Fireball:** ranged Burst Area Damage 5 – 1 point
- **Wall of Fire:** Shapeable Area Damage 5 (Concentration) – 1 point

Giant Size: Growth 2 (Innate, Permanent) – 5 points

POWER POINTS

Abilities 48 + Advantages 8 + Defenses 16 + Powers 34 + Skills 28 = 134 Total

COMPLICATIONS

Fame: Although cruel and malicious, salamanders are known for their expert metalcrafting.

Power Loss: Impervious Toughness; not vs. magical attacks.

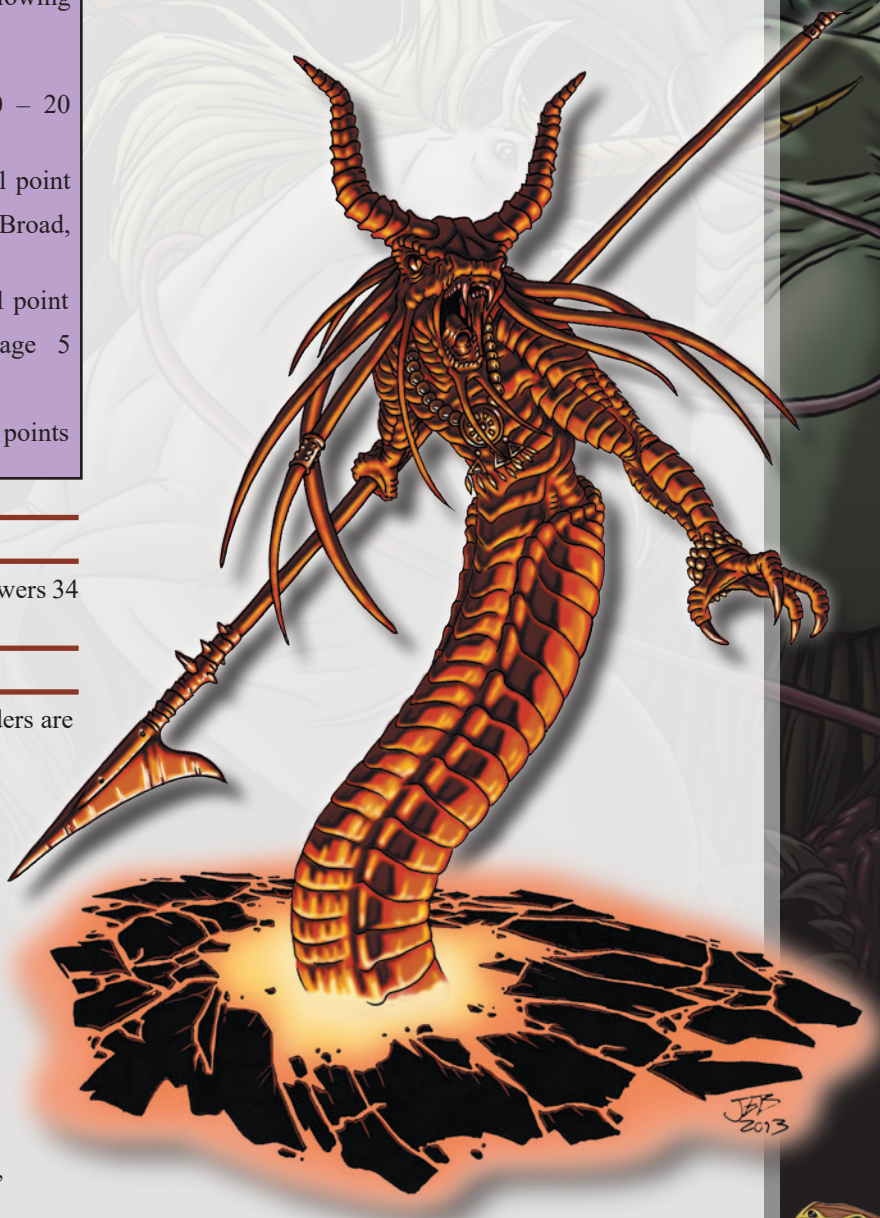
Vulnerability: Salamanders and Toughness Impaired vs. cold attacks.

Weakness: Salamanders are Impaired in Intense Cold and Disabled in Extreme Cold.

Salamanders are serpentine creatures from the Plane of Fire. They are wicked and cruel, but also well known for their expert craftsmanship for weapons and armor. As such, they are often sought out by devils, efreet, and other evil beings to commission powerful weapons for their armies.

Salamanders love to dwell within fiery places, such as flaming pits or lava pools. They tolerate cooler places, but cannot abide the cold. The heat from a salamander's body often transfers to any metallic weapons it carries, leaving their enemies burnt for their efforts.

The lair of a salamander is always considered to be Extreme Heat. They can tolerate being in placed of lower temperatures, but only when forced; and they are even more disagreeable than normal will in such areas.



Shadow Mastiff (PL 6)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 0
Fighting 4, **Intellect** -2, **Awareness** 2, **Presence** 2

POWERS

Big: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Fast: Speed 2 (8 mph) – 2 points

Frightful Howl: Burst Area Affliction 4 (Impaired, Disabled, Controlled [to flee]); Resisted and Overcome by Will; Area 4 (250 ft. area), Cumulative, Hearing Sense-Dependent, Instant Recovery – 16 points

Outsider Body: Immunity 3 (Aging, Sleep, Starvation and Thirst); Protection 1 – 4 points

Outsider Senses: Senses 6 (Darkvision, Olfactory [acute, extended, tracking]) – 6 points

Shadow Blending: Visual Concealment 2 (Limited to shadows and darkness) – 2 points

ADVANTAGES

Chokehold, Fast Grab, Improved Initiative, Improved Trip, Language 0 (Common is native), Power Attack

SKILLS

Acrobatics 2 (+4), Athletics 6 (+9), Close Combat (Bite) 2 (+6), Expertise (Survival) 8 (+6), Insight 2 (+4), Intimidation 6 (+8), Perception 6 (+8), Stealth 8 (+10)

OFFENSE

Initiative +6

Howl Area (Close, Affliction 4)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 6, **Parry** 5, **Toughness** 4

Fortitude 8, **Will** 4

POWER POINTS

Abilities 20 + Advantages 5 + Defenses 14 + Powers 35 + Skills 20 = 94 Total

COMPLICATIONS

Disability: Although it can understand the Common tongue, a shadow mastiff cannot speak. It has no hands.

Many claim that shadow mastiffs are the result of hounds from the natural world having lived and evolved on a realm of darkness for thousands of years. They are tireless hunters and relentlessly pursue any creature that they are set against.

These black-furred hounds dwell in the dark places of the world. They do this thanks to their innate magical power to blend into any shadows in the area. Only if the darkness is removed can the shadow mastiff be seen in all its terrifying glory.

Shadow mastiffs stand 4 feet at the shoulder and weigh upwards of 400 pounds. Larger specimens – some as large as a horse – have been reputed to exist in the Plane of Shadow.

Vargouille (PL 5)

Strength 0, **Stamina** 2, **Agility** 2, **Dexterity** 0

Fighting 3, **Intellect** -1, **Awareness** 2, **Presence** 0

POWERS

Fiendish Attacks: Array (28 points)

- **Kiss**: Affliction 4 (Impaired, Disabled, Transformed [into a vargouille]); Resisted and Overcome by Fortitude; Cumulative, Limited to one check every hour, Progressive; Linked Weaken Intellect and Presence 4 (Resisted by Fortitude; Broad, Limited to one rank every hour, Progressive, Simultaneous) – 28 points
- **Natural Weapons (Poisonous Bite)**: Strength-Based Damage 1 (Incurable) – 1 point
- **Shriek**: Burst Area Affliction 2 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Fortitude; Area 2 (60-ft. burst), Cumulative, Hearing Sense-Dependent – 1 point

Outsider Senses: Senses 2 (Darkvision) – 2 points

Outsider Traits: Immunity 3 (Aging, Sleep, Starvation) – 3 points

Small Size: Shrinking 4 (Innate, Permanent [+2 active defenses included]) – 9 points

Wings: Flight 1 (4 mph; Wings) – 1 point

ADVANTAGES

Daze (Intimidation), Grabbing Finesse, Hide in Plain Sight, Language 0 (Infernal is native), Skill Mastery (Stealth)

SKILLS

Close Combat (Bite) 2 (+5), Intimidation 6 (+4), Perception 4 (+6), Stealth 2 (+8)

OFFENSE

Initiative +2

Bite +5 (Close, Damage 1)

Kiss +3 (Close, Affliction and Weaken 4)

Shriek Area (Close, Affliction 2)

Unarmed +3 (Close, Damage 0)

DEFENSE

Dodge 7, **Parry** 6, **Toughness** 2

Fortitude 5, **Will** 3

POWER POINTS

Abilities 18 + Advantages 4 + Defenses 8 + Powers 45 + Skills 7 = 82 Total

COMPLICATIONS

Disability: Vargouilles have no hands.

Vargouilles are wicked creatures resembling winged heads with evilly-glowing eyes. The type of head can vary widely; some appear to be humanoid, while others resemble the heads of animals. These shrieking horrors occupy the same ecological niche in the fiendish realms as ravens or buzzards do on the mortal plane.

Vargouilles are difficult to destroy entirely. Their method of reproduction is to kiss a living creature, afflicting them with a fiendish curse. The body of the kissed individual withers and dies while the head begins to grow wings from its ears. This process takes only a matter of hours, allowing vargouilles to swiftly spread in the local area.

Xorn (PL 8)

Strength 3, **Stamina** 3, **Agility** 1, **Dexterity** 0
Fighting 4, **Intellect** 1, **Awareness** 2, **Presence** 1

POWERS

Earth Gliding: Burrowing 5 (2 mph); Movement 3 (Permeate; Limited to earth and stone]) – 8 points

Natural Weapons (Bite, Claws): Strength-Based Damage 2 (Improved Critical) – 3 points

Outsider Senses: Senses 11 (Darkvision, Radius Vision, Tremorsense [acute, extended, penetrates concealment, ranged touch]) – 11 points

Outsider Traits: Immunity 15 (Aging, Cold Damage, Fire Damage, Sleep, Starvation, Suffocation) – 15 points

Stone Body: Impervious Toughness 5; Protection 3 – 8 points

Three-Armed: Extra Limb 1 – 1 point

Three-Legged: Enhanced Second Chance (resisting slams and trips) – 1 point

ADVANTAGES

Improved Smash, Power Attack, Takedown
Enhanced: Second Chance (resisting slams and trips)

SKILLS

Athletics 2 (+5), Close Combat (Natural Weapons) 6 (+10), Expertise (Geology) 8 (+9), Expertise (Survival) 8 (+9), Intimidation 10 (+11), Perception 12 (+14), Stealth 8 (+9)

OFFENSE

Initiative +1

Natural Weapons +10 (Close, Damage 5/19-20)

Unarmed +4 (Close, Damage 3)

DEFENSE

Dodge 3, **Parry** 6, **Toughness** 6

Fortitude 7, **Will** 6

POWER POINTS

Abilities 30 + Advantages 3 + Defenses 12 + Powers 47 + Skills 27 = 119 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. bludgeoning weapons.

Prejudice: Xorns are strange and alien in appearance and mannerisms. They are difficult to understand and have little patience in understanding others.

Xorns are strange creatures from the Elemental Plane of Earth or deep subterranean depths. Their egg-shaped bodies are covered in stone-like skin. The top of their bodies opens into a three-lipped mouth filled with teeth able to grind metal and minerals into edible particles. Three eyes, three arms, and three legs are evenly-spaced around their bodies. The average xorn stands 5 feet tall, but there are elder xorns that can grow as large as 9 feet tall.

Xorns have an affinity with the earth and stone. They consume metals and minerals as food. They are able to glide through the earth – including solid rock – as easily as a fish swims through water. Xorn society revolves around the worship of elemental spirits and a reverence to the world and ancient natural monuments like great mountains and caverns

Undead

Allip (PL 4)

Strength --, **Stamina** --, **Agility** 2, **Dexterity** 2

Fighting 3, **Intellect** 1, **Awareness** 1, **Presence** 3

POWERS

Babble: Burst Area Affliction 3 (Dazed, Defenseless); Resisted and Overcome by Will; Area 2 (60-ft. radius), Hearing Sense-Dependent, Limited to Two Degrees, Reaction (when sane target enters area) – 12 points
Incorporeal: Immunity 2 (Critical Hits), Insubstantial 4 (affected by magic; Innate, Permanent) – 23 points

Levitation: Flight 1 (4 mph; Subtle) – 3 points

Madness: Weaken Wisdom 3 (Resisted by Will; Reaction [when anyone attempts to target the allip using Mental Powers]) – 12 points

Touch of Insanity: Weaken Wisdom 3 (Resisted by Will; Affects Corporeal); Linked Healing 3 (Limited to self only) – 9 points

Undead Resilience: Protection 3 – 3 points

Undead Senses: Senses 2 (Darkvision) – 2 points

Undead Traits: Immunity 30 (Fortitude Effects) – 30 points

ADVANTAGES

Improved Initiative

SKILLS

Intimidation 4 (+7), Perception 4 (+5), Stealth 4 (+6)

OFFENSE

Initiative +6

Babble Area (Close, Affliction 3)

Touch of Insanity +3 (Close, Weaken 3)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 3

Fortitude Immune, **Will** 5

POWER POINTS

Abilities 4 + Advantages 1 + Defenses 6 + Powers 94 + Skills 6 = 111 Total

COMPLICATIONS

Infamy: Allips are undead and, as such, are feared and reviled.

Obsession: Allips exist only to drive living creatures insane.

Allips are terrifying undead creatures that come into existence when a living creature dies while suffering a terrible form of insanity. This insanity continues to afflict the allip in its undead state, acting as a curse that causes it to seek out living creatures and inflict their madness upon them.

An allip appears to be a wraith-like creature composed of soot-colored smoke. It has a vaguely humanoid form that appears to be torn. This form is a reflection of its torn sanity; its undead nature reflecting the insanity that destroyed the creature in life. The presence of an allip is often accompanied by a constant wailing of terror and insane gibbering.

Bodak (PL 6)

Strength 2, **Stamina** --, **Agility** 2, **Dexterity** 2
Fighting 4, **Intellect** 0, **Awareness** 2, **Presence** 3

POWERS

Death Gaze: Reaction Burst Area Affliction 5 (Dazed, Stunned, Dying); Resisted and Overcome by Fortitude; Progressive, Visual Sense-Dependent – 30 points

Undead Body: Immunity 35 (Electricity Damage, Fortitude Effects); Impervious Toughness 5; Protection 5; Regeneration 1 – 46 points

Undead Senses: Senses 2 (Darkvision) – 2 points

ADVANTAGES

Daze (Intimidation), Improved Initiative, Language 0 (Common is native), Startle

SKILLS

Close Combat (Unarmed) 2 (+6), Intimidation 8 (+11), Perception 8 (+10), Stealth 8 (+10)

OFFENSE

Initiative +6

Death Gaze Area (Close, Affliction 5)

Unarmed +6 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 7, **Toughness** 5

Fortitude Immune, **Will** 9

POWER POINTS

Abilities 20 + Advantages 3 + Defenses 13 + Powers 78 + Skills 13 = 127 Total

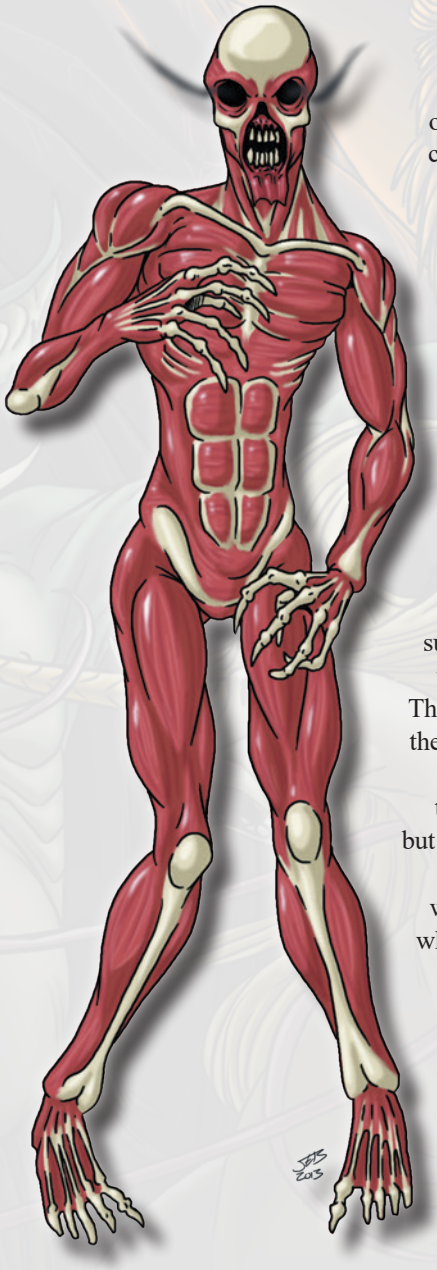
COMPLICATIONS

Infamy: Bodaks are feared not only as undead, but as particularly lethal undead.

Power Loss: Impervious Toughness; not vs. iron weapons.

Weakness: A bodak takes Damage 4 per round of exposure to direct sunlight.

Many undead are feared for the terrible powers they possess; but none more so than the dreaded bodak. This foul creature is the result of a humanoid being



utterly destroyed by necromantic energy. The surge of negative energy combined with the pain and anguish of the victim sometimes reform into a fearsome undead monstrosity. Bodaks are found skulking in the deepest corners of the world. They hide from the light; especially sunlight, as it burns their impure flesh. These creatures have the barest semblance of memories from their previous life; but often nothing that will help anyone who knew a bodak when they were still living creatures. All that remains is anguish and hatred. Bodaks are absolutely evil and seek only the destruction of all living things. This desire is easily achieved by a bodak, as its mere gaze is deadly. Anyone who locks eyes with a bodak will die instantly and himself return as a bodak within one day.

Although bodaks can have slight variations in form, they all appear to be gray-skinned humanoid creatures with hairless bodies. Their white, empty eyes are sunken into their skull-like head. Some bodaks are gaunt, while others have muscular definition.

