



# WARBEASTS & WYRMS



## Tale Spinner One Sheet Smoke on the Water



## Windship Critical Hit Table

### 2d6 Effect

2 **Scratch & Dent:** No wounds inflicted

3-4 **Mast:** A mast is destroyed. Each destroyed mast reduces the windship's Acceleration and Top Speed by the appropriate fraction of the total number of masts.

5 **Controls:** The steering board of the windship has been damaged, inflicting a -2 penalty to all Boating rolls. A second Controls hit increases this to -4, and makes it impossible to steer the ship until repaired.

6-8 **Hull:** The windship suffers a hit to its hull, with no additional effects.

9-10 **Crew:** Choose 1d4 random crew members. The attack deals the same number of wounds to each of them as it did to the windship. These wounds can be soaked as normal.

11 **Weapon:** A random weapon is disabled and may not be used.

12 **Wrecked:** The windship's hull has been completely ruptured and it begins to sink immediately.

### Spellcraft

**Dragon dust:** When using a power, spend motes of dragon dust equal to its cost, regardless of whether the power is successfully activated.

**Durations:** Powers with a Duration of more than Instant are maintained, each one inflicting a -1 penalty on all rolls to use magic. The spellcrafter must be conscious to maintain powers, and these powers can be disrupted, as described in *Savage Worlds Deluxe*.

**Casting Trappings:** Spellcraft requires the use of at least one free hand to gesture, as well as the ability to speak.

**Spellburn:** If the spellcrafter fails a roll to use magic, they are Shaken, which can result in a wound.

**Wild Magic:** The energies of spellcraft are primal, and can run wild. If a 1 or less is rolled on the Spellcraft or Rituals die, regardless of the Wild Die, the spell has gone out of control. Roll d20, adding the rank of the power on the Wild Magic Table.

### Spirit Basics

A spirit is defined by two things: its Force and its Abilities. A spirit's Force is a measure of its potency, rated with a die Type, to a maximum of d12. For Traits closely related to the spirit's nature, roll their Force. For those loosely related, roll one die type less. For unrelated traits, make an unskilled roll (for skills) or roll two die types less (for attributes). Force is not a Trait.

A spirit's Abilities provide them with a myriad of

### 1d20 Effect

2-5 **Power Surge:** The spellcrafter is filled with arcane energies. Their next use of magic costs no dragon dust, and automatically activates with a raise. This must be used by the next twilight, else they fade away.

6-9 **Shaping:** The terrain in a Large Burst Template centered on the spellcrafter is instantly transformed. Those within the transformed area are thrown about by the transformation, and must roll Agility or Strength (GM's choice), or become Shaken. They fall prone with a 1 on the Trait die.

10-13 **Wild Spirit:** A hostile wild spirit manifests. It is Force d8 with 2 Special Abilities.

14-17 **Primal Torrent:** The land turns wild in a Large Burst Template centered on the spellcrafter, lasting until their next action. Any within or who later enter it must roll Strength or Vigor (GM's choice), or suffer -2 to all Trait rolls while within the tempest. They are Shaken with a 1 on the Trait die.

18-21 **Nature's Wrath:** Wild forces deal 2d6 damage in a Large Burst Template centered on the spellcrafter.

22+ **Swarm of Spirits:** The energies of the spell have manifested 3d6 hostile wild spirits. These spirits are identical Force d8 spirits with two Special Abilities.

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capabilities, from innate powers, to mighty attacks. The ones used in this adventure are shown below.

**God (major):** The spirit is a full Wild Card.

**Heavy Attack:** The listed attack is a Heavy Weapon.

**Flying:** The spirit can fly, with Pace equal to Force.

**Innate Power:** The spirit can use the listed power, using Force as the Arcane Skill, without dragon dust.

**Massive (major):** The spirit gains Size +8, the Huge Monstrous Ability, and increases its Strength by four die types.

**Melee Attack:** The spirit can make melee attacks with the listed damage.

**Speed:** The listed Pace is doubled.

By default, a spirit is an Extra with Size 0, a Pace of 6 and Charisma of +0. Spirits are innately magical beings, and any of their attacks and abilities count as magical. Spirits never count as Unarmed Defenders.

