

Pets & Predators

An Expansion for Tephra: the Steampunk RPG

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Using this Guide

Narrators

Narrators are given freedom to create animals using any number of special traits. Go directly to the Creating and Changing Animals section and follow the steps—you can create an animal of any power level you like. Be aware that one Special Trait is about equal in power to one specialty.

Players

Players must utilize specialties in order to obtain animals. In this guide, there will be a number of methods for attaining animals. First, bio-engineers will be able to create their own animals. Animal tamers will be able to acquire animals from nature, using either their Shamanism or Expertise skills. In order to get an animal, go to your desired specialty and read the rules for acquiring an animal.

Animal Basics

Animals have a very wide variety of characteristics and abilities that help them survive in the often-violent wilds that populate the world of Tephra. Animals of all kinds have five basic attributes which set them apart from each other.

The first and most basic of these is the animal's size tier and niche—how big it is and where it lives. The second is its movement trait—its primary form of movement. The third are its special traits, which are things specific to that animal or family of animals. These are characteristics that set it apart from the rest of the animal kingdom. The fourth are its secondary traits (basic traits which narrow down what the animal is good at doing). The final is stories, which are brought about by events in the animal's life such as training, pack membership, or anything else not described by the other traits of the animal.

Taming

Animals that are more specialized and suited to their environments are often powerful and independent, making them more difficult to tame. Animals have a set of taming tiers based on their Specialization Points (SP). For every SP, the animal's Taming Tier goes up by 1. Animal tamers can roll their Expertise or Shamanism to decrease the taming tier once per downtime, and only one tamer may do this to an animal per downtime. Once the taming tier reaches 0, the animal is tamed.

Any ability that allows the person to roll multiple times for attribute rolls during downtime just changes the amount that the Taming Tier is decreased by. For instance, if the character rolls a tier 1 taming, and then re-rolls and rolls a tier 2, the final result is 2 tiers being taken off of the taming tier. Always take the higher result when making such an attempt.

Note that if an animal is owned and tamed by someone else, and does not wish to be controlled by another, that character attempting to wrestle away control must tame the animal as if it were wild. It will lose benefits of its training by another

Part 1

Animal Basics

tamer (though some narrators might forego this, depending on the circumstances).

Buying an Animal

Most basic animals are relatively cheap, but they can become rather expensive as they get rarer. The price to sell them is per Specialization Point, so it raises drastically as the animal grows in power. For instance, a starting animal (at marque 1 with 1 SP) will sell for ₶ 15. Meanwhile, a marque 2 animal with 5 SP will sell for ₶ 375.

Selling an animal usually brings in one fifth as much money.

Leveling up an Animal

Animals can level up just like characters. In order to do this, apply derived stats as you would when adding a new special trait to the animal. Remember that some specialties allow animals to level up with a character.


Captivity

An animal held in captivity is one that is held by someone in such a way that it cannot escape during a breather or downtime. Whoever has the animal captive may reap the benefits of holding an animal in captivity.

Purchasing Venoms

The purchase of animal venom is ostensibly prohibited in Trust-run economies without a permit. However, in the frontier areas where these venoms are already the most commonly available, the Trust pays the least attention to regulation. The prices are still regulated, but acquiring a false permit is often cheap and safe outside of major cities. Any venom that does not have a price is priced as a Mq. 2 venom.

 ₶ 12

 ₶ 60

 ₶ 300

 ₶ 1500

Animal Actions

Ordinary Actions

Animals can make any action that is outlined in the Actions section of the Playing Guide's first chapter, except for those that involve the use of items or social tells. They may also use any Brute or Spirit attribute actions, as well as Notice, Balance, Jumping and Sneaking. Attacks available to them are unarmed attacks and whatever other attacks are provided by their traits. All animals have 3 action points per turn. Unless otherwise stated, animal grab attacks cost 2 AP, as they are bite and claw attacks.

Tamed Animals

A tamed animal is any animal which is controlled by a character. Tamed animals act on directives—that is to say that the character can spend 1 AP directing the animal to do something simple: attack someone, run to them, run and hide, stalk someone, et cetera. The animal will do their directive on its turn.

The animal acts immediately before or any time after the owner's turn (determined by the owner once priority is rolled for a combat), carrying out the directive to the best of its ability. The directive must be a very simple set of actions—anything that requires a sequence of different directions must be carried out one direction at a time. For instance, a tamed animal could be told to attack an enemy, and it will go to the enemy and attack. However, it could not be told to jump onto a ledge, look around, and make noises if it sees an opponent. That would have to be given as three directives. Training can increase the effectiveness of tamed creatures.

It should be noted that tamed animals do have the ability to give AP as allies to a character whose specialties call for it (such as for the Smite specialty from the Faith skill). However, all of a player's tamed animals count as a single ally, and so only one of the animals may give AP at a time. Animals can be tamed toward an entire party, but only one player has full rights to control it—usually the one who purchased, tamed or discovered it, or at least the one who ordinarily feeds or disciplines it. Other characters can only control that animal at the consent of the primary owner.

Part 2

Specialties & Player Systems

Expertise or Shamanism Specialties

These specialties can be taken either as using your Expertise or Shamanism skill. The flavor reflects the skill:

Expertise You are an educated trainer of animals, knowledgeable in the proper handling methods of exotic creatures and specimens. You are comfortable inside stables and know a wide range of tricks for handling animals.

Shamanism You know animals. You can sense them, and they seem to understand you. The empathic bond that you build with these exotic creatures is nearly unreal, as if you are able to share your mind with them.

Animal Tamer

Expertise or Shamanism Specialty

You are able to tame the beasts of the wilderness, bringing them to your side as allies.

When you encounter an animal, if you can corral it and herd it into a steady captivity where it can be fed regularly, you are able to initiate taming during your downtime.

AP Trainer

Expertise or Shamanism Specialty

Requires: 10 skill points in Expertise or Shamanism

You put your animal through the rigors of extensive training, teaching it to be more quick to think and act. The animal gains the Additional AP 1 story, which also gives it 1 SP. You can only give this story to one animal tamed by you at a time.

Advanced AP Trainer

Expertise or Shamanism Specialty

Requires: 20 skill points in Expertise or Shamanism and the AP Trainer specialty

You put your animal through the rigors of extensive training, teaching it to be more quick to think and act. The animal gains the Additional AP 2 story, which also gives it 1 SP. This training can be performed on one animal tamed by you at any time. Alternatively, you can give the Additional AP 1 story to two animals that are tamed by you.

Battle Trainer

Expertise or Shamanism Specialty

Your animal has been trained for battle, enabling it to go to war with you. It gains the Armorability story, as well as one Special Called Shot Ability trait from the Special Traits list. These traits also provide 1 SP. If the animal already has all of these available traits or you do not want to give it the additional trait for whatever reason, you can instead give the animal 1 additional SP.

Animal Equipment Training

Expertise or Shamanism Specialty

Requires: To use this specialty, the animal being trained must have the Prehensile Limbs Special Trait

You have trained your animal in the use of basic scientific equipment and weapons. It gains the Tool User special trait.



Lab Assistant Training

Expertise or Shamanism Specialty

Requires: To use this specialty, the animal being trained must have the Prehensile Limbs and Tool User special traits.

You have trained your animal to aid you in your laboratory, teaching it which experiments, tools, and chemicals are not for eating, and how to retrieve tools and much-needed caffeinated beverages for you. Your animal gains the Wild Lab Assistant story, which also gives it 1 SP.

Socialization Trainer

Expertise or Shamanism Specialty

You can give your animals a bit of sensitivity training, making it a valuable participant in social situations. You may give animals that you tame the Socialized story, which also gives them 1 SP.

Sequenced Orders Training

Expertise or Shamanism Specialty

You have learned to command animals in more and more thorough ways. Animals that you tame gain the Sequenced Orders story, which also gives them 1 SP.

Acquiring an Animal at Character Creation

Animal tamers can start off the game with a pre-made animal with Specialization Points equal to half of their number of specialties, rounded down (at first level, this is 1). Starting off with a small-sized animal allows for the player to start with an animal with one more Specialization Point than normal. These specialization points must come exclusively from Special Traits.

If the animal tamer is also a bio-engineer, then their bio-engineered animal replaces this one. Any additional SP given by training or other traits given by a character are applied after the animal is chosen.

Narrator Note: It is permissible to allow a player to create their own animal at character creation as an animal tamer. As the narrator, it is up to you to decide if players are allowed to do this—you may want to make sure that the player has built an animal that fits into your lore and makes sense in the place where the characters are beginning their saga.

Shamanism Specialties



Fireproof

Shamanism Specialty

Requires: Fire Resistance specialty

You are virtually immune to fires and burns. Any time that you are subject to fire damage or a burn, you automatically improve the tier of your resist by 1. Furthermore, the heat and fire soak from your Fire Resistance is doubled.



One with the World

Shamanism Specialty

Requires: any one Shamanism specialty this specialty can apply toward.

Resist: Spirit (*negates, see below*)

You are able to commune with nature and the world around you through your willpower alone. You can use many of your Shamanism abilities without moving and without others noticing. In order for a person to notice that you're using one of your Shamanism specialties, they must roll a Spirit resist against your Shamanism. One with the World can apply to any specialty that requires you to call upon animals through speaking, dancing, or other movements.



Pack Humanoid

Shamanism Specialty

You are in tune with the movements of herds and packs of animals, allowing you to move and flow with them to fight or flee. You can act as if you have both the Herd Instincts and Pack Instincts stories at all times.