INSPIRATION FOR BODAKS

Recommended Films: Silent Hill (2006), directed by Christophe Gans

DEATH GAZE

Anyone slain by a bodak's Death Gaze is doomed to return as a bodak themselves. Normally this does not require game mechanics, as it is not a fate that should befall any Player Character; only NPCs should suffer from such a horrifying end. However, should a GM want to simulate this ability, they may use the following Power:

Create Spawn: Burst Area Affliction 5 (Dazed, Compelled, Transformed [corpse into bodak]); Resisted by Fortitude; Affects Objects (corpses only), Linked to Death Gaze, Reaction (when living being is slain by Death Gaze) – 25 points

TRULY LETHAL GAZE (PL 11)

At its current rank, the Death Gaze power is possible to be resisted even by a PL 0 bystander (assuming a decent saving throw is rolled). If a GM wants to make the Death Gaze completely lethal to a normal bystander – giving them no chance for making the saving throw – the rank should be increased to 11. This will change the cost of the Power to 66 points total.

GHOST

Ghosts are the undead spirits of creatures that cannot pass on into the afterlife. Their malevolence keeps them attached to the mortal world until some deed is done; this often results in the ghost returning into existence even if it has been destroyed over and over again. Only once the ghost's specific deed had been performed can the ghost finally be put to rest and its malevolent presence will dissipate.

A ghost usually appears to be an incorporeal, ethereal version of its living self, but this is not always the case. Many ghosts manifest as the "mental self-image" of the living creature. This appearance can be anything from a simple shrouded figure to a massive black-bodied humanoid figure with burning eyes of hellfire. The appearance of a ghost is typically indicative of its level of power.

While the powers of ghosts are many and varied, all ghost possess some common traits. They are all incorporeal undead. Their touch is disruptive to living creatures; often feeling cold and chilling the soul with fear. A ghost can rejuvenate even after it has been "destroyed" in combat. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each ghost and may require a good deal of research, and should be created for each different ghost by the GM.

INSPIRATIONS FOR GHOSTS

Recommended Fiction: The Amityville Horror: A True Story, by Jay Anson

Ghost Story, by Jim Butcher

Hamlet, by William Shakespeare

Recommended Films: Darkness Falls (2003), directed by Jonathan Liebesman

Gothica (2003), directed by Mathieu Kassovitz

Poltergeist (1982), directed by Tobe Hooper

The Ring (2002), directed by Gore Verbinski

Recommended Television: American Horror Story, created by Ryan Murphy and Brad Falchuk

Supernatural, created by Eric Kripke

Ghost Template

ABILITIES

+2 Presence; a ghost has no Stamina score.

POWERS

A ghost receives all of the following Powers:

Ghostly Resilience: Protection 2 – 2 points [*Note: ranks should be equal to Presence*]

Ghostly Senses: Senses 2 (Darkvision) – 2 points

Incorporeal: Flight 1 (4 mph), Immunity 2 (Critical Hits), Insubstantial 4 (Innate, Permanent) – 25 points

Rejuvenation: Immortality 2 (1 week; Limited [if laid to final rest]) – 1 point

Undead Traits: Immunity 30 (Fortitude Effects) – 30 points

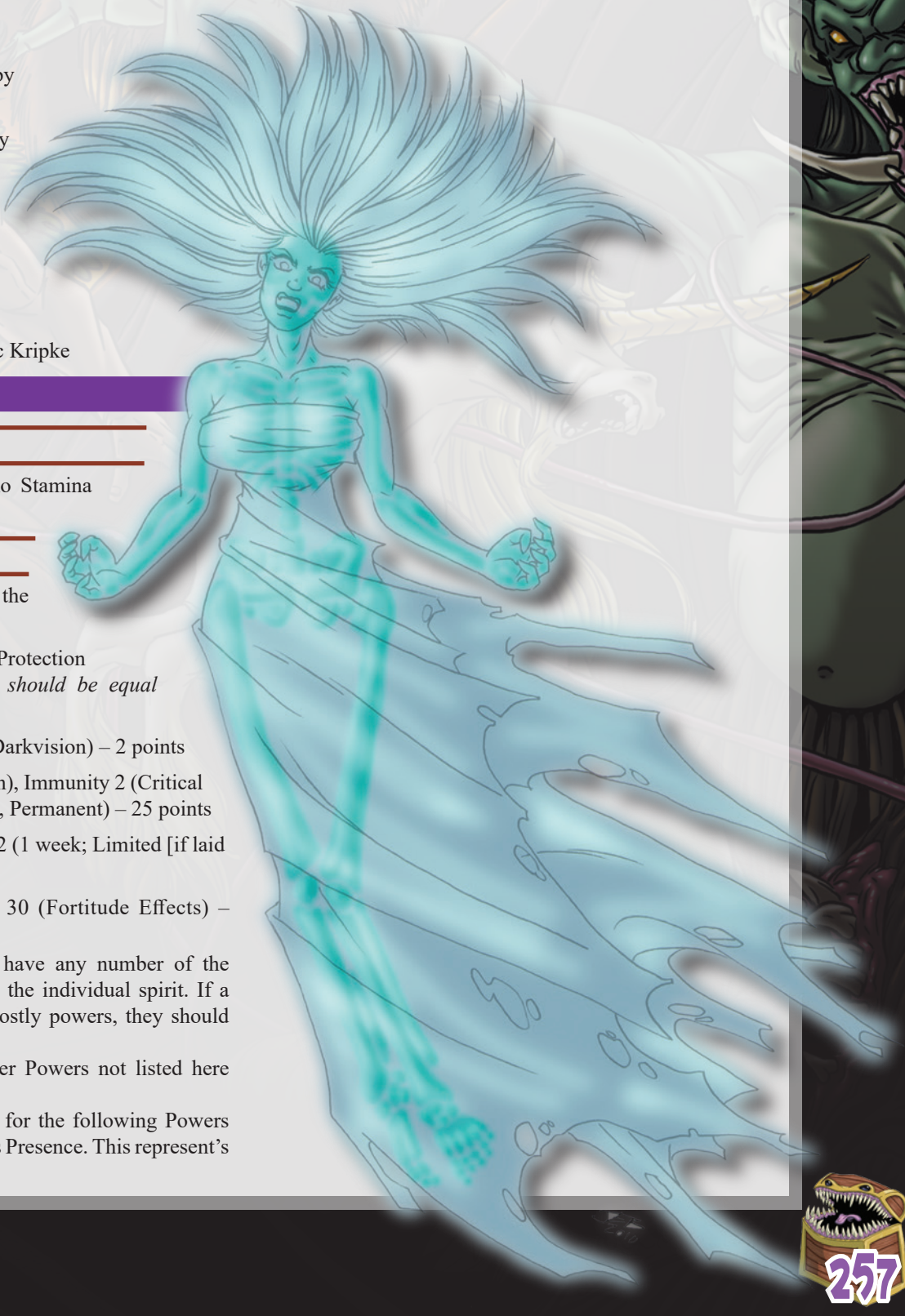
In addition, a ghost can have any number of the following Powers, based on the individual spirit. If a ghost possesses multiple ghostly powers, they should be purchased in an Array.

A ghost may possess other Powers not listed here with the GM's permission.

Note that all of the ranks for the following Powers should be equal to the ghost's Presence. This represent's the ghost's ability to manipulate the world around it through force of will.

Corrupting Gaze: Perception Range Weaken Presence X (Resisted by Fortitude; Affects Corporeal, Visual Sense-Dependent) – 3 points per rank

Corrupting Touch: Damage X (Affects Corporeal) – 2 points per rank



Draining Touch: Weaken [choose any one Ability Score] X (Affects Corporeal), Linked to Healing X (Limited to self only) – 3 points per rank

Frightful Moan: Burst Area Affliction X (Impaired, Compelled [to flee], Controlled [to flee]); Resisted and Overcome by Will; Affects Corporeal, Cumulative, Hearing-Sense Dependent – 3 points per rank

Horrific Appearance: Burst Area Weaken X (Resisted by Fortitude; Affects Corporeal, Broad [all physical Abilities], Simultaneous, Visual Sense-Dependent) – 4 points per rank

Malevolence: Affliction X (Entranced, Compelled, Controlled); Resisted and Overcome by Will; Affects Corporeal, Cumulative, Instant Recovery, Limited [the ghost's body merges with the target, assuming its physical Abilities], Sustained – 3 points per rank

Telekinesis: Perception Range Move Object X (Affects Corporeal) – 4 points per rank

SKILLS

Perception 8, Stealth 8

POINTS

Abilities -6 + Powers 60 + Skills 8 = 62 Total

COMPLICATIONS

The complications of a ghost are as different and varied as the individual undead spirits themselves. A GM should be creative with a ghost. Each ghost should have complications tailored to its existence, both in life and undeath.

Most ghosts will have an Obsession; which could be a desire they want fulfilled (such as their final rest) or a deed they must perform (unfinished business from when they were alive).

Some ghosts will have Disability which restricts their movement. These spirits cannot willingly leave the place which they currently "haunt."

SAMPLE GHOST

Ghost, Banshee (PL 7)

Strength --, **Stamina** --, **Agility** 3, **Dexterity** 3
Fighting 5, **Intellect** 3, **Awareness** 3, **Presence** 4

POWERS

Aura of Fear: Reaction Burst Area Affliction 4 (Impaired, Compelled [to flee]); Resisted and Overcome by Will; Limited to Two Degrees – 16 points

Banshee Powers: Array (21 points)

- **Wail of the Banshee:** Burst Area Damage 7 (Resisted by Fortitude; Affects Corporeal, Hearing-Sense Dependent) – 21 points
- **Corrupting Touch:** Damage 4 (Affects Corporeal) – 1 point

Ghostly Resilience: Protection 4 – 4 points

Ghostly Senses: Senses 7 (Darkvision, Detect Living Creatures [acute, extended, radius, ranged]) – 7 points

Incorporeal: Flight 1 (4 mph); Immunity 2 (Critical Hits); Insubstantial 4 (Innate, Permanent) – 25 points

Rejuvenation: Immortality 2 (1 week; Limited [if laid to final rest]) – 2 points

Undead Traits: Immunity 40 (Cold Damage, Electricity Damage, Fortitude Effects) – 40 points

ADVANTAGES

Improved Initiative

SKILLS

Insight 4 (+7), Intimidation 4 (+8), Perception 8 (+11), Stealth 8 (+11)

OFFENSE

Initiative +7

Corrupting Touch +5 (Close, Damage 4)

Fear Aura Area (Close, Affliction 4)

Wail of the Banshee Area (Close, Damage 7)

DEFENSE

Dodge 5, **Parry** 7, **Toughness** 4

Fortitude Immune, **Will** 8

POWER POINTS

Abilities 18 + Advantages 1 + Defenses 9 + Powers 116 + Skills 12 = 156 Total

COMPLICATIONS

Disability: A banshee cannot cross a line of salt.

Power Loss: A banshee can only use her Wail at night.

Weakness: A banshee is temporarily dispersed by contact with salt or being struck with an iron weapon. A banshee is destroyed if its original corpse is purified with salt and then burned.

A banshee is the ghost of an evil fey creature. They delight in causing suffering and death. The wail of a banshee is its most feared attack, as it can sap the living energy from any that hear it.

Ghoul (PL 4)

Strength 2, **Stamina** --, **Agility** 2, **Dexterity** 2

Fighting 2, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Ghoulish Attacks: Array (13 points)

- **Diseased Bite:** Strength-Based Damage 1; Linked to Weaken Abilities 2 (Resisted by Fortitude; Broad, Limited to Stamina and Agility, Limited to one check per day, Progressive, Simultaneous); Linked Affliction 2 (Fatigued, Exhausted, Transformed [corpse slain by ghoul bite into ghoul]); Resisted and Overcome by Fortitude; Affects Objects Only, Progressive – 13 points
- **Paralytic Claws:** Strength-Based Damage 1; Linked Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative – 1 point

Undead Body: Immunity 30 (Fortitude Effects); Protection 2; Regeneration 1 – 33 points

Undead Senses: Senses 5 (Darkvision, Olfactory [acute, extended, tracking]) – 5 points

ADVANTAGES

Languages 0 (Common is native), Startle

SKILLS

Acrobatics 4 (+6), Athletics 4 (+6), Close Combat (Ghoul Attacks) 2 (+4), Insight 2 (+4), Intimidation 6 (+8), Perception 4 (+6), Stealth 6 (+8)

OFFENSE

Initiative +2

Bite +4 (Close, Damage 3 plus Weaken 2)

Claws +4 (Close, Damage 3 plus Affliction 3)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 3, **Toughness** 2

Fortitude Immune, **Will** 5

POWER POINTS

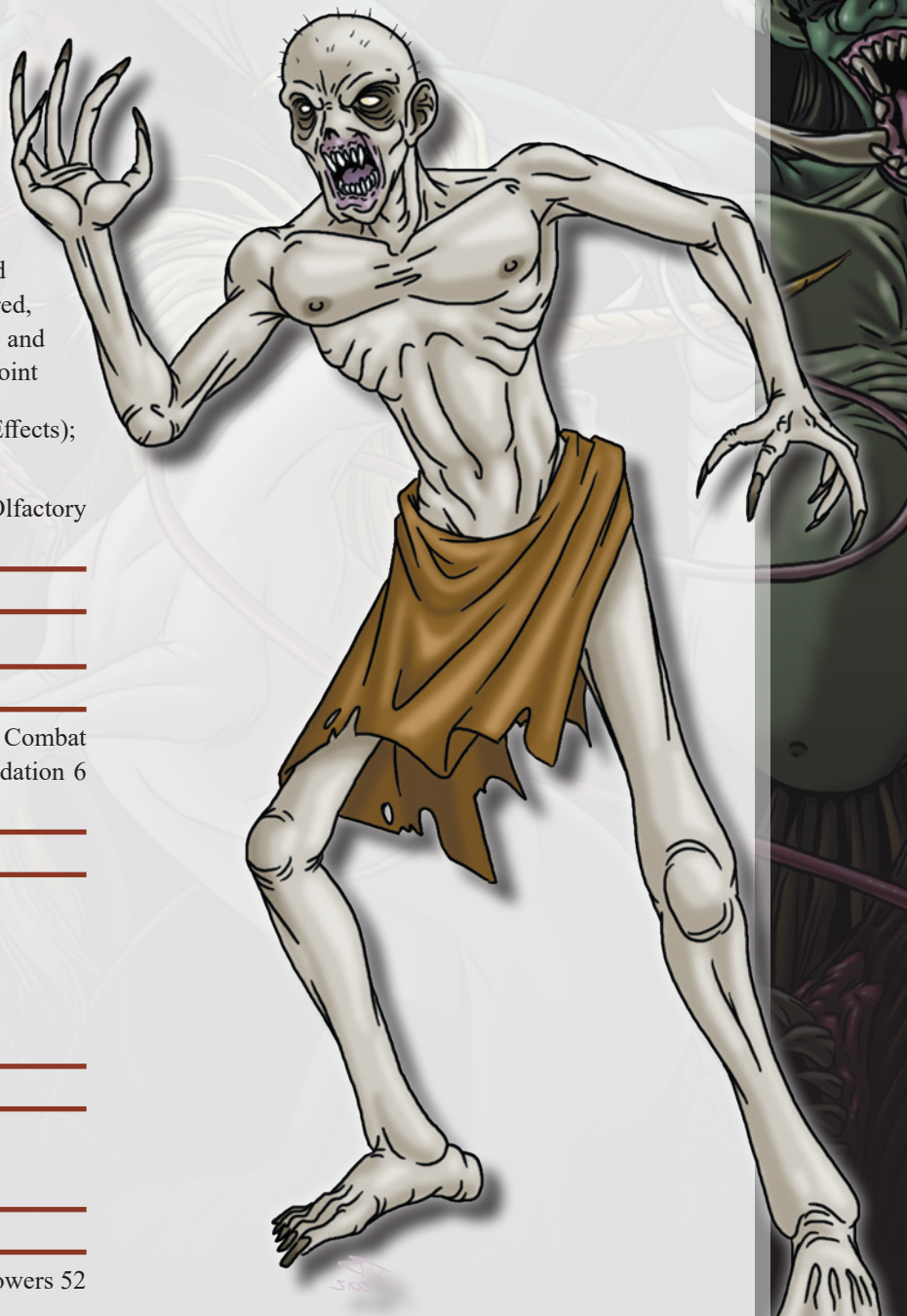
Abilities 18 + Advantages 1 + Defenses 5 + Powers 52 + Skills 14 = 90 Total

COMPLICATIONS

Infamy: Ghouls are flesh-eating undead who dwell in graveyards and consume the corpses of the deceased.

Power Loss: Elves are immune to a ghoul's paralytic touch.

Ghouls are humanoid undead that feed on the flesh of corpses. They lair within ancient crypts or hide in graveyards where food is plentiful. Whenever possible, a ghoul will attack a living target as a rare opportunity to have fresh meat.



A ghoul appears to be an emaciated humanoid creature with putrid grey skin. Its teeth have worn away into fangs and it has a long-lashing tongue. The fingers and toes of a ghoul end in sharp claws, blackened from constantly digging up grave dirt.

People rightfully fear ghoulsand their corpse-eating ways. The bit of a ghoul inflicts a terrible disease. Any who die from the illness arises as a ghoul soon afterward. The touch of a ghoul carries a necromantic power that paralyses those whom the undead touches.

INSPIRATIONS FOR GHOULS

Film: Quarantine (2008), directed by John Erick Dowdle

GHAST (PL 6)

Ghasts are a more powerful version of ghouls. Their paralytic touch affects all creatures, including elves. They also reek of death to a nauseating degree. Ghasts tend to be the leaders of packs of lesser ghouls.

To create a ghast, add 2 ranks to all of its Abilities, Ghoulish Attack and Protection Powers, and Skills as well as removing the Power Loss from its paralytic touch. Additionally, ghasts gain the following Power:

Stench: Reaction Burst Area Affliction 3 (Impaired, Stunned, Incapacitated); Resisted and Overcome by Fortitude; Cumulative, Olfactory Sense-Dependent – 15 points

LACEDON

Lacedons are aquatic ghouls. They lurk near reefs and shipwrecks, awaiting swimmers or drowning sailors to fall into their water-bloated grasp.

