

A MESS OF MONSTERS



**EVEN MORE MONSTERS FOR *THE MONSTER HUNTER INTERNATIONAL*
EMPLOYEE'S HANDBOOK AND ROLEPLAYING GAME**

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INTERNATIONAL EMPLOYEE'S HANDBOOK AND ROLEPLAYING GAME

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AKKADIAN SAND DEMON

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
8	OCV	25		
8	DCV	25		
8	OMCV	15		
8	DMCV	15		
6	SPD	40		Phases: 2, 4, 6, 8, 10, 12
12	PD	10		Total: 12 PD (12 rPD)
12	ED	10		Total: 12 ED (12 rED)
15	REC	11		
60	END	8		
20	BODY	10		
60	STUN	20		
				Total Characteristics Cost: 274

Movement: Running: 24m
Flight: 30m

Cost	Powers	END
60	<i>Mystic Powers:</i> 60 points' worth of magic Spells and powers	
30	<i>Fangs:</i> HKA 1d6 (2½d6 with STR) Penetrating (+½), Reduced Endurance (0 END; +½)	0
30	<i>Talons:</i> HKA 1d6 (2½d6 with STR) Armor Piercing (x2; +½), Reduced Endurance (0 END; +½)	0
25	<i>Scorpion's Stinger:</i> HKA 2d6 Armor Piercing (+¼); No STR Bonus (-½)	1
12	<i>Venom:</i> RKA 3d6 Armor Piercing (x2; +½); Doesn't Work Against Targets With Appropriate Form Of Life Support (Immunity) (-½), Extra Time (onset time begins 1 Minute after victim is stung; -1½), No Range (-½), Scorpion's Stinger HKA Must Do BODY (-½), Linked (to Scorpion's Stinger HKA; -½), 4 Charges (-1)	[4]
12	<i>Demonic Resilience:</i> Resistant (+½) for 12 PD/12 ED	0
15	<i>Mystic Resilience:</i> Power Defense (15 points)	0
15	<i>Mental Resilience:</i> Mental Defense (15 points)	0
40	<i>Demonic Immortality:</i> Life Support (Total, including Longevity: Immortality)	0
37	<i>Four-Winged Flight:</i> Flight 30m Reduced Endurance (½ END; +¼)	1
12	<i>Demonic Swiftiness:</i> Running +12m (24m total)	1
4	<i>Scorpion Tail:</i> Extra Limb Limited Manipulation (-¼)	0



Skills	
12	+1 Overall
3	KS: Assyro-Babylonian Culture And Customs 13-
13	Magic 18-
3	Stealth 13-

Total Powers & Skills Cost: 323
Total Cost: 597

175 Matching Complications (50)	
20	Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
20	Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	Psychological Complication: Utterly Evil (Very Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50
Experience Points: 422

Ecology: Akkadian sand demons come from another dimension — a hell formed by the ancient mystical/religious beliefs of various Middle Eastern civilizations over the millennia. To date they've never been encountered outside of the Middle East, particularly in the Mesopotamia region.

Personality/Motivation: Like the demons of Western mysticism, Akkadian sand demons are thoroughly evil and wicked. There's nothing they won't do to spread chaos and destruction, or cause people harm.

Powers/Tactics: Sand demons have various mystical powers (Spells) that vary from individual to individual. Their favorite powers seem to be spreading disease and causing fierce sandstorms. If their magic's not enough to kill an opponent, they have sharp claws and a sting that injects the victim with deadly poison.

Appearance: An Akkadian sand demon is a hideous being from Mesopotamian mythology. It has a humanoid body, the head of a dog with an odd sort of crest, eagle's talons, a scorpion's tail, and four wings sprouting from its shoulderblades.



AKKADIAN STORM BEAST

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 HTH damage [4]
14	DEX	8	12-	
25	CON	15	14-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
6	OMCV	9		
6	DMCV	9		
5	SPD	30		Phases: 3, 5, 8, 10, 12
12	PD	10		Total: 12 PD (12 rPD)
12	ED	10		Total: 12 ED (12 rED)
12	REC	8		
60	END	8		
25	BODY	15		
60	STUN	20		
Total Characteristics Cost: 237				

Movement:
 Running: 20m
 Flight: 30m

Cost	Powers	END
75	<i>Storm Beast Powers:</i> 75 points' worth of Spells and magic powers	
23	<i>Lightning Flashes From Its Body:</i> RKA 1d6 Area Of Effect (personal Surface — Damage Shield; +¼), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
12	<i>Storm Beast's Form:</i> Resistant (+½) for 12 PD/12 ED	0
45	<i>Storm Beast's Body:</i> Life Support (Total)	0
15	<i>Storm Beast's Body:</i> Mental Defense (15 points)	0
12	<i>Storm Beast's Body:</i> Power Defense (12 points)	0
10	<i>Heavy:</i> Knockback Resistance -10m	0
20	<i>Wings:</i> Flight 20m	2
8	<i>Long Legs:</i> Running +8m (20m total)	1
6	<i>Storm Beast's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Storm Beast's Eyes:</i> Infrared Vision	0
5	<i>Storm Beast's Eyes:</i> Ultraviolet Vision	0
9	<i>Storm Beast's Eyes:</i> +6 versus Range Modifier for Sight Group	0

Skills

3	Conversation 14-
3	Deduction 13-
3	High Society 14-
17	Magic 20-
3	Oratory 14-
3	Paramedics 13-
3	Persuasion 14-
30	30 points' worth of Knowledge Skills of the GM's choice

Total Powers & Skills Cost: 310

Total Cost: 547

175 Matching Complications (50)

- 10 Physical Complication: Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
- 20 Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 30

Experience Points: 392

Ecology: Akkadian storm beasts are strange, possibly demonic or Fey, beings who seem to be native to the Middle East and North Africa. Little is known about their customs or habits, but they do seem to have a taste for human flesh.

Personality/Motivation: Storm beasts are sentient, and thus doubly dangerous. How they act with others of their kind is unknown, but they definitely seem inimical toward humans.

Powers/Tactics: Akkadian storm beasts are creatures of ancient Near Eastern myth, or possibly creations of the Fey, and thus possess magical powers. These powers differ from storm beast to storm beast, except for the fact that any storm beast can cause arcs of lightning to surround his body and burn anyone who touches him.

Storm beasts can fly faster than most humans can run, so if confronted with force they can't overcome, they'll usually flee through the air.

Appearance: An Akkadian storm beast looks like an enormous winged bull with a man's head. The bull's hair is storm cloud grey, and its wings are a slightly lighter shade of grey. The head has a storm grey, square-cut beard and wears a tall, golden crown.

ALP

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
8	DEX	-4	11-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
20	PRE	10	13-	PRE Attack: 4d6
3	OCV	0		
3	DCV	0		
7	OMCV	12		
7	DMCV	12		
2	SPD	0		Phases: 6, 12
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
4	REC	0		
30	END	2		
10	BODY	0		
20	STUN	0		Total Characteristics Cost: 22

Movement: Running: 12m
Flight: 16m

Cost	Powers	END
70	<i>Create Nightmares:</i> Mental Illusions 8d6 Affects Physical World (+2), Reduced Endurance (0 END; +½); Only Works On Sleeping Persons (-½), No Range (-½)	0
60	<i>Unseen:</i> Invisibility to Sight, Hearing, and Smell/ Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
47	<i>Alp Form:</i> Desolidification (affected by magic) Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½)	0
37	<i>Alp Vitality:</i> Life Support: Total (except for Diminished Eating)	0
10	<i>Alp Form:</i> No Hit Locations	0
24	<i>Alp Travel:</i> Flight 16m Reduced Endurance (0 END; +½)	2 0

Total Powers & Skills Cost: 248

Total Cost: 270

175 Matching Complications (50)

- 20 Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 20

Experience Points: 125

Ecology: An alp, or nightmare feeder, is an extradimensional creature that lives in a sort of "nightmare" dimension that only barely connects with Earth's own. At times alps find their way through to Earth's reality, where they use their powers to cause people to suffer nightmares, then feed on the terror their victims experience.

Personality/Motivation: Although they're devilishly clever, alps aren't truly sentient. They're more like animals, acting on instinct to feed off the fear they inspire in others.

Powers/Tactics: An alp desires to feed on fear, and to that end it tries to "bond" itself to a sleeping victim and cause that victim to suffer nightmares. It prefers to attack children, who are easier to manipulate, but will attack an adult if necessary.

Alps aren't PUFF eligible because they have no corporeal body to turn in.

Appearance: An alp is invisible and has no corporeal form. If a character could find a way to "see" it, it would look like a formless, floating protoplasmic sort of blob.

ARBMUNEP

Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 HTH damage [6]
10	DEX	0	11-	
60	CON	50	21-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
60	PRE	50	21-	PRE Attack: 12d6
6	OCV	15		
1	DCV	-10		
3	OMCV	0		
10	DMCV	21		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 8 PD (3 rPD)
6	ED	4		Total: 6 ED (3 rED)
20	REC	16		
100	END	16		
100	BODY	90		
100	STUN	40		Total Characteristics Cost: 368

Movement: Running: 30m

Cost	Powers	END
23	<i>Eating The Light:</i> Change Environment, -3 to Sight Group PER Rolls Area Of Effect (500m Radius, see text; +2), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½)	0
45	<i>Countless Branches:</i> +9 SPD (total of SPD 12) Only To Attack (see text; -1)	0
3	<i>Tough Bark/Chitin:</i> Resistant Protection (+½) for 3 PD/3 ED	0
15	<i>Alien Mind:</i> Mental Defense (15 points)	0
18	<i>Moving Roots:</i> Running +18m (30m total)	2
4	<i>Countless Branches:</i> Extra Limbs Limited Manipulation (-¼)	0
99	<i>Long Branches:</i> Reach +99m (100m total)	0

Total Powers & Skills Cost: 207

Total Cost: 575

175 Matching Complications (50)

25	Psychological Complication: Must Serve The Old Ones (Very Common, Total)
30	Susceptibility: to direct sunlight, takes 1d6 per Segment (Very Common)

Total Complications Points: 50

Experience Points: 400



Ecology: An arbmunep is a horrifying extradimensional *thing*, a creation/servant of the Old Ones sent to this world. They exist as “seeds” hidden under the ground, awaiting the proper Spell or command to come to life. When they receive that command, they instantly grow to enormous height and threaten everything around them.

An arbmunep “eats” light. Its bark glows phosphorescently as it “feeds.” The longer it exists, the greater the gloom that spreads around it (see below). However, too much light at once (such as direct daytime sunlight) can cause it pain.

According to Martin Hood, there are hundreds of arbmunep seeds around the world. If this is true, fortunately no one’s discovered a way to “activate” any of them.

Personality/Motivation: Unknown/uncertain. As far as anyone can tell an arbmunep exists solely to wreak havoc, spread destruction, and inspire terror.

Powers/Tactics: The arbmunep’s power to eat light is defined initially as a Change Environment (-3 to Sight Group PER Rolls), since it can rarely consume all the light in an area at once (especially not during the daytime). At the GM’s option, the longer an arbmunep exists, the greater this power spreads, and the worse it gets (after an hour or so, convert the Change Environment to Darkness to Sight Group in an 8m radius around the arbmunep, then have both the Change Environment and Darkness effects continue to spread).

An arbmunep has so many branches it can attack many different targets. In *HERO System* terms it has a total of 12 SPD, but it can’t use its Actions to attack the same target more than 1 Phase in a row (or to move, Dodge, or do anything but attack).

An arbmunep can pull its roots out of the ground and “walk.” It moves the roots slowly, but each “step” is so large that it can cover a lot of ground relatively quickly.

