

Happy Harry



1072

STR
84
COR
3
DEF
5
SPD
3
WIS
3
HP
1,752
CAP
15

Cast, Prime Mighty Madspawn

Happy Harry giggles as he "works". Happy can fly. He can breath air or water.

GM should add skills, features and warp features to taste.

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Set 611

Happy Harry

Angry Merry



1200

STR
124
COR
2
DEF
8
SPD
5
WIS
2
HP
1,836
CAP
15

Cast, Prime Mighty Madspawn

Angry Merry has very sharp senses and is +15 to perception.

GM should add universals, features and warp features to taste.

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Angry Merry

Big Dog



1347

STR
148
COR
2
DEF
7
SPD
6
WIS
6
HP
2,018
CAP
15

Cast, Prime Mighty Madspawn

Big Dog is a nasty and snarls.

GM should add universals, features and warp features to taste.

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Big Dog

Cherry



905

STR
64
COR
3
DEF
6
SPD
7
WIS
8
HP
1,457
CAP
15

Cast, Prime Mighty Madspawn

Cherry is a sneaky one. She is human size and +12 to all stealth rolls.

GM should add universals, features and warp features to taste.

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Cherry

Manny



1558

STR
182
COR
1
DEF
5
SPD
4
WIS
5
HP
2,328
CAP
15

Cast, Prime Mighty Madspawn

Manny can fly naturally.

GM should add universals, features and warp features to taste.

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Manny

Verang



1628

STR
164
COR
2
DEF
9
SPD
4
WIS
3
HP
2,528
CAP
15

Cast, Prime Mighty Madspawn

Verang can fly naturally.

GM should add universals, features and warp features to taste.

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Verang

Aristotle



1762

STR
130
COR
44
DEF
7
SPD
6
WIS
15
HP
2,716
CAP
15

Cast, Prime Mighty Madspawn

Aristotle is a Wise one. He can use Wizardry, and likes ranged combat.

GM should add universals, features and warp features to taste.

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Aristotle

Rerrith



1994

STR
74
COR
3
DEF
9
SPD
4
WIS
4
HP
3,612
CAP
15

Cast, Prime Mighty Madspawn

Rerrith can fly.

GM should add universals, features and warp features to taste.

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Rerrith

Marlly



910

STR
82
COR
2
DEF
5
SPD
8
WIS
5
HP
1,412
CAP
15

Cast, Prime Mighty Madspawn

Marlly is four legged.

GM should add universals, features and warp features to taste.

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Marlly