To create a lacedon, add the following Powers to the current build:

Advantage: Favored Environment (Underwater) – 1 point

Aquatic: Movement 1 (Environmental Adaptation [Underwater]); Swimming 2 (2 mph) – 4 points

LICH

Liches are spellcasters that use their magical ability to extend their existence after they should have naturally died. This results in a powerful necromantic transformation that turns the once-living mage into a monstrous undead creature. The process allows that spellcaster to retain his intelligence and magical powers, while gaining a large number of new necromantic powers.

To become a lich, the spellcaster must place a portion of their life force into a specially-prepared object – a phylactery. So long as the phylactery is not destroyed, the lich will eventually rejuvenate – even if its body is completely destroyed.

INSPIRATIONS FOR LICHES

Fiction: Harry Potter and the Half-Blood Prince, by J.K. Rowling

Lich Template

ABILITIES

+1 Intellect, +1 Awareness, +1 Presence; a lich has no Stamina score

POWERS

Aura of Fear: Reaction Burst Area Affliction 5* (Impaired); Resisted and Overcome by Will; Area 2 (60-ft. radius), Limited to one degree – 20 points

Negative Energy Touch: Array (25 points)

- **Paralyzing Touch:** Affliction 5* (Hindered / Immobilized / Paralyzed; Resisted by Fortitude; Cumulative, Progressive), Linked Damage 5 – 25 points
- **Negative Energy Restoration:** Healing 5* (Affects Objects, Limited to undead and negative energy creatures) – 1 point

Rejuvenation: Immortality 2 (Limited if phylactery is destroyed) – 2 points

Undead Body: Immunity 40 (Cold Damage, Electrical Damage, Fortitude Effects); Impervious Toughness 5*, Protection 5; Regeneration 5 – 55 points

Undead Senses: Senses 2 (Darkvision) – 2 points

* Powerful liches will have additional ranks of these powers.

SKILLS

Insight 8, Perception 8, Stealth 8

POINTS

Abilities -4 + Powers 105 + Skills 12 = 113 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. magical bludgeoning weapons.

Prejudice: Liches are powerful undead creatures. They are feared and reviled wherever they are encountered.

SAMPLE LICH

The Broken King (PL 10)

Strength 0, **Stamina** --, **Agility** 1, **Dexterity** 3

Fighting 4, **Intellect** 4, **Awareness** 7, **Presence** 5

POWERS

Aura of Fear: Reaction Burst Area Affliction 5 (Impaired); Resisted and Overcome by Will; Area 2 (60-ft. radius), Limited to one degree – 20 points

Magic Spells: Array (33 points)

- **Mystic Blast:** Ranged Damage 11 (Affects Corporeal) – 33 points
- **Paralyzing Touch:** Affliction 6 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Damage 6 – 1 point
- **Negative Energy Restoration:** Healing 11 (Affects Objects, Limited to undead and negative energy creatures) – 1 point

Mystic Travel: Array (32 points)

- **Astral Projection:** Remote Sensing 10 (auditory, mental, visual; physical body is defenseless, Subtle 2) – 32 points
- **Ghost Flight:** Flight 4 (30 mph); Linked Immunity 2 (Critical Hits); Linked Insubstantial 2 (Subtle) – 1 point

Mystic Senses: Senses 2 (Magic Awareness, Radius) – 2 points

Rejuvenation: Immortality 2 (Limited if phylactery is destroyed) – 2 points

Undead Body: Immunity 40 (Cold Damage, Electrical Damage, Fortitude Effects); Impervious Toughness 12; Protection 12; Regeneration 5 – 69 points

Undead Senses: Senses 2 (Darkvision) – 2 points

ADVANTAGES

Fearless, Ritualist

SKILLS

Expertise (Magic) 10 (+14), Insight 8 (+15), Intimidation 4 (+9), Perception 8 (+15), Ranged Combat (Magic Spells) 6 (+9), Sleight of Hand 4 (+7), Stealth 8 (+9)

OFFENSE

Initiative +1

Mystic Blast +9 (Ranged, Damage 11)

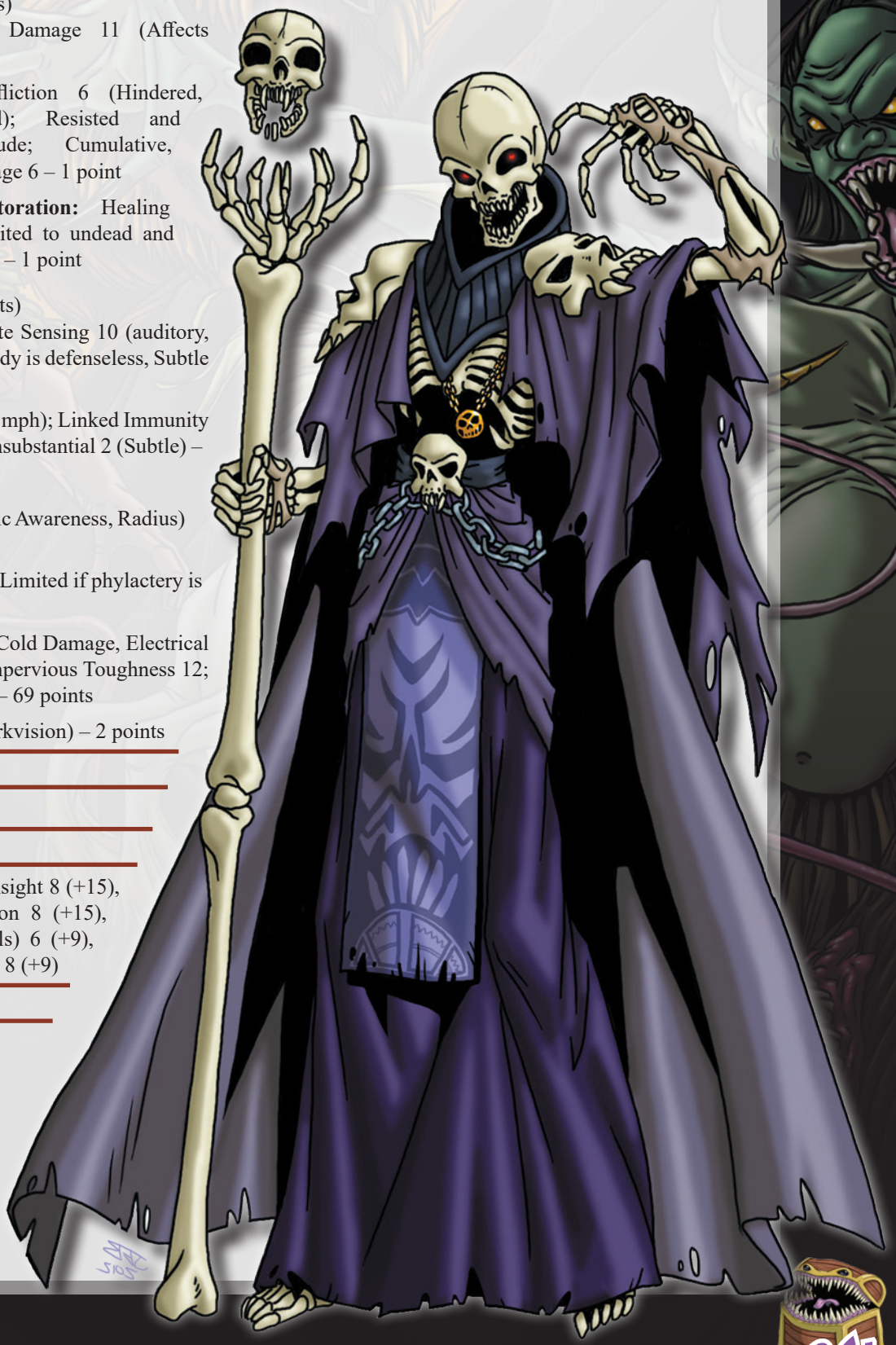
Paralyzing Touch +4 (Close, Affliction and Damage 6)

Unarmed +4 (Close, Damage 0)

DEFENSE

Dodge 8, **Parry** 7, **Toughness** 12

Fortitude Immune, **Will** 10



POWER POINTS

Abilities 38 + Advantages 2 + Defenses 13 + Powers 163 + Skills 24 = 240 Total

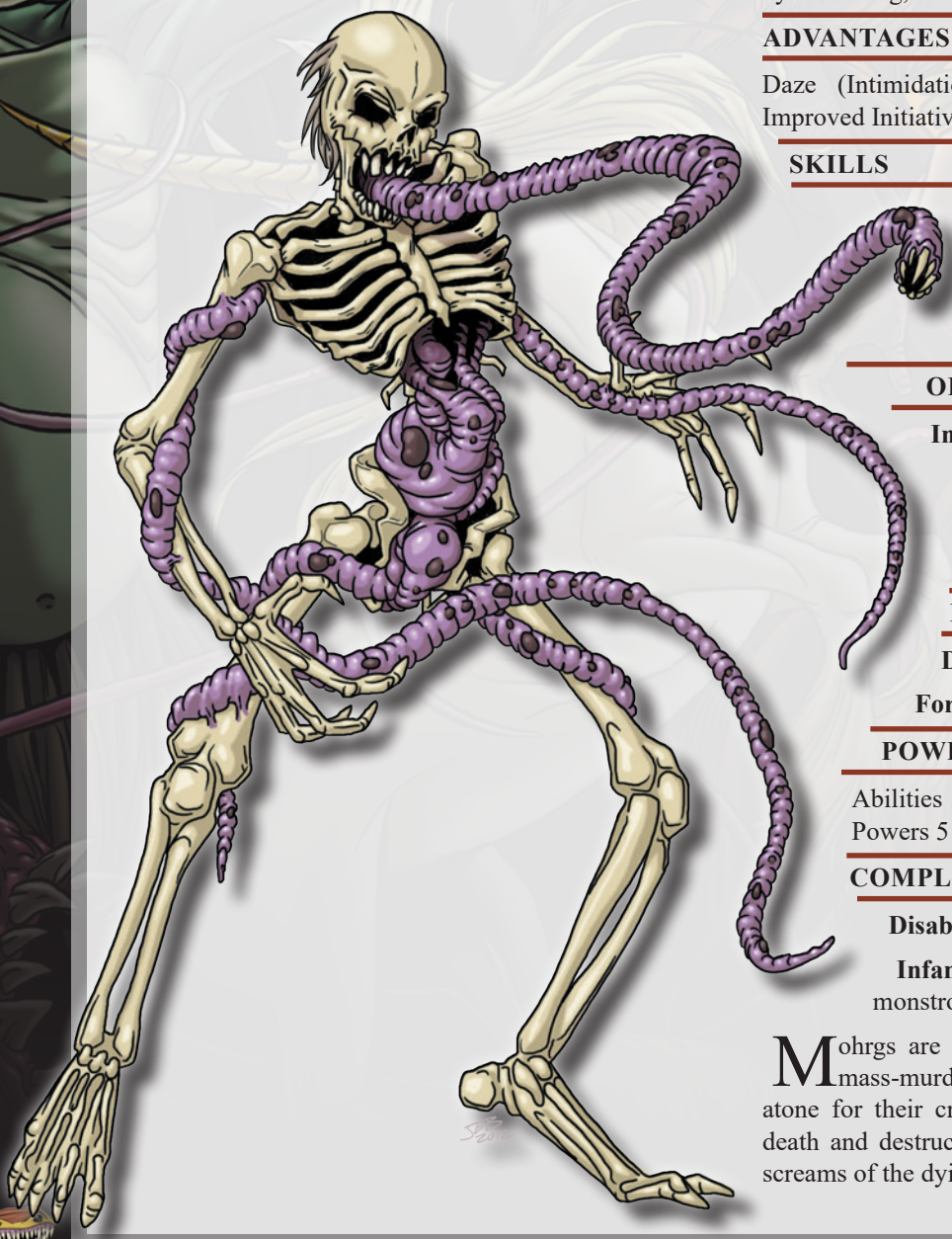
COMPLICATIONS

Power Loss: Impervious Toughness; not vs. magical bludgeoning weapons.

Prejudice: Liches are powerful undead creatures. They are feared and reviled wherever they are encountered.

Mohrg (PL 8)

Strength 4, **Stamina** --, **Agility** 3, **Dexterity** 5
Fighting 5, **Intellect** 2, **Awareness** 1, **Presence** 2



POWERS

Undead Body: Immunity 30 (Fortitude Effects); Protection 5; Regeneration 1 – 36 points

Undead Senses: Senses 2 (Darkvision) – 2 points

Undead Weapons: Array (16 points)

- **Paralytic Tongue:** Affliction 5 (Dazed and Hindered, Defenseless and Immobile, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Extra Condition, Reach – 16 points
- **Slam:** Strength-Based Damage 2 – 1 point

Zombie Plague: Transform Humanoid Corpse into Zombie 8 (Affects Objects Only, Limited to those slain by the mohrg, Permanent, Uncontrolled) – 4 points

ADVANTAGES

Daze (Intimidation), Fast Grab, Improved Hold, Improved Initiative, Move-By Action, Startle

SKILLS

Athletics 8 (+12), Close Combat (Undead Weapons) 4 (+9), Insight 2 (+3), Intimidation 14 (+16), Perception 8 (+9), Sleight of Hand 4 (+9), Stealth 8 (+11)

OFFENSE

Initiative +7

Slam +9 (Close, Damage 6)

Tongue +9 (Close, Affliction 5)

Unarmed +5 (Close, Damage 4)

DEFENSE

Dodge 7, **Parry** 9, **Toughness** 5

Fortitude Immune, **Will** 10

POWER POINTS

Abilities 38 + Advantages 6 + Defenses 17 + Powers 51 + Skills 24 = 136 Total

COMPLICATIONS

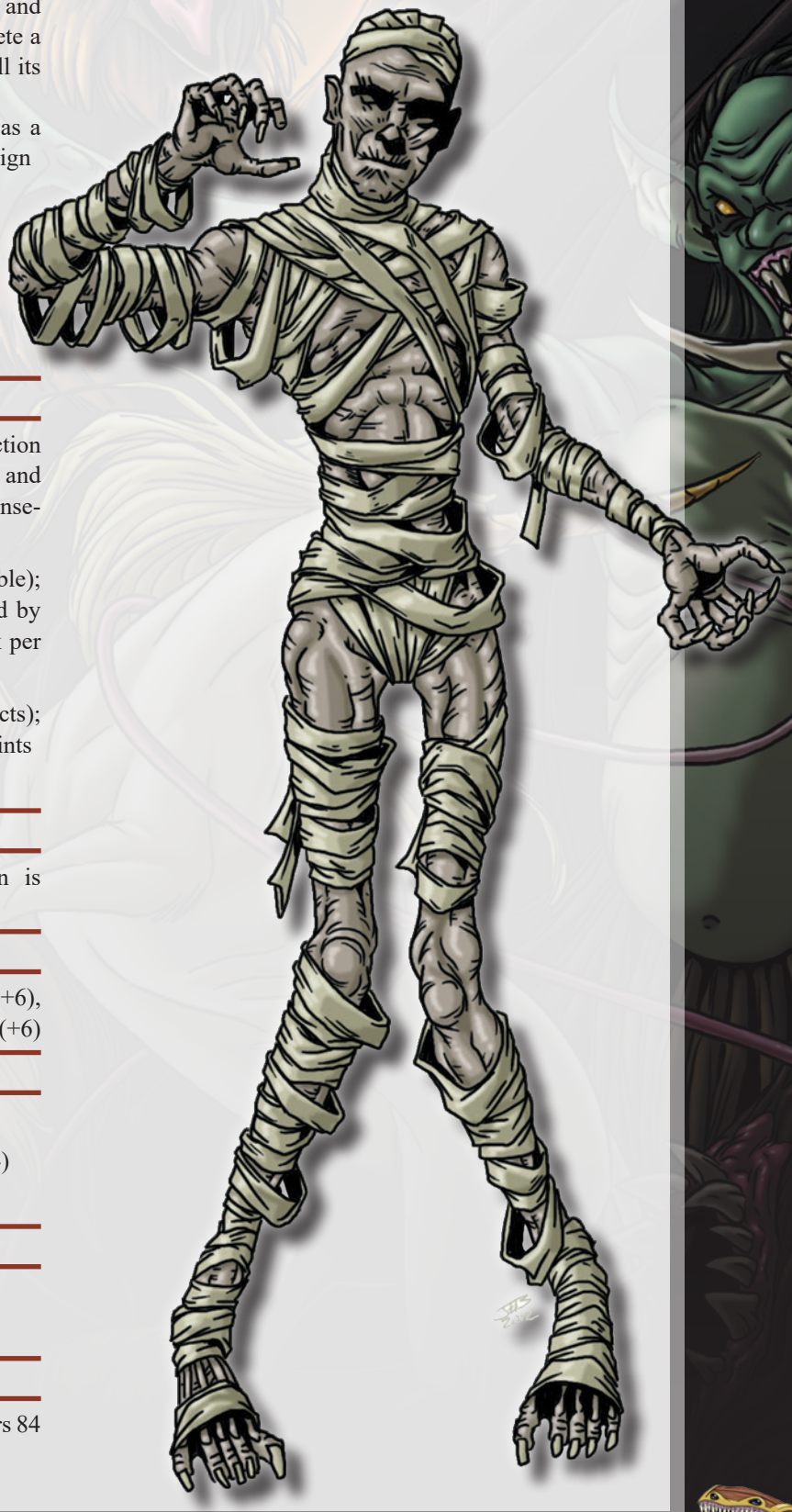
Disability: Mohrgs cannot speak.

Infamy: Mohrgs are powerful undead monstrosities.

Mohrgs are undead that are the risen forms of mass-murderers that died before they could atone for their crimes. Mohrg's exist to bring more death and destruction to the world; delighting in the screams of the dying.

Mohrgs are sometimes mistaken for skeletons or zombies. They appear to be skeletal humanoids with fleshy internal organs wrapped around their form. These organs are animated and capable of lashing out and entangling any they touch. Furthermore, they secrete a paralytic slime that allows the mohrg to slowly kill its victims while they watch helplessly.

Those slain by a Mohrg arise soon afterwards as a zombie. A rise in the undead population is often a sign of a mohrg in the area.