If killed, or cut off from the power of its Old One masters, an arbmunep transforms into a grey, stone-like substance.

Appearance: An arbmunep is a demonic thing that resembles a gargantuan, twisted tree with a trunk a hundred yards wide and a crown 300 meters high, though it also has a notably insectile look to it in some respects (particularly the shape and movement of the countless branches, which have joints like insects’ legs). Sometimes membranes like insects’ wings stretch between the branches, or dangle from them like leaves. Its skin/bark is a sickly, mottled green, and it twitches and pulses with unnatural life.

Of course, since only one arbmunep has ever been seen, it’s possible others have different dimensions, coloration, or features, just like humans vary widely among their type.

ASWANG

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 HTH damage [1]
13	DEX	6	12-	
13	CON	3	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
13	PRE	3	12-	PRE Attack: 2½d6
5	OCV	10		
7	DCV	20		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
4	ED	3		Total: 4 ED (0 rED)
6	REC	2		
25	END	1		
10	BODY	0		
24	STUN	2		

Total Characteristics Cost: 80

Movement: Running: 14m
Flight: 14m

Cost	Powers	END
50	<i>Supernatural Powers:</i> 50 points’ worth of Spells	
8	<i>Protruding Teeth:</i> HKA ½d6 (1d6+1 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
14	<i>Horrifying Flight:</i> Flight 14m	1
2	<i>Swift Of Foot:</i> Running +2m (14m total)	1
2	<i>Digs Up Graves:</i> Tunneling 1m through 2 PD material Only Through Soil (-1)	1
5	<i>Can See In The Dark:</i> Nightvision	0

Talents

12 Striking Appearance (ugly) +4/+4d6

Skills

16 +2 HTH

3 Climbing 12-
15 Magic 18-
3 Shadowing 12-
5 Stealth 13-
3 Tracking 12-
1 WF: Knife
10 Various Skills As Desired

Total Powers & Skills Cost: 155

Total Cost: 235

175 Matching Complications (50)

15 Distinctive Features: Foul And Unpleasant Smell (Not Concealable; Noticed And Recognizable)

5 Distinctive Features: No Philtral Dimple In The Upper Lip/Transparent Throat (Easily Concealed, Noticed And Recognizable)

0 Physical Complication: Human Size

25 Physical Complication: repulsed by the presence of assorted holy symbols and prayers, or the presence of assorted plants, seeds, and objects that smell strongly (see text; Frequently, Fully Impairing)

20 Social Complication: Secret Identity (as an aswang) (Frequently, Severe)

10 Vulnerability: 2 x BODY from *bubo* (a form of bamboo) spear attacks (Uncommon)

Total Complications Points: 50

Experience Points: 60

Ecology: An aswang is a sort of viscera-eating Filipino ghoul. Some have made their way to the US or other countries by hiding in shipping containers, but for the most part they’re only found in the Philippines.

An aswang can be either male or female, though most are women. A person becomes an aswang either voluntarily (by performing certain dark magic rituals) or involuntarily (when an aswang spits in one’s food, or when an old, dying aswang passes his monstrous essence on to another person by breathing into his mouth). Regardless of how it’s created, an aswang lives a normal life during the day, seeming to be just another person. At night he transforms into his monstrous form and goes out to hunt.



A person can keep an aswang away through a variety of methods. Blessed palms (from Palm Sunday), displays of the crucifix, holy water, and burning incense all ward off the aswang. Repeating the *oracion*, a jumbled mix of Latin phrases and words, in the house of the ill wards off the attacks of an aswang. A wide variety of

fruits, leaves, seeds, spices, and woods keep an aswang away, including the *bawang* (*allium sativum*), the lemon, *talampunay* (*datura metel*) seeds, and the leaves of the *gabi-gabi* (*bootia reniflora*) plant. In addition, the smell of chicken feathers, leather, rubber, and *talampunay* leaves drives the aswang away.

One can also keep a fire burning under one's house or at a window, or place fish hooks and sharp knives in the floor of the house (to catch or cut any aswang who crawls under the house). Finally, burning the shavings of cattle horns, various leaves, or garlic keeps an aswang away.

Personality/Motivation: Varies from individual to individual. Most, if not all, aswang have a strong hunger for fresh meat and blood, and seek them out whenever possible. He carefully plans his trips before leaving home or hunt.

Powers/Tactics: The powers ascribed to the aswang are virtually endless, so monster hunters may encounter types that defy current knowledge about the species. But typically the aswang divides its body into two halves. He leaves the lower half hidden while the upper half flies in search of prey using wings that

sprout from its back or arms (or sometimes its hair forms wings). The aswang's inner organs usually dangle from the torso. It lands on the roof of a house and sucks out the liver and entrails of newborn children. The body of an aswang who's recently fed becomes so swollen with blood as to look eight months pregnant.

The character sheet above represents the aswang's upper half detached from its body. During the day, when the two parts are joined, it looks more or less like a normal human (see below).

Appearance: An aswang is a sort of Filipino witch or ghoul. It looks like a normal human during the day, although it can be detected by the lack of a notch (philtrim) in the upper lip under the nose, or by having a "transparent" throat. It may have an all-black body. Due to their nocturnal activities, some aswang are sickly-looking, with thin bodies, pale skin, and tired faces. At night, however, they're strong and healthy. In any case, an aswang dresses like any other person during the day.

BABA YAGA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
18	CON	8	13-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
8	OMCV	15		
7	DMCV	12		
3	SPD	10		Phases: 4, 8, 12
8	PD	6		Total: 8 PD (3 rPD)
8	ED	6		Total: 8 ED (3 rED)
10	REC	6		
40	END	4		
15	BODY	5		
40	STUN	10		
Total Characteristics Cost: 138				

Movement: Running: 12m

Cost	Powers	END
80	<i>Baba Yaga's Magic:</i> 80 points' worth of Spells	var
20	<i>Become Invisible:</i> Invisibility to Sight Group	2
70	<i>Take On Animal Form:</i> Multiform: 64 forms of Russian/northern European animals built on up to 200 Character Points	0
3	<i>Baba Yaga's Power:</i> Resistant (+½) for 3 PD/3 ED	0
40	<i>Baba Yaga's Power:</i> Damage Negation (-4 DCs Physical and Energy)	0
12	<i>Baba Yaga's Mind:</i> Mental Defense (12 points)	0
10	<i>Baba Yaga's Power:</i> Power Defense (10 points)	0
37	<i>Baba Yaga's Vitality:</i> Life Support: Total (except for Diminished Eating)	0
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

3	Deduction 13-
5	KS: Arcane And Occult Lore 15-
3	KS: Monsters 13-
21	Magic 22-

Total Powers & Skills Cost: 309

Total Cost: 447

175 Matching Complications (50)

- 20 Vulnerability: 2 x STUN from Silver Weapons (Common)
- 20 Vulnerability: 2 x BODY from Silver Weapons (Common)

Total Complications Points: 40

Experience Points: 282

Ecology: A Baba Yaga is a witch-like Fey found primarily in Russia, but sometimes in other parts of northern Europe as well (it's possible some may exist among communities of immigrants from those places, but none have been encountered in the United States... yet). They seem to prefer to live in the wilderness and on the outskirts of human civilization — but like most Fey they're extremely secretive, so little is known about them for certain.

Personality/Motivation: Baba Yagas' personalities vary. The kindest of them can best be described as irascible, grumpy, hard to please, and easy to upset — but sometimes they help mortals in need, if the mood takes them. The worst are cruel, mischievous, evil, and even enjoy the taste of human flesh.

Powers/Tactics: A Baba Yaga possesses significant magical powers. In addition to being able to cast Spells, she can turn invisible or change shape into various animals native to northern Europe and Russia. She also knows a great deal about magic and monsters in general, and may be willing to share her knowledge with those who help her in some way. On the other hand, if one encounters an evil or dangerous Baba Yaga, they're vulnerable to silver weapons.

Appearance: A Baba Yaga looks like an ugly, wizened female hag dressed in ragged grey and brown clothing, often leaning on a staff or walking stick. Her eyes gleam with intelligence and wisdom, and often malice as well.



BANSHEE

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH damage [1]
10	DEX	0	11-	
10	CON	0	11-	
15	INT	5	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
3	OCV	0		
3	DCV	0		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (5 rPD)
5	ED	3		Total: 5 ED (5 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		

Total Characteristics Cost: 31

Movement: Running: 12m
Teleportation: 40m

Cost	Powers	END
10	<i>Terrifying Wail:</i> +20 PRE Only To Make Fear-Based Presence Attacks (-1)	0
5	<i>Fey Form:</i> Resistant (+½) for 5 PD/5 ED	0
15	<i>Fey Form:</i> Damage Negation (-6 DCs Physical) Doesn't Work Against Iron Attacks (-1)	0
30	<i>Fey Form:</i> Damage Negation (-6 DCs Energy)	0
10	<i>Fey Mind:</i> Mental Defense (10 points)	0
10	<i>Fey Form:</i> Power Defense (10 points)	0
40	<i>Fey Nature:</i> Life Support (Total, including Longevity: Immortality)	0
45	<i>Fey Concealment:</i> Invisibility to Sight Group, No Fringe Reduced Endurance (0 END; +½)	0
60	<i>Vanishing:</i> Teleportation 40m Reduced Endurance (0 END; +½)	0

Skills

6	AK: local area where she lives 15-
2	KS: Legends And Lore 11-
2	KS: lore of the family she "belongs" to 11-
3	Stealth 12-

Total Powers & Skills Cost: 238

Total Cost: 269

175 Matching Complications (50)

- 0 Physical Complication: Human Size
- 20 Susceptibility: takes 2d6 per Turn from iron (Common)
- 20 Susceptibility: takes 2d6 per Turn from salt (Common)



Total Complications Points: 40

Experience Points: 104

Ecology: The banshee (“faerie woman” or “woman of the mound”) has no known ecology; it appears at specific times for specific reasons, and otherwise remains hidden. She’s found primarily in the British Isles, though it’s possible some may have “emigrated” to other countries with their families.

Personality/Motivation: A banshee appears to warn of an impending death (or sometimes other disaster) in the family. Traditionally only old, notable Irish or Scottish families receive this treatment, and in some cases know their banshees by name, but Hunters could also encounter a banshee “haunting” nearly any family. Typically a banshee only warns of the deaths of people who are powerful, holy, or otherwise particularly important.

Powers/Tactics: The banshee appears only at night, usually by the water near the house of the person who’s going to die. Some banshees are bolder, leaving their customary place by the waters to sit in the courtyard of a castle where the soon-to-be-deceased person lives, or to stick their heads in the windows of his house. It begins a dreadful wailing (or *keening*) that disturbs, even terrifies, anyone who hears it. If confronted in any way, it vanishes.

Appearance: This often dangerous Fey usually takes the form of an old, emaciated woman dressed in robes of green or grey (often a grey cloak over a green gown), or more rarely black. She weeps constantly, which makes her eyes red, particularly in contrast with her pallid skin. Sometimes her stringy hair (red or grey) can be seen, other times a hood covers her head. Her clothes often look wet. She appears by a body of water, sometimes washing the grave-clothes of the person who’s about to die while she wails her mournful lament.