Deer Dance

Shamanism Specialty

Requires: Pack Humanoid specialty

Cost: 2 AP to activate + 1 AP per turn upkeep

You have gained the ability to envision yourself as a true herd animal, enabling you to enter a trancelike state from which you can see and change every twist and turn that the herd takes in mutual self-protection. All allies benefiting from your Herd Instincts trait gain +2 Evade while you are performing the Deer Dance and up until the end of your turn after you cease upkeep of the dance. You also gain this bonus.



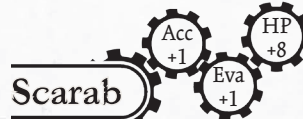
Pack Furor

Shamanism Specialty

Requires: Pack Humanoid specialty

Cost: 2 AP to activate + 1 AP per turn upkeep

You have honed your pack instincts to a fine point, allowing you to empower yourself and your packmates to greater furor in battle. All allies benefiting from your Pack Instincts trait gain +3 Strike while you are using this ability and up the end of your turn after you cease upkeep of this ability. You also gain this bonus.

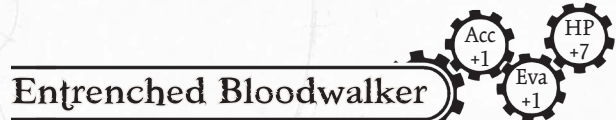


Scarab

Shamanism Specialty

Cost: 3 AP

You reach over to your opponent, releasing a scarab that burrows into their skin. Choose an adjacent opponent and roll your accuracy against their evade in order to get the scarab onto them. If you succeed, the scarab enters their skin. At the end of your turn, the scarab makes a random, irresistible called shot against the enemy. The opponent must spend 1 action point to remove it or it will continue to make random called shots every turn.



Entrenched Bloodwalker

Shamanism Specialty

Requires: Scarab specialty

When using a scarab, your beetle now embeds itself so deep that your opponent must cut it out. The opponent must spend 1 action point to remove the scarab but suffers bleeding from the action. The bleeding begins on that turn and will occur every turn thereafter unless stopped. Bleeding damage is unsoakable, but a person can stop 5 points of bleeding by spending 1 action point patching the wound.

- 1 Bleeds 3 damage
- 2 Bleeds 6 damage
- 3 Bleeds 9 damage
- 4 Bleeds 12 damage

Alchemy Specialties

Venom Harvester

Alchemy Specialty

Cost: 3 AP to Harvest

You are able to harvest the venom of animals that you come across, bottling it and using it for other nefariousness at a later time. When you come across a tamed, well-contained, or freshly dead animal, you can spend 3 AP harvesting its stores of venom. To do this, you must first roll a Sciences (Understand) check: the tier of your understanding roll is the limit of the marque of the venom that you can extract. After this, you can spend the action points to extract the venom. You receive only one dose of venom from this specialty. You can extract additional different venoms from the animal if it has more by repeating the process of this specialty. A character may only harvest one dose of each available kind of venom from a single animal per downtime. Venoms extracted in this way may be used by any character in the same way that a poison could be used.

Expert Venom Extraction

Alchemy Specialty

Requires: Venom Harvester specialty

You can harvest one additional dose of venom from an animal between downtimes if it is available.

Venom Chemist

Alchemy Specialty

Requires: Venom Harvester specialty

Your attempts at the potentially dangerous task of mixing venoms have met success. You may now mix two doses of different individual venoms together, producing a new class of venom which cannot be further mixed but acts in all other ways as normal. You may use this new venom with the "Venomized" augment to create doubly-venomized poisons.

New Alchemy Augments

Antivenom

Medicine Augment

Antivenoms help to rid the body specifically of animal venoms. When under the effect of an animal venom, the character may

take an antivenom potion to re-roll the resist, taking a tier higher of result. This may be tried multiple times by consuming multiple potions.


Cost to Craft: The antivenom augment has no marques and can be learned by anyone with the Medicine Brewer specialty. It costs ₶4 to buy or 8 dukes to craft yourself (if you know the augment).

Antivenom Plus

2-Slot Medicine Augment

Requires: Antivenom augment must also be on the medicine. An exceptionally powerful antivenom, antivenom plus allows the victim of a venom to not only roll their resist again and get two extra tiers on the roll, but it also increases their resistance to the poison until the next breather.

 +4 to resist venom

 +6 to resist venom

 +8 to resist venom

 +10 to resist venom

Sedative

Poison or Medicine Augment

Resist: Spirit (*negates*)

Takes up 3 Augment Slots on the Potion

The potion is a powerful sedative, aiding in the training of an animal. This potion may be used once per downtime to decrease a captive animal's taming tier by 1. However, the potion maker has one less potion to use after the downtime if this potion is used.

Cost to Craft: The sedative augment has no marques and can be learned by anyone with the Medicine Brewer or Poison Brewer specialty. It costs ₶60 to buy or ₶12 to craft yourself (if you know the augment).

Venomized

Poison Augment

You have masterfully combined the venom of a wild beast into your potion, making it that much more potent. In place of the effect of this augment, you may use the effect of any venom that you have extracted, bought, or created on your own.

Cost to Craft: The venomized augment has no marques and can be learned by anyone with the Poison Brewer specialty. It costs ₶20 to buy or ₶4 to craft yourself (if you know the augment).

Bio-Flux Specialties

Bio-Engineer

Bio-Flux Specialty

You are capable of building your own animal from the ground up. You can only build one animal (of any size) at a time regardless of your DIY.

Your animal may start out with one special trait known by you; small animals start out with an additional special trait. Traits must be chosen from a pertinent Special Traits list, and you can learn special traits using your augment points like normal augments. The special trait(s) must give no more than 1 specialization point. Special Traits don't give derived stat bonuses. Instead, your animal starts with 1 level + 1 for every 2 levels you have. Animals created in this way level up with the character at every 2nd character level achieved after their creation.

The animal acts immediately before or after you do in the priority queue, or on any turn which comes after yours—you can choose. Animals that you create are immediately tamed by you, but do not have any special taming abilities naturally. Therefore, they will act as a tamed animal ordinarily acts.

Bio-Engineered Chimaeras

Bio-Flux Specialty

Requires: Bio-Engineer specialty and 5 skill points in the Bio-Flux

Your bio-engineered animals are now more versatile and powerful. You may give your animals an additional two Special Traits apiece, with the same rules as the first specialty.

Bio-Engineered Abominations

Bio-Flux Specialty

Requires: The Bio-Engineer specialty, Bio-Engineered Chimaeras specialty, and 15 skill points in the Bio-Flux

Your bio-engineered animals are now more versatile and powerful. You may give your animals an additional two Special Traits apiece, with the same rules as the first specialty.

Bio-Engineered Monstrosities

Bio-Flux Specialty

Requires: The Bio-Engineer specialty, Bio-Engineered Chimaeras specialty, Bio-Engineered Abominations specialty, and 25 skill points in the Bio-Flux

Your bio-engineered animals are now more versatile and powerful. You may give your animals an additional two Special Traits apiece, with the same rules as the first specialty.

Bio-Engineer Extra Animals

Bio-Flux Specialty

Requires: The Bio-Engineer Specialty

You have learned to use your bio-flux ability more efficiently, allowing you to craft multiple animals, be they identical to each other or totally unique. You may craft an additional animal per 6 of your points in DIY (thus giving you 2 animals at a DIY of 6, and 3 animals at a DIY of 12).

Animal Essence Adjustments

Bio-Flux Specialty

You can muss with the basic essence that makes an animal what it is, changing it, making it into what some would call a chimera, what others would call an abomination. Any animal that you have tamed, you may change any of its Primary, Movement, or Special traits during any breather. Animals changed in this way count as bio-engineered animals for use with other bio-engineering specialties.

Captive Animal Adjustments

Bio-Flux Specialty

Requires: The Animal Essence Adjustments specialty

Resist: Spirit (*negates*)

You have been in contact with enough untamed, captured animals to know how to properly sedate and handle them for essence adjustment. You can perform Animal Essence Adjustments on untamed, captive animals. Animals changed in this way do not count as bio-engineered animals for use with bio-engineering specialties until such a time as they are tamed. Animals that do not want to be changed may roll their spirit to attempt to negate this effect.

❧ New Essence Augments ❧

Mobile Animal

Animal Essence Augment

You have modified the animal to have greater mobility, giving it an additional movement trait. This is not the Mobile Special Trait, and may not be taken if the animal already has all available movement traits.

Cost to Craft: The mobile animal augment has no marques and can be learned by anyone with the Essence Manipulator specialty. It costs ₶250 to buy or ₶50 to craft yourself (if you know the augment).

Prehensile

Animal Essence Augment

You have given the animal tendrils, opposable thumbs, or some other means of grasping. It gains the Prehensile Limbs special trait, though it does not gain SP from it.

Cost to Craft: The prehensile augment has no marques and can be learned by anyone with the Essence Manipulator specialty. It costs ₶250 to buy or ₶50 to craft yourself (if you know the augment).

Specialized Animal

Animal Essence Augment

Requires: At least one Animal Special Trait known

The animal is adapted to be of greater use to you. You may give it an additional Special Trait that you know, but it does not gain SP from the trait.

Cost to Craft: The specialized animal augment has no marques and can be learned by anyone with the Essence Manipulator specialty. It costs ₶250 to buy or ₶50 to craft yourself (if you know the augment).

Stampedes

(new rules)

Stampeding animals can be extremely dangerous. Being in the midst of a stampede could knock you over and trample you, often times to death. While a stampede of rats might not be that intimidating, a stampede of bison is likely to kill you.

The power of a stampede is represented by its tier. The tier represents how angry and fast the stampede is.