Mummy (PL 7)

Strength 4, **Stamina** --, **Agility** 0, **Dexterity** 0
Fighting 4, **Intellect** 0, **Awareness** 2,
Presence 2

POWERS

Aura of Despair: Reaction Burst Area Affliction 4 (Hindered, Immobile, Paralyzed); Resisted and Overcome by Will; Cumulative, Visual Sense-Dependent – 20 points

Cursed Blow: Strength-Based Damage 3 (Incurable); Linked Weaken Presence and Stamina 4 (Resisted by Fortitude; Broad, Incurable, Limited to one check per day, Progressive, Simultaneous) – 21 points

Undead Body: Immunity 30 (Fortitude Effects); Protection 5 (Impervious); Regeneration 1 – 41 points

Undead Senses: Senses 2 (Darkvision) – 2 points

ADVANTAGES

Fascinate (Intimidation), Language 0 (Common is native), Power Attack, Startle

SKILLS

Athletics 2 (+6), Close Combat (Cursed Blow) 2 (+6), Intimidation 12 (+14), Perception 6 (+8), Stealth 6 (+6)

OFFENSE

Initiative +0

Cursed Blow +6 (Close, Damage 7 plus Weaken 4)

Unarmed +4 (Close, Damage 4)

DEFENSE

Dodge 2, **Parry** 6, **Toughness** 5

Fortitude Immune, **Will** 8

POWER POINTS

Abilities 14 + Advantages 3 + Defenses 10 + Powers 84 + Skills 14 = 125 Total

COMPLICATIONS

Infamy: Mummies are fearsome undead that usually serve as tomb guardians.

Vulnerability: Mummies are Toughness Impaired vs. fire damage.

Mummies are the undead guardians of tombs and vaults of honored dead (such as kings or nobility of the ancient world). They patrol their homes with dedication, remaining alert for signs of tomb robbers or others who would desecrate their assigned lair.

The creation of a mummy is a long and gruesome process, involving separating the internal organs of the prepared body. The body is then wrapped in expensive linens and anointed with sacred oils. When the tomb is finally sealed, the mummy awakens in an undead state.

Mummies are granted great strength. They also carry a virulent curse that acts as a disease. This affliction – known as mummy rot – causes the flesh of its victims to rot away, leaving gruesome scars and disfiguring the unfortunate soul before finally expiring from the wasting disease.

INSPIRATIONS FOR MUMMIES

Recommended Fiction: The Mummy, or Ramses the Damned, by Anne Rice

Recommended Films: The Monster Squad (1987), directed by Fred Dekker

The Mummy (1932), directed by Karl Freund

The Mummy (1999), directed by Stephen Sommers

SHADOW (PL 5)

Strength --, **Stamina** --, **Agility** 2, **Dexterity** 2
Fighting 2, **Intellect** 0, **Awareness** 2, **Presence** 2

POWERS

Incorporeal Form: Immunity 32 (Critical Hits, Fortitude Effects); Insubstantial 4 (Innate, Permanent) – 52 points

Incorporeal Speed: Flight 2 (8 mph; Subtle) – 5 points

Incorporeal Touch: Weaken Strength 2 (Resisted by Fortitude; Affects Corporeal) – 4 points

Shadow Form: Enhanced Stealth 4 (Limited to dimly-lit environs) – 1 point

Undead Resilience: Protection 2, Regeneration 2 – 4 points

Undead Senses: Senses 6 (Darkvision, Detect Living Creatures [acute, radius, ranged mental sense]) – 6 points

ADVANTAGES

Startle

SKILLS

Close Combat (Touch) 2 (+4), Intimidation 4 (+6), Perception 4 (+6), Stealth 6 (+8, +12 in dimly-lit environs)

OFFENSE

Initiative +2

Incorporeal Touch +4 (Close, Weaken 2)

DEFENSE

Dodge 3, **Parry** 3, **Toughness** 2

Fortitude Immune, **Will** 5

POWER POINTS

Abilities 0 + Advantages 1 + Defenses 5 + Powers 72 + Skills 8 = 86 Total

COMPLICATIONS

Obsession: Shadows seek to slay living creatures.

Prejudice: Shadows are feared and despised wherever they are found.

Shadow Form: In areas of bright light, shadows are Stealth Disabled, as their black forms can easily be seen.

Shadows are a form of incorporeal undead that resembles nothing more than their namesake. These wraith-like creatures exist to slay living beings, whom they hate and desire to feed upon. When a shadow touches a living creature it saps the strength of the being. Any living creature slain by a shadow rises as a shadow soon afterwards.

Shadows often travel in groups; hiding from the sun in the depths of the world or within buried ruins and crypts.

INSPIRATION FOR SHADOWS

Film: Vanishing on 7th Street (2010), directed by Brad Anderson

Skeleton (PL

Strength 2, **Stamina** --, **Agility** 2, **Dexterity** 1
Fighting 1, **Intellect** --, **Awareness** 1, **Presence** --

POWERS

Undead Body: Immunity 35 (Cold Damage, Fortitude Effects); Impervious Toughness 2; Protection 2 – 39 points

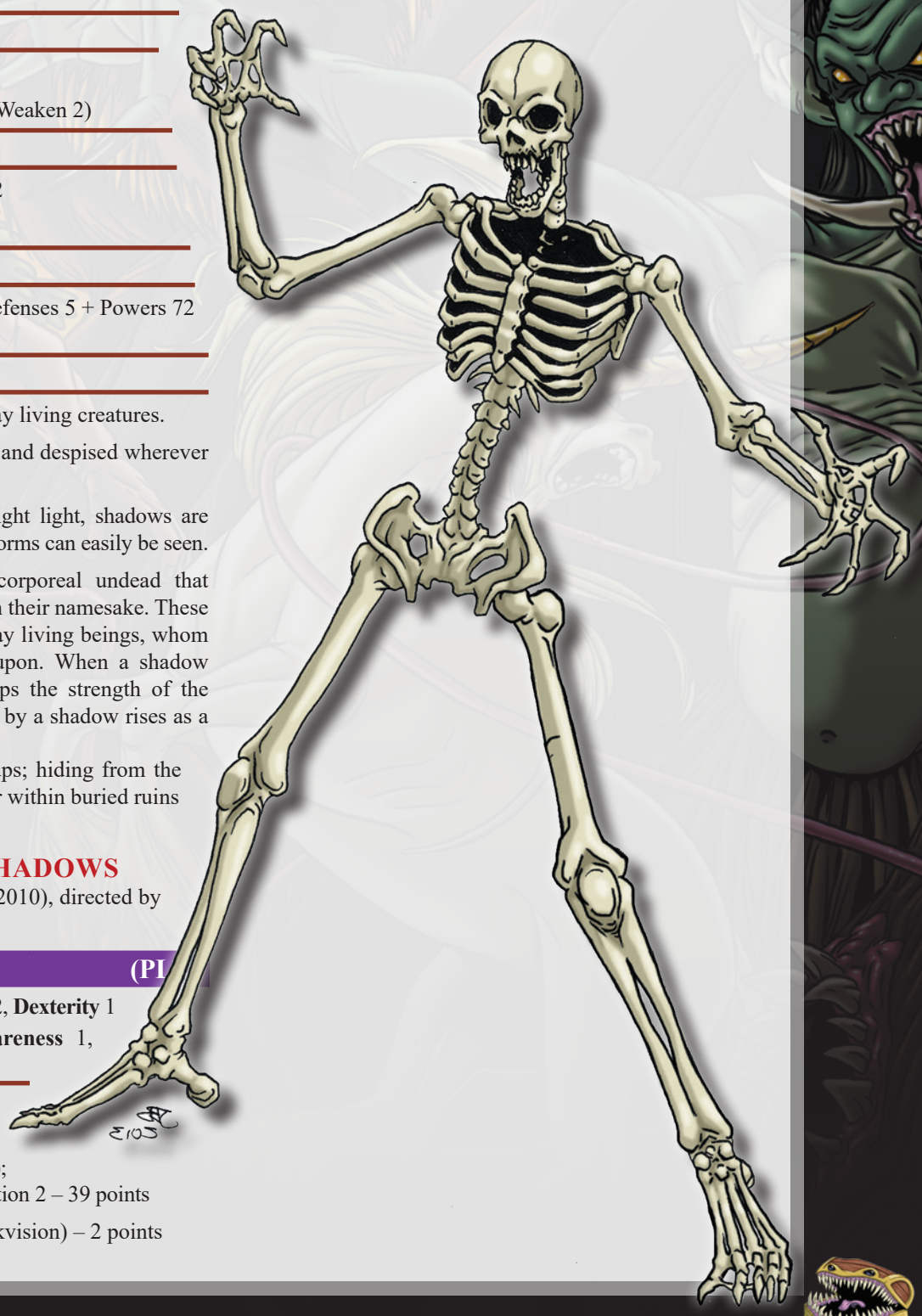
Undead Senses: Senses 2 (Darkvision) – 2 points

EQUIPMENT

Sword: Strength-Based Damage 3 (Improved Critical) – 4 points

ADVANTAGES

Equipment 1, Improved Initiative



OFFENSE

Initiative +2

Sword +1 (Close, Damage 5/19-20)

Unarmed +1 (Close, Damage 2)

DEFENSE

Dodge 4, **Parry** 3, **Toughness** 2

Fortitude Immune, **Will** Immune

POWER POINTS

Abilities -16 + Advantages 2 + Defenses 4 + Powers 41 + Skills 0 = 31 Total

COMPLICATIONS

Disability: Skeletons cannot speak.

Power Loss: Impervious Toughness; not vs. bludgeoning weapons.

Skeletons are the animated bones of once-living creatures. Their forms are kept together and ambulatory by means of necromantic energy – often a spell or some other outside magical source.

Human skeletons are the most commonly-encountered skeletal undead. This is due to the fact that the average necromancer has to do little more than steal a body from a local cemetery to gain an additional undead minion.

INSPIRATIONS FOR SKELETONS

Recommended Film: The 7th Voyage of Sinbad (1958), directed by Nathan J. Juran

Jason and the Argonauts (1963), directed by Don Chaffey

VAMPIRE

Vampires are among the most feared of all undead creatures. They feed on the living essence of creatures by drinking their blood.

These humanoid undead appear much as they did in life. However, their bodies are pale from being away from sunlight. The face of a vampire often has a feral, predatory look. Most vampires try to conceal their undead nature by assuming the guise of handsome aristocrats; which enables them to more easily feed upon an unsuspecting population of living humanoids.

INSPIRATIONS FOR VAMPIRES

Recommended Fiction: Dracula, by Bram Stoker

I Am Legend, by Richard Matheson

Let the Right One In, by John Ajvide Lindqvist

Recommended Film: Bram Stoker's Dracula (1992); directed by Francis Ford Coppola

Fright Night (1985); directed by Tim Holland

Fright Night Part 2 (1988); directed by Tommy Lee Wallace

Innocent Blood (1992); directed by John Landis

Let Me In (2010); directed by Matt Reeves

The Lost Boys (1987); directed by Joel Schumacher

Nosferatu (1922); directed by F.W. Murnau

Vampire Template

ABILITIES

+3 Strength, +2 Agility, +1 Intellect, +1 Awareness, +2 Presence; a vampire has no Stamina score

POWERS

Blood Drain: Weaken Stamina 2 (Resisted by Fortitude; Concentration, Grab-Based); Linked Healing 2 (Limited to Self) – 4 points

Change Shape: Array (17 points)

- **Bat Form:** Shrinking 4; Flight 5 (60 mph; Wings); Senses 4 (Echolocation [accurate, extended ultra-hearing]) – 17 points
- **Mist Form:** Flight 2 (8 mph); Immunity 2 (Critical Hits); Insubstantial 2 – 1 point
- **Wolf Form:** Enhanced Advantage 3 (Fast Grab, Improved Hold, Improved Trip); Speed 3 (16 mph) – 1 point

Controlling and Summoning: Array (40 points)

- **Children of the Night:** Summon 4 (Active, Controlled, Horde, Multiple Minions 2, Variable Type [bats, rats, and wolves]) – 40 points
- **Domination:** Perception Ranged Affliction 5 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Visual Sense-Dependent – 1 point

Shadowless: Visual Concealment 4 (Innate, Limited to casting shadows or reflections, Permanent) – 5 points

Spider-Climb: Movement 2 (Wall-Crawling 2) – 4 points

Undead Body: Immortality 6 (Limited if beheaded or burned); Immunity 30 (Fortitude Effects); Impervious Toughness 5; Protection 5; Regeneration 3 – 49 points

Undead Senses: Senses 9 (Darkvision, Extended Vision, Extended Hearing, Olfactory [acute, extended, tracking], Ultra-Hearing) – 9 points

ADVANTAGES

Improved Initiative

SKILLS

Deception 8, Insight 8, Perception 8, Stealth 8

POWER POINTS

Abilities 8 + Advantages 1 + Powers 131 + Skills 16 = 156 Total

COMPLICATIONS

Power Loss: Impervious Toughness; not vs. silver or magical weapons.

Vulnerability: A vampire is Toughness Impaired against fire damage.

Weakness: A vampire cannot tolerate the scent of garlic and will not enter an area laced with it. They also cannot enter an area surrounded by holy symbols. If presented with a holy symbol, the vampire and presenter must make competing Presence checks; should the presenter succeed, the vampire must stay at least 5 feet away from the presenter and is unable to attack them.

A vampire cannot enter the private dwelling of a living creature unless invited in by someone with the authority to do so.

A vampire requires living blood to survive. If a vampire does not drink blood regularly, they suffer as if starving; becoming Impaired after a week, followed by Disabled and Fatigued after 2 weeks.

Driving a wooden stake through the heart of a vampire will cause it to become Immobile.

A vampire is Dazed and Hindered when exposed to direct sunlight. They are Disabled on the following round. On the third round of exposure to sunlight, a vampire is Dying and will eventually be destroyed.

VAMPIRE SPAWN (PL 4; MINION RANK 9)

Strength 3, **Stamina** --, **Agility** 2, **Dexterity** 0
Fighting 3, **Intellect** 1, **Awareness** 1, **Presence** 2

POWERS

Blood Drain: Weaken Stamina 2 (Resisted by Fortitude; Concentration, Grab-Based); Linked Healing 2 (Limited to Self) – 4 points

Dominate: Perception Range Affliction 2 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Visual-Sense Dependent – 6 points

Gaseous Form: Flight 1 (4 mph); Immunity 2 (Critical Hits); Insubstantial 2 – 14 points

ADDITIONAL VAMPIRE POWERS

Vampire powers have been many and varied in the different books and legends of these creatures. The traits described above show a vampire in its most basic of form and abilities.

BLOOD BOND

Vampires that are particularly skilled in the mental control of others will often develop a report with those on whom they have fed. They can mentally communicate with these hapless victims and sense the world through their senses from afar. Using this ability, a vampire master can keep track of its various minions and created spawn.

To simulate a vampire with these abilities, add the following Powers:

Blood Bond: Mental Communication 4 (Limited to targets whom the vampire has used Blood Drain, Subtle) – 13 points

Our Minds Are One: Remote Sensing 20 (Visual, Hearing; Medium [targets whom the vampire has used Blood Drain]) – 40 points

ELEMENTAL CONTROL

Some vampires can control energy on a wide scale. This can include simple telekinesis that allows the movement of small objects; pyro-kinesis which allows the creatures to alight a room full of candles or even a presented crucifix; or cryo-kinesis which allows the vampires to bring the ambient temperature to a bitter cold. This power can also be so massive as to allow a vampire to control the weather.

To simulate a vampire with these powers, add the following Powers as Alternate Effects of the Controlling and Summoning Array (the ranks of these Powers should be at least equal to the vampire's Presence ability score):

Chilling Cold: Environment 2 (Intense Cold) – 1 point

Ignite Flame: Perception Ranged Damage 2 (Indirect 2, Subtle) – 1 point

Summon Mist: Environment 2 (Visibility [-5 Perception]) – 1 point

Telekinesis: Move Object 2 – 1 point

Shadowless: Visual Concealment 4 (Innate, Limited to casting shadows and reflections in mirrors, Permanent) – 5 points

Spider Climb: Movement 2 (Wall-Crawling 2) – 4 points

"FOR THE DEAD TRAVEL FAST"

Vampires are often described as being fast. This is represented in the basic template with the Improved Initiative Advantage. However, vampires that can move faster than the human eye can follow are not unheard of.

To create a fast vampire, add the following Traits:

Advantage: Evasion, Instant Up, Interpose, Move-By Action, Seize Initiative – 5 points

Speed of the Dead: (the ranks of these Powers should be at least equal to the vampire's Presence ability score) Enhanced Improved Initiative 2; Speed 2; Visual Concealment 6 (Visual and Olfactory; Limited to while the vampire is running) – 10 points

FLYING DEAD

Other series and legends – particularly those found in film and television – have vampires being able to fly under their own power. However, they tend to not possess the ability to alter their forms, and thus lose those Powers (unless the GM chooses otherwise).

To create a flying vampire, add the following Power:

Flying Vampire: (the ranks of this Power should be at least equal to the vampire's Presence ability score) Flight 2 (8 mph; Subtle) – 5 points

Undead Body: Immortality 6 (next sunset; Limited if beheaded or burned); Immunity 30 (Fortitude Effects); Impervious Toughness 3; Protection 3; Regeneration 3 – 45 points

Undead Senses: Senses 9 (Darkvision, Extended Vision, Extended Hearing, Olfactory [acute, extended, tracking], Ultra-Hearing) – 9 points

ADVANTAGES

Improved Initiative

SKILLS

Deception 8 (+10), Insight 8 (+9), Intimidation 4 (+6), Perception 8 (+9), Stealth 8 (+10)

OFFENSE

Initiative +6

Blood Drain +3 (Close, Weaken 2)

Dominate Perception (Ranged, Affliction 2)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 3

Fortitude Immune, **Will** 5

POWER POINTS

Abilities 14 + Advantages 1 + Defenses 6 + Powers 87 + Skills 18 = 126 Total

COMPLICATIONS

See Vampire Template, above

Vampire spawn are weaker vampires, often serving as minions to a powerful undead master. They do not possess all of the standard vampire powers, although they are still affected by all the traditional weaknesses and vulnerabilities.