CERBERUS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
12	CON	2	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
15	PRE	5	12-	PRE Attack: 3d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
5	REC	1		
25	END	1		
9	BODY	-1		
20	STUN	0		Total Characteristics Cost: 39

Movement: Running: 14m
Leaping: 2m

Cost	Powers	END
15	<i>First Head:</i> HKA 1d6 (1½d6 with STR)	1
15	<i>Second Head:</i> HKA 1d6 (1½d6 with STR)	1
15	<i>Third Head:</i> HKA 1d6 (1½d6 with STR)	1
2	<i>Fast:</i> Running +2m (14m total)	1
-1	<i>Poor Leaper:</i> Leaping -2m (2m forward, 1m upward)	
1	<i>Combat-Acclimated:</i> +3 PRE Only To Protect Against Presence Attacks (-1)	0
9	<i>Canine Senses:</i> +3 PER with all Sense Groups	0
10	<i>Canine Nose:</i> Tracking Smell	0
3	<i>Canine Ears:</i> Ultrasonic Perception (Hearing Group)	0
Skills		
2	PS: Attack 11-	
2	PS: Guard 11-	
2	PS: Retrieve/Fetch 11-	
2	PS: Stop Attacking 11-	
5	Stealth 13-	

Total Powers & Skills Cost: 82

Total Cost: 121

175 **Matching Complications (50)**

- 20 Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Complication: Small (no larger than about 1m; +6m KB) (Infrequently, Slightly Impairing)
- 20 Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Ecology: A cerberus is a magical, three-headed dog originally bred from more monstrous dogs by the elves, gnomes, and other humanoids of Europe. Some have been brought over to the United States as those beings migrated to the New World.

Personality/Motivation: Normal animal motivations, though they're often trained to work as guard dogs or attack dogs.

Powers/Tactics: This character sheet represents a typical cerberus, such as the gnomes of Birmingham keep as pets. It's possible for them to grow larger, up to approximately the size of a cow. The larger a cerberus gets, the fiercer and less controllable it becomes. (For a larger cerberus, adjust the character sheet — apply the *Large Size Template* to make it stronger and tougher, and increase the HKA of its Fangs to 1½d6 or more.)

Appearance: A cerberus looks roughly like a large, fierce, dark-furred dog with three snarling heads.



DEMON, SUCCUBUS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
15	CON	5	12-	
20	INT	10	13-	PER Roll 13-
20	EGO	10	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
8	OMCV	15		
7	DMCV	12		
4	SPD	20		Phases: 3, 6, 9, 12
6	PD	4		Total: 6 PD (0 rPD)
6	ED	4		Total: 6 ED (0 rED)
6	REC	2		
30	END	2		
13	BODY	3		
30	STUN	5		

Total Characteristics Cost: 134

Movement: Running: 12m

Cost	Powers	END
35	<i>Irresistible Embrace:</i> Mind Control 14d6 Reduced Endurance (0 END; +½); Only To Inspire Lust For The Succubus (-1), Skin Contact Required (-1)	0
60	<i>Seductive Form:</i> Multiform (Shape Shift; any humanoid form, can imitate other persons) Reduced Endurance (0 END; +½)	0
15	<i>Succubus Claws:</i> HKA 1d6 (1½d6 with STR)	1
10	<i>Seductive Mien:</i> +20 PRE Only For Friendly Presence Attacks (-1)	0
40	<i>Infernal Shield:</i> Damage Negation (-4 DCs Physical and Energy)	0
5	<i>Infernal Form:</i> Life Support (Longevity: Immortality)	0
5	<i>Demon's Eyes:</i> Infrared Vision	0

Talents

9 Striking Appearance: +3/+3d6

Skills

- 7 Charm 15-
- 3 Conversation 13-
- 3 High Society 13-
- 3 Persuasion 13-
- 3 Stealth 12-



Total Powers & Skills Cost: 198

Total Cost: 332

175 Matching Complications (50)

0	Physical Complication: Human Size
20	Physical Complication: Must Obey Anyone Who Knows Its True Name (Infrequently, Fully Impairing)
20	Physical Complication: Restricted By Pentagrams, if confined within a pentagram cannot leave or affect anyone or anything outside the pentagram (Infrequently, Fully Impairing)
25	Psychological Complication: Utterly Evil (Very Common, Total)
20	Psychological Complication: Coward (Common, Total)
25	Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 157

Description: Resembling a human female of incredible beauty (sometimes with one or two minor, easily concealed, diabolic features, like fangs or small horns), the succubus is a manifestation of the sin of lust. When she first appears, she relies on her *Charm* Skill and *Seductive Form* power to get close to the victim. Once within touching distance, she can employ her *Irresistible Embrace* to make her victim desire her completely (if he doesn't already).

If her victim shows strong character and rejects her, a succubus may become vicious, growing claws from her fingers and attempting to destroy by violence what she could not through her perverted sexuality. However, she is no combatant, and quickly flees if confronted with force or other danger.

The male counterpart of the succubus is the *incubus*, who seduces women in like manner.

GHOST

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
6	OMCV	9		
6	DMCV	9		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		

Total Characteristics Cost: 84

Movement:	Running:	12m
	Leaping:	0m
	Flight:	16m

Cost	Powers	END
43	<i>Chilling Touch:</i> Drain STUN 2d6 Affects Physical World (+2), Reduced Endurance (0 END; +½); No Range (-½)	0
48	<i>Psychokinesis:</i> Telekinesis (10 STR) Affects Physical World (+2), ACV (uses OMCV against DCV; +0), Line Of Sight (+½), Reduced Endurance (0 END; +½); Limited Range (10m; -¼)	0
60	<i>Fading:</i> Invisibility to Sight, Hearing, and Smell/ Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
47	<i>Ghostly Form:</i> Desolidification (affected by magic) Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½)	0
10	<i>Touch Of Fear:</i> +20 PRE Only For Fear-Based Presence Attacks (-1)	0
37	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating)	0
10	<i>Undead Form:</i> No Hit Locations	0
24	<i>Ghostwalking:</i> Flight 16m Reduced Endurance (0 END; +½)	0
27	<i>Hunger For Life:</i> Detect Life 11- (no Sense Group), Range, Targeting, Sense	0

Skills

20	Various Skills possessed in life
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Total Powers & Skills Cost: 375

Total Cost: 459

175 Matching Complications (50)

- 0 Physical Complication: Human Size
20 Psychological Complication: Hunger For Human Life or Must Complete Death-Task (Very Common, Strong)

Total Complications Points: 20

Experience Points: 314

Ecology: Most ghosts inhabit the place or region where they died, though a few have the power to range freely over the world, bringing terror to whomever they encounter. Most feel a driving need to consume the life-force of living beings (by using their Chilling Touch and Presence Attack).

Personality/Motivation: Some ghosts exist only to cause fear in the living and consume their life-force. Others are tied to the place and circumstances of their death by the need to complete an important task they were working on when they died — delivering a message to a loved one, finishing a book or construction project, or something else of deep emotional significance. They try to show the living what it is they want done, and when someone performs the task, the ghost passes away to true death.

Powers/Tactics: Ghosts are incorporeal; only magic can affect them. But they can affect the world of the living with their touch and ability to inspire fear. A few ghosts have mightier powers still — spellcasting or other mystic abilities they possessed in life, and retain in death. They rely on their intangibility and powers of invisibility to keep themselves safe from harm.

Appearance: A ghost is the incorporeal spirit of a person who's died. Sometimes they look like they did in life, only obviously insubstantial and "faded." At other times they adopt more eerie appearances, such as those recorded in folklore. They might appear as sheet-like phantoms, carry their heads under their arms, glow with a macabre light, or the like.



GOLEMS

Golems are humanoid constructs, sculpted or made out of various materials (anything from dead flesh to iron) and animated with magic. Wizards and priests create them as servants and bodyguards.

Ecology: Golems, being constructed creatures, have no ecology *per se*. They do what their creator orders them to do, go where he says go, and so forth. They do not need to eat, sleep, or perform most of the other functions living beings must to survive.

Personality/Motivation: None. Golems, as Automaton, follow their creator's orders. They do not think or feel. In potentially confusing situations, the GM may allow a golem an INT Roll to interpret its orders correctly.

Powers/Tactics: Golems possess enormous strength and use it to good effect in combat. Most know how to use weapons, but even those who do not can strike devastating blows with their fists. Their implacable nature, high degree of invulnerability, and untiring bodies make them terrifying opponents.

Campaign Use: Due to the wide range of sizes and "varieties" of golem, their PUFF bounty varies widely

These writeups assume golems of roughly human size. Wizards and other golem-makers often prefer much taller or smaller versions, which you can create by applying the appropriate *Size* Template. Similarly, by adding wings, claws, or the like to a golem during the creation process, the maker can give it many additional abilities. (A gargoyles is essentially a type of stone golem in a specific shape.)

You can easily use these golems as "Templates" for creating golems made of other substances. Typically all you have to do is alter their defenses, STR, and a few other parameters, and maybe remove or change an ability or two. For example, you could convert the Clay Golem into a Mud Golem by giving it a Desolidification- or Stretching-based power to ooze through small openings, and perhaps the ability to choke or imprison a victim by flowing over him. Reduce the Stone Golem's defenses, STR, and other physical abilities significantly and you've got a Glass Golem. The possibilities are practically endless.

CLAY GOLEM

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
14	DEX	8	12-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		Phases: 4, 8, 12

Val	Char	Cost	Roll	Notes
6	PD	15		Total: 6 PD (6 rPD)
6	ED	15		Total: 6 ED (6 rED)
8	REC	4		
0	END	-10		
15	BODY	5		
—	STUN	—		Total Characteristics Cost: 102

Movement: Running: 12m

Cost	Powers	END
15	<i>Golem's Body:</i> Does Not Bleed	0
10	<i>Golem's Body:</i> No Hit Locations	0
45	<i>Golem's Body:</i> Takes No STUN	0
18	<i>Body Of Clay:</i> Resistant (+½) for 6 PD/6 ED	0
15	<i>Body Of Clay:</i> Damage Negation (-6 DCs Physical) Only Versus Edged Weapons (-1)	0
40	<i>Golem's Body:</i> Life Support: Total (including Longevity: Immortality)	0
15	<i>Tireless:</i> Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0



Skills	
1	Climbing 8-
2	Language (native)
3	Stealth 12-
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 204
Total Cost: 306

175 Matching Complications (50)	
0	Physical Complication: Human Size
20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 20
Experience Points: 161
Description: Formed and sculpted of clay, the clay golem typically resembles a statue of a person — until it starts to move. Artistically gifted creators sometimes embellish their clay golems with fierce countenances, the appearance of clothing or armor, or the like. Most clay golems fight with weapons, but their fists alone are enough to deal deadly blows.

STONE GOLEM

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
15	DEX	10	12-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
7	OCV	20		
5	DCV	10		
0	OMCV	0		
0	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
8	PD	21		Total: 8 PD (5 rPD)
8	ED	21		Total: 8 ED (5 rED)
4	REC	0		
0	END	-10		
15	BODY	5		
—	STUN	—		Total Characteristics Cost: 117

Movement: Running: 12m

Cost	Powers	END
15	<i>Golem's Body</i> : Does Not Bleed	0
10	<i>Golem's Body</i> : No Hit Locations	0
45	<i>Golem's Body</i> : Takes No STUN	0
17	<i>Tireless</i> : Reduced Endurance (0 END; +½) on STR	0
6	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0
15	<i>Body Of Stone</i> : Resistant (+½) for 5 PD/5 ED	0
40	<i>Body Of Stone</i> : Damage Negation (-4 DCs Physical and Energy)	0
8	<i>Heavy</i> : Knockback Resistance -8m	0
40	<i>Golem's Body</i> : Life Support: Total (including Longevity: Immortality)	0

Skills

1	Climbing 8-
2	Language (native)
2	WF: Common Melee Weapons

Total Powers & Skills Cost: 253

Total Cost: 370

175	Matching Complications (50)
20	Physical Complication: Human Size, Weighs 5,000 kg (All The Time, Greatly Impairing)
20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)

Total Complications Points: 40

Experience Points: 205



Description: More powerful than a clay golem, but not as mighty as one made of metal, the stone golem typically resembles a large stone statue of a man. As with a clay golem, its creator may sculpt it with fanciful features, or leave it mostly blank and unformed.