### Windship Combat

Windship combat uses the Chase Rules. Instead of going Out of Control, when a windship takes damage exceeding its Toughness, it is Shaken. This can cause a wound if it is Shaken again. To recover, a character on board must succeed at a Boating or Repair roll, taking their whole action. If the helmsman becomes Shaken, then they must make a successful Boating roll or their windship becomes Shaken as well. Use the Critical Hit Table above instead of the one in *Savage Worlds Deluxe*.



# Smoke on the Water

The heroes arrive at Reed Port in the middle of a pirate raid, but soon find themselves facing a nether god unleashed!



## The NightSmoke Codex

Laylaka HealingWaves is a human spirit caller, living in Port of Mists at the eastern edge of the Sweetwater Seas. The city has recently been the target of numerous enemies, from pirates, to wyrmspawn, to the forces of the Five Arbors Leaferation. Desperate to aid her people, she has begun to explore nearby ruins, searching for new sources of power.

She unearthed an ancient nethermantic tome, the NightSmoke Codex, and has begun to tap into its evil. It is the prison for Ash-That-Burns, a nether god, allowing the user to siphon off her dark power while the thing within struggles for release. Laylaka paid no heed to these dangers, and quickly begins to use the codex's power. She is addicted to it, her souls already poisoned, and will soon be completely corrupted. And then the nether god will be free.

Word of her newfound power has spread quickly thanks to the many windships and traders that pass through Port of Mists, as well as rumors of great wealth



brought to the city by those thankful for her healing spellcraft. This has attracted the attention of the ruthless Burning Blade pirates, who have decided to attack the city and plunder its wealth.

## Plundering Pirates

The heroes are traveling up the Serpent River on a rillrunner, the *Drifting Oak*, headed toward Port of Mists. They might be drawn to the city by tales of Laylaka's spellcraft, looking for trade, or simply traveling towards some other destination. Regardless of why they are there, it is a frigid winter night when they round the last bend and reach the settlement.

When they do, they find the district of Damp Docks consumed by flames, bombarded by pitch bolts, while swarms of pirates reave through the settlement. A Common Knowledge roll identifies them as the Burning Blades, scalawags known for incinerating their foes. Before the heroes can react, a pair of burning ballista bolts streak overhead, and they see a pirate rillrunner heading right for them!

### Drifting ak

**Acc/TS:** 3/10, **Masts:** 1, **Toughness:** 14, **Crew:** 1+9 Pirates, **Weapons:** 4 ballistas (4d6, 24/48/96, HW), 10 lance bolts, 10 pitch bolts. **Notes:** Heavy Armor.

### Pirate Rillrunner

**Acc/TS:** 3/10, **Masts:** 1, **Toughness:** 14, **Crew:** 1+9 Pirates, **Weapons:** 4 ballistas (4d6, 24/48/96, HW), 10 lance bolts, 10 pitch bolts. **Notes:** Heavy Armor.

### Pirate

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

**Skills:** Boating d6, Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6, Throwing d6

**Charisma:** 0; **Pace:** 6; **Parry:** 5+1; **Toughness:** 6 (1)

**Hindrances:** Bloodthirsty, Greedy (major).

**Edges:** Combat Reflexes.

**Gear:** Longblade (Str+d8), stiletto (Str+d4, AP 4, Parry -1), light hairpipe vest (+1), buckler (Parry +1).

## Lost Secrets

Once the heroes have dealt with the attacking pirate windship, they can come ashore. Damp Docks is still smoldering as snow falls, with burned and demolished warehouses, taverns, and clan lodges everywhere they look. The Mistwind Lift which portages windships across Roaring Mist Falls, is wrecked. The heroes can explore what's left, or head into other parts of the city. They quickly learn about the Codex, and the power and wealth it has brought to the city.

Eventually, the heroes are confronted by the speakers for the clans of the city, led by Laylaka. She thanks them for any aid they have already rendered to Port of Mists, and asks to meet them in private. She does not give details, but says that it is an important matter, and is willing to pay well if pushed. A Notice (-2) roll picks up on odd twitches in her behavior, including strips of hide wrapping and covering her hands.