Wight (PL 6)

Strength 2, **Stamina** --, **Agility** 2, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 2, **Presence** 2

POWERS

Life-Draining Touch: Unarmed Damage is Incurable – 1 point

Undead Body: Immunity 30 (Fortitude Effects); Protection 3 – 33 points

Undead Senses: Senses 2 (Darkvision) – 2 points

ADVANTAGES

Language 0 (Common is native), Precise Attack (Close, Concealment), Startle

SKILLS

Athletics 2 (+4), Close Combat (Unarmed) 2 (+5), Expertise (Religion) 4 (+6), Intimidation 4 (+6), Perception 4 (+6), Stealth 12 (+14)

OFFENSE

Initiative +2
Unarmed +5 (Close, Damage 2)

DEFENSE

Dodge 3, **Parry** 4, **Toughness** 3

Fortitude Immune, **Will** 6

POWER POINTS

Abilities 22 + Advantages 2 + Defenses 6 + Powers 36 + Skills 14 = 80 Total

COMPLICATIONS

Infamy: Wights are loathsome undead that drain the life from their foes.

Weakness: Healing spells used against a wight affect the undead as if a Damage effect of the same rank. If the Healing Power has the Resurrection Extra, the wight is Defense Disabled against the effect.

A wight is an undead humanoid that inhabits barrow mounds or catacombs. It is a hateful and evil creature, seeking to destroy all life it encounters. The wight is kept in its undead state through sheer willpower driven by violence and hatred. The decaying soul of the creature remains within its body, seeking to sustain its existence by feeding off the life force of living creatures. Those slain by a wight will soon afterwards arise as a wight themselves.

INSPIRATION FOR WIGHTS

Recommended Fiction: The Lord of the Rings: The Fellowship of the Ring, by JRR Tolkien

Wraith (PL 7)

Strength --, **Stamina** --, **Agility** 3, **Dexterity** 3
Fighting 4, **Intellect** 2, **Awareness** 3, **Presence** 2

POWERS

Ghostly Speed: Flight 5 (60 mph; Subtle) – 11 points

Incorporeal Body: Immunity 32 (Critical Hits, Fortitude Effects); Insubstantial 4 (Innate, Permanent); Protection 3 – 56 points

Life-Draining Touch: Damage 3 (Affects Corporeal, Resisted by Fortitude); Linked Weaken Stamina 3 (Resisted by Fortitude; Affects Corporeal) – 15 points

Undead Senses: Senses 8 (Darkvision, Detect Living Creatures [accurate, acute, radius, ranged mental sense]) – 8 points

Unnatural Aura: Reaction Area Burst Affliction 4 (Vulnerable, Compelled [to flee]); Resisted and Overcome by Will; Limited to Two Degrees – 16 points

ADVANTAGES

Daze (Intimidation), Improved Initiative, Languages 0 (Common is native), Precise Attack (Close, Concealment), Startle

SKILLS

Acrobatics 2 (+5), Close Combat (Life-Draining Touch) 2 (+6), Expertise (History) 6 (+8), Expertise (Religion) 6 (+8), Insight 2 (+5), Intimidation 6 (+8), Perception 6 (+9), Stealth 6 (+9)

OFFENSE

Initiative +7

Life-Draining Touch +6 (Close, Damage and Weaken 3)

DEFENSE

Dodge 4, **Parry** 5, **Toughness** 3

Fortitude Immune, **Will** 7

POWER POINTS

Abilities 14 + Advantages 4 + Defenses 6 + Powers 106 + Skills 18 = 148 Total

COMPLICATIONS

Disability: While exposed to direct sunlight, a wraith is Dazed, Hindered, and Powerless.

Hatred: Wraiths hate all living creatures and seek to slay them whenever they sense their presence.

Weakness: Healing spells used against a wraith affect the undead as if a Damage effect of the same rank. If the Healing Power has the Resurrection Extra, the wraith is Defense Disabled against the effect.

A wraith is a fearsome undead spirit that is hateful of all living things. This monstrosity feeds on the life force of living creatures, draining their very souls and transforming those slain by its touch into other hate-filled wraiths.

This build can also be used for a number of other incorporeal, life-draining undead, such as spectres.

INSPIRATIONS FOR WRAITHS

Recommended Fiction: The Lord of the Rings, by J.R.R. Tolkien

Magician: Apprentice, by Raymond E. Feist

Zombie (PL 3)

Strength 3, **Stamina** --, **Agility** 0, **Dexterity** 0
Fighting 2, **Intellect** --, **Awareness** 0, **Presence** --

POWERS

Undead Body: Immunity 30 (Fortitude Effects); Impervious Toughness 2; Protection 2 – 34 points
Undead Senses: Senses 2 (Darkvision) – 2 points

ADVANTAGES

Diehard

OFFENSE

Initiative +0
Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 0, **Parry** 2, **Toughness** 2
Fortitude Immune, **Will** Immune

POWER POINTS

Abilities -20 + Advantages 1 + Defenses 0 + Powers 36 + Skills 0 = 17 Total

COMPLICATIONS

Disabled: Zombies always have the Dazed condition, limiting them to a single standard action each round.

Power Loss: Impervious Toughness; not vs. slashing weapons.

A zombie is a mindless animated corpse that continues to move through necromantic energy. Most zombies are animated constructs created by a necromancer to serve as basic guards or soldiers.

Zombies are often quite tough, but tend to be slow-moving and clumsy. While a single zombie poses little threat, it is rare when only one is encountered. More often than not, zombies are found in large, shambling groups which can easily overwhelm a single person or a small force.

INSPIRATIONS FOR ZOMBIES

Recommended Film: Night of the Living Dead (1968), directed by George A. Romero

Dawn of the Dead (1978), directed by George A. Romero

Day of the Dead (1985), directed by George A. Romero

Recommended Television: The Walking Dead, created by Robert Kirkland

PLAGUE ZOMBIE (PL 4)

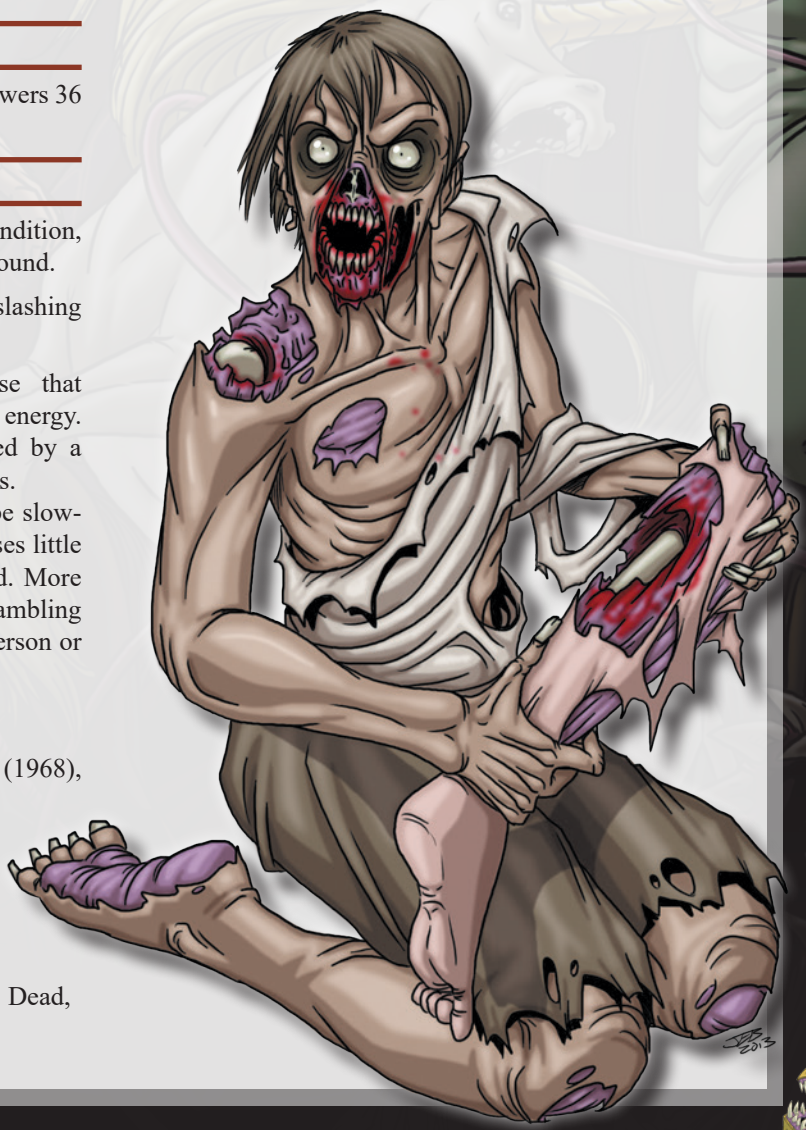
One of the most feared undead creatures in existence is the plague zombie. These creatures, like normal zombies, travel in large packs and seek to eat the flesh of living creatures. Worse yet, their bite transfers a deadly necromantic infection that transforms anyone affected into a plague zombie when they die.

Campaigns featuring a zombie apocalypse scenario should use these zombies as antagonists.

To create a plague zombie, modify the zombie with the following Traits:

Advantages: Fast Grab – 1 point

Necromantic Infection: Affliction 5 (Fatigued, Exhausted, Transformed [into plague zombie]); Resisted and Overcome by Fortitude; Grab-Based, Incurable, Limited to one check per day, Progressive – 6 points



Vermin

Ant, Giant (PL 5)

Strength 2, **Stamina** 3, **Agility** 0, **Dexterity** 1

Fighting 2, **Intellect** -5, **Awareness** 2, **Presence** 1

POWERS

Ant Strength: Enhanced Strength 2 (Limited to lifting; lifting Str 4, 800 lbs.) – 2 points

Fast: Speed 1 (4 mph) – 1 point

Insect Legs: Extra Limbs 2; Movement 2 (Wall-Crawling 2) – 6 points

Insect Senses: Senses 4 (Acute Olfactory, Direction Sense, Radius Vision) – 4 points

Pheromone Trail: Feature 1 (Tracking for ants) – 1 point

ADVANTAGES

Fast Grab, Great Endurance, Improved Hold, Teamwork

SKILLS

Close Combat (Unarmed) 2 (+4), Expertise (Building) 8 (+3), Expertise (Survival) 8 (+3), Expertise (Tactics) 6 (+1), Intimidation 2 (+3), Perception 4 (+6)

OFFENSE

Initiative +0

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 1, **Parry** 5, **Toughness** 3

Fortitude 6, **Will** 3

POWER POINTS

Abilities 12 + Advantages 4 + Defenses 8 + Powers 14 + Skills 15 = 53 Total

COMPLICATIONS

Disability: Ants have no hands to manipulate objects and cannot speak.

Responsibility: To an ant, the Nest is everything. They will obey their queen, even at the cost of their own lives. They will work and fight until death.

Ants are social vermin who gather in large communities for protection, similar to bees and wasps. Ants share many physical traits to wasps; including having wings when they are newly hatched from their eggs. They use these wings to leave their old nests and fly to find an area to create a new nest. Ants are found nearly everywhere in the world, with only the most inhospitable regions being free of their presence.

Ant colonies vary between a few dozen members to up to a million members. Most of the colony consists of sterile female "workers" and "soldiers." Other ant castes exist for different jobs and needs. The colony is commanded by a single queen who is responsible for laying eggs and maintaining the population of the colony. She is served by a few fertile males called drones.

Ants are highly aggressive and will defend their colonies to the death. They attack by swarming over invaders with massive numbers, biting and stinging until the intruder is slain. Many ants use a chemical acid as a means of defense, injecting this into their victims through either their bite or sting. While this is normally non-fatal to humans, it can be rather painful.

Ants in a fantasy world can reach incredible sizes, presenting a great danger to humanoid communities. If a giant ant colony is discovered near a civilized community, the inhabitants will do whatever they can do destroy the colony before it can become too large. If they do not, they may soon become the next meal of the giant ants.

Alternatively, these giant ants could represent normal ants against a group of heroes that have been shrunk to miniscule size by a villain.

INSPIRATION FOR ANTS

Recommended Films: Empire of the Ants (1977), directed by Bert L. Gordon

Indiana Jones and the Kingdom of the Crystal Skull (2008), directed by Steven Spielberg

Them (1954), directed by Douglas Gordon

VARIANTS

It is possible to simulate all types of different ants with the application of additional Powers.

CARPENTER ANT

These ants are specialists in forming nests made from wood. Their powerful mandibles are designed for cutting into and severing wooden objects into pieces to be taken back to the nest.

Wood Eating: Weaken Toughness 3 (Affects Objects Only) – 3 points

FIRE ANT

This type of ant is known for its painful, stinging bite. The burning sensation comes from a high concentration of formic acid injected into the wound.

Burning Bite: Affliction 5 (Impaired, Disabled, Incapacitated); Resisted and Overcome by Fortitude; Cumulative – 10 points

LARGE ANT (PL 7)

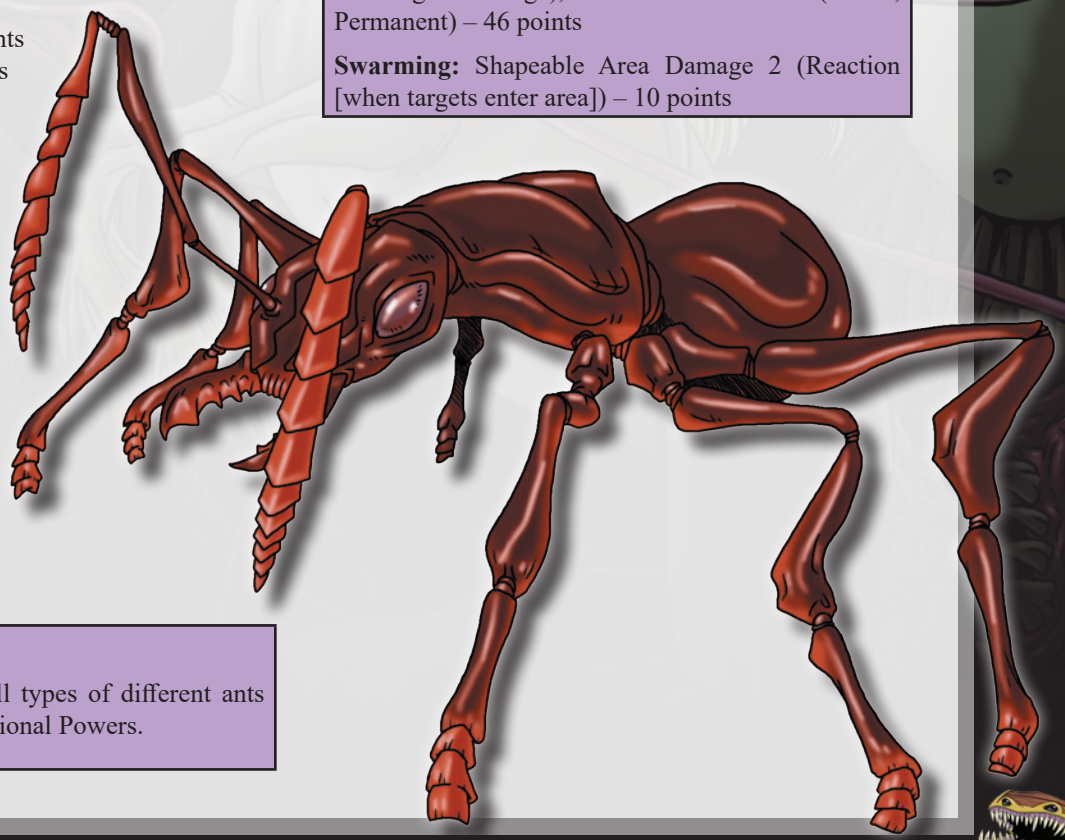
With the application of Growth, it is possible to make ants of truly enormous size. To simulate ants from popular Hollywood films, no more than 4 ranks of Growth should be added.

SWARM OF ANTS

Rather than a single giant ant, the above build could represent a mass of thousands of normal-sized ants. Use the following additional Traits to create an ant swarm:

Swarm Form: Immunity 40 (Piercing Damage, Slashing Damage), Insubstantial 1 (Innate, Permanent) – 46 points

Swarming: Shapeable Area Damage 2 (Reaction [when targets enter area]) – 10 points



BEETLE

Beetles are a type of vermin that compose a huge number of different insect species. There are more types of beetles than any other life form in the world, consisting of 25% of all known forms of life.

Beetles can be found in all climates except for aquatic and polar regions. They feed on plants and fungi, breaking down animal and plant debris, as well as consuming other insects. Some beetles are known to prey upon small birds and animals.

All beetles are known for having a three-segmented body ending with an abdomen that contains a set of gossamer wings protected by an armored sheath. A number of species, particularly cave-dwelling, have been found to not possess wings.

Like many other insects in a fantasy world, beetles can be found in massive sizes.

Beetle, Fire Beetle (PL 3)

Strength 0, **Stamina** 2, **Agility** 2, **Dexterity** 0
Fighting 0, **Intellect** -5, **Awareness** 1, **Presence** -2

POWERS

Insect Legs: Extra Limb 2 – 2 points

Insect Senses: Senses 5 (Olfactory [acute, extended], Radius Vision, Ultra-Vision) – 5 points

Luminescence: Environment 1 (Light) – 1 point

Small Size: Shrinking 4 (Innate, Permanent; +2 active defenses included) – 9 points

Wings: Flight 2 (8 mph; Wings) – 2 points

ADVANTAGES

Close Attack 1

SKILLS

Athletics 4 (+4), Expertise (Survival) 8 (+3), Perception 2 (+3), Stealth 0 (+6)

OFFENSE

Initiative +2

Unarmed +1 (Close, Damage 0)

DEFENSE

Dodge 4, **Parry** 2, **Toughness** 2

Fortitude 4, **Will** 1

POWER POINTS

Abilities -2 + Advantages 1 + Defenses 2 + Powers 19 + Skills 7 = 27 Total

COMPLICATIONS

Disability: Beetles have no hands and cannot speak.

These luminous nocturnal insects are prized by miners and adventurers. They have two glands, one above each eye, that produce a red glow. The glands' luminosity persists for one week after removal from the beetle.

Fire beetles are about 2 feet long.