HELL HOUND

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
17	DEX	14	12-	
17	CON	7	12-	
8	INT	-2	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
10	PD	8		Total: 10 PD (4 rPD)
10	ED	8		Total: 10 ED (4 rED)
8	REC	4		
35	END	3		
18	BODY	8		
36	STUN	8		

Total Characteristics Cost: 128

Movement:	Running:	22m
	Leaping:	8m

Cost	Powers	END
30	<i>Fiery Breath</i> : RKA 2d6 Armor Piercing (+¼); Limited Range (18m; -¼)	4
22	<i>Demonhound's Fangs</i> : HKA 1d6 (2d6-1 with STR) Penetrating (+½)	2
15	<i>Demonhound's Claws</i> : HKA 1d6 (2d6 with STR)	1
4	<i>Demonhound's Skin</i> : Resistant (+½) for 4 PD/4 ED	0
40	<i>Infernal Form</i> : Life Support: Total (including Longevity: Immortality)	0
10	<i>Demonhound's Legs</i> : Running +10m (22m total)	2
2	<i>Demonhound's Legs</i> : Leaping +4m (8m forward, 4m upward)	1
5	<i>Demonhound's Eyes</i> : Infrared Vision	0
5	<i>Demonhound's Nose</i> : Tracking for Normal Scent	0
6	<i>Demonhound's Senses</i> : +2 PER with all Sense Groups	0

Total Powers & Skills Cost: 134

Total Cost: 262



175 Matching Complications (50)

- 20 Distinctive Features: Aura Of Infernal Evil (Concealable With Effort; Causes Fear)
- 20 Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
- 0 Physical Complication: Human Size
- 20 Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)
- 25 Psychological Complication: Utterly Evil (Very Common, Total)
- 25 Susceptibility: to holy places and objects, takes 2d6 damage per Phase demon is on holy ground, in a holy place, or within 2m of a holy object (Common)

Total Complications Points: 50

Experience Points: 87

Ecology: The hell hound resides in the fiery parts of the infernal realms, except when its masters wittingly or unwittingly release it into the World of Man. There it sometimes serves evil wizards, wicked giants or trolls, and other such folk.

Personality/Motivation: Normal animal motivations, tainted by demonic evil.

Powers/Tactics: Hell hounds prefer to weaken their foes with a blast of Fiery Breath, and then follow up by leaping on them for a fang and claw attack. If overcome by hunger, they may leap before using their fire breath.

A hell hound is a tenacious tracker, able to use its nose to follow prey or escaping foes. Few who try to flee from a hell hound manage to elude it for long.

Appearance: Hell hounds (also called hell-hounds or devil-dogs) are enormous, dark-fanged, coal-black hounds with eyes of flame and mouths filled with fire.

LICH

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
20	DEX	20	13-	
20	CON	10	13-	
25	INT	15	14-	PER Roll 14-
20	EGO	10	13-	
30	PRE	20	15-	PRE Attack: 6d6
7	OCV	20		
7	DCV	20		
7	OMCV	12		
7	DMCV	12		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (8 rPD)
10	ED	8		Total: 10 ED (10 rED)
8	REC	4		
60	END	10		
20	BODY	10		
40	STUN	10		

Total Characteristics Cost: 217

Movement: Running: 12m

Cost	Powers	END
250	250 Character Points' worth of magic Spells and abilities	var
10	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Lich's Body:</i> Does Not Bleed	0
10	<i>Lich's Body:</i> No Hit Locations	0
9	<i>Lich's Body:</i> Resistant (+½) for 8 PD/10 ED	0
1	<i>Lich's Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	<i>Lich's Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
10	<i>Lich's Mind:</i> Mental Defense (10 points)	0
10	<i>Lich's Body:</i> Power Defense (10 points)	0
40	<i>Lich's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
6	<i>Lich's Senses:</i> +2 PER with all Sense Groups	0
5	<i>Witchfire Eyes:</i> Infrared Vision	0
5	<i>Witchfire Eyes:</i> Nightvision	0
32	<i>Lifesense:</i> Detect Life 14- (no Sense Group), Discriminatory, Range, Targeting, Sense	0

Skills

20	+4 with Spells
3	Analyze Magic 14-
3	Concealment 14-
2	Cryptography 14-; Translation Only (-½)
3	Deduction 14-
3	Interrogation 14-
3	Inventor (Spell Research) 14-
5	KS: Arcane And Occult Lore 16-
3	KS: Demons 14-
5	KS: The Undead 16-
37	Magic 30-
3	Stealth 13-
4	WF: Common Melee Weapons, Common Missile Weapons
20	Other Skills of the GM's choice

Total Powers & Skills Cost: 518

Total Cost: 735

175 Matching Complications (50)

0	Physical Complication: Human Size
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Total Complications Points: 0

Experience Points: 610

OPTIONS

Cost	Power
4	<i>Teeth:</i> HKA 1 point (1½d6 with STR); Reduced Penetration (-¼)
8	<i>Claws:</i> HKA ½d6 (2d6 with STR); Reduced Penetration (-¼) 0
67	<i>Lich's Touch:</i> Drain BODY and STUN 4d6, Expanded Effect + Variable Effect (any two Characteristics simultaneously; +1), Reduced Endurance (0 END; +½); No Range (-½)
(20)	Psychological Complication: Hatred Of The Living (Very Common, Strong)
(20)	Psychological Complication: Powerhungry (Very Common, Strong)

Ecology: Liches were once powerful spellcasters who, realizing that their natural lives were about to end, were unwilling to leave this plane of existence just yet. By working mighty, and often evil, magics, they preserved their life-force in a powerful undead body so they could “live” forever. It's said some necromancers *look forward* to becoming liches, regarding it as the pinnacle of their careers and power.

Personality/Motivation: Normal sentient humanoid motivations. Most liches are thoroughly evil, desiring only to continue their foul arcane researches, slay the living, and acquire power by any means necessary. A rare few are somewhat more benevolent, at least at first, but even they inevitably seem to slide into madness and wickedness as the centuries pass.



Powers/Tactics: Liches typically fight with their spells — and they're powerful spellcasters indeed, with a wealth of magics both necromantic and otherwise. Most have servants to fight on their behalf as well: undead they've created; monsters they've summoned; acolytes and apprentices who hope to share in their power someday. A few are also capable HTH combatants, with finger-bones like claws or a touch that necromantically drains the vitality of the living.

Some sources claim that liches store their life force in “phylacteries” — objects separate from themselves which they then conceal and protect as carefully as possible. Unless a Hunter finds and destroys a lich's phylactery, that lich can never truly be laid to rest; it will always come back to “unlife.” However, other sources seem to describe Hunters permanently killing liches without any mention of anything like a phylactery being involved, so it's hard to say what the truth is. There may even be multiple types of liches, some with phylacteries and some not.

Campaign Use: Because liches are so powerful, you should use them carefully to make sure you don't overwhelm the heroes. In most cases it should take a long time before the PCs actually meet or see a lich; before they get to him, they have to wade through encounters with his living agents, his armies of skeletons and zombies, his pet monsters, and the traps he uses to protect his lair. Only after surviving all of that will the heroes have the experience and power to confront the undead master himself.

Appearance: A lich is the skeleton, sometimes with a few scraps of dessicated flesh clinging to the bones, of a powerful wizard re-animated by Necromancy. Liches wear whatever clothing most appeals to them, though many favor some variety of wizard's robes. An evil greenish fire fills the eye sockets of their skull heads.

MANTICORE

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
18	DEX	16	13-	
22	CON	12	13-	
10	INT	0	11-	PER Roll 11-
8	EGO	-2	11-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
3	DMCV	0		
4	SPD	20		Phases: 3, 6, 9, 12
10	PD	8		Total: 10 PD (3 rPD)
8	ED	6		Total: 8 ED (3 rED)
9	REC	5		
45	END	5		
16	BODY	6		
40	STUN	10		Total Characteristics Cost: 141

Movement: Running: 24m
Flight: 16m

Cost	Powers	END
20	<i>Triple Fangs:</i> HKA 1d6+1 (3d6 with STR)	2
12	<i>Claws:</i> HKA 1d6 (2½d6 with STR) Reduced Penetration (-¼)	1
15	<i>Shooting Spines:</i> RKA 1d6 Armor Piercing (+¼); 12 Charges (-¼)	[12]
4	<i>Roar:</i> +10 PRE Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
3	<i>Tough Skin:</i> Resistant (+½) for 3 PD/3 ED	0
6	<i>Heavy:</i> Knockback Resistance -6m	0
11	<i>Wings:</i> Flight 16m Restrained (-½)	2
12	<i>Long Legs:</i> Running +12m (24m total)	1
2	<i>Strong Legs:</i> Leaping +4m (8m forward, 4m upward)	1

Skills

9	+3 with Triple Fangs, Claws, and Shooting Spines
3	Stealth 13-

Total Powers & Skills Cost: 97

Total Cost: 238

175 Matching Complications (50)

10	Physical Complication: Large (4m; +2 OCV for others to hit, +2 to PER Rolls for others to perceive) (Infrequently, Slightly Impairing)
15	Physical Complication: Near-Human Intelligence (Frequently, Slightly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 45

Experience Points: 68

Ecology: The manticore lives throughout temperate, subtropical, and tropical regions, though it prefers forests, plains, and wastelands. It's carnivorous, feeding on large mammals (including humans) and similar creatures. In their voraciousness manticores often devour the entire body (including the bones) of their prey, even clothing and worn objects.

Personality/Motivation: Normal animal motivations, with a touch of cunning and wickedness not seen in ordinary creatures.

Powers/Tactics: Fierce, vicious, and aggressive, manticores prefer to attack on the ground by pouncing on their foes, then biting and clawing. If they fight from the air, they perform Move By rakes with their claws. Before they pounce or rake, they often open the battle with a volley of long, needle-sharp spines that they shoot or throw from their tails.

Appearance: A manticore has the body of a lion (colored cinnabar red), the head of a man (with an enormous mouth containing three rows of razor-sharp fangs), bat-wings, and a tail tipped with sharp spines it throws at its prey.