Tier 1 Tier 1 Brute or be knocked prone. The stampede has +0 on strike

Tier 2 Tier 1 Brute or be knocked prone. The stampede has +10 on strike

Tier 3 Tier 1 Brute or be knocked prone. The stampede has +20 on strike

Tier 4 Tier 1 Brute or be knocked prone. The stampede has +30 on strike

When a person is hit by a stampede and every turn they are in the stampede thereafter, they must roll their Brute or be knocked down by it. A tier 1 stampede will rarely knock people down, while a tier 4 stampede is nearly impossible to resist against. If a person is knocked prone and tries to stand up while being trampled, they'll need to roll that Brute to stand.

When a person is hit by a stampede and every turn that they are being trampled, the stampede makes an attack on that person. The damage class is based on the size of the animal, and their strike bonus is based on the tier of the stampede.

The animals involved in the stampede will determine how much damage being hit by the stampede does and how lethal being trampled by them is. Animals stampeding will be assigned a damage class, and it's quite similar to the damage of weapons. A bunch of stampeding rats will deal 2 damage class, while dogs might deal damage class 4, tigers damage class 6, cows damage class 8, and elephants damage class 10.

Calming a Stampede: You can attempt to calm a stampede for 3 action points using any attribute that you find appropriate. You roll your attribute. You must get a tier over the tier of the stampede in order to calm the stampede by 1 tier. So if you're trying to calm down a tier 3 stampede, you'll need a tier 4 roll to calm it down to a tier 2 stampede. At that point, you'll only need a tier 3 roll to make it a tier 1 stampede. If you get multiple tiers above the stampede's tier, you will reduce it by the number of tiers above the stampede you received.

Creation & Change

Creating an Animal

You can create an animal just by following this walkthrough.

- 1 Creating animals is done by first choosing a size tier and niche—every other part of the animal’s stats will be derived from the category which you choose. The available size tier and niche templates are available below in the Animal Sizes & Niches section.
- 2 Choose a movement type and apply the appropriate bonuses. These are available in the Movement Traits text box.
- 3 Choose any special traits and stories which fit the animal. Player-created animals will have restrictions on the number of traits that can be applied. These are available in the Special Traits section. Stories are available in the Stories section. If you are a player making an animal, you are limited to certain special traits and stories based on the specialty that allows you to create your animal.

- 4 Tally up the Specialization Points (SP) on your animal. Each Special Trait, unless otherwise stated, provides three SP. Stories may provide SP, and will say so in their section or on the story itself.
- 5 Apply derived stats to the animal. To do this, go to the “Derived Stats” text box. Now is also a good time to apply essence augments to the animal, if they are desired.
- 6 Count up all of its stats and list its abilities and compile them. Narrators, note that the Taming Tier of the animal is equal to its special traits unless otherwise stated.
- 7 Give the animal a name, backstory, and any other lore that you would like to apply to it.

Changing an Animal

Any time that an animal changes, repeat every pertinent step from step 3 onward, only applying bonuses and derived stats for newly-added traits and stories.

Sizes & Niches

The basic shell of the animal is its size (from small to large) and its niche (which is where it spends most of its time). From there, you can tweak and change things to your heart's (or ability's) content.

Small

Small animals tend to be ones that people can pick up. Examples might include rabbits, small dogs, pigeons, house cats, trout, eels, and tarantulas.

Medium

Medium animals are quite a bit harder to pick up. They're going to be somewhere between the size of a gnome and an elf. You might expect many wolves, ponies, tigers, sharks, dolphins, ostriches, and condors to be medium animals.

Large

Large animals are those you might be tempted to ride, as they're better suited to lift you than visa versa. This size includes giraffes, elephants, whales, hippopotamuses, and horses. Large flying animals are not normally naturally occurring, but maybe you'll encounter a pterosaur on your travels.

Note that land animals can exist either underwater (e.g. crabs and other bottom dwellers) or on land (lions, wolves, et cetera).

Small Land Animal

AP: 3 Priority: +0
HP: 6 Wounds: 6
Speed: 30 ft land, 5 ft climb, 10 ft swim
Brute +1, Cunning +0, Dexterity +3, Spirit +0, Sciences +0

Guard

Hide (*natural organic armor*)

Eva: +2 Def: +0

Soak: 1 | 2 | 3 | 4

Attack

Bite & Claws (2 AP)

Acc: +3 Stk: +0

Damage: 2 | 4 | 6 | 8

Medium Land Animal

AP: 3 Priority: +0
HP: 9 Wounds: 9
Speed: 40 ft land, 5 ft climb, 15 ft swim
Brute +2, Cunning +0, Dexterity +1, Spirit +0, Sciences +0
Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +1 Def: +1

Soak: 2 | 4 | 6 | 8

Attack

Bite & Claws (2 AP)

Acc: +1 Stk: +1

Damage: 4 | 8 | 12 | 16

Large Land Animal

AP: 3 Priority: +0
HP: 12 Wounds: 12
Speed: 35 ft land, 5 ft climb, 10 ft swim
Brute +4, Cunning +0, Dexterity +0, Spirit +0, Sciences +0
Note: A person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +0 Def: +4

Soak: 2 | 4 | 6 | 8

Attack

Bite & Claws (2 AP)

Acc: +0 Stk: +3

Damage: 6 | 12 | 18 | 24

Small Underwater Animal

AP: 3 Priority: +0
HP: 6 Wounds: 6
Speed: 30 ft swim
Brute +0, Cunning +0, Dexterity +4, Spirit +0, Sciences +0

Guard

Hide (*natural organic armor*)

Eva: +3 Def: +0
Soak: 1 | 2 | 3 | 4

Attack

Bite (2 AP)

Acc: +3 Stk: +0
Damage: 2 | 4 | 6 | 8

Medium Underwater Animal

AP: 3 Priority: +0
HP: 9 Wounds: 9
Speed: 40 ft swim
Brute +2, Cunning +0, Dexterity +2, Spirit +0, Sciences +0
Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +2 Def: +1
Soak: 1 | 2 | 3 | 4

Attack

Bite (2 AP)

Acc: +2 Stk: +1
Damage: 4 | 8 | 12 | 16

Large Underwater Animal

AP: 3 Priority: +0
HP: 12 Wounds: 12
Speed: 40 ft swim
Brute +3, Cunning +0, Dexterity +2, Spirit +0, Sciences +0

Note: A person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +0 Def: +4
Soak: 2 | 4 | 6 | 8

Attack

Bite (2 AP)

Acc: +0 Stk: +3
Damage: 6 | 12 | 18 | 24

Small Flying Animal

AP: 3 Priority: +0
HP: 4 Wounds: 4
Speed: 10 ft land, 5 ft swim, 25 ft flying
Brute +0, Cunning +0, Dexterity +4, Spirit +0, Sciences +0

Guard

Hide (*natural organic armor*)

Eva: +3 Def: +0
Soak: 1 | 2 | 3 | 4

Attack

Bite & Claws (2 AP)

Acc: +3 Stk: +0
Damage: 2 | 4 | 6 | 8

Essence Slots

Animals ordinarily have 3 slots of regular Essence, which can be manipulated with the Essence Manipulation specialty in the Playing Guide (Pg. 222). There may also be other augments which can be used only on animals—these will be designated with the name “Animal Essence Augment.”

Animals can also have prosthetic limbs applied to them which work as normal.

Medium Flying Animal

AP: 3 Priority: +0
HP: 7 Wounds: 7
Speed: 10 ft land, 5 ft swim, 35 ft flying
Brute +1, Cunning +0, Dexterity +3, Spirit +0, Sciences +0

Guard

Hide (*natural organic armor*)

Eva: +2 Def: +1
Soak: 1 | 2 | 3 | 4

Attack

Bite & Claws (2 AP)

Acc: +1 Stk: +1
Damage: 4 | 8 | 12 | 16

Large Flying Animal

AP: 3 Priority: +0
HP: 10 Wounds: 10
Speed: 10 ft land, 5 ft swim, 45 ft flying
Brute +2, Cunning +0, Dexterity +2, Spirit +0, Sciences +0

Guard

Hide (*natural organic armor*)

Eva: +1 Def: +2
Soak: 1 | 2 | 3 | 4

Attack

Bite & Claws (2 AP)

Acc: +0 Stk: +3
Damage: 6 | 12 | 18 | 24

Using Traits

Movement Type

This trait describes the animal's primary mode of movement. This modifies the animal's current movement trait.

Movement Traits

Amphibious: This trait can be applied to a land or flying animal. The animal can breath underwater and on land. The animal's swim speed increases by 30 feet. Alternatively, if applied to a water animal, the animal's land speed increases by 25 feet. The animal is also capable of breathing air or water.

Climbing: The animal is much better at climbing. The animal's climbing speed increases by 20 feet, or it gains a climb speed of 20 feet if it previously could not climb.

Gliding: The animal can fall from high places and glide downward using its primary movement speed, falling ten feet per turn. It does not take fall damage. These effects are negated if the animal's limbs are bound.

Jumping: The animal may jump once per turn for free if it is making an attack and has made no other move action. It may use this jump only immediately before or after the attack.

Stable: The animal does not take penalties for uneven or unstable terrain.

Swift: The primary movement trait of the animal is increased by 20 feet.

Water Skimming: This movement type is applicable only to land animals. Your animal may move across the top of water as if it were unsteady terrain.

Special Traits

Special traits describe what truly separates the animal from the rest of the animal kingdom. Special traits cover the specific adaptations that the animal has (i.e. poisons, special resistance, socialization, intelligence) which make it uniquely suited for its environment.