Beetle, Giant Bombardier (PL 4)

Strength 2, **Stamina** 2, **Agility** 1, **Dexterity** 0
Fighting 2, **Intellect** -5, **Awareness** 1, **Presence** 0

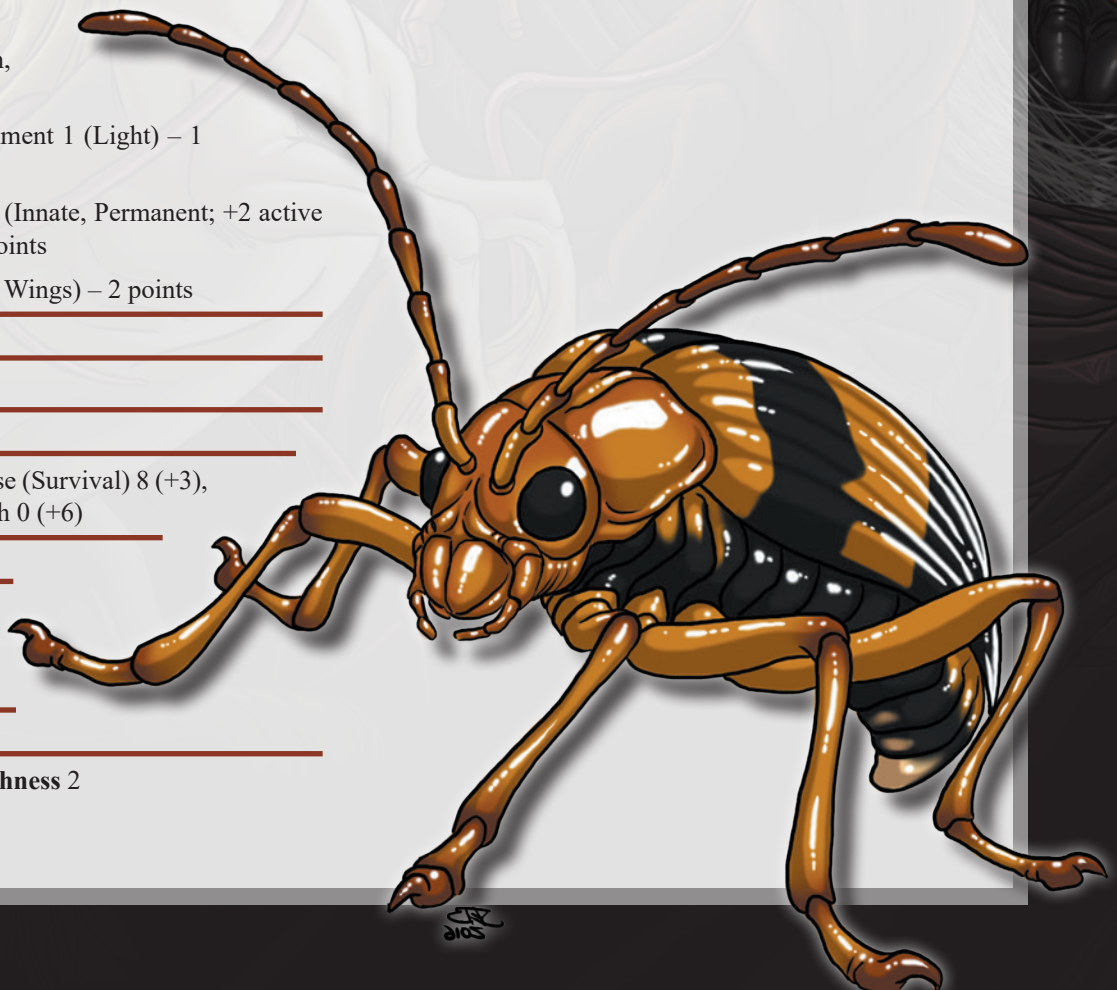
POWERS

Beetle Attacks: Array (9 points)

- **Acid Spray:** Cone Area Damage 3 (Secondary Effect) – 9 points
- **Mandibles:** Strength-Based Damage 2 – 1 point

Chitinous Carapace: Protection 2 – 2 points

Insect Legs: Extra Limb 2 – 2 points



Insect Senses: Senses 5 (Olfactory [acute, extended], Radius Vision, Ultra-Vision) – 5 points

ADVANTAGES

Close Attack 2

SKILLS

Athletics 2 (+4), Expertise (Survival) 8 (+3), Perception 2 (+3)

OFFENSE

Initiative +1

Acid Spray Cone (Close, Damage 3)

Bite +4 (Close, Damage 4)

Unarmed +4 (Close, Damage 2)

DEFENSE

Dodge 2, **Parry** 3, **Toughness** 4

Fortitude 5, **Will** 2

POWER POINTS

Abilities 6 + Advantages 2 + Defenses 6 + Powers 19 + Skills 6 = 39 Total

COMPLICATIONS

Disability: Beetles have no hands and cannot speak.

Bombardier beetles are a type of wingless ground beetle that are known for their defense mechanism that gives them their name: a noxious acidic spray produced from several glands in their abdomen.

These creatures feed primarily on carrion and offal, gathering heaps of the stuff in which to build nests and lay eggs. A giant bombardier beetle is about 6 feet long. Giant bombardier beetles normally attack only to defend themselves, their nests, or their eggs.

Beetle, Giant Stag Beetle (PL 5)

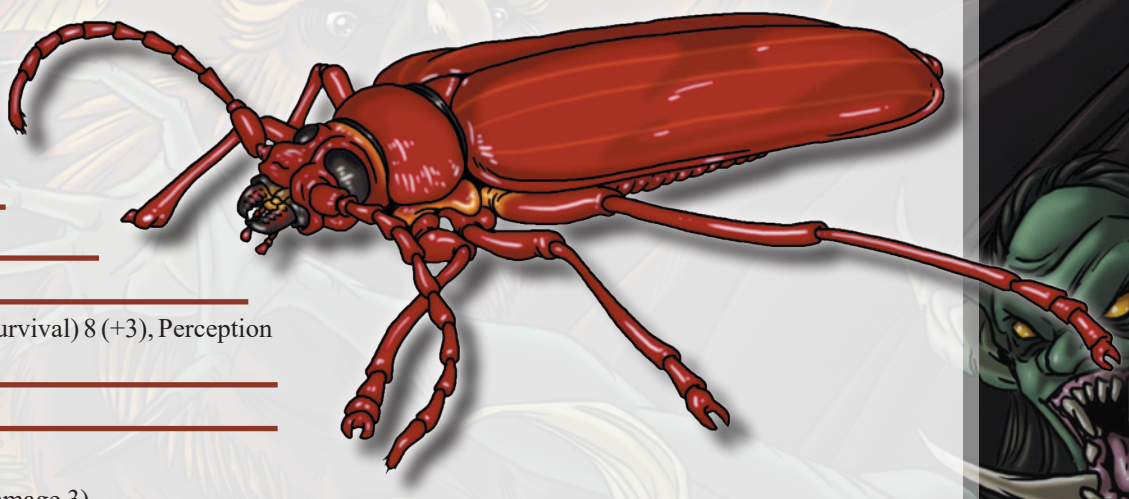
Strength 3, **Stamina** 2, **Agility** 1, **Dexterity** 0

Fighting 3, **Intellect** -5, **Awareness** 1, **Presence** 0

POWERS

Beetle Attacks: Array (6 points)

- **Trample:** Shapeable Area Damage 4 (Limited to targets in movement path); Linked Shapeable Area Affliction 4 (Hindered, Prone); Resisted by Parry, Overcome by Fortitude; Limited to targets in movement path, Limited to Two Degrees – 6 points
- **Mandibles:** Strength-Based Damage 2 – 1 point



Chitinous Carapace: Protection 3 – 3 points

Insect Legs: Extra Limb 2 – 2 points

Insect Senses: Senses 5 (Olfactory [acute, extended], Radius Vision, Ultra-Vision) – 5 points

Large Size: Growth 3 (Innate, Permanent; -1 active defenses included) – 7 points

Wings: Flight 2 (8 mph; Wings) – 2 points

ADVANTAGES

Close Attack 2, Improved Critical (Bite)

SKILLS

Athletics 6 (+9), Expertise (Survival) 12 (+7), Perception 6 (+7)

OFFENSE

Initiative +1

Bite +5 (Close, Damage 5/19-20)

Trample Area (Close, Damage 4)

Unarmed +5 (Close, Damage 3)

DEFENSE

Dodge 2, **Parry** 4, **Toughness** 5

Fortitude 7, **Will** 3

POWER POINTS

Abilities -2 + Advantages 3 + Defenses 11 + Powers 21 + Skills 12 = 45 Total

COMPLICATIONS

Disability: Beetles have no hands and cannot speak.

Giant stag beetles are serious pests that greedily devour cultivated crops. A single beetle can strip an entire farm in short order.

An adult giant stag beetle is about 10 feet long.

Centipede, Giant Centipede (PL 3)

Strength 1, **Stamina** 2, **Agility** 2, **Dexterity** 0

Fighting 1, **Intellect** -5, **Awareness** 1, **Presence** -1

POWERS

Insect Senses: Senses 4 (Darkvision, Radius Vision) – 4 points

Multi-Legged: Extra Limb 5, Speed 1 (4 mph) – 6 points

Poison Bite: Strength-Based Damage 1; Linked Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Agility 3 (Resisted by Fortitude; Progressive) – 21 points

Wall-Crawling: Movement 3 (Slithering, Wall-Crawling 2) – 6 points

ADVANTAGES

Fast Grab, Grabbing Finesse

SKILLS

Close Combat (Bite) 2 (+3), Expertise (Survival) 8 (+3), Perception 4 (+5), Stealth 8 (+10)

OFFENSE

Initiative +2

Bite +3 (Close, Damage 2 plus Affliction 3 and Weaken 3)

Unarmed +1 (Close, Damage 1)

DEFENSE

Dodge 2, **Parry** 3, **Toughness** 2

Fortitude 4, **Will** 1

CREEPING DOOM (SUMMON CENTIPEDE SWARM 23 – 46 POINTS)

Some spellcasters can call forth a swarm of centipedes to send against their enemies. This can be done using the above Giant Centipede build and adding the following Powers:

Swarm Form: Immunity 40 (Piercing Damage, Slashing Damage; Limited to half-effect), Insubstantial 1 (Innate, Permanent) – 25 points

Swarming: add Shapeable Area and Reaction (when target enters area of effect) to Poison Bite – 52 points total

POWER POINTS

Abilities 2 + Advantages 2 + Defenses 4 + Powers 37 + Skills 11 = 56 Total

COMPLICATIONS

Disability: Centipedes cannot speak and have no hands.

Centipedes are arthropods with long segmented bodies and a pair of legs on each body segment; giving them many legs (between 20 to 300, depending on the species). These legs are always found in an odd number. The final pair of legs often acts as a second pair of antennae, allowing the centipede a great range of sense around itself. The body of a centipede is usually some shade of brown or red.

Centipedes are nocturnal carnivorous predators, spending most of their time seeking food. They have a paralytic poison in their bite that they use to immobilize their prey. They then consume their helpless target while it is still alive. The average centipede will consume earthworms, lizards, small birds, and amphibians. They tend to attack and consume those creatures that their small jaws can penetrate more easily.

In a fantasy campaign, centipedes – like other insects – can reach incredibly large sizes. This can make them a threat to even humans and animals.

This giant centipede is about 5-7 feet long. It hunts humans and small animals that dwell in or near the forest.

HORNET, GIANT (PL 5)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** -2

Fighting 2, **Intellect** -5, **Awareness** 2, **Presence** 1

POWERS

Chitin: Protection 1 – 1 point

Insect Legs: Extra Limbs 2, Movement 2 (Wall-Crawling 2) – 6 points

Insect Senses: Senses 6 (Olfactory [acute, extended], Radius Vision, Ultra-Vision) – 6 points

Sting: Strength-Based Damage 2 (Improved Critical), Linked Affliction 5 (Impaired, Disabled, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive – 23 points

Wings: Flight 5 (60 mph; Wings) – 5 points

ADVANTAGES

Fast Grab, Improved Hold, Teamwork

SKILLS

Close Combat (Sting) 2 (+4), Expertise (Build Nest) 8 (+3), Expertise (Survival) 8 (+3), Intimidation 8 (+9), Perception 4 (+6)

OFFENSE

Initiative +2

Sting +4 (Close, Damage 5/19-20 plus Affliction 5)

Unarmed +2 (Close, Damage 3)

DEFENSE

Dodge 5, **Parry** 5, **Toughness** 4

Fortitude 6, **Will** 3

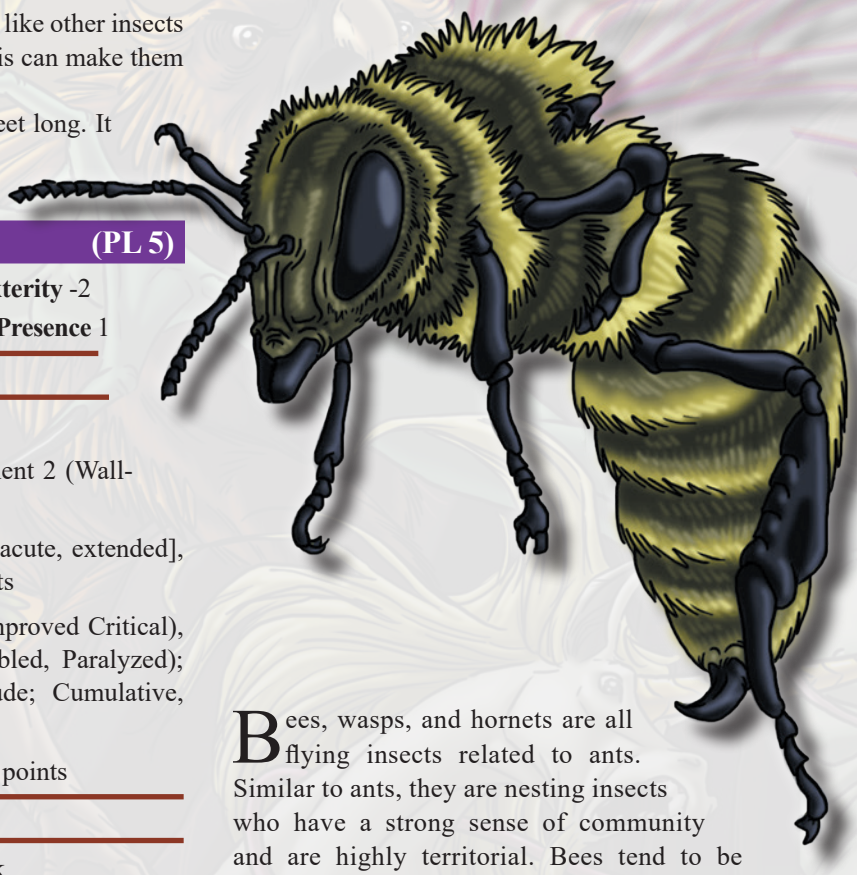
POWER POINTS

Abilities 12 + Advantages 3 + Defenses 10 + Powers 41 + Skills 15 = 81 Total

COMPLICATIONS

Disabled: Hornets cannot speak and have no hands.

Responsibility: Hornets live to protect their hive and obey the queen. They will ceaselessly fight, work, and die with no thought to their own lives.



Bees, wasps, and hornets are all flying insects related to ants. Similar to ants, they are nesting insects who have a strong sense of community and are highly territorial. Bees tend to be non-aggressive unless provoked or their hive is in immediate danger. As the only defense a bee has is to sting its target – and the bee dies if its stinger is used – bees tend to be loath to attack unless the danger is immediate.

Many are afraid of these insects due to their painful and venomous stings. The sting of these creatures varies in strength and pain, but most are not lethal unless one is allergic to the venom.

Bees are known for making wax and honey for their nests, which are also used by humans as food. They feed on nectar and pollen collected from plants and flowers. They also serve a dual function of pollinating flowers as they travel from one to the other.

Although some bees tend to be solitary, most bees operate out of a hive colony which is controlled by a queen. The queen lays eggs while all the others – called drones – collect food and protect the hive.

This build can be used for any form of giant, winged stinging insect, including bees and wasps.

INSPIRATION FOR HORNETS

Recommended Films: Mysterious Island (1961), directed by Cy Endfield

HORNET SWARM

Rather than one large hornet, this build can be used to represent a mass of thousands of normal-sized hornets. To create a hornet swarm, add the following Powers:

Swarm Attack: Add "Affects Corporeal" and "Selective Area" to Sting – 14 points

Swarm Form: Immunity 2 (Critical Hits); Insubstantial 2 (Innate, Permanent) – 13 points

Praying Mantis (PL 5)

Strength 3, **Stamina** 3, **Agility** 2, **Dexterity** 0

Fighting 3, **Intellect** -5, **Awareness** 2, **Presence** 2

POWERS

Camouflage: Enhanced Stealth 8 (Limited to Forests) – 2 points

Giant Size: Growth 2 (Innate, Permanent; -1 active defenses included) – 5 points

Raptorial Legs: Strength-Based Damage 2 (Improved Critical 2, Reach) – 5 points

Insect Legs: Extra Limbs 2; Leaping 2; Speed 1 (4 mph) – 5 points

Insect Senses: Senses 8 (Darkvision, Olfactory [acute, extended, tracking], Radius Vision) – 8 points

Wall-Crawling: Enhanced Athletics 8 (Limited to Climbing); Movement 1 (Wall-Crawling 1) – 4 points

Wings: Flight 2 (8 mph; Wings) – 2 points

ADVANTAGES

Diehard, Fast Grab, Improved Hold, Improved Initiative, Seize Initiative, Startle

SKILLS

Athletics 0 (+3, +11 climbing), Close Combat (Pincers) 2 (+5), Expertise (Survival) 8 (+3), Intimidation 4 (+8), Perception 8 (+10), Stealth 4 (+2, +10 in forests)

OFFENSE

Initiative +6

Raptorial Legs +5 (Close, Damage 5/18-20)

Unarmed +3 (Close, Damage 3)

DEFENSE

Dodge 5, **Parry** 6, **Toughness** 3

Fortitude 7, **Will** 3

POWER POINTS

Abilities 12 + Advantages 6 + Defenses 13 + Powers 31 + Skills 13 = 75 Total

COMPLICATIONS

Disability: A praying mantis cannot speak. Its front arms offer limited manipulation.

A praying mantis is known for its giant forelimbs which are used to swiftly capture its prey. These creatures wait in patient anticipation for their meals which are then consumed while still alive and struggling.