MIND COLOSSUS

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
17	DEX	14	12-	
20	CON	10	13-	
15	INT	5	12-	PER Roll 12-
23	EGO	13	14-	
25	PRE	15	14-	PRE Attack: 5d6
6	OCV	15		
6	DCV	15		
8	OMCV	15		
8	DMCV	15		
4	SPD	20		Phases: 3, 6, 9, 12
12	PD	10		Total: 12 PD (3 rPD)
10	ED	8		Total: 10 ED (3 rED)
12	REC	8		
60	END	8		
22	BODY	12		
50	STUN	15		Total Characteristics Cost: 213

Movement: Running: 18m

Cost Powers

Cost	Powers	END
15	<i>Mental Anguish:</i> Mental Blast 1d6 Area Of Effect (16m Radius; +¾), Constant (+½), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Only Works On Humans (-½)	0
41	<i>Mental Manipulations:</i> Multipower, 62-point reserve All Only Work On Humans (-½)	
4	1) <i>Cause Hallucinations:</i> Mental Illusions 12d6 Only Works On Humans (-½)	6
4	2) <i>Cause Confusion:</i> Drain INT and EGO 3½d6 ACV (uses OMCV versus DMCV; +¼), AVAD (works against Mental Defense; +0), Expanded Effect (two Characteristic at once; +½); Only Works On Humans (-½)	6
4	3) <i>Cause Insanity:</i> Major Transform 5d6 (ordinary human into insane human, heals back normally or from special restorative magics) ACV (uses OMCV versus DMCV; +¼), AVAD (works against Mental Defense; +0); Only Works On Humans (-½)	6
15	<i>Claws:</i> HKA 1d6 (2½d6 with STR)	1
3	<i>Tough, Scaly Skin:</i> Resistant (+½) for 3 PD/3 ED	0
4	<i>Heavy:</i> Knockback Resistance -4m	0
6	<i>Long Legs:</i> Running +6m (18m total)	0
6	<i>Sharp Senses:</i> +2 to PER Rolls with all Sense Groups	0
5	<i>Mind Colossus Eyes:</i> Ultraviolet Vision	0
5	<i>Two Arms, Four Legs, And A Tail:</i> Extra Limbs (3)	0

Skills

3 Stealth 12-

Total Powers & Skills Cost: 115

Total Cost: 328

175 Matching Complications (50)

15 Psychological Complication: Bred To Hunt Humans; Lusts For Human Flesh (Common, Strong)

Total Complications Points: 15

Experience Points: 188

Ecology: A mind colossus, or *blarg* in the Elvish tongue, is a monstrous creature created eons ago by the Fey to help them hunt humans. The Fey used them like highly intelligent hunting dogs, basically, though they're far more dangerous than any terrestrial beast.

Personality/Motivation: A mind colossus is as intelligent as a human and as cruel and ruthless as a starving wolf. It has an inbred desire to consume human flesh and can easily kill dozens of people at a time when it's hungry.

Powers/Tactics: The Fey bred mind colossi to have mental powers that affect humans strongly (other humanoids, such as elves and orcs, are immune). First, they radiate a 16m radius psionic field around themselves that gives humans intense headaches that will eventually knock them out if they don't get outside the affected area soon enough. Second, they can cause humans to experience hallucinations, suffer confusion, or even go insane. If all that weren't enough, they also have razor-sharp claws and long, flexible tails to attack their foes with.

Appearance: A mind colossus has a body that looks like a human from the waist up, and from the waist down has four reptilian legs and a long tail that it can whip back and forth. Its scaly skin is green with black spots, and it has sharp claws on its fingers and feet. Its head is mostly human-shaped, but it has multiple green brains growing out of the top, sides, and back.



MUMMY

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
10	DEX	0	11-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
3	DCV	0		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		Phases: 6, 12
8	PD	18		Total: 8 PD (8 rPD)
4	ED	6		Total: 4 ED (4 rED)
10	REC	6		
0	END	-4		
15	BODY	5		
—	STUN	—		Total Characteristics Cost: 69

Movement:	Running:	8m
	Leaping:	2m

Cost	Powers	END
18	<i>Mighty Fists:</i> HA +3d6 Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-¼)	0
4	<i>Strangling Grip:</i> Choke Hold (Grab One Limb, 2d6 NND(2))	0
12	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Mummy's Body:</i> Does Not Bleed	0
10	<i>Mummy's Body:</i> No Hit Locations	0
45	<i>Mummy's Body:</i> Takes No STUN	0
10	<i>Undead Body:</i> Damage Negation (-4 DCs Energy) Doesn't Work Against Magic Or Fire (-1)	0
20	<i>Undead Body:</i> Damage Negation (-6 DCs Physical) Doesn't Work Against Magic (-½)	0
4	<i>Undead Body:</i> +2 PD Only Protects Against Crushing Or Piercing Attacks (-½)	0
3	<i>Undead Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
24	<i>Undead Body:</i> Resistant (+½) for 12 PD/4 ED	0
40	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
4	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
-4	<i>Slow:</i> Running -4m (8m total)	
-1	<i>Poor Leaper:</i> Leaping -2m (2m total)	
40	<i>Curse Fulfillment:</i> Detect Tomb-Robber 16-, Range, Sense, Targeting, Telescopic (+10 versus Range Modifier), Tracking	0



Skills	
3	Climbing 11-
1	Language (GM's choice)
9	Stealth 14-
2	WF: Common Melee Weapons
Total Powers & Skills Cost: 373	
Total Cost: 442	
175	Matching Complications (50)

10	Physical Complication: Affected By Necromancy (has EGO 20 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
0	Physical Complication: Human Size
20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)
20	Vulnerability: 2 x BODY from Fire (Common)

Total Complications Points: 50

Experience Points: 267

Ecology: Certain cultures (particularly the ancient Egyptians) preserve their dead by removing most of the organs from the body, replacing them with herbs, flowers, and precious substances, anointing the body with preservative oils and salts, and then wrapping it in linen bandages before placing it in a crypt or tomb (and usually in a sarcophagus as well). If the person returns to life as one of the undead, it becomes a mummy.

Most mummies arise for specific reasons: either a necromancer animates them; or powerful magic spells placed on them after their death cause them to rise up and seek vengeance on those who desecrate or rob their tombs. Occasionally, a mummified corpse comes back to life of its own accord, perhaps (in revenant-like fashion) to avenge itself on its killers or tormentors.

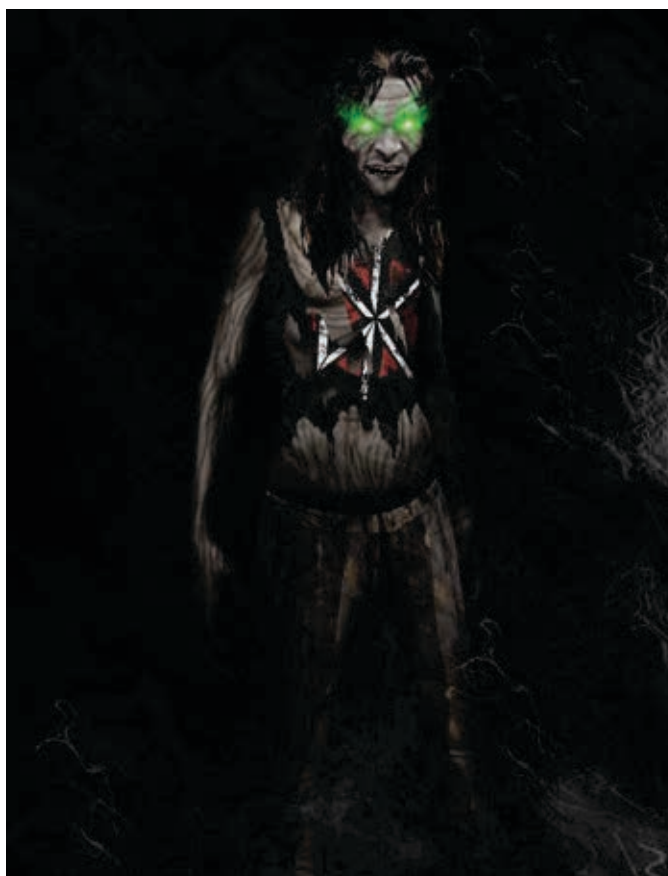
Personality/Motivation: Mummies have no personalities. They simply follow the orders given them by their creators. When they have fulfilled these commands, they return to their sarcophagi.

Although it's extremely rare, a few mummies retain their full intelligence (in other words, they're not built as Automatons, though they may have some Automaton powers to represent the way their bodies work). They also tend to be extremely powerful.

Powers/Tactics: Mummies use their tremendous strength in battle to smash and strangle, attacking tirelessly until they slay their target. They can also wield weapons.

Campaign Use: Mummies are strong opponents with plenty of story hooks. The PCs might find themselves pursued by one after robbing a tomb (if necessary, be sure to increase the mummy's abilities so it presents a threat to the entire group), or receive a request for help from some scholar with a mummy on his trail. A semi-intelligent mummy might even seek the PCs' aid to accomplish whatever goal it came back to life to achieve.

Appearance: Mummies are shambling human corpses entwined with linen bandages. (The intelligent ones often wear ordinary clothes instead, to disguise themselves.) Often the bandages begin to come loose, showing the desiccated brown flesh beneath.



NIGHT-SHADE

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
16	DEX	12	12-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (4 rPD)
8	ED	6		Total: 8 ED (4 rED)
12	REC	8		
60	END	8		
18	BODY	8		
44	STUN	12		Total Characteristics Cost: 154

Movement:	Running:	12m
Cost	Powers	END
46	<i>Paralyzing Gaze:</i> Entangle 4d6, 4 PD/4 ED Takes No Damage From Attacks (+1); Eye Contact Required (see text; -½), Limited Range (30m; -¼)	8
10	<i>Claws:</i> HKA ½d6 (2d6 with STR)	1
10	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Night-Shade's Body:</i> Does Not Bleed	0
10	<i>Night-Shade's Body:</i> No Hit Locations	0
5	<i>Night-Shade's Body:</i> Resistant (+½) for 8 PD/4 ED	0
15	<i>Night-Shade's Body:</i> Damage Negation (-3 DCs Physical)	0
1	<i>Night-Shade's Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	<i>Night-Shade's Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
40	<i>Night-Shade's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Night-Shade's Senses:</i> Nightvision	0
6	<i>Night-Shade's Senses:</i> +2 PER with all Sense Groups	0

Skills	
4	+2 OCV with Paralyzing Gaze
5	Stealth 13-

Total Powers & Skills Cost: 173

Total Cost: 327

175 Matching Complications (50)

0	Physical Complication: Human Size
25	Susceptibility: to holy objects and places, takes 2d6 per Phase is in contact with them (Common)

Total Complications Points: 25

Experience Points: 177

Ecology: A night-shade is a free-willed corporeal undead. Sometimes they're created by necromancers. Others are thought to arise when a person dies while experiencing extreme fear, and then isn't properly buried (or cremated).

Personality/Motivation: Like many other undead, night-shades hate the living and wish to destroy them. They don't seem to eat flesh, though. It's thought they subsist on the fear they create in their victims.

Powers/Tactics: A night-shade's main form of attack is its eyes: just looking at them can paralyze a living being. But its paralytic gaze only works if it establishes direct eye contact with someone. If a character's looking at a night-shade, assume the creature can establish eye contact on an 11- roll for characters at a distance, or a 13- roll for characters in HTH Combat. (It must still succeed with an Attack Roll after the meeting of eyes is established, of course; this gives a character the chance to shake free of the monster's gaze before the power takes effect.) Characters can fight a night-shade without looking at it directly (such as by keeping their eyes on the ground, or looking at the creature's reflection in a mirror or pool of water), but this entails at least a -2 penalty (if not more) to their OCV and DCV against the monster.

A night-shade's biggest weakness is the same as that of many other powerful undead and demonic entities: it can't stand the touch of holy objects or places, including holy water. It's also subject to Faith contests. If confronted with a holy "weapon" of some sort, or by someone with a Faith roll of 13- or better, it usually flees.

Appearance: A night-shade is a tall, gaunt, shadowy black and grey undead humanoid dressed in ragged clothing (if it's dressed at all). Its eyes are large and burn with an eerie, greenish fire.