These traits are meant to emulate specialty effects on ordinary characters, and animals with extra special traits will be more independent and therefore more difficult to train, with some exceptions. Most special traits increase the animal's Specialization Points by 1. Special traits do not stack.

Stories

Stories are traits which are acquired through training and socialization. These will ordinarily be provided by the animal tamer's specialties or given to the animal by the pack or other grouping that it is a part of. These may also be ascribed to animals which are members of rudimentary social organizations, describing their position in the organization (e.g. "Alpha Wolf"). Any other traits of the animal which are not described above are also here (e.g. "Recognizable scars" or "Tagged ear"). Some stories may increase the number of specialization points on the animal, as stated within those specific stories.

Derived Statistics

For every Specialization Point on the animal, apply the following bonuses to the animal.

- 1 Add 4 total points to its attributes, separated as you please.
- 2 Add 2 points to one of its combat stats (accuracy, evade, strike, or defense), 4 points to its priority, or 5 feet to its speed.
- 3 Add 1 point to one of its other combat stats, or 2 points to its priority. The combat stat that benefits from this addition must not be the one that you chose in step 2.
- 4 Add 6 points to the animal's hit points.
- 5 Wild animals gain Additional AP stories at marques 2 and 4. This action point is lost when tamed.

SP Marques

Some special traits utilize SP Marques. Note that these marques function mostly the same as marques set up by the Sciences section of the Tephra Playing Guide (Pg. 162). However, SP Marques operate on a different scale than Sciences' marques. To determine the Marque of an SP Marque ability, consult the following chart:

Specialization Points	Marque
Up to 3	Mq. 1
4 - 8	Mq. 2
9 - 13	Mq. 3
14 and up	Mq. 4

Special Traits

Adaptive Versatility

Animal Special Trait

This special trait does not give the animal a bonus ability. Instead, it may add 2 to two of its combat skills and 6 to its health. Any ability that modifies the amount of health gained from SP also affects this ability.

Blooded

Animal Special Trait

The animal is driven to new heights of furor and hunger by the sight or smell of blood, enabling it to be even more vicious in battle. When a Blooded animal becomes aware of a bleeding opponent on a battlefield, they gain +1 Strike, with an additional +2 Strike when attacking that opponent specifically. The animal can receive the benefits of this ability multiple times if multiple bleeding opponents are present.

Boneless

Animal Special Trait

Stance (costs 1 AP to enter)

The animal is able to contort into sizes much smaller than its body. It can gain the effects of the Cover Expert specialty (Tephra Playing Guide Pg. 110) and also contort into a size tier smaller than itself. If it is already a small animal, then it may squeeze into openings only a few inches in size.

Camouflage

Animal Special Trait

Stance (costs 1 AP to enter)

The animal can disguise itself to match its surroundings wherever it is, using active camouflage or some other means of blending into its surroundings. While it is in this stance, it can hide in plain sight. It gains a bonus to its Hide roll equal to twice its Specialization Points.

Crushing Grab

Animal Special Trait

The animal has either a powerful clasp jaw, crushing hands, a tightly-entwining body or some other part that gives it the ability to crush its opponents. The animal benefits from the ability to use the effect of the Crushing Grip specialty (Tephra Playing Guide, Pg. 93) with its natural weapons.

Constricting

Animal Special Trait

The animal can twine or crunch its body around opponents, suffocating the life out of them. When the animal gets a hold of an opponent, they must make a Breath Holding check (Tephra Playing Guide, Pg. 89) as if they had no last breath. For as long as the opponent remains held, they are suffocating and will pass out after their time runs out if they cannot break the grab.

Defensive Advantage

Animal Special Trait

The animal gains 2 soak class on its natural armor.

Defensive Curl

Animal Special Trait

Stance (costs 1 AP to enter)

The animal is able to curl up into a defensive ball, protecting it from outsiders. In this state, it gains +6 soak class and +10 to defense. It may not, however, take actions while in this stance except to exit the stance.

Deflection

Animal Special Trait

Cost: As a Shield Deflection (normally 1 AP)

The animal is able to deflect attacks with its body as if it had a shield.

Disinfectant

Animal Special Trait

The animal secretes enzymes or devours dead flesh such that it improves the rate of healing wounds. The animal heals the wounds of its allies at twice the normal rate—this effect does not stack with multiple animals. This effect cancels all necrotizing effects on the player.

Disorienting Attack

Animal Special Trait

Resist: Spirit (*concentration, tiers down*)

Cost: Attack + 1 AP (*usually 3 AP*)

The animal has an attack which rattles and disorients opponents. The attack disorients the opponent for 1 turn per strike tier.

Echolocating

Animal Special Trait

The animal can echolocate, allowing it to hear anything that it could ordinarily see, with the exception of colors and textures.

Fearsome

Animal Special Trait

Resist: Brute or Spirit (*at their discretion, tiers down*)

Cost: Replaces Brute Intimidate

The animal is terrifying. In place of its ordinary Brute Intimidate, it gains a Brute Terrify ability. The opponent takes a fear result based on the animal's brute roll, tiered-down based on their resist attempt.

Feign Death

Animal Special Trait

Resist: Cunning (*negates*)

Stance (costs 1 AP to enter)

The animal knows when it has been bested, or perhaps prefers to lay in wait to ambush scavengers. It gains the use of all abilities of the specialty Feign Fatal Wounds (Playing Guide, Pg. 108) except that it enters the stance reflexively, and may not make any action while it is in the stance but exit it. The stance may be exited reflexively if the animal is attacked, and the animal gets a free attack on the opponent who attacked it. Modifiers on the attack that cost AP retain their AP cost. The animal uses its Cunning to determine the effectiveness of the stance.

Flesh Tearing

Animal Special Trait

Requires: Piercing Attacks special trait

The animal is especially good at creating shallow wounds in the flesh of opponents, preventing individual attacks from healing quickly. When the animal succeeds in giving an opponent a called shot effect that ends after a certain amount of time or actions have been taken to end it, that effect will not end until the opponent's bleeding has also been patched.

Forcible Will

Animal Special Trait

Resist: Spirit (*negates*)

Stance (*costs 1 AP to enter*)

The animal has an exceptionally powerful strength of will, enabling it to keep others from it by the strength of that will alone. It gains the benefits of the Force of Self specialty (see the Playing Guide, pg. 149). Instead of using the Grace skill, it uses its Spirit to determine the power of its will.

Gallop

Animal Special Trait

If the animal spends at least 3 AP per turn moving, it moves at twice its normal speed.

Hardy

Animal Special Trait

The animal is simply too difficult to exhaust for its opponents to beat. Instead of gaining 6 HP for every Specialization Point, it gains 10 HP.

Extra Hardy

Animal Special Trait

Requires: The Hardy Animal special trait

The animal is built like a tank, and may even serve as one. Instead of gaining 10 HP for every SP, it gains 14 HP.

Herd Instincts

Animal Special Trait

The animal benefits from the effects of being part of a herd. Animals with herd instincts gain +1 to evade from each other allied animal within 25 feet that has the Herd Instincts special trait or story.

Howl

Animal Special Trait

The animal can let out guttural howls, increasing the morale of its pack. It gives a +1 bonus per the marque of its SP to all rolls made on the next attack or evade and defense attempt made by an ally within 25 feet.

Special Traits for Called Shots

Pounce

Animal Special Trait

Requires: The animal must be Medium or larger

Cost: As a Called Shot (*usually 3 AP*)

The animal can pounce on opponents and use its weight to knock them prone. When the animal makes called shots to the chest, it can knock the opponent back and prone, landing in the square that the opponent is in. While the animal is there, the opponent is counted as grabbed and cannot stand from a prone position until they have broken the grab or the animal has disengaged.

Slam

Animal Special Trait

Requires: The animal must be Medium or larger

Cost: As a Called Shot (*usually 3 AP*)

The animal can throw its weight around, slamming into opponents and knocking them back greater distances. Called shots to the chest knock the opponent back an additional 5 feet and prone.

Winding Attack

Animal Special Trait

Cost: As a Called Shot (*usually 3 AP*)

The animal smashes its opponent in the gut as it tries to breathe, knocking the wind out of them. This attack modifies a called shot to the chest. Opponents that are drowning or suffocating, or who begin drowning and suffocating within a turn of a successful winding attack, lose half of the time that they could survive holding their breath, rounded up. They also cannot take a last breath. The opponent will count as suffocating for the duration of their turn. Thus, sustained Winding Attacks can suffocate an opponent.

Hypnotic

Animal Special Trait

Resist: Spirit (*negates*)

Stance (*costs 1 AP to enter*)

The animal has some form of hypnotic gaze or visage which allows it to capture the attention of opponents or intended prey. It benefits from the Connection specialty (Tephra Playing Guide, Pg. 148) but uses its Spirit rather than its Grace to determine the bonus.

Ink

Animal Special Trait

Resist: As a Called Shot to the Eyes (*usually Dexterity*)

Cost: 2 AP

The animal has defensive ink which it squirts into the eyes of opponents in order to give it a fighting or escaping edge. It can make a called shot to an opponent's eyes with the ink, resistible as usual, using only its accuracy, for 2 AP. This attack does not deal damage, but instead blinds the opponent if they cannot resist. They must spend 2 AP to clean out the ink. Until that time, they act as if they are fighting in the darkness. This ability may be used once per the animal's SP Marque between breathers. Any ability that modifies the number of venoms that the creature has also modifies this amount.