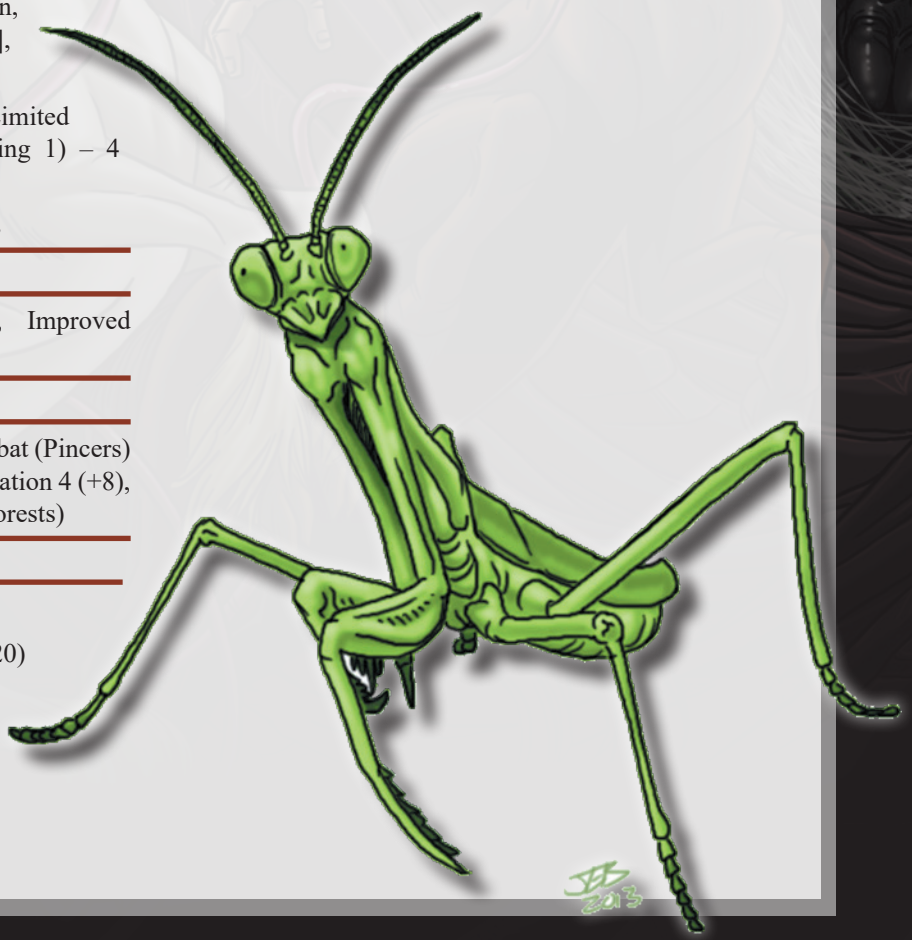
Giant mantises are known to exist in fantasy worlds, which are large enough to prey on humans and even slaughter entire caravans or villages in an effort to sate their ravenous hunger.

This giant mantis is nearly 7 feet tall, 14 feet long, and weighs 600 pounds. Larger breeds of giant mantises are known to exist in the wild places of the world, including those of truly colossal size!

INSPIRATIONS FOR GIANT MANTISES

Recommended Film: The Deadly Mantis (1957), directed by Nathan Juran

Recommended Television: The New Batman Adventures, "Critters," directed by Dan Riba



SCORPION (PL 7)

Strength 6, **Stamina** 3, **Agility** 1, **Dexterity** 0

Fighting 3, **Intellect** -5, **Awareness** 1, **Presence** -4

POWERS

Arachnid Legs: Extra Limbs 4; Movement 1 (Wall-Crawling); Speed 2 (8 mph) – 8 points

Arachnid Senses: Senses 4 (Darkvision, Tremorsense [extended, ranged touch]) – 4 points

Chitin: Protection 4 – 4 points

Giant Size: Growth 4 (Innate, Permanent; -2 active defenses included) – 9 points

Poison Stinger: Strength-Based Damage 2 (Improved Critical); Linked Affliction 4 (Impaired, Disabled, Paralyzed); Resisted and Overcome by Fortitude; Cumulative, Progressive; Linked Weaken Stamina 4 (Resisted by Fortitude; Progressive) – 31 points

Tunneling: Burrow 4 (1 mph) – 4 points

ADVANTAGES

Chokehold, Fast Grab, Improved Hold

SKILLS

Athletics 2 (+6), Close Combat (Stinger) 2 (+5), Expertise (Survival) 8 (+3), Intimidation 2 (+0), Perception 4 (+5), Stealth 6 (+3)

OFFENSE

Initiative +1

Stinger +5 (Close, Damage 8/19-20 plus Affliction and Weaken 4)

Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 0, **Parry** 5, **Toughness** 7

Fortitude 7, **Will** 2

POWER POINTS

Abilities -6 + Advantages 3 + Defenses 10 + Powers 60 + Skills 12 = 79 Total

COMPLICATIONS

Disability: Scorpions cannot speak. Their pincers offer limited manipulation.

Scorpions are a breed of arachnids known for their poisonous stingers. They are found in a variety of climates, but are most numerous in deserts.

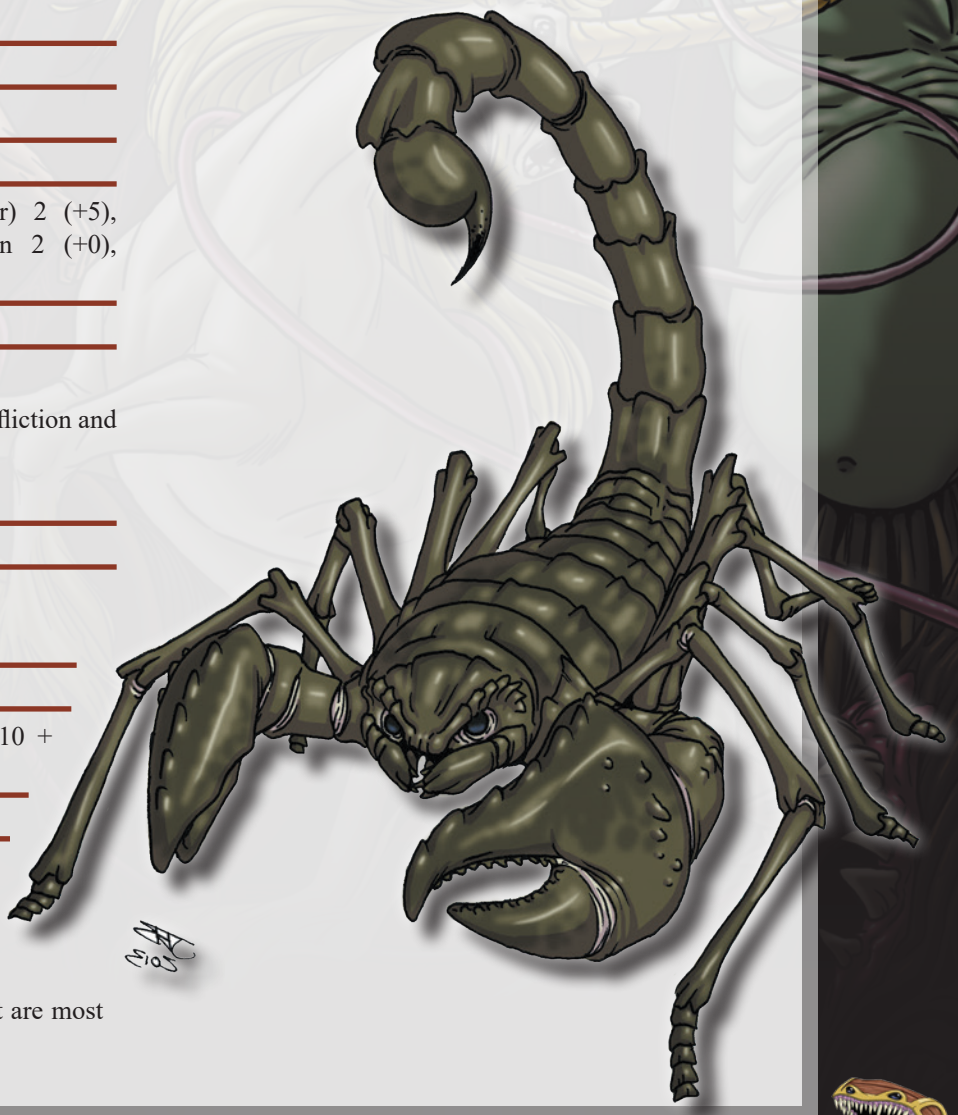
Scorpions are active hunters. They track their prey with their keen senses and then grasp it with their scissor-like pincers. Once in the scorpion's grasp, the prey is stung repeatedly until it stops moving. It is then consumed by the arachnid, whether or not it is still living.

Scorpions live in underground burrows. As such, giant scorpions are often encountered in underground ruins or crypts.

Giant scorpions, like those represented in this build, are the size of horses. They are perfectly content with attacking whatever prey is smaller than themselves, including humans.

INSPIRATIONS FOR GIANT SCORPIONS

Recommended Film: Clash of the Titans (1981), directed by Desmond Davis



Spider, Giant (PL 5)

Strength 2, **Stamina** 2, **Agility** 3, **Dexterity** 0
Fighting 2, **Intellect** -5, **Awareness** 1, **Presence** -1

POWERS

Arachnid Legs: Extra Limbs 4; Movement 1 (Wall-Crawling); Speed 2 (8 mph) – 8 points

Arachnid Senses: Senses 6 (Darkvision, Radius Vision, Tremorsense [extended, ranged touch]) – 6 points

Chitin: Protection 2 – 2 points

Poison Bite: Strength-Based Damage 2 (Improved Critical); Linked Affliction 3 (Hindered, Immobilized, Paralyzed); Resisted and Overcome by Fortitude; Progressive; Linked Weaken Strength 3 (Resisted by Fortitude; Progressive) – 21 points

Tunneling: Burrow 4 (1 mph) – 4 points

ADVANTAGES

Fast Grab, Improved Hold, Startle

SKILLS

Athletics 4 (+5), Close Combat (Bite) 2 (+4), Expertise (Survival) 8 (+3), Expertise (Web Building) 8 (+3), Intimidation 4 (+3), Perception 6 (+7), Stealth 6 (+9)

OFFENSE

Initiative +3

Bite +4 (Close, Damage 4/19-20 plus Affliction and Weaken 3)

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 4, **Parry** 5, **Toughness** 4

Fortitude 5, **Will** 2

POWER POINTS

Abilities 8 + Advantages 3 + Defenses 8 + Powers 41 + Skills 19 = 79 Total

COMPLICATIONS

Disability: A spider cannot speak. Their legs offer limited manipulation.

Spiders are found all over the world. They are arachnids that come in a variety of shapes, sizes, and colorations. Spiders are characterized by their eight-legged bodies and ability to spin webs of silk in which they capture their prey and feed upon their still-living bodies.

In a fantasy world, spiders can reach impossibly massive sizes, being larger than human and sometimes even bigger than whales. These monstrous spiders retain the characteristics and mannerisms of their smaller cousins, but are far more dangerous in that they can feed upon much larger prey.

Some spiders build giant webs to capture their prey. These creatures lie in wait for food to come to them. Other spiders are active hunters, stalking their territory for any living creature within the area. There are even breeds of spiders that live within small burrows and grab prey as it walks near the trapdoor entrances of the spider's lair.

INSPIRATION FOR SPIDERS

Recommended Fiction: The Hobbit, by JRR Tolkien

The Lord of the Rings: The Two Towers, by JRR Tolkien

Recommended Films: Arachnophobia (1990), directed by Frank Marshall

Eight Legged Freaks (2002), directed by Ellory Elkayem

Kingdom of the Spiders (1977), directed by John "Bud" Cardos

The Lord of the Rings: The Return of the King (2003), directed by Peter Jackson

HUNTING SPIDER

Hunting spiders, such as wolf spiders and tarantulas, have the following Traits:

Leaping: Enhanced Athletics 8 (Limited to jumping) – 2 points

Irritating Hairs (Alternative Effect from Poison Bite): Ranged Affliction 3 (Impaired, Disabled, Unaware); Resisted and Overcome by Fortitude; Cumulative, Limited to Visual Senses – 1 point

Perceptive: Enhanced Perception 4 – 2 points

SPIDER SWARM

Rather than one giant spider, this build can be used to simulate a massive swarm of thousands of normal-sized spiders by adding the following Traits:

Swarm Form: Immunity 40 (Piercing Damage, Slashing Damage; Limited to half-effect), Insubstantial 1 (Innate, Permanent) – 25 points

Swarming: add Shapeable Area and Reaction (when target enters area of effect) to Poison Bite – 32 points total

WEB-SPINNING SPIDER

Web-spinning spiders have the following Traits:

Web Ambush: Enhanced Stealth 4 (Limited to while in webs) – 1 point

Web Net (Alternate Effect from Poison Bite)**:** Ranged Affliction 3 (Hindered and Vulnerable, Defenseless and Immobilized); Resisted by Dodge; Overcome by Damage; Cumulative, Extra Condition, Limited to Two Degrees – 1 point

Villains

Super Powered Bestiary Villains

Here are a selection of heroes and villains that are suitable for the Super Powered Bestiary in conjunction with their powers and abilities.

Crucible: This wicked sorcerer possesses the Seal of Solomon; a powerful spell able to command the actions of outsiders. He has tattooed the spell all over his body, giving him the ability to command demons, devils, and genies.

Echidna: The legendary Mother of Monsters from Greek mythology is no legend! She has survived to the modern era and uses her powers to gestate horrors to plague mankind.

Nightmare: A young woman with the ability to transform into the monsters that plague her dreams. She uses her powers to fight evil supernatural horrors. Unfortunately, sometimes the monsters she turns into can overpower her and take control over her mind!

Tyrannosaur: This showoff villain uses a magical talisman made up of dinosaur fossils to make his dreams of fame and glory a reality. Through the talisman, he is able to mimic the physical abilities of prehistoric creatures; granting him great strength, speed, and resilience.

Crucible (PL 12)

Strength 6, **Stamina** 4, **Agility** 2, **Dexterity** 3
Fighting 3, **Intellect** 2, **Awareness** 3, **Presence** 3

POWERS

Seal of Solomon: 70 points; Removable (-14 points)

Command the Outsiders: Perception Area Affliction 12 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Insidious, Limited Targets [angels, demons, devils, and genies], Progressive, Subtle – 50 points

Demons Grant Me Strength: Enhanced Strength 4 – 8 points

Devils Protect Me: Immunity 10 (Fire/Heat Effects); Protection 5 – 15 points

Genies Carry Me: Flight 7 (250 mph; Platform) – 7 points

ADVANTAGES

Benefit 3 (Wealth 3), Fascinate (Persuasion), Ritualist

SKILLS

Deception 6 (+9), Expertise (Magic) 6 (+8), Insight 2 (+5), Intimidation 6 (+9), Investigation 6 (+8), Perception 2 (+5), Persuasion 6 (+9)

OFFENSE

Initiative +2
Unarmed +3 (Close, Damage 6)

DEFENSE

Dodge 8, **Parry** 9, **Toughness** 9

Fortitude 10, **Will** 9

POWER POINTS

Abilities 44 + Advantages 5 + Defenses 24 + Powers 56 + Skills 17 = 146 Total

COMPLICATIONS

Arrogant: Crucible believes his power to be without equal. He treats his bound outsiders like slaves, not realizing that – should they turn against him – he would be easily destroyed by their collected might.

Motivation: Crucible is an ambitious man who is in constant search for more power.

The man who would become known as Crucible was once a minor practitioner of the mystical arts. He possessed little magical talent, other than being able to perform basic magical rituals. Like most ambitious men, he sought ever greater power than the universe was able to provide him with his natural talents.

Fate changed to Crucible's favor on the day he discovered a crumbling scroll of ancient magic dating back to the days of King Solomon. Crucible thought it might be a map leading to the legendary treasures of Solomon. But what he discovered was of even greater value. Inscribed upon the scrolls were the greatest spells of binding known to practitioners of the magical arts: the fabled "Seal of Solomon" responsible for binding hundreds of demons and genies to the will of the ancient king.

Not one to pass up an opportunity like this, Crucible inscribed the Seal upon his own body, tattooing it directly onto his flesh with magical inks. With this newfound power, Crucible has bound numerous fiends and genies to his service. He is rarely found outside of the company of at least two powerful outsiders to serve as his defenders.

Note: Crucible is only PL 10 without the use of his power to Command Outsiders.

Echidna, Mother of Monsters (PL 12)

Strength 9, **Stamina** 9, **Agility** 2, **Dexterity** 3
Fighting 9, **Intellect** 5, **Awareness** 4, **Presence** 8

POWERS

Huge Size: Growth 8 (Innate; -4 active defenses included); Impervious Toughness 10; Protection 6 – 33 points

Immortal: Immunity 8 (aging, disease, poison, transform effects); Regeneration 5 – 13 point

Monstrous Gestation: Quickness 8 (Limited to gestating progeny) – 4 points

Mother of Monsters: Summon 9 (Heroic, Broad Variable Type [any monster]) – 54 points

Natural Weapons: Array (9 points)

- **Tentacles:** Elongation 4 (Limited to extra limbs); Enhanced Advantage 3 (Fast Grab, Improved Grab, Improved Hold); Extra Limbs 4 – 9 points
- **Razor-Sharp Claws:** Strength-Based Damage 3 (Improved Critical 3) – 1 point

Serpent Tail: Movement 2 (Slithering, Wall-Crawling 1); Swimming 3 (4 mph) – 7 points

Shapeshifting: Morph 4 (Any Form; Quirk [female forms only]) – 19 points

Titan Senses: Senses 13 (Detect Living Creatures [accurate, acute, radius, ranged mental sense], Vision Counters All Concealment, Vision Counters Illusion) – 13 points

ADVANTAGES

Diehard, Improved Initiative, Languages 4 (Abyssal, Celestial, Draconic, English, Infernal, Latin [Greek is native]), Monster Empathy, Ritualist

SKILLS

Athletics 2 (+11), Close Combat (Natural Weapons) 2 (+11), Deception 6 (+14), Expertise (Magic) 12 (+17), Insight 6 (+10), Intimidation 6 (+18), Investigation 2 (+7), Perception 2 (+6), Persuasion 2 (+10), Treatment 6 (+11)

OFFENSE

Initiative +6

Claws +11 (Close, Damage 12/17-20)

Unarmed +11 (Close, Damage 9)

DEFENSE

Dodge 6, **Parry** 7, **Toughness** 15

Fortitude 11, **Will** 10

POWER POINTS

Abilities 64 + Advantages 8 + Defenses 16 + Powers 153 + Skills 23 = 264 Total

COMPLICATIONS

Motivation: Echidna seeks to wipe out humanity and replace the population of the world with her monstrous children. To this end, she seeks out powerful men to serve as the fathers to her offspring.

