

Bone Head

9



Feature Mov/F-P (L1R)

Creature turns it's movement into a melee attack as it moves. Boney structure also adds DEF as an Enhance.

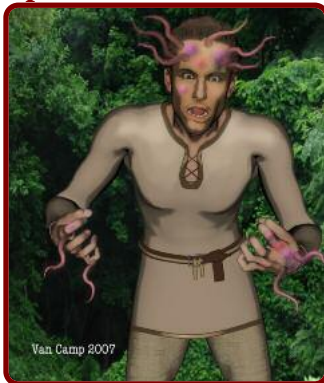
Feature 200 Art © Susan Van Camp Set 607

DEF +4

Bone Head

Exposed to the Tox

10



Feature Ind/P (L1R)

Tox 2d6+3+GM MOD vs. 2d6+Resistance. Success causes Tox. Add a random Warp Feature in an hour. Range: 10 feet

Feature 201 Art © Susan Van Camp Set 607

Exposed to the Tox

Whip Tentacles

10



Feature Ind/F-P (L1R)

2d6+2+STR physical damage. Thin powerful tentacles can whip anything within 20 feet, and even in melee. May use once per round. Range: 20 feet

Feature 202 Art © Susan Van Camp Set 607

STR +2

Whip Tentacles

Fire Breather One

5



Feature Ind/F-P (L1R)

d6+2 magic damage. Once per round the creature can breath fire. Range: 150 feet

Feature 203 Art © Susan Van Camp Set 607

Fire Breather One

Rams Horns

12



Feature Ind/F-P (L1R)

Creature may attack in melee with it's horns as an Ind attack.

Feature 204 Art © Susan Van Camp Set 607

Rams Horns

Wings

7



Feature Ind/F-P (L1R)

This creature has wings. It can fly. It is fast. GM may describe these as bat, butterfly or feathered wings, as needed.

Feature 205 Art © Susan Van Camp Set 607

SPD +2

CAP -2

Wings

Regeneration One

8



Feature Ind/F-P (L1R)

Heals 4 points of any damage.

Feature 206 Art © Susan Van Camp Set 607

Regeneration One

Muscles

12



Feature Enhance/P

Strong.

Feature 207 Art © Susan Van Camp Set 607

STR +6

Muscles

Spiked Tail

12



Feature Ind/F-P (L1R)

Fire tail spikes as Ind ranged weapon with a 150 foot range.

Feature 208 Art © Susan Van Camp Set 607

COR +4

Spiked Tail