Intimidating

Animal Special Trait

Cost: as a Brute Intimidate

The animal carries about it a powerful visage, its fearsome form punishing the enemy's will to fight. All brute intimidations by the animal are one tier more effective. If the intimidate goes above Tier 4, then the number of action points that cannot be used attacking you is increased by 1. If this special trait is used in conjunction with "Fearsome," then it increases the Fear effect by 1 tier, to a maximum of Tier 4.

Loud

Animal Special Trait

Resist: Spirit (*concentration, negates*)

Stance (*costs 1 AP to enter*)

The animal has a special squeal, howl, or other loud noise-making ability which allows it to deafen and distract the opponents. When the animal is in this stance, it makes aggressive and loud noises, forcing opponents to roll their concentration (using Spirit) against the animal's Cunning in order to notice silent movements or hear vocal cues by their allies.

Mobile

Animal Special Trait

The animal gains an additional movement trait. This ability may be taken multiple times, but no movement trait may be taken more than once.

Offensive Advantage

Animal Special Trait

The animal's natural attacks gain +2 damage class.

Pack Instincts

Animal Special Trait

The animal benefits from the effects of being part of a pack. Animals with pack instincts gain +1 to strike from each other allied animal within 25 feet that has the Pack Instincts special trait or story.

Phase Step

Animal Special Trait

Resist: Cunning (*negates*)

Cost: as a Move (*usually 1 AP*)

The animal is able to dart silently between its hiding places, undetected. It gains the benefits of the Phase Step specialty (see the Playing Guide, Pg. 132). Instead of using its agility, it uses its Dexterity.

Piercing Attacks

Animal Special Trait

The animal can barb or gore opponents such that they will bleed significantly in battle. All of the animal's attacks make the opponent bleed for 2 additional HP per turn, per tier of the attack's strike.

Predatory Instinct

Animal Special Trait

The animal has evolved, or was potentially created, to combat a particular kind of creature, person, or machination. It gains a +1 bonus per marque of its SP on all combat rolls against that kind of opponent, and a +2 on all forms of damage class.

Enemy types should be functionally similar but broad enough to be reasonably effective in many situations. For instance, Humanoids, Automatons, Vehicles, Land Animals, Abominations, Birds, Fishes, and Living Liquids would all be appropriate opponent types.

This trait can be taken multiple times, but only once per opponent type. If for some reason an opponent fits more than one type, then this ability only affects that opponent once.

Revitalizing

Animal Special Trait

Cost: 2 AP

The animal acts as a natural bio-invigorator. Common amongst pack animals, the animal is capable of acting as if it has a bio-invigorator that uses its Spirit attribute to determine healing.

Sharp Senses

Animal Special Trait

The animal has exceptional senses, able to sniff out opponents regardless of their hiding spot. Opponents that are camouflaged or hidden behind cover do not gain bonuses to hide from the animal from these effects.

Social

Animal Special Trait

The animal acts as part of a social unit, whether it is domesticated, part of a hivemind or part of a pride, pack, or other animal grouping. It is capable of rudimentary communication with others, and can therefore be tamed as if it had half of its specialization points, rounded up.

Stink

Animal Special Trait

Resist: Brute or Spirit (*at their discretion, negates*)

Cost: 2 AP

The animal has a stink spray which can be blasted into the face of unfortunate opponents. For 2 AP, it may spray any enemy within 10 feet. It rolls to hit, and then the opponent must roll Brute or Spirit to resist against its accuracy. If the enemy fails to resist, then they are nauseated. This ability may be used once per the animal's SP Marque. Any ability that modifies the number of venoms that the creature has also modifies this amount.

Tough Body

Animal Special Trait

The animal has an especially durable form, enabling its body to take more abuse without breaking. It gains 2 Wounds Points for every Specialization Point that it has.

Trample

Animal Special Trait

The animal is especially capable of groundfighting. It receives +2 Damage Class with any melee or unarmed weapon when attacking a prone opponent, and also receives +2 Soak Class when defending against the melee attacks of a prone opponent. Animals with Trample are unimpeded by prone opponents in most cases (at the narrators' discretion).

Verbally Reactive

Animal Special Trait

The animal can come to understand the basics of language. It will likely be unable to communicate back, but it can receive benefits from the effects of all specialties that involve talking.

Versatile Essence

Animal Special Trait

Cost: 1 AP

The animal has especially versatile essence, allowing it to know three 1-slot essence augments in the Tephra Playing Guide (Pg. 222-226) which it can switch between for 1 AP. It can only have one of these three known essence augments active at any given time. This ability does not take up an essence slot. The marque of these augments is equal to the marque of the animal's SP.

Vocal

Animal Special Trait

Resist: Cunning (*negates*)

The animal can imitate normal speech. It may not understand words, but it can reproduce them in a convincing way. Anyone trying to check if the animal is speaking ordinary words or not must roll Cunning vs. the animal's Cunning.

Animals with Prehensile Limbs & Tendrils

Prehensile Limbs

Animal (*Prehensile Limbs*) Special Trait

The animal has grasping limbs sufficient for wielding and utilizing basic items. It can make use of basic melee weapons, as well as polearms and throwing weapons. It may also use alchemical potions of any basic sort (e.g. medicines, poisons, or acids). It may not use beta alchemical substances. In addition to this, the animal gains a 1 AP unarmed attack with its grasping limbs at 2 damage class, and may therefore grab opponents for 1 AP.

Hurl

Animal (*Prehensile Limbs*) Special Trait

Requires: the Prehensile Limbs special trait

Resist: Brute or Dexterity (*at their discretion, tiers down*)

Cost: 2 AP

The animal is capable of using its massive strength and grabbing power to throw enemies clear across the battlefield. When the animal has an opponent grabbed, it may attempt to throw them 5 feet per tier of its Brute, dealing 5 damage per tier. A successful throw of more than 10 feet will knock the victim prone, and successfully throwing them into a solid object or wall does an extra 3 damage per tier of Brute.

Tool User

Animal (*Prehensile Limbs*) Special Trait

Requires: the Prehensile Limbs special trait

Cost: 1 AP to understand machines

The animal has the ability to understand and use complex tools. It has the ability to utilize basic ranged weapons such as firearms, bows and crossbows. It may also use the Sciences ability "Understand" in order to attempt to figure out how to use a crafted item of any kind. It may not attempt to hack beta items.

Animals with Natural Poisons & Venoms

Venoms are one of the most common and varied forms of predation and self-defense in the animal world. Animal venom only affects organic opponents. Unless otherwise stated, mechanical or otherwise non-organic opponents will not be affected. Multiple poisonings with the same kind of poison do not stack. Animals have one dose of venom per marque of their SP. They regain this during their breather. Any animal that has a venoms special trait receives the following ability:

Poisonous Bite

Attack Modifier

Cost: Attack +1 AP (*usually 3 AP*)

The animal may attack an opponent with its natural bite attack and apply its venom. The attack must deal damage in order for the venom to take effect.

Extra Venoms

Animal (*Natural Venoms*) Special Trait

Requires: a Natural Venoms special trait

The animal has larger poison sacs, able to envenomate more opponents in battle and survive longer. It gains an additional dose of venom per marque of its SP.

Nematocysts

Animal (*Natural Venoms*) Special Trait

Requires: a Natural Venoms special trait

Cost: as a Grab + 1 AP (*usually 3 AP*)

The skin of the animal is covered in tiny poison-carriers that latch onto the skin of victims unfortunate enough to become entangled in the animal's grasp. When the animal grabs an opponent, it may spend 1 AP to apply its poison.

Poisonous Spit

Animal (*Natural Venoms*) Special Trait

Requires: a Natural Venoms special trait

Cost: 1 AP

The animal has spit that carries all of the necessary chemicals to deliver poisons through the pores of the opponent. It may spend 1 AP to deliver its toxic payload to an opponent no more than 10 feet away. The opponent may roll to evade the spit.

Acidic

Animal (*Natural Venoms*) Special Trait

Requires: This trait must be taken in conjunction with Poisonous Spit or Nematocysts

Resist: As a Sundering Resist or Dexterity (*tiers down*) - See Below


The acidic poison dissolves most untreated organic materials, including skin. An acid spit or nematocyst grab attack may be made toward an opponent or item with the acids for their ordinary cost. Spitting against an item that can be dissolved counts as an ordinary sundering attempt using accuracy, but the animal gains an extra tier to the sundering attempt. If the attack is made against a person wearing armor that can be dissolved, then the opponent must roll their Dexterity against the animal's accuracy. The attack decreases the opponent's soak class by 1 per tier of accuracy, tiered down by the opponent's Dexterity roll.


Blinding


Animal (*Natural Venoms*) Special Trait

Resist: Spirit (*marques down*)

The animal's poison causes temporary blindness. Opponents feeling the effects from this poison suffer from the Blinded status effect (Tephra Playing Guide, Pg. 22) for a number of turns based on the marque of the animal's SP.

 Tier 1: 1 turn

 Tier 2: 2 turns

 Tier 3: 3 turns

 Tier 4: 4 turns

Burn Inducing

Animal (*Natural Venoms*) Special Trait

Resist: Brute (*marques down*)

The animal's poison causes scathing burns. Opponents feeling the effects from this poison suffer from the Burnt status effect (Tephra Playing Guide, Pg. 22) at a tier based on the marque of the animal's SP.

 Tier 1: 1 Burn

 Tier 2: 2 Burns

 Tier 3: 3 Burns


 Tier 4: 4 Burns


Deafening


Animal (*Natural Venoms*) Special Trait

Resist: Spirit (*marques down*)

The animal's poison causes temporary deafness. Opponents feeling the effects from this poison suffer from the Deafened status effect (Tephra Playing Guide, Pg. 22) for a number of turns based on the marque of the animal's SP.