She takes them to the remains of a lodge and reveals that, in addition to the riches they plundered, the pirates also stole the Codex. Laylaka begs the heroes to recover it, with the speakers willing to pledge them 300 talons each, more if they recover the plundered goods.

The heroes are free to spend some time amongst the survivors, looking for supplies or gathering information, but both are in short supply. Most of the residents report only that the pirates attacked with a volley of explosive pitch bolts, then attacked en masse from the harbor. An Investigation or Streetwise roll at the landing provides more useful information. All signs point to the pirates raiding from further down the Serpent River, especially near the mouth of a large tributary. The *Drifting Oak* is the only seaworthy windship left, and Laylaka convinces its captain to take the heroes and herself downriver in pursuit of the stolen codex. She insists on coming along, to ensure the codex is safely recovered.

## Night smoke Unleashed

The pirates' raid was a success, at least at first. Their holds were bursting with swag when they withdrew from the port, but then one of the pirates began to read from the stolen codex. This released Ash-That-Burns from within! The nether god quickly consumed the flesh and souls of the pirates, and destroyed most of their windships. Only a single rillrunner survived.

The heroes arrive as the vile being is still revelling in the ecstasy of freedom in Creation, giving them a

chance to decide what to do. The corruption in Laylaka's souls is drawn to the nether god, and she will do anything to get the heroes to attack it and take back the codex. She is subtle and clever, but desperate, and a Notice roll sees the same tension she displayed in Port of Mists magnified a thousandfold.

A battle quickly ensues on the icy river, with small icebergs serving as obstacles and snow covering the both ships' decks. Ash-That-Burns is still joined to the evil book, but can control the pirate rillrunner, rolling its Force for Boating.

If the heroes attack Ash-That-Burns, Laylaka aids them with her powers, which have a nethermantic cast to their effects. When the nether god is defeated, its form is sucked back into the codex, which can be found right out on the deck of the pirate rillrunner.

If they do not attack, or if they confront her after the battle about the nether god, or if the codex is lost to the depths, she instantly strikes at them, conjuring one smoke demon per hero. Its up to the heroes to decide how to deal with this. Should they slay Laylaka as a nethermancer? Or do they decide to try bring her back? Destroying the Night smoke Codex could even launch a campaign!

Ash-That-Burns



**Force:** d10; **Parry:** 7; **Toughness:** 13

**Abilities:** God (major), Heavy Attack (all powers and Melee Attack), Innate Powers (*blast*, *bolt*, *obscure*), Massive (major), Melee Attack (Str+d8)

Laylaka Healing Waves



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

**Skills:** Fighting d6, Nethermancy d10, Noticed 6, Taunt d8

**Charisma:** 0/-4; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **RD:** d6

**Hindrances:** Corrupted (claws: Str+d6), Death Wish (recover Night smoke Codex)

**Gear:** Ritual knife (Str+d4).

**Special Abilities:**

- **Demon Conjuring:** Laylaka conjures demons as a Veteran spirit caller, using Nethermancy. She can also conjure a smoke demon of Force d4 as an action, if she takes no other actions that round.
- **Nethermancer:** *bolt*, *confusion*, *fear*, *blast*.

Smoke Demons

**Force:** d4; **Parry:** 4; **Toughness:** 4

**Abilities:** Flying, Innate Power (*obscure*), Melee Attack (Str+d8), Speed (Flying)



Vara StoneOnTheWind  
 BIRTH NAME SOUL NAME  
 Firestone Dwarf Silver Mouse  
 PEOPLE CLAN NAME

PLAYER NAME  
 CAMPAIGN

Totem Knight  
 ARCHETYPE

20 SEASONED  
 XP RANK

### Attributes

d8 Agility  
 d6 Smarts  
 d8 Spirit  
 d6 Strength  
 d6 Vigor  
 +0 Charisma  
 4 Pace  
 6+2 Parry  
 6 (1) Toughness  
 Penown Die

### Skills

Skill	ATTRIBUTE	DIE
Boating	Agility	d4
Fighting	Agility	d8
Healing	Smarts	d6
Intimidation	Spirit	d4
Investigation	Smarts	d6
Notice	Smarts	d6
Shooting	Agility	d6

Skill	ATTRIBUTE	DIE
Stealth	Agility	d6
Survival	Smarts	d4
Throwing	Agility	d6
Tracking	Smarts	d4
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### Hindrances