Power Loss: Regeneration; not vs. necromantic damage.

Echidna, the Mother of Monsters, is a creature that has plagued the world with her presence for longer than humanity can remember. One of the powerful Titans, she has given birth to all sorts of horrific beasts that have brought ruin to mankind. Her progeny have included Cerberus, the three-headed hound of Hades, the Lernaean Hydra, the first of the multi-headed serpents, the Chimera, a lion that shares body and heads with a serpent and a goat, and the enigmatic Sphinx, who would consume the bodies of anyone who could not answer her riddles.

In ancient times, Echidna would mate with other Titans to produce her monstrous offspring. One by one, her children were slain by the demigod heroes of the mythic age. To combat this rise of heroism, Echidna switched tactics in her personal crusade against humanity. She appeared to the heroes as a beautiful woman and mated with them. Echidna's Titan blood mixed with the seed of heroes created monsters ever more powerful and deadly than ever!

Since the appearance of modern day super powered heroes and Metas, Echidna has given birth to many new monsters.

Nightmare (PL 10)

Strength 2, **Stamina** 4, **Agility** 3, **Dexterity** 2
Fighting 2, **Intellect** 3, **Awareness** 4, **Presence** 4

POWERS

Monstrous Forms: Variable 11 (assumed forms; Limited to Monsters, Move Action) – 77 points

ADVANTAGES

Attractive, Great Endurance

SKILLS

Athletics 2 (+4), Expertise (Horror Movies) 6 (+9), Insight 2 (+6), Perception 2 (+6), Persuasion 6 (+10)

OFFENSE

Initiative +3

Unarmed +2 (Close, Damage 2)

DEFENSE

Dodge 5, **Parry** 4, **Toughness** 4

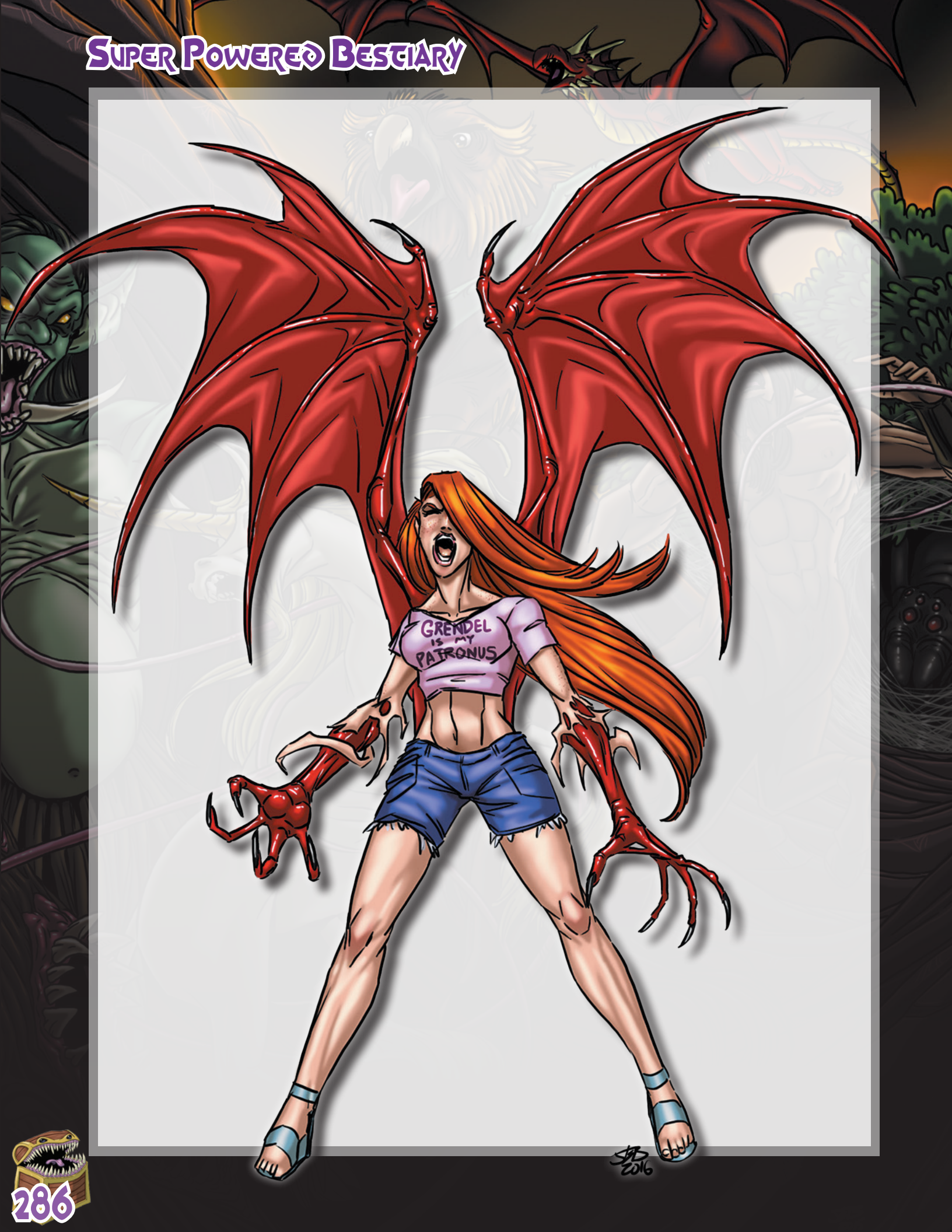
Fortitude 6, **Will** 10

POWER POINTS

Abilities 50 + Advantages 2 + Defenses 12 + Powers 77 + Skills 9 = 150 Total

COMPLICATIONS

Accident: Angela can sometimes lose control of her powers, when under extreme stress or fear. When this occurs, she transforms into a monster and is not


GRENDEL
IS MY
PATRONUS

in control. Rather, the monster manifests itself fully; suppressing Angela's mind for a short time.

Nightmares: Angela is constantly plagued by nightmares. She must make a DC 15 Fort check when she awakens. If she fails the check, Angela is Impaired until she can get a proper night's rest.

Split Personality: Angela sometimes takes on the monstrous traits of the creatures whose form she assumes for a couple of days after assuming their shape.

Angela Night has been plagued by nightmares for as long as she can remember. They are always the same: she finds herself in a dark woodland pursued by monsters of all shapes and sizes. When she awakens, she is safe… but eventually, she must sleep.

When Angela was attacked by a mugger after her high school prom, she transformed into a hulking monster and almost killed her attacker! The next morning, Angela awoke under the town bridge and remembered the night's events. To her horror, Angela recognized the very monster she had transformed into: the troll "Gruff-Gnawer."

Fearing for the safety of her friends and family, Angela ran away from home. During her lonely travels, Angela has encountered many supernatural creatures and wicked sorcerers seeking to exploit her abilities. The worst was a man calling himself "Crucible" who had the ability to control Angela whenever she assumed the form of a monster. Eventually, she was able to wrest herself from Crucible's control.

Recently, Angela has been spending time with a werewolf named Adam Gregory. He has been training Angela to control her transformations, based on his own experiences with lycanthropy. Adam has also given Angela a purpose to use her powers to fight against the forces of evil and protect humanity from the supernatural.

Tyrannosaur (PL 10)

Strength 4, **Stamina** 9, **Agility** 6, **Dexterity** 3

Fighting 4, **Intellect** 3, **Awareness** 2, **Presence** 3

POWERS

Fossil Talisman: 115 points; Removable (-23 points)

Dinosaur Control: Perception Ranged Affliction 6 (Dazed, Compelled, Controlled); Resisted and Overcome by Will; Cumulative, Limited to Dinosaurs – 18 points

Dinosaur Mimicry: Variable 11 (Limited to mimicking dinosaur traits, Move Action) – 77 points

Dinosaur Resilience: Enhanced Stamina 10 – 20 points

ADVANTAGES

Attractive, Benefit 2 (Wealth 2), Chokehold, Fast Grab, Improved Grab, Improved Hold, Power Attack

SKILLS

Acrobatics 6 (+12), Athletics 6 (+10), Close Combat (Unarmed) 6 (+10), Expertise (Wrestling) 6 (+9), Insight 2 (+4), Intimidation 2 (+5), Perception 2 (+4)

OFFENSE

Initiative +6

Unarmed +10 (Close, Damage 4)

DEFENSE

Dodge 8, **Parry** 6, **Toughness** 9

Fortitude 11, **Will** 8

POWER POINTS

Abilities 48 + Advantages 8 + Defenses 12 + Powers 92 + Skills 15 = 175 Total

COMPLICATIONS

Motivation: Mose seeks wealth, fame, and all the perks that comes with it. He's not really a bad guy; he just thinks of fighting heroes in public as his only available means to attain the fame he so desperately seeks.

Quirk: Tyrannosaur has a habit of bantering with his opponents during a battle.

Mose Solofa dreamt of the day he would join his family in professional wrestling. He had everything going for him to succeed: he was handsome, athletic, agile, and best of all: a legacy! Unfortunately, Mose suffered from a heart condition that caused him to weaken if he overexerted himself. When medical science failed to correct Mose's health, he sought out faith healers and mystics that could cure him. One day, Mose met a man who sold him a powerful talisman made from the fossilized bones of dinosaurs. The man claimed the talisman would give Mose the power and strength of the ancient "thunder lizards." After a brief bonding ritual, Mose donned the talisman and immediately felt stronger than he had ever been.

The Samoan's career in professional wrestling took off from there. He was able to overcome any opponent in the ring. However, during one bout, Mose called upon the power of the talisman to overcome his opponent and nearly killed the man on live television with superhuman strength. Mose was thrown out of wrestling when his superhuman powers were discovered. Enraged that his dream of fame and glory had been stripped from him, Mose nearly destroyed the arena; injuring dozens in his rage.

Now, Mose uses the talisman to fight heroes – and even villains – in public to attract attention to himself. Wearing a scaled costume, he bills himself as the unstoppable "Tyrannosaur."

Very recently, the dimensional barriers between Earth and the primordial Sacred Lands collapsed. Before a group of heroes were able to restore the dimensions to their own place, dinosaurs and other prehistoric creatures roamed the streets! It was during this time that Tyrannosaur discovered he had the power to control dinosaurs with his mind. Since Earth and the Sacred Lands have been separated, Mose has had no further contact with dinosaurs. However, he is seeking out a means to return to the Sacred Lands and bring several of these prehistoric creatures under his control once again.

Appendix 01: Monsters by Power Level

PL 1

Bat 10

PL 3

Baboon 9
Beetle, Fire 274
Cat 18
Centipede 276
Dog 16
Eagle 26
Monkey 33
Raven 36
Skeleton 265
Zombie 271

PL 4

Allip 254
Badger 9
Beetle, Bombardier 274
Blink Dog 107
Boar 14
Camel 15
Devil, Lemur 229
Dolphin 24
Donkey 25
Dragon, Brass Hatchling 72
Dragon, Green Hatchling 60
Ghoul 259
Grig 135
Homunculus 144
Hyena 30
Manta Ray 31
Merfolk 157
Octopus 33
Rat, Dire 34
Skum 101
Snake, Venomous 39
Stirge 185
Vampire Spawn 267
Wolf 16

PL 5

Ant, Giant 272
Aranea 103
Archon, Lantern 202
Assassin Vine 104
Beetle, Stag 275
Cheetah 19
Cockatrice 112
Darkmantle 114
Demon, Dretch 211
Devil, Imp 228
Dinosaur, Deinonychus 46
Dinosaur, Pteranodon 47
Doppelganger 115
Dragon, Black Hatchling 53
Dragon, Brass Young 72
Dragon, Bronze Hatchling 78
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Welcome to Adventure Quarterly 6...

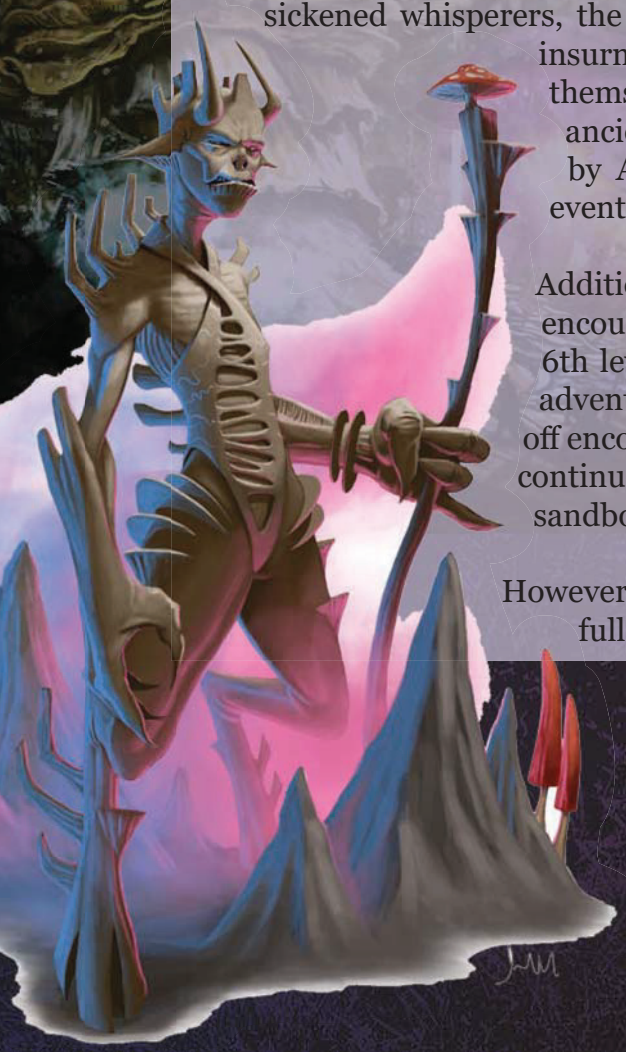
With our next installment to the *Ruins Perilous*, dangerous wonders are birthed from the spoils left by those that came before. "The Fungarium" carved itself into being from the leavings of a formerly grand banquet hall, an excursion by myceloids, and the exacting corruption of a deal with a dragon with an uncanny twist. How fares Questor candidates in a test of diplomacy between a pair of races with alien frames of reference and points of view. *Ruins Perilous - The Fungarium* is intended for a party of 4th level characters by Mike Welham.

"*Fire & Ice*" is a mission of destruction for 9th level characters by Bret Boyd. Are the PCs up to the mission of destroying a minor artifact? A mission that all-but destroyed the prior party to attempt to complete it? On an island that intersects with the Plane of Fire, the party must complete their mission before an unknown nemesis lays waste to them all.

"And so the hero fought the corrupting god, in hand the ageless brand / withstood its sickened whisperers, the knight in iron clad." Deep within a badlands, against insurmountable foes, a party of 14th level characters finds themselves as the blood, heart, mind, muscle, and sinew of an ancient construct known as the Iron Knight. "*In Iron Clad*" by Alex Putnam, challenges a party in this most unusual event-based adventure.

Additionally, Creighton Broadhurst offers up a pair of drop-in encounters, *Bal's Garden* and *Deluge of Death*, respectively for 6th level and 13th level characters. Suitable for underground adventures, Broadhurst's talented mind offers enjoyable one off encounters to challenge your players. Then Steven D. Russell continues his demonstrable advice on how to use and work sandbox campaigns.

However you slice it, this issue of *Adventure Quarterly* is chock full of adventure and excitement, something we all crave.



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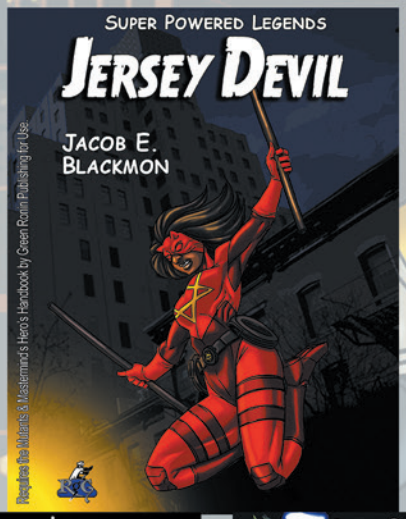

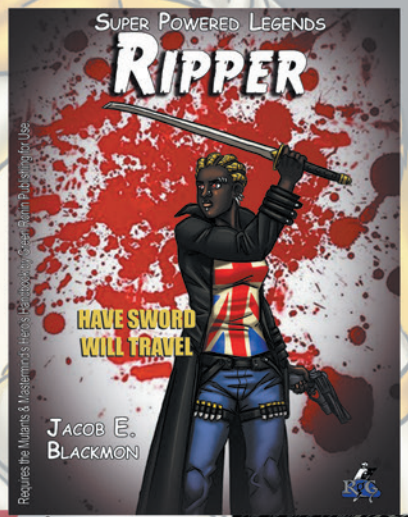

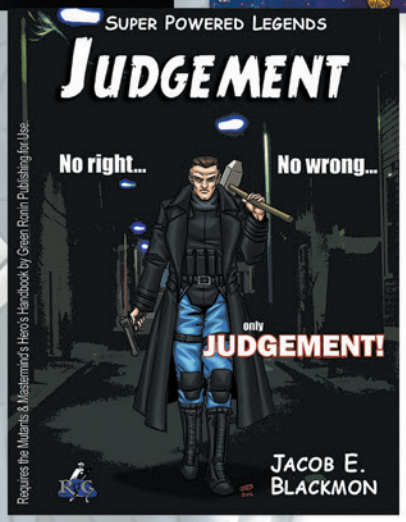

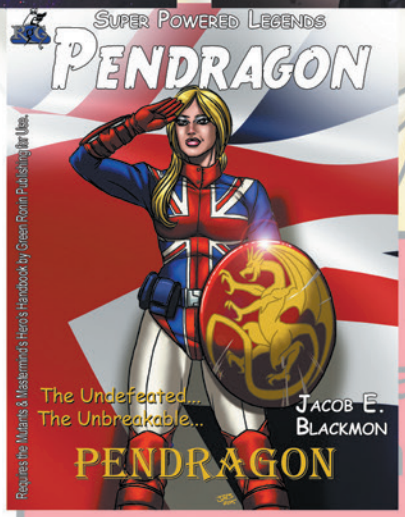

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