 Tier 1: 1 turn

 Tier 2: 2 turns

 Tier 3: 3 turns

 Tier 4: 4 turns

Local Swelling

Animal (*Natural Venoms*) Special Trait

Resist: Brute (*negates*)


The animal's poison causes localized swelling and numbness. On delivering the poison, the animal must choose a called shot location. The opponent takes the wound effect of that called shot location, except that the effect does not go away until their next breather or an antitoxin is applied. This effect may only be used once on each opponent at a time—using it again replaces the previous effect with the new one. If the delivery method included a called shot, then the location of the called shot determines the location of the effect. Called shots to the eyes, ears, and neck cause the head wound effect, and called shots to the groin cause the chest wound effect.


Maddening

Animal (Natural Venoms) Special Trait


Resist: Spirit (*marques down*)

The poison causes its victim to enter into a fit of rage, making it difficult for them to differentiate between friend and foe. That opponent will spend a number of AP based on the animal's SP marque attacking wildly. They will focus first on anyone who has recently attacked them, then on anybody nearby.

 I: 3 AP

 II: 5 AP

 III: 7 AP


 IV: 9 AP

Mentally Clouding


Animal (Natural Venoms) Special Trait


Resist: Spirit (*marques down*)

The poison causes opponents to become confused and unfocused. For a number of turns based on the SP Marque of the creature, that opponent receives a penalty to Cunning and Sciences rolls.

 I: 1 turn, -4 penalty

 II: 2 turns, -6 penalty

 III: 3 turns, -8 penalty


 IV: 4 turns, -10 penalty


Muscle Relaxing

Animal (Natural Venoms) Special Trait

Resist: Spirit (*marques down*)

The animal's poison causes a muscle relaxing effect, forcing opponents to calm and weaken at an inopportune time. Opponents feeling the effects from this poison become prone involuntarily, and cannot get back up for an amount of time based on the marque of the animal's SP.

 I: 1 turn


 III: 2 turns


Nauseating

Animal (Natural Venoms) Special Trait

Resist: Brute (*marques down*)

The poison disrupts the stomach, causing opponents to become nauseated. The victim receives the Nausea status effect (Tephra Playing Guide pg. 23) except that it lasts until they have spent a number of AP based on the SP Marque of the animal.

 I: 3 AP to purge

 II: 4 AP to purge

 III: 5 AP to purge

 IV: 6 AP to purge

Necrosis

Animal (Natural Venoms) Special Trait

Resist: Brute (*negates*)

The animal has disgusting saliva or claws, filled with diseases which kill the flesh of those unfortunate enough to be wounded. Any opponent which receives a wound effect while poisoned receives that effect permanently until they can have it seen by a doctor or otherwise healed.

Neurotoxin

Animal (Natural Venoms) Special Trait

Resist: Spirit (*marques down*)

The poison spreads to the opponent's nervous system and makes them sluggish and jittery. The victim is stunned for an amount of AP determined by the SP Marque of the animal.

 I: 1 AP

 II: 2 AP

 III: 3 AP

 IV: 4 AP


Painful

Animal (Natural Venoms) Special Trait


Resist: Brute (*marques down*)

The poison creates wracking pain wherever it goes in the body of its victim, exhausting them and decreasing their will to fight. It does unsoakable damage to the victim based on the SP Marque of the animal.

 I: 6 HP

 II: 12 HP

 III: 18 HP


 IV: 24 HP


Psychoactive


Animal (Natural Venoms) Special Trait


Resist: Spirit (*marques down*)

A hallucinogenic poison causes the brain to spaz out and see things that are definitely not there (or so we think). The poison forces the target to make a cunning roll every time he wants to take an action. A failure causes the target to spend one action point moving aimlessly (at the narrator's discretion). The difficulty of the Cunning roll and the duration of the poison are determined by the SP Marque of the animal.

 Tier 2 Cunning results required to move for 1 turn

 Tier 2 Cunning results required to make any actions for 2 turns

 Tier 3 Cunning results required to make any actions for 3 turns

 Tier 3 Cunning results required to make any actions for 4 turns

Rusting

Animal (Natural Venoms) Special Trait

Requires: This trait must be taken in conjunction with Poisonous Spit or Nematocysts

Resist: Dexterity (*negates*)


The poison is a rapid rusting agent, causing metals to creak and groan against each other. Common among animals that have spent centuries near the commonly metal-rich civilized areas, especially near Mt. Sibrius in Siyesh, the adaptation is used to thwart armored opponents and coagulate mercurial springs for various uses. When the opponent makes contact with the chemical, their metal armor rusts itself thin, decreasing its soak class by 2 and increasing all movement encumbrances by -10 feet. This effect includes opponents who have natural metal armoring or are otherwise wearing a metallic suit.

Weakening

Animal (Natural Venoms) Special Trait


Resist: Spirit (*marques down*)

The poison causes opponents to become weak and uncoordinated. For a number of turns based on the SP Marque of the creature, that opponent receives a penalty to Brute and Dexterity rolls.

 1 turn, -4 penalty

 2 turns, -6 penalty

 3 turns, -8 penalty


 4 turns, -10 penalty


Withering


Animal (Natural Venoms) Special Trait


Resist: Spirit (*marques down*)

The poison causes opponents to become weak-willed. For a number of turns based on the SP Marque of the creature, that opponent receives a penalty to Spirit rolls.

 1 turn, -6 penalty

 2 turns, -9 penalty

 3 turns, -12 penalty

 4 turns, -15 penalty

Self-Made Immunity & Immunizations

The Self-Made Immunity and Immunizations specialties from the Tephra Playing Guide can be used in conjunction with venoms, but their usage differs in several key ways:

- 1 An alchemist in possession of a venom who is capable of immunizing themselves or others may spend one usage of that venom to grant their beneficiary a resistance to venoms of that type.
- 2 Someone who is resistant to a venom type gains +1 tier to resist that type of venom whenever it is used on them, regardless of who originally used it.
- 3 Venom resistance may only be applied once per venom type.
- 4 Venom resistance applies to all instances of that type of venom, including venoms that have been mixed with other venoms, potions, or both. Resistances do not grant their bonus against the other effects of those mixtures or potions, however.
- 5 People may not be immunized against the effects of the "Venomized" augment. Instead, they must be granted individual resistances to the venom(s) that the augment introduces into the poison.

Training Stories

Training stories give 1 SP apiece. Most of these stories are either given by a trainer or by the herd or environment from which the animal hails.

Additional AP 1

Animal Story

Be it through a harsh environment, natural adaptation or the rigors of training, the animal has the capability to do more in a short period of time than others. The animal has 4 AP per turn. This story increases the cost of an animal by 500 princes.

Additional AP 2

Animal Story

Requires: the Additional AP 1 Animal Story

Be it through an especially difficult environment, extensive natural adaptation or very thorough training, the animal has the capability to do more in a short period of time than others. The animal has 5 AP per turn. This story increases the cost of an animal by 2500 princes.

Armorable

Animal Story

The animal has been trained to wear armor, allowing it to wear any kind of ordinary armor that a player could wear. This story does not provide SP. Armor does not add to the animal's natural soak class. Instead, the animal takes whichever soak class is higher and uses it. Animals may also wear augmented armor, but they cannot use abilities in it that have an AP cost. This story increases the cost of an animal by 250 princes.

Mountable

Animal Story

Requires: the animal must be Medium or Larger

The animal can be used as a mount. Medium animals may only be used as mounts for gnome-sized people, whereas large animals may be mounts for up to elf-sized people. This story increases the cost of an animal by 10 princes.

Socialized

Animal Story

The animal is apt enough to understand humanoid social cues. It can utilize basic social tells rolls to read others, though it may not totally understand the context of the situations that it is reading. This story increases the cost of an animal by 500 princes.

Sequenced Orders

Animal Story

The animal has been trained to take longer sequences of orders, enabling it to perform complex tasks without trouble. It can take orders in sequences—for instance, an animal with sequenced orders could be told to scout an area, return if it finds something, and then show its tamer where the item is. If the animal is disrupted during the task, it can be ordered to either fight or return to its master. This story increases the cost of an animal by 1500 princes.

Wild Lab Assistant

Animal Story

Requires: the Prehensile Limbs and Tool User special traits

Whenever your animal is present and not being trained, you gain +3 to your DIY score. Note that this effect does not stack for multiple animals, and you may not train your animal to have new abilities during downtimes in which you use this ability. This story increases the cost of an animal by 1500 princes.