Curious  
 Slow as Stone: Pace 4, d4 Running Die  
 Wanted (major): Spiresworn Conclave

### Languages

### Injuries

### Edges

Low Light Vision  
 Guardian Spirit: Breeze-Of-Whispers  
 Conjure as an action with Spirit roll.  
 Force: d6; Parry: 4; Toughness: 4  
 Abilities: Flying (Pace 6), Innate Power (elemental manipulation)  
 Totem Knight: spear, Scorpion, smite  
 Totem Knight: buckler, Bear, healing  
 Spirit as Arcane Skill, conjure totem spirits with 5 minute ritual

### Possessions

Light hairpipe vest  
 Buckler  
 3 bolas  
 Spear  
 Dragon dust, 20 motes  
 50 talons

### Weapons

Type	Damage	Range	Notes
Spear	Str+d6	3/6/12	Parry +1. Reach 1. Two hands.
Bola	Special	3/6/12	Success: Target cannot move on next action. Raise: Target cannot move on next action and Shaken.

### Wounds

Minor Favor  
 Major Favor  
 -3  
 -2  
 -1  
 Incap  
 -2  
 -1

### Ammo



### Fatigue

# Character Description

Height \_\_\_\_\_

Weight \_\_\_\_\_

Eyes \_\_\_\_\_

Hair \_\_\_\_\_

Age \_\_\_\_\_

# Renown Tracker



Renown Die d4  
 Minor Boon  
 Enemy  
 Minor Boon  
 Renown Die d6  
 Minor Boon  
 Hero of Tales

Major Boon  
 Living Legend

Renown Die d8

# Advance Tracker

20

5 Spirit d8  
 10 Shooting d6, Stealth d6  
 15 Investigation d6, Notice d6  
 20 Totem Knight (buckler, bear, healing)  
 25 \_\_\_\_\_  
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 190 \_\_\_\_\_  
 200 \_\_\_\_\_

# Notes

# Powers

Type	Trapping	Cost	Range	Duration	Notes
smite	scorpion sting	2	Touch	M	+2/+4 dmaage with affected weapon
healing	Mother Bear's hug	3	Touch	I	heal one/two wounds

Arcane Skill \_\_\_\_\_

Max Force \_\_\_\_\_

Dragon dust



Aelyss  
 BIRTH NAME  
 Stonewood Elf  
 PEOPLE  
 Skinchanger  
 ARCHETYPE

SkyArrow  
 SOUL NAME  
 Howling Pine  
 CLAN NAME

PLAYER NAME  
 CAMPAIGN  
 20 XP SEASONED

Attributes

d6 Agility  
 d6 Smarts  
 d8 Spirit  
 d8 Strength  
 d6 Vigor  
 +0 Charisma  
 6 Pace  
 5 Parry  
 4 Toughness  
 Penown Die

Skills

	ATTRIBUTE	DIE
Boating	Agility	d4
Fighting	Agility	d6
Healing	Smarts	d4
Investigation	Smarts	d4
Notice	Smarts	d6
Shooting	Agility	d8
Stealth	Agility	d6

RANK

	ATTRIBUTE	DIE
Streetwise	Smarts	d4
Survival	Smarts	d6
Taunt	Smarts	d4
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		-
		-
		-

Hindrances

Big Mouth  
 Bones of Air: Toughness -1  
 Quirk: loves being high up  
 Arrogant

Edges

Giant Killer  
 Keen Ears: +2 on hearing based Notice rolls  
 Skinchanger: hawk  
 Rapid Shot: can make rapid attacks with bow  
 Soul of the Beast: can shapeshift as free action

Languages

Injuries

Possessions

Double bow  
 Mace  
 25 arrows  
 Quiver  
 Glowdust, 5 pouches  
 Glowlamp  
 45 talons

Weapons

Type	Damage	Range	Notes
Double bow	2d8	12/24/48	Cannot be used mounted
Mace	Str+d6	-	AP 2 vs rigid armor