PIXY

Val	Char	Cost	Roll	Notes
2	STR	-8	9-	Lift 16 kg; 0d6 HTH damage [1]
12	DEX	4	11-	
8	CON	-4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
14	DCV	55		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	REC	-1		
15	END	-1		
2	BODY	-8		
10	STUN	-5		

Total Characteristics Cost: 47

Movement:	Running:	1m
	Flight:	12m
	Leaping:	0m
	Swimming:	0m

Cost	Powers	END
12	<i>Pixy Wings:</i> Flight 12m	1
-11	<i>Tiny Legs:</i> Running -11m (1m total)	
-2	<i>Swims Very Slowly:</i> Swimming -4m (0m total)	
-2	<i>Tiny Legs:</i> Leaping -4m (0m total)	

Skills

23	Stealth 22-
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Total Powers & Skills Cost: 20

Total Cost: 67

175 Matching Complications (50)

25	Physical Complication: Minute (.064m; +30m KB) (Very Frequently, Greatly Impairing)
15	Psychological Complication: Pixy Mischievousness And Curiosity (Common, Strong)

Total Complications Points: 40

Experience Points: 0



Ecology: Pixies, like their much larger distant cousins elves, were created by the Fey eons ago. The Fey used them as “scouts” to seek out humans during hunts, but also valued them as entertainment and snacks.

Pixies are relatively rare. They’re most often found living near elf communities. They feed on dew, nectar, and other ephemeral natural substances.

Personality/Motivation: Pixies are impish, mischievous troublemakers. They’ve got a seemingly boundless curiosity and love to stick their noses into other beings’ business. If someone isn’t nice to them or tries to scare them away, they respond by playing nasty tricks.

Powers/Tactics: Pixies are too small and frail to be combatants. They rely on their size and Flight to stay out of the way of “Big People,” or to make a quick escape if necessary.

Appearance: A pixy is a three to five inch tall humanoid creature with insect- or butterfly-like wings. His skin may be unusual colors (typically light green or light blue), and he may or may not wear simple clothing.

REVENANT

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
16	DEX	12	12-	
20	CON	10	13-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
20	PRE	10	13-	PRE Attack: 4d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
4	SPD	20		Phases: 3, 6, 9, 12
8	PD	6		Total: 8 PD (4 rPD)
8	ED	6		Total: 8 ED (4 rED)
12	REC	8		
60	END	8		
18	BODY	8		
44	STUN	12		Total Characteristics Cost: 154

Movement: Running: 12m

Cost	Powers	END
13	<i>Strangling Grasp:</i> +20 STR Only For Grabs (see text; -½)	2
10	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Revenant's Body:</i> Does Not Bleed	0
10	<i>Revenant's Body:</i> No Hit Locations	0
5	<i>Revenant's Body:</i> Resistant (+½) for 8 PD/4 ED	0
40	<i>Revenant's Body:</i> Damage Negation (-4 DCs Physical and Energy)	0
1	<i>Revenant's Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	<i>Revenant's Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
40	<i>Revenant's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
40	<i>Eye Of The Revenant:</i> Detect My Killer 14- (no Sense Group), Range, Sense, Targeting, Telescopic (+12 versus Range Modifier)	0
5	<i>Revenant's Senses:</i> Nightvision	0
6	<i>Revenant's Senses:</i> +2 PER with all Sense Groups	0

Skills

6	+3 OCV with Grab
5	Stealth 13-

Total Powers & Skills Cost: 197
Total Cost: 351

175 Matching Complications (50)

0	Physical Complication: Human Size
25	Psychological Complication: Must Find And Kill Its Killer (Very Common, Total)

Total Complications Points: 25

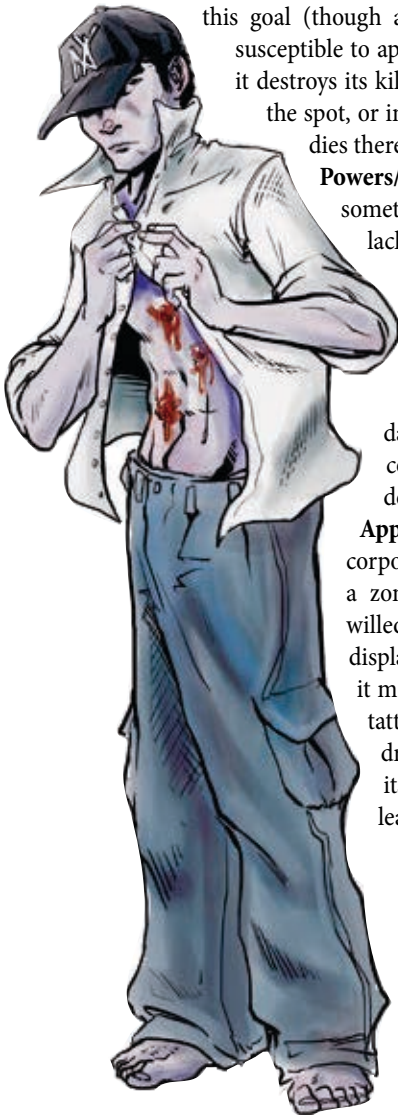
Experience Points: 201

Ecology: A revenant is a free-willed corporeal undead. It's typically created when a person of particularly strong will (often a wizard of some sort) is murdered or dies in a criminally negligent accident, and wants to obtain revenge on its killer.

Personality/Motivation: A revenant's sole motivating factor is a desire to find and kill the person responsible for its death (or persons, in some cases). It's virtually impossible to dissuade it from this goal (though as a sentient being, a revenant is susceptible to appeals to reason and the like). Once it destroys its killer, it usually collapses and dies on the spot, or immediately returns to its grave and dies there.

Powers/Tactics: Although it looks something like a zombie, a revenant lacks the zombie's natural weapons (its teeth and fingernails look normal for a dead person's). Instead it has enormous strength, particularly for Grabbing targets (and applying Squeeze or Throw damage). Its preferred attack is to corner its killer and strangle him to death.

Appearance: A revenant is a type of corporeal undead. It looks similar to a zombie, though it's intelligent, free-willed, and much faster. Its body usually displays a death-wound of some sort, and it may still ooze blood. It usually wears tattered clothing, but may sometimes dress in much better garb to conceal its true nature from the living (at least in bad light).



SASQUATCH

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 HTH damage [2]
12	DEX	4	11-	
20	CON	10	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
20	PRE	10	13-	PRE Attack: 4d6
4	OCV	5		
4	DCV	5		
3	OMCV	0		
3	DMCV	0		
2	SPD	0		Phases: 6, 12
8	PD	6		Total: 8 PD (1 rPD)
6	ED	4		Total: 6 ED (1 rED)
12	REC	8		
50	END	6		
24	BODY	14		
50	STUN	15		

Total Characteristics Cost: 102

Movement:	Running:	10m
	Swimming:	2m

Cost	Powers	END
8	<i>Powerful Blow:</i> HA +2d6 Hand-To-Hand Attack (-¼)	1
1	<i>Thick, Hairy Skin:</i> Resistant Protection (1 PD/1 ED)	0
2	<i>Heavy:</i> Knockback Resistance -2m	0
3	<i>Sasquatch Senses:</i> +1 PER with all Sense Groups	0
-2	<i>Slow:</i> Running -2m (10m total)	
-1	<i>Slow Swimmer:</i> Swimming -2m (2m total)	

Skills

3	Stealth 11-
3	Survival 11-
3	Tracking 11-

Total Powers & Skills Cost: 20

Total Cost: 122

175 Matching Complications (50)

10	Distinctive Features: sasquatch (Easily Concealed, Causes Major Reaction)
0	Physical Complication: Human Size

Total Complications Points: 10

Experience Points: 0

Ecology: Uncertain. Monster experts and cryptozoologists have tried to study the sasquatch for years, but the creature is both intelligent and highly secretive, making proper analysis of its customs and habits difficult. As near as scientists can determine, sasquatches live in single families, or sometimes in small bands of up to four families. They prefer deep wilderness where they're not likely to encounter humans (most notably that of the Pacific Northwest, but sasquatches can be found in many other wild areas across America).

Personality/Motivation: Normal sentient humanoid motivations. Though they live a very primitive lifestyle by human standards, sasquatches have a culture all their own (though humans know almost nothing about it). They value their privacy highly and hide from humans as much as possible, even going so far to use their wilderness skills to spread false tracks, obscure their real tracks, and leave false or misleading "evidence" for investigators.

Powers/Tactics: Sasquatches are large and immensely strong. They're relatively gentle and prefer to flee rather than fight, but if threatened in a situation where they can't escape, or if their children are in danger, they attack fiercely, delivering powerful blows with their long arms and heavy fists.

Sasquatches speak their own language, one involving vocal manipulations that humans cannot reproduce beyond a few simple words. On the other hand, sasquatches can be taught to speak human languages.

Sasquatches have been PUFF exempt since their existence and sentience were confirmed in the late 1980s.

Appearance: A sasquatch is a humanoid about six to seven feet tall that looks something like a cross between a man and an ape. Its body is covered with dark grey thick hair or fur.



SERPENT, GIANT

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 HTH damage [3]
14	DEX	8	12-	
25	CON	15	14-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-5	10-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
2	OMCV	-3		
2	DMCV	-3		
3	SPD	10		Phases: 4, 8, 12
10	PD	8		Total: 10 PD (6 rPD)
8	ED	6		Total: 8 ED (6 rED)
12	REC	8		
50	END	6		
20	BODY	10		
50	STUN	15		

Total Characteristics Cost: 133

Movement:	Running:	30m
	Leaping:	0m
	Swimming:	20m

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (3d6+1 with STR)	1
6	<i>Thick, Scaly Skin:</i> Resistant (+½) for 6 PD/6 ED	0
18	<i>Heavy:</i> Knockback Resistance -18m	0
18	<i>Long Body:</i> Running +18m (30m total)	2
8	<i>Long Body:</i> Swimming +16m (20m total)	1
-2	<i>Can't Leap:</i> Leaping -4m (0m total)	

Skills

3	Stealth 12-
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Total Powers & Skills Cost: 66

Total Cost: 199

175 Matching Complications (50)

20	Physical Complication: Animal Intelligence (Frequently, Greatly Impairing)
20	Physical Complication: Cold-Blooded (Frequently, Greatly Impairing)
10	Physical Complication: Huge (16m tall; +6 OCV for others to hit, +6 to PER Rolls for others to perceive) (Frequently, Slightly Impairing)
20	Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 24



OPTIONS

Cost Giant Venomous Snake

15	<i>Venomous Bite:</i> RKA 4d6; Extra Time (onset time begins 1 Segment after victim is bitten; -½), No Range (-½), HKA Must Do BODY (-½), Linked (to Bite HKA; -½), 4 Charges (-1)
6	+3 DEX
10	+1 SPD

Total cost: +31 points

Ecology: A giant serpent is more or less the same as a regular serpent — just much, much larger. Small giant serpents can eat children; larger ones can easily consume adults. Some giant serpents grow even larger than this. For example, the infamous “Glasgow Mega-Snake” ate an entire train!

Like regular snakes, giant serpents are cold-blooded, and thus only found in warmer climes. They tend to eat a single large meal and live off that for weeks or months at a time, which often allows them to go undetected by Hunters for long periods.

Giant serpents are at home both on land and in the water. Some types prefer the water, since it’s harder for humans to find and kill them there.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Most giant serpents prefer to avoid combat, since there’s no benefit in it for them. If forced to fight, they strike with deadly speed, using their fangs and brute strength to great effect. Some species are even faster, and/or venomous. A person bitten by a venomous giant serpent is almost certain to die unless someone administers antivenin immediately (which is rarely possible).

Appearance: A giant serpent is just that — an enormous snake, its mouth filled with fangs that drip deadly venom. Even the smallest is a serious threat to human life, and the largest can inflict serious harm on a population.