Part 4

Sampling

Canines

Dog

Medium Land Animal

Pack Size: Solitary (easy for a level 1 party) or Small Pack (par for a level 1 party)

Domestication: Dogs are domesticated throughout Rilausia

Movement Traits: Swift

Special Traits: Howl, Social, Sharp Senses, Verbally Reactive

AP: 3 Priority: +4

HP: 9 Wounds: 9

Speed: 60 ft land, 5 ft climb, 15 ft swim

Brute +7, Cunning +6, Dexterity +6, Spirit +0, Sciences +0

Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +3 Def: +2

Soak: 2 | 4 | 6 | 8

Attack

Bite & Claws (2 AP)

Acc: +3 Stk: +3

Damage: 4 | 8 | 12 | 16

Wolf

Medium Land Animal

Pack Size: Solitary (par for a level 1 party), small pack (2-6 wolves) (par for a level 3 party), large pack (7-12 wolves) (par for a level 5 party)

Domestication: Wolves are very rarely domesticated

Movement Traits: Swift

Special Traits: Blooded, Forcible Will, Howl, Offensive Advantage, Piercing Attacks, Flesh Tearing, Pack Instincts, Sharp Senses

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +4

HP: 57 Wounds: 9

Speed: 65 ft land, 5 ft climb, 15 ft swim

Brute +8, Cunning +6, Dexterity +7, Spirit +8, Sciences +0

Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +6 Def: +4

Soak: 2 | 4 | 6 | 8

Attack

Bite & Claws (2 AP)

Acc: +6 Stk: +8

Damage: 6 | 12 | 18 | 24

Small Feline

Bobcat, Caracal, Cat, Jaguarundi, Lynx, Manul, Ocelot, Onza, Pampas Cat

Small Land Animal

Pack Size: Solitary or pair (par for a level 1 party), will avoid combat

Domestication: Cats are regularly domesticated

Movement Traits: Swift, Climbing

Special Traits: Boneless, Mobile, Phase Step, Piercing Attacks, Sharp Senses

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +4

HP: 36 Wounds: 6

Speed: 50 ft land, 25 ft climb, 10 ft swim

Brute +3, Cunning +10, Dexterity +11, Spirit +0, Sciences +0

Guard

Hide (natural organic armor)

Eva: +8 Def: +0

Soak: 1 | 2 | 3 | 4

Attack

Bite & Claws (2 AP)

Acc: +3 Stk: +4

Damage: 2 | 4 | 6 | 8

Note: +2 bleeding per strike tier

Cougars & Leopards

Medium Land Animal

Pack Size: Solitary (par for a level 1-2 party)

Domestication: Ridden by gnomes (cougars in Old Siddeodru and leopards in Valdru), and cougars are domesticated as pets in Izeda

Movement Traits: Swift, Climbing

Special Traits: Disorienting Attack, Gallop, Mobile, Offensive Advantage, Piercing Attacks, Pounce, Sharp Senses

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +4

HP: 51 Wounds: 9

Speed: 70 ft land, 25 ft climb, 10 ft swim

Brute +10, Cunning +10, Dexterity +11, Spirit +0, Sciences +0

Note: A gnome-sized person can ride this animal.

Guard

Hide (natural organic armor)

Eva: +8 Def: +1

Soak: 2 | 4 | 6 | 8

Attack

Bite & Claws (2 AP)

Acc: +4 Stk: +6

Damage: 6 | 12 | 18 | 24

Note: +2 bleeding per strike tier

Lions, Tigers, & Jaguars

Large Land Animal

Pack Size: Solitary (par for a level 3-4 party) or pack of 4 (par for a level 6 party)

Domestication: Lions, Tigers, and Jaguars are rarely domesticated with the sole exception of use in circuses as exotic performance animals.

Movement Traits: Swift

Special Traits: Crushing Grab (Bite), Offensive Advantage, Piercing Attacks, Pounce, Slam, Winding Attack, Pack Instincts (lion only), Sharp Senses (tigers & jaguars only)

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +0

HP: 60 Wounds: 12

Speed: 60 ft land, 10 ft climb, 15 ft swim

Brute +18, Cunning +8, Dexterity +10, Spirit +0, Sciences +0

Note: A person can ride this animal.

Guard

Hide (natural organic armor)

Eva: +4 Def: +8

Soak: 2 | 4 | 6 | 8

Attack

Bite & Claws (2 AP)

Acc: +7 Stk: +10

Damage: 8 | 16 | 24 | 32

Note: +2 bleeding per strike tier

Felines

Hooved Mammals

Goats & Sheep

Medium Land Animal

Pack Size: Large herds, will avoid combat.

Domestication: Herded in most temperate or cool flatland areas

Movement Traits: Climbing, Stable

Special Traits: Herd Instincts, Mobile, Social

AP: 3 when tamed Priority: +4

HP: 27 Wounds: 9

Speed: 40 ft land, 25 ft climb, 15 ft swim

Brute +3, Cunning +3, Dexterity +9, Spirit +0, Sciences +0

Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +7 (+ herd instincts) Def: +3

Soak: 2 | 4 | 6 | 8

Attack

Bite & Hooves (2 AP)

Acc: +1 Stk: +1

Damage: 4 | 8 | 12 | 16

Rams

Medium Land Animal

Pack Size: Solitary (par for a level 2 party)

Domestication: Some especially rugged gnomes scout mountains riding a ram

Movement Traits: Climbing, Stable, Swift

Special Traits: Herd Instincts, Mobile x2, Offensive Advantage, Piercing Attacks, Slam, Social, Tough Body

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +4

HP: 57 Wounds: 25

Speed: 60 ft land, 25 ft climb, 15 ft swim

Brute +13, Cunning +3, Dexterity +14, Spirit +5, Sciences +0

Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +7 (+ herd instincts) Def: +1

Soak: 2 | 4 | 6 | 8

Attack

Bite, Horns, & Hooves (2 AP)

Acc: +1 Stk: +1

Damage: 6 | 12 | 18 | 24

Deer, Gazelles, & Zebras

Medium Land Animal

Pack Size: Deer: Small groups, will avoid combat. Gazelles & Zebras: Large herds, will avoid combat.

Domestication: Largely undomesticated

Movement Traits: Climbing, Stable

Special Traits: Herd Instincts, Mobile, Revitalizing, Sharp Senses, Social

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +4

HP: 39 Wounds: 9

Speed: 40 ft land, 25 ft climb, 15 ft swim

Brute +3, Cunning +5, Dexterity +9, Spirit +6, Sciences +0

Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +9 (+ herd instincts) Def: +3

Soak: 2 | 4 | 6 | 8

Attack

Bite, Horns, Antlers, and Hooves (2 AP)

Acc: +3 Stk: +3

Damage: 4 | 8 | 12 | 16

Elk & Moose

Large Land Animal

Pack Size: Solitary (par for a level 1 party) or small heard of 3-5 (par for a level 3 party)

Domestication: Unconfirmed legends tell of Tordryoni Moose Cavalry

Movement Traits: Climbing

Special Traits: Defensive Advantage, Deflection, Hardy, Slam, Winding Attack

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +0

HP: 62 Wounds: 12

Speed: 45 ft land, 25 ft climb, 10 ft swim

Brute +14, Cunning +4, Dexterity +6, Spirit +0, Sciences +0

Note: A person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +2 Def: +8

Soak: 4 | 8 | 12 | 16

Attack

Bite, Antlers, & Hooves (2 AP)

Acc: +3 Stk: +5

Damage: 6 | 12 | 18 | 24

Horse

Large Land Animal

Pack Size: Maverick (par for a level 1 party) or stampede

Domestication: Often domesticated throughout Rilausia and the surrounding islands. Note that giving a mountable and/or armorable horse to a low-level character will often provide them with a significant combat advantage in all even terrain.

Movement Traits: Swift

Special Traits: Gallop, Hardy, Pounce, Social, Trample

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +0

HP: 62 Wounds: 12

Speed: 65 ft land, 5 ft climb, 10 ft swim

Brute +12, Cunning +0, Dexterity +12, Spirit +0, Sciences +0

Note: A person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +7 Def: +4

Soak: 2 | 4 | 6 | 8

Attack

Bite & Hooves (2 AP)

Acc: +2 Stk: +5

Damage: 6 | 12 | 18 | 24

Primates

Chimpanzee

Medium Land Animal

Pack Size: Individual or Pair (par for a level 2-3 party) or group of 3-6 (par for a level 5 party)

Domestication: Chimps are occasionally domesticated as exotic pets or performance animals

Movement Traits: Climbing

Special Traits: Blooded, Loud, Pack Instincts, Piercing Attacks, Prehensile Limbs, Tool User, Social, Verbally Reactive

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +6

HP: 57 Wounds: 9

Speed: 40 ft land, 25 ft climb, 15 ft swim

Brute +12, Cunning +6, Dexterity +17, Spirit +0, Sciences +0

Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +7 Def: +5

Soak: 4 | 8 | 12 | 16

Attack

Unarmed (1 AP)

Acc: +6 Stk: +7

Damage: 2 | 4 | 6 | 8

Bite (2 AP)

Acc: +6 Stk: +7

Damage: 4 | 8 | 12 | 16

Rudimentary Javelin (2 AP, *medium throwing weapon*)

Acc: +6 Stk: +7

Range: 50 feet

Damage: 5 | 10 | 15 | 20

Note: Chimpanzees may be found using any kind of non-crafted melee or thrown weapon as if they were a gnome

Gorilla

Large Land Animal

Pack Size: Individual (par for a level 5 party) or harm of 3-6 (par for a level 9 party)

Domestication: Gorillas are hard to corral and therefore rarely tamed

Movement Traits: Stable

Special Traits: Crushing Grab, Defensive Advantage, Hardy, Extra Hardy, Fearsome, Intimidating, Offensive Advantage, Prehensile Limbs, Hurl, Tough Body, Verbally Reactive

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +4

HP: 166 Wounds: 34

Speed: 40 ft land, 5 ft climb, 10 ft swim

Brute +22, Cunning +10, Dexterity +8, Spirit +8, Sciences +0

Note: A person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +0 Def: +15

Soak: 4 | 8 | 12 | 16

Attack

Unarmed (1 AP)

Acc: +8 Stk: +13

Damage: 4 | 8 | 12 | 16

Bite (2 AP)

Acc: +8 Stk: +13

Damage: 8 | 16 | 24 | 32

Hurl Attack (2 AP)

Brute: +22

Damage: 8 | 16 | 24 | 36

Throwing Distance: 5 | 10 | 15 | 20

Snakes

Vipers

Small Land Animal

Pack Size: Solitary (par for a level 1 party)

Domestication: Vipers are rarely domesticated

Movement Traits: Jumping

Special Traits: Boneless, Camouflage, Hypnotic, Extra Venoms, Nauseating, Painful

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +0

HP: 42 Wounds: 6

Speed: 30 ft land, 5 ft climb, 10 ft swim, 5 ft jump per Brute tier
Brute +4, Cunning +6, Dexterity +9, Spirit +8, Sciences +0

Guard

Hide (*natural organic armor*)

Eva: +7 Def: +0

Soak: 1 | 2 | 3 | 4

Attack

Bite (2 AP, or *Poisonous Bite* for 3 AP)

Acc: +9 Stk: +0

Damage: 2 | 4 | 6 | 8

Poisons: Mq. 2 Nauseating or Painful (4 charges)

Nauseating: 4 AP to purge (Brute Marques Down)

Painful: 12 HP damage (Brute Marques Down)

Boa Constrictor

Medium Land Animal

Pack Size: Solitary (par for a level 2 party)

Domestication: Boa constrictors are common exotic pets.