Minor Favor  
 Major Favor

Wounds

-1  
 -2  
 -3  
 Incap  
 -2  
 -1

Fatigue

Ammo

# Character Description

Height \_\_\_\_\_

Weight \_\_\_\_\_

Eyes \_\_\_\_\_

Hair \_\_\_\_\_

Age \_\_\_\_\_

# Renown Tracker



Renown Die d4  
 Minor Boon  
 Enemy

Minor Boon  
 Renown Die d6  
 Minor Boon  
 Hero of Tales

Major Boon  
 Living Legend

Renown Die d8

# Advance Tracker

20

- 5 Notice d6, Stealth d6
- 10 Extraction (hawk form)
- 15 Rapid Shot
- 20 Soul of the Beast
- 25 \_\_\_\_\_
- 30 \_\_\_\_\_
- 35 \_\_\_\_\_
- 40 \_\_\_\_\_
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- 110 \_\_\_\_\_
- 120 \_\_\_\_\_
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- 180 \_\_\_\_\_
- 190 \_\_\_\_\_
- 200 \_\_\_\_\_

# Notes

Hawk Form  
 Agility d10, Strength d6, Vigor d6  
 Flying d10, Notice d10, Stealth d6  
 Pace 2; Toughness: 3

### Special Abilities

- Beak and Claws: Str+d6
- Dive: If a hawk dives at least 12" at their target, they deal +2 damage
- Flight: Flying Pace 20
- Size -2: Hawks have wingspans of 4 feet
- Small
- Extraction

# Powers

Type	Trapping	Cost	Range	Duration	Notes

Arcane Skill \_\_\_\_\_  
 Max Force \_\_\_\_\_

Dragon dust







Wyanatt ChasingTales  
 BIRTH NAME SOUL NAME  
 Sweetwater Human Ice Walleye  
 PEOPLE CLAN NAME  
 Soul Singer

PLAYER NAME  
 CAMPAIGN  
 20 SEASONED  
 XP

### Attributes

d8 Agility  
 d6 Smarts  
 d8 Spirit  
 d6 Strength  
 d4 Vigor  
 +0 Charisma  
 6 Pace  
 4+2 Parry  
 4 Toughness  
 Penown Die

### Skills

	ATTRIBUTE	DIE
Boating	Agility	d6
Climbing	Strength	d4
Fighting	Agility	d6
Investigation	Smarts	d6
Knowledge (Lore)	Smarts	d6
Notice	Smarts	d6
Persuasion	Spirit	d6

	ATTRIBUTE	RANK
Spellcraft	Spirit	d8
Streetwise	Smarts	d6
Taunt	Smarts	d4
		-
		-
		-
		-

### Hindrances

Cautious  
 Enemy (major): three eyed assassin  
 Frozen Flaw (Vigor): two advances to raise Vigor  
 Loyal

### Languages

### Injuries

### Edges

Alertness  
 Heroic Relic: Codex of Memories  
 Soul Singer: can sing a power, affecting Large Burst Template centered on self. Sung power does not count as maintained. Only one sung power at a time.  
 Steersman: +2 Boating, can soak wounds for windship with Boating (-2)

### Possessions

Buckler  
 Needle blade  
 Dragon dust, 20 motes  
 Musical instrument  
 Codex of Memories: lesser Named Item (Knowledge (Lore) and storytelling Persuasion)  
 50 talons