SHADE

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
16	DEX	12	12-	
10	CON	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	8	13-	
20	PRE	10	13-	PRE Attack: 4d6
5	OCV	10		
5	DCV	10		
6	OMCV	9		
6	DMCV	9		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
4	REC	0		
20	END	0		
10	BODY	0		
20	STUN	0		
				Total Characteristics Cost: 84

Movement:	Running:	12m
	Leaping:	0m
	Flight:	16m

Cost	Powers	END
100	<i>Shadow Control:</i> Darkness to Sight Group 8m radius Affects Physical World (+2), Personal Immunity (+¼), Reduced Endurance (0 END; +½); Requires Shadows To Work With (see text; -½)	0
27	<i>Chilling Touch:</i> Drain STUN 1d6 Affects Physical World (+2), Constant (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
60	<i>Fading:</i> Invisibility to Sight, Hearing, and Smell/ Taste Groups, No Fringe Reduced Endurance (0 END; +½)	0
10	<i>Touch Of Fear:</i> +20 PRE Only For Fear-Based Presence Attacks (-1)	0
47	<i>Shade Form:</i> Desolidification (affected by magic) Reduced Endurance (0 END; +½), Persistent (+¼); Always On (-½)	0
37	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating)	0
10	<i>Undead Form:</i> No Hit Locations	0
18	<i>Phantom Flight:</i> Flight 12m Reduced Endurance (0 END; +½)	0
27	<i>Hunger For Life:</i> Detect Life 11- (no Sense Group), Range, Targeting, Sense	0

Skills

15 Various Skills possessed in life

Total Powers & Skills Cost: 351

Total Cost: 435

175 Matching Complications (50)

- 0 Physical Complication: Human Size
- 25 Psychological Complication: Hates The Living (Very Common, Total)
- 20 Susceptibility: to strong direct light, takes 1d6 per Turn (Very Common)
- 20 Vulnerability: 2 x Effect from light-based Sight Group Flashes (Common)

Total Complications Points: 0

Experience Points: 260

Ecology: Shades are free-willed incorporeal undead, similar to ghosts in some respects but different in others. Like ghosts they feed off the life-force of the living via their *Chilling Touch* power.

Personality/Motivation: Shades hate the living. They hate their vitality, their color, their warmth — everything about them — and seek to take all that away by tormenting and killing them.

Powers/Tactics: Since they're incorporeal, shades are immune to most non-magical attacks (and there's no PUFF for them). But they have the power to affect the physical world in various ways, such as their *Chilling Touch*.

A shade's strangest power is the ability to "weave" shadows, creating an area of impenetrable darkness (through which it can see without hindrance). It must have some shadows to work with, and

the more it has the bigger the area of Darkness it can create (up to its limit of 8m radius). For example, if it only had a few furniture shadows in a well-lit room to work with, a shade could only create about 2m radius of Darkness; in a dim room lit only by a candle or two it could create its full 8m radius Darkness.

On the other hand, shades are weaker in light. If exposed to strong direct light (such as from a flashlight, a well-lit room, or sunlight), a shade suffers 1d6 damage per Turn. (Of course, it will use its *Shadow Control* power to stop this from happening if it can.) It also suffers double effect from Sight Group Flashes based on light.

Appearance: A shade is similar to a ghost, but is usually somewhat smaller than it was in life and instead of looking insubstantial or wispy, it looks dark, shadowy, and evil.



SIREN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
15	DEX	10	12-	
13	CON	3	12-	
10	INT	0	11-	PER Roll 11-
13	EGO	3	12-	
25	PRE	15	14-	PRE Attack: 5d6
5	OCV	10		
5	DCV	10		
5	OMCV	6		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
5	PD	3		Total: 5 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
5	REC	1		
25	END	1		
10	BODY	0		
22	STUN	1		

Total Characteristics Cost: 80

Movement: Running: 12m
Flight: 20m

Cost	Powers	END
75	<i>Persuasive Speech And Song:</i> Mind Control 12d6 Area Of Effect (radius equal to the range of the siren's voice; +1), Reduced Endurance (0 END; +½); Incantations (-¼), No Range (-½), Doesn't Affect Deaf People Or People With Heavy Ear Coverings (-¼)	0
17	<i>Persuasive Speech And Song:</i> Mind Control +4d6 Area Of Effect (radius equal to the range of the siren's voice; +1), Reduced Endurance (0 END; +½); Incantations (-¼), No Range (-½), Doesn't Affect Deaf People Or People With Heavy Ear Coverings (-¼), Only Works Against Men (-1)	0
10	<i>Taloned Feet:</i> HKA ½d6 (1d6+1 with STR)	1
20	<i>Wings:</i> Flight 20m	2
19	<i>Assume Human Form:</i> Multiform (Shape Shift; one humanoid form) Costs Endurance Only To Change Shape (+¼)	1

Talents

6 Striking Appearance +2/+2d6

Skills

- 3 Charm 14-
- 9 Mimicry 14-
- 3 Persuasion 14-
- 5 PS: Singing 14-
- 3 Stealth 12-

Total Powers & Skills Cost: 170

Total Cost: 250



175 Matching Complications (50)

0 Physical Complication: Human Size

Total Complications Points: 0

Experience Points: 125

Ecology: Sirens are bird-women creatures who are semi-divine or angelic in nature. Contrary to their appearance in many myths and legends, they're not normally inimical to men, though they may punish sinful men if ordered to do so by their divine superiors.

Personality/Motivation: Normal sentient motivations, affected by their divine and generally beneficent nature.

Powers/Tactics: Sirens avoid battle unless it's with the forces of evil or necessary for their own survival. When it is, their most potent weapon is their persuasive speech (which can also be sung). When a siren speaks, it's difficult for any being to resist doing what she asks (though women are more resistant to a siren's powers than men — in game terms, the Mind Control against them is only 12d6 instead of 16d6). In a pinch a siren can also use her talons.

Sirens have the power to assume a fully human form so they can mingle undetected among men. Typically a siren's human form is that of a beautiful woman with blonde or black hair (or sometimes hair matching the shade of her feathers in her true form). In human shape a siren may fall in love with and have children with a human male; these "half-siren" children possess their mother's *Persuasive Speech And Song* power, but at most two-thirds of a full siren's effectiveness.

Appearance: A siren is a strange, beautiful creature with the body and of a human female and a bird's wings projecting from its shoulder blades. Its voice is always enchanting to listen to, even when it's just speaking normally.

SKELETON

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 HTH damage [1]
12	DEX	4	11-	
10	CON	0	11-	
5	INT	-5	10-	PER Roll 10-
0	EGO	0	—	
13	PRE	3	12-	PRE Attack: 2½d6
4	OCV	5		
4	DCV	5		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		Phases: 6, 12
2	PD	3		Total: 2 PD (2 rPD)
2	ED	3		Total: 2 ED (2 rED)
5	REC	1		
0	END	-4		
10	BODY	0		
—	STUN	—		
				Total Characteristics Cost: 20

Movement: Running: 12m
Leaping: 2m

Cost	Powers	END
7	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Skeleton's Body:</i> Does Not Bleed	0
10	<i>Skeleton's Body:</i> No Hit Locations	0
45	<i>Skeleton's Body:</i> Takes No STUN	0
6	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless:</i> Reduced Endurance (0 END; +½) on Swimming	0
4	<i>Undead Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	<i>Undead Body:</i> +2 PD; Only Protects Against Piercing Attacks (-1)	0
12	<i>Undead Body:</i> Resistant (+½) for 6 PD/2 ED	0
40	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
-1	<i>Poor Leaper:</i> Leaping -2m (2m total)	
5	<i>See In The Dark:</i> Nightvision	0

Skills

3	Climbing 11-
1	Language (GM's choice)
3	Stealth 11-
6	WF: Common Melee Weapons, Common Missile Weapons, Small Arms

Total Powers & Skills Cost: 167

Total Cost: 187

175	Matching Complications (50)
10	Physical Complication: Affected By Necromancy (has EGO 10 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing)
0	Physical Complication: Human Size
20	Physical Complication: Machine Intelligence (Frequently, Greatly Impairing)
30	Vulnerability: 2 x BODY from Blunt Weapons (Very Common)

Total Complications Points: 50

Experience Points: 12

Ecology: Skeletons are the bones of the dead, re-animated through necromantic magics.

Personality/Motivation: Skeletons have no personalities. They simply follow the orders given them by their creators.

Powers/Tactics: In battle, skeletons wield weapons (typically swords), though they can use their bony fists if they must. They never flee (except when exposed to certain necromantic or holy powers); they fight until victorious or destroyed.

Appearance: Skeletons are walking human skeletons. They may wear a few tatters of cloth or carry weapons and shields.



SKINWALKER

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 HTH damage [1]
13	DEX	6	12-	
15	CON	5	12-	
15	INT	5	12-	PER Roll 12-
10	EGO	0	11-	
15	PRE	5	12-	PRE Attack: 3d6
6	OCV	15		
6	DCV	15		
3	OMCV	0		
5	DMCV	6		
3	SPD	10		Phases: 4, 8, 12
4	PD	2		Total: 4 PD (0 rPD)
4	ED	2		Total: 4 ED (0 rED)
6	REC	2		
35	END	3		
12	BODY	2		
30	STUN	5		

Total Characteristics Cost: 83

Movement: Running: 12m

Cost	Powers	END
10	<i>Claws:</i> HKA ½d6 (1d6+1 with STR)	1
40	<i>Shapechanging:</i> Multiform (Shape Shift; any humanoid form, can imitate other persons) Reduced Endurance (0 END; +½); Requires Skin (see text; -½)	0
3	<i>Long-Lived:</i> Life Support (Longevity: 800-year lifespan)	0

Skills

3	Deduction 12-
3	Mimicry 12-
7	Stealth 14-
2	WF: Small Arms

Total Powers & Skills Cost: 68

Total Cost: 151

175	Matching Complications (50)
0	Physical Complication: Human Size

Total Complications Points: 0

Experience Points: 26

Ecology: A skinwalker is a creature from American Indian mythology (though it can be found around the world; many cultures have legends of similar creatures). It steals the skins of its victims and wears them, taking their place in life for a short period to wreak even

SPIDER, HELICOPTER

Val	Char	Cost	Roll	Notes
2	STR	-8	9-	Lift 16 kg; 0d6 HTH damage [1]
12	DEX	4	11-	
8	CON	-4	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	
10	PRE	0	11-	PRE Attack: 2d6
4	OCV	5		
14	DCV	55		
3	OMCV	0		
3	DMCV	0		
3	SPD	10		Phases: 4, 8, 12
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	REC	-1		
15	END	-1		
2	BODY	-8		
10	STUN	-5		

Total Characteristics Cost: 37

Movement:	Running:	1m
	Flight:	8m
	Leaping:	0m
	Swimming:	0m

Cost	Powers	END
3	<i>Fangs:</i> HKA 1 point No STR Bonus (-½)	1
11	<i>Spitting Acid:</i> RKA 1d6 Armor Piercing (+¼); Limited Range (3m; -¼), 8 Charges (-½)	[8]
8	<i>Gossamer Wings:</i> Flight 8m	1
-11	<i>Tiny Legs:</i> Running -11m (1m total)	
-2	<i>Swims Very Slowly:</i> Swimming -4m (0m total)	
-2	<i>Tiny Legs:</i> Leaping -4m (0m total)	
6	<i>Eight Eyes And Arachnid Senses:</i> +2 PER with all Sense Groups	0
2	<i>Spider Legs:</i> Clinging (normal STR) Cannot Resist Knockback (-¼)	0
4	<i>Eight Legs:</i> Extra Limbs Limited Manipulation (-¼)	0
Skills		
17	Stealth 18-	

Total Powers & Skills Cost: 36

Total Cost: 73



more harm and obtain even more victims. After it strips the skin from a body it consumes that body: blood, flesh, even bones, until there's nothing left.