Movement Traits: Jumping

Special Traits: Boneless, Camouflage, Crushing Grab (Constrict, Bite), Constrict, Hypnotic

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +0

HP: 39 Wounds: 9

Speed: 40 ft land, 5 ft climb, 15 ft swim, 5 ft jump per Brute tier
Brute +8, Cunning +2, Dexterity +5, Spirit +8, Sciences +0

Note: A gnome-sized person can ride this animal.

Mambas

Small Land Animal

Pack Size: Solitary (par for a level 4 party) or Ambush of 3-5 (par for a level 6-8 party)

Domestication: Mambas are widely feared and undomesticated

Movement Traits: Climbing, Jumping, Swift

Special Traits: Boneless, Camouflage, Hypnotic, Mobile x2, Extra Venoms, Maddening, Neurotoxin, Painful, Weakening

Training Stories: Additional AP I

AP: 4 (3 when tamed) Priority: +0

HP: 66 Wounds: 6

Speed: 50 ft land, 25 ft climb, 10 ft swim, 5 ft jump per Brute tier

Brute +8, Cunning +10, Dexterity +13, Spirit +12, Sciences +0

Guard

Hide (*natural organic armor*)

Eva: +10 Def: +0

Soak: 1 | 2 | 3 | 4

Attack

Bite (2 AP, or *Poisonous Bite* for 3 AP)

Acc: +13 Stk: +5

Damage: 2 | 4 | 6 | 8

Poisons: Mq. 3 Maddening, Neurotoxin, Painful, or Weakening (6 charges)

Maddening: 7 AP (Spirit Marques Down)

Neurotoxin: 3 AP (Brute Marques Down)

Painful: 18 HP damage (Brute Marques Down)

Weakening: 3 turns, - 8 penalty (Spirit Marques Down)

Guard

Hide (*natural organic armor*)

Eva: +4 Def: 1

Soak: 2 | 4 | 6 | 8

Attack

Bite or Constrict (2 AP)

Acc: +5 Stk: +8

Damage: 4 | 8 | 12 | 16



Demi-Species

For generally unknown reasons, many centuries ago some of the world's oldest races—gnomes, ayodin, and elves—had small groups split off from civilization and become feral abominations of their former selves. These aren't merely essence-deprived versions of their race, but something new, something entirely more animalistic.

The demi-species are much larger than their normal brethren. They are not intelligent in the classic sense of the word. While they might learn how to dress themselves or use a weapon, any thought more complex than that is typically beyond them. Needless to say, mad scientists love them. Not only are they dumb and easily angered, they are very strong. While it is no easy trick taming them, it can and has been done.

Demi-Gnome "Goblins"

Medium Land Animal

Pack Size: Individual (par for a level 8 party) or Squad of 3-5 (par for a level 11-12 party). They may attempt to attack parties preemptively, but will leave if offered tributes.

Domestication: Rarely tamed to guard and assist powerful scientists, particularly in Paldorus, Zelhost, and Suulrai. Taming demi-gnomes is not looked upon fondly in Rilausia.

Movement Traits: Climbing

Special Traits: Boneless, Camouflage, Piercing Attacks, Flesh Tearing, Prehensile Limbs, Tool User, Verbally Reactive, Vocal, Extra Venoms, Poisonous Spit, Acidic, Blinding, Painful, Rusting

Training Stories: Additional AP 1 & 2

AP: 5 (3 when tamed) Priority: +10

HP: 93 Wounds: 9

Speed: 50 ft land, 25 ft climb, 15 ft swim

Brute +6, Cunning +20, Dexterity +17, Spirit +0, Sciences +16

Note: A gnome-sized person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +15 Def: +1

Soak: 2 | 4 | 6 | 8

Attack

Unarmed (1 AP)

Acc: +15 Stk: +6

Damage: 2 | 4 | 6 | 8

Bite (2 AP, can apply poisons, see below)

Acc: +15 Stk: +6

Damage: 4 | 8 | 12 | 16

Stolen Medium Firearm (2 AP, ready for 2 AP)

Acc: +15 Range: 100 feet

Damage: 6 | 12 | 18 | 24

Note: Demi-Gnomes may be found using any kind of melee, ranged, or thrown weapon as if they were a gnome, generally limited to Mq. 2 augmentation.

Poison Spit (1 AP, Dexterity negates)

Acc: +13 Range: 10 feet

Poisons: Mq. 4 Acidic, Blinding, Painful, or Rusting (8 charges)

Acidic: -1 Soak Class per Acc. Tier or +1 tier sundering attempt (Resist as a Sunder attempt)

Blinding: 4 turns (Spirit Marques Down)

Painful: 24 HP damage (Brute Marques Down)

Rusting: -2 Soak Class per AP and -10ft move speed for metal-clad opponents (Dexterity Negates)

Demi-Ayodin "Carbuncles"

Large Underwater Animal

Pack Size: Hunting Squad of 4-6 (par for a level 10 party) or Squad of 3-5 (par for a level 11-12 party). They will attempt to strike parties preemptively from forested or underwater cover.

Domestication: Tamed demi-ayodin are exceedingly rare, and would not be looked upon fondly in Rilausia.

Movement Traits: Amphibious

Special Traits: Boneless, Camouflage, Deflection, Echolocation, Hypnotic, Loud, Phase Step, Prehensile Limbs, Tool User, Verbally Reactive, Extra Venoms, Poisonous Spit, Maddening, Necrosis

Training Stories: Additional AP 1 & 2

AP: 5 (3 when tamed) Priority: +8

HP: 96 Wounds: 12

Speed: 55 ft swim, 40 ft land

Brute +3, Cunning +20, Dexterity +18, Spirit +0, Sciences +20

Note: A person can ride this animal.



Guard

Hide (natural organic armor)

Eva: +10 Def: +4

Soak: 2 | 4 | 6 | 8

Attack

Unarmed (1 AP)

Acc: +13 Stk: +12

Damage: 2 | 4 | 6 | 8

Bite & Claws (2 AP, can apply venom, see below)

Acc: +13 Stk: +12

Damage: 6 | 12 | 18 | 24

Stolen exotic game hunting spear (Mq. 3 Prototype Bone-Shattering, Static, Streamlined)

Medium Polearm (1 AP)

Acc: +13 Stk: +12

Damage: 6 | 12 | 18 | 24

Static Attack: for 1 reflexive AP at any time after an attack has landed with this weapon, this ability will drop the opponents' evade by 3 points until the wielders' following turn. This ability may be used more than once per attack.

Poison Spit (1 AP, Dexterity negates)

Acc: +13 Range: 10 feet

Poisons: Mq. 4 Necrosis and Maddening (8 charges)

Necrosis: Wounds are permanent until tended by a doctor or otherwise de-necrotized (Brute Negates)

Maddening: 9 AP (Spirit Marques Down)

Demi-Elf "Ogres"

Large Land Animal

Pack Size: Solitary (par for a level 10) or Pair (par for a level 12 party). They are largely uninterested in combat but very territorial.

Domestication: Rumors tell that there are tamed demi-elves in Paldorus. Taming demi-elves is not looked upon fondly in Rilausia.

Movement Traits: Jumping

Special Traits: Crushing Grab, Constricting, Defensive Advantage, Deflection, Fearsome, Hardy, Intimidating, Offensive Advantage, Pounce, Slam, Winding Attack, Prehensile Limbs, Hurl, Tool User, Verbally Reactive, Vocal

Training Stories: Additional AP 1 & 2

AP: 5 (3 when tamed) Priority: +10

HP: 172 Wounds: 12

Speed: 35 ft land, 5 ft climb, 10 ft swim, 5 ft jump per Brute tier

Brute +30, Cunning +10, Dexterity +20, Spirit +0, Sciences +8

Note: A person can ride this animal.

Guard

Hide (*natural organic armor*)

Eva: +10 Def: +11

Soak: 4 | 8 | 12 | 16

Attack

Unarmed (1 AP)

Acc: +10 Stk: +20

Damage: 4 | 8 | 12 | 16

Bite (2 AP)

Acc: +10 Stk: +20

Damage: 8 | 16 | 24 | 32

Stolen Giant Spear (Mq. 1 Damaging, Torso-Seeking)

Super-Heavy Polearm (2 AP)

Acc: +10 Stk: +20 Reach: 10 feet

Damage: 11 | 22 | 33 | 44

Note: This weapon always attacks the opponent's torso. If used to attack elsewhere, its accuracy is only +2.



Ki'Shokwa and her Desert Bobcat,
Ma'Kuk