### Weapons

Type	Damage	Range	Notes
Needle Blade	Str+d4	-	Parry +1

### Wounds

Minor Favor  
 Major Favor  
 -3  
 -2  
 Incap  
 -2  
 -1

### Ammo



### Fatigue

# Character Description

Height

Weight

Eyes

Hair

Age



# Renown Tracker



# Advance Tracker



Renown Die d4

Minor Boon

Enemy

Minor Boon

Renown Die d6

Minor Boon

Hero of Tales

Major Boon

Living Legend

Renown Die d8

5 Agility d8

10 Boating d6, Notice d6

15 Steersman

20 New Power (slumber)

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100

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200

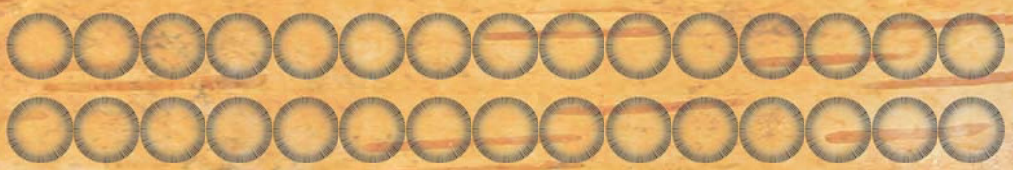
# Notes

# Powers

Type	Trapping	Cost	Range	Duration	Notes
boost/lower trait	aura of heroes	2	Smarts	M	raise or lower a trait by one/two die types, up to +5 motes for extra targets
fear	visions of terror	2	Smarts x 2	I	All in Large Burst Template make Fear check (-2 with raise)
slumber	song of sleep	2	Smarts x 2	M	All in Medium Burst Template roll Spirit (-2 with raise) or fall asleep

Arcane    d8  
 Skill  
 Max     
 Force

Dragon dust





Odayah RunningStream  
 BIRTH NAME SOUL NAME  
 Blasted Human Copper Trout  
 PEOPLE CLAN NAME  
 Waywalker

PLAYER NAME  
 CAMPAIGN  
 20 SEASONED  
 XP

ARCHETYPE  
**Attributes**

d10 *Agility*  
 d4 *Smarts*  
 d8 *Spirit*  
 d6 *Strength*  
 d4 *Vigor*  
 +0 *Charisma*  
 6 *Pace*  
 5 *Parry*  
 4 *Toughness*  
 Penown Die

**Skills**

	ATTRIBUTE	DIE
Boating	Agility	d6
Climbing	Strength	d6
Fighting	Agility	d6
Intimidation	Spirit	d4
Knowledge (The Lands)	Smarts	d8
Lockpicking	Agility	d4
Notice	Smarts	d4

	ATTRIBUTE	RANK
	DIE	DIE
Shooting	Agility	d4
Stealth	Agility	d6
Streetwise	Smarts	d4
Throwing	Agility	d10
		-
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**Hindrances**

Code of Honor: charges must reach destination  
 Frozen Flaw (Smarts): two advances to raise Smarts  
 Greedy (minor)  
 Quirk: whistles

**Edges**

Beast Master: NoTips, fox  
 Quick  
 Waywalker: spend a benny to gain a geographic advantage  
 Long Throw: double all throwing ranges

**Languages**

**Injuries**

**Possessions**

Tomahawks, 3  
 Bandolier: free action to draw  
 Grappling hook  
 Lockpicks  
 Pole  
 Rope  
 10 talons

**Weapons**

Type	Damage	Range	Notes
Tomahawk	Str+d6	3/6/12	

Minor Favor  
 Major Favor

**Wounds**

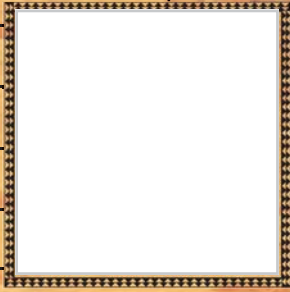
-3  
 -2  
 -1  
 Incap  
 -2  
 -1

**Fatigue**

**Ammo**

# Character Description

Height \_\_\_\_\_  
 Weight \_\_\_\_\_  
 Eyes \_\_\_\_\_  
 Hair \_\_\_\_\_  
 Age \_\_\_\_\_



# Renown Tracker



Renown Die d4  
 Minor Boon  
 Enemy  
 Minor Boon  
 Renown Die d6  
 Minor Boon  
 Hero of Tales

# Advance Tracker



5 Agility d10  
 10 Stealth d6, Throwing d10  
 15 Boating d6, Climbing d6  
 20 Long Throw  
 25 \_\_\_\_\_  
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 200 \_\_\_\_\_

# Notes

NoTips, Fox  
 Agility d10, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6  
 Fighting d6, Notice d10, Stealth d8  
 Pace: 8; Parry: 5; Toughness: 4  
 Special Abilities  
 Bite: Str+d4  
 Fleet-Footed: d10 Running Die  
 Go For The Throat: hits target's least armored location on a raise  
 Size -1

# Powers

Type	Trapping	Cost	Range	Duration	Notes

Arcane Skill \_\_\_\_\_  
 Max Force \_\_\_\_\_

Dragon dust