If it can't find enough food, or if it needs to hide, a skinwalker can "hibernate" for long periods of time (as much as 200 years). During that time it ages at only 1/10 the usual rate, extending its long life even further.

Personality/Motivation: Skinwalkers aren't precisely evil; it's more like they're predatory. But they do seem to take a fiendish glee in killing humans, eating their bodies, and taking their place for as long as they can get away with it. While disguised as someone they inflict emotional harm on that person's loved ones, commit unethical and illegal acts, and so forth. Initially they do very little of this because they want to preserve the "disguise" as long as possible, but the longer they remain in a person's skin the more their malicious nature comes to the fore.

Powers/Tactics: A skinwalker has the power to assume another person's identity by wearing his skin (and imitating his voice with Mimicry). Of course, the "disguise" can only last so long, since the skinwalker generally doesn't know much about its victim (other than what it reads in his personal records, if it has time to review them). When it thinks the jig is almost up, the skinwalker tries to get close enough to someone else to kill him and take his identity. It then destroys the old skin completely so it will seem as if its last victim simply vanished.

A skinwalker relies on deception and stealth, not physical power. Once uncovered it's relatively easy to kill, compared to most monsters. It will flee rather than fight unless it has no alternative or is convinced it can kill its attacker with its claws.

Appearance: A skinwalker is a hideous humanoid being that in its natural form looks like a short, dark-skinned, emaciated human.



175 Matching Complications (50)

- 30 Physical Complication: Instinctive Intelligence (All The Time, Greatly Impairing)
- 25 Physical Complication: Minute (.064m; +30m KB) (Very Frequently, Greatly Impairing)
- 20 Physical Complication: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Complications Points: 50

Experience Points: 0

Ecology: These monstrous vermin primarily feed on carrion, using their acidic spittle to soften it to almost liquid form for easy consumption. But they're not averse to eating living flesh, especially if there are enough of them to "gang up" on a target.

Helicopter spiders reproduce by laying eggs. Usually the eggs are laid in a small hunk of carrion shortly before they're due to hatch; the young eat their way out. But females have been known to lay their eggs inside living animals at times. In this case, the hatching young do 1-2d6 of Killing Damage to the victim, with no defense.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Helicopter spiders can fly and have large fangs. But their most dangerous weapon is their acid-like spittle, which can eat through cloth, body armor, and even metal with ease. If enough helicopter spiders attack a target at once, the odds for that target's survival aren't good.

On the other hand, helicopter spiders are weak and easy to kill — a single bullet will do it. A grenade or flamethrower can take out whole "flocks" of them in one swift blow.

Appearance: A helicopter spider is a black spider about the size of a softball, with wings similar to those of a hummingbird. It has large, pronounced fangs that drip deadly venom.

VULKODLAK

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 HTH damage [2]
12	DEX	4	11-	
10	CON	0	11-	
8	INT	-2	11-	PER Roll 11-
0	EGO	0	—	
13	PRE	3	12-	PRE Attack: 2½d6
3	OCV	0		
3	DCV	0		
0	OMCV	0		
0	DMCV	0		
2	SPD	0		Phases: 6, 12
4	PD	9		Total: 4 PD (4 rPD)
2	ED	3		Total: 2 ED (2 rED)
5	REC	1		
0	END	-4		
10	BODY	0		
—	STUN	—		Total Characteristics Cost: 24

Movement:

Running:	12m
Leaping:	2m
Swimming:	1m

Cost	Powers	END
20	<i>Fangs:</i> HKA 1d6+1 (2½d6 with STR)	2
15	<i>Claws:</i> HKA 1d6 (2d6+1 with STR)	1
147	<i>Vulkodlak's Attack:</i> Severe Transform 12d6 (human into vulkodlak ; heals back through rare, special magic ritual) Constant (+½), Persistent (+¼), Reduced Endurance (0 END; +½); Always On (-½), Teeth Or Fangs HKA Must Do BODY (see text; -½), Limited Target (humans, related beings, and animals; -¼), Only Works On Victims Killed By Vulkodlak (-½)	0
10	<i>Tireless:</i> Reduced Endurance (0 END; +½) for STR	0
20		
15	<i>Vulkodlak's Body:</i> Does Not Bleed	0
10	<i>Vulkodlak's Body:</i> No Hit Locations	0
45	<i>Vulkodlak's Body:</i> Takes No STUN	0
4	<i>Vulkodlak's Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
3	<i>Vulkodlak's Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
15	<i>Vulkodlak's Body:</i> Resistant (+½) for 8 PD/2 ED	0

Cost	Powers	END
40	<i>Vulkodlak's Vitality</i> : Life Support: Total (including Longevity: Immortality)	0
-1	<i>Poor Leaper</i> : Leaping -2m (2m total)	
-1	<i>Poor Swimmer</i> : Swimming -3m (1m total)	
6	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Running	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Leaping	0
1	<i>Tireless</i> : Reduced Endurance (0 END; +½) on Swimming	0
5	<i>See Life</i> : Infrared Vision	0
Skills		
3	Climbing 11-	
1	Language (GM's choice)	
5	Stealth 12-	

Total Powers & Skills Cost: 344

Total Cost: 368

175 Matching Complications (50)

- | | |
|----|--|
| 10 | Physical Complication: Affected By Necromancy (has EGO 13 for purposes of necromancy spells, and can be affected by necromancy-based Presence Attacks) (Infrequently, Greatly Impairing) |
| 10 | Physical Complication: contorted body (suffers -2 on all DEX-based rolls; see text) (Infrequently, Greatly Impairing) |
| 0 | Physical Complication: Human Size |
| 20 | Physical Complication: Machine Intelligence (Frequently, Greatly Impairing) |

Total Complications Points: 40

Experience Points: 203

Ecology: A vulkodlak is a type of corporeal undead created from the body of a human slain by a werewolf (or by an existing vulkodlak). Under the influence of special necromantic magics, the body returns to life as a twisted, half-human half-werewolf sort of “zombie.”

As far as anyone knows, the only way to create vulkodlak involves the Amulet of Koschei, which has been destroyed. But in the world of MHI, absolutes like that aren't always so absolute....

Personality/Motivation: Like zombies, vulkodlak have no personalities; they unhesitatingly obey their creator. They also have a driving need to spread their curse — to kill living humans so that they, too, will become vulkodlak.

Powers/Tactics: Vulkodlak are similar to zombies, but much faster — they can run as swiftly as a living man. They have werewolf-like claws and fangs. However, the distorted form of their bodies makes some tasks difficult; they suffer a -2 on all DEX-based rolls (except for Stealth). On the other hand, while they are automatons they're smarter than zombies — better able to react to changing circumstances or their foes' tricks.



Like zombies, vulkodlak transform their victims into more of themselves. This happens whenever a vulkodlak kills its victim, regardless of whether it does this with claws or fangs.

Due to the random nature of their transformation, some vulkodlak don't have claws and/or fangs (or may only have claws on one hand). Vulkodlak without natural weapons rely on their immense strength; they simply beat victims to death. On the other hand, some are more werewolf-like, and thus faster; increase their DEX to 15-16 and SPD to 3.

Appearance: A vulkodlak is sort of a zombie werewolf — an undead creature that arises when a human's killed by a werewolf under certain conditions. It looks like an undead human who died in mid-transformation to werewolf, its body a horrifying, warped thing that mixes features of man and lycanthrope. For example, its torso and arms might be werewolf-like but its head and legs human, or it might have one werewolf arm and one human arm. The death-wounds it suffered at the hands of its killer are usually obvious.

WRAITH

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 HTH damage [3]
18	DEX	16	13-	
25	CON	15	14-	
13	INT	3	12-	PER Roll 12-
15	EGO	5	12-	
25	PRE	15	14-	PRE Attack: 5d6
7	OCV	20		
6	DCV	15		
3	OMCV	0		
6	DMCV	9		
4	SPD	20		Phases: 3, 6, 9, 12
12	PD	10		Total: 12 PD (6 rPD)
12	ED	10		Total: 12 ED (6 rED)
10	REC	6		
55	END	7		
20	BODY	10		
44	STUN	12		Total Characteristics Cost: 193

Movement: Running: 12m

Cost	Powers	END
27	<i>Life-Draining Touch:</i> Drain BODY 2d6 Constant (+½), Reduced Endurance (0 END; +½); No Range (-½)	0
7	<i>Teeth:</i> HKA ½d6 No STR Bonus (-½)	1
10	<i>Claws:</i> HKA ½d6 (2d6 with STR)	1
15	<i>Untiring Body:</i> Reduced Endurance (0 END; +½) for STR	0
15	<i>Wraith's Body:</i> Does Not Bleed	0
10	<i>Wraith's Body:</i> No Hit Locations	0
8	<i>Wraith's Body:</i> Resistant (+½) for 10 PD/6 ED	0
30	<i>Wraith's Body:</i> Damage Negation (-6 DCs Physical)	0
1	<i>Wraith's Body:</i> +2 PD Only Protects Against Slashing Or Piercing Attacks (-½)	0
1	<i>Wraith's Body:</i> +2 PD Only Protects Against Piercing Attacks (-1)	0
20	<i>Short-Term Incorporeality:</i> Desolidification (affected by magic) Increased Endurance Cost (x3 END; -1)	12
40	<i>Wraith's Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Wraith's Senses:</i> Nightvision	0
6	<i>Wraith's Senses:</i> +2 PER with all Sense Groups	0
Skills		
4	+2 OCV with Life-Draining Touch	
3	Stealth 13-	



Total Powers & Skills Cost: 202

Total Cost: 395

175 Matching Complications (50)

15	Psychological Complication: Hatred Of The Living (Common, Strong)
20	Susceptibility: to direct sunlight, takes 1d6 per Turn (Very Common)
20	Susceptibility: to holy objects and places, takes 1d6 per Phase is in contact with them (Common)

Total Complications Points: 0

Experience Points: 220

Ecology: A wraith is a rare type of undead that arises in certain circumstances when a person's killed by a wight or ghost and the body's left mostly intact. (Necromancers can also create them using spells that are difficult to learn and dangerous to cast.) Like other undead, it hungers for the life of the living, which it can drain with its touch.

Personality/Motivation: Wraiths are filled with hatred for, and a desire to destroy/feed off of, the living. Eventually this desire gets the best of most wraiths and they attack too many humans, attract attention to themselves, and are hunted down by the likes of MHI.

Powers/Tactics: In combat a wraith can use its fangs and claws, but primarily relies on its ability to drain the life-force of living beings with a touch. As long as it can maintain contact with someone (typically by Grabbing them), it Drains 2d6 BODY from the victim.

Wraiths have the power to become incorporeal for short periods, allowing them to walk through walls or avoid the effects of non-magical attacks entirely. This drains their unliving essence so much that they can only do it for a few Phases at a time, though. (In game terms, a wraith's Desolidification costs 12 END per Phase, so it quickly runs out of "fuel" for the power.)

Like vampires, wraiths are injured by exposure to sunlight or to holy objects, though their vulnerability to them isn't as severe.

Appearance: Wraiths are a powerful form of corporeal undead. They often wear dark-colored robes, but the red- or green-glowing eyes within the robe's hood clearly indicate the being's true nature and evil disposition. Without the robe a wraith looks something like a zombie, but not nearly so corrupt or slow-moving and the eyes still glow evilly.