

Creature Profiles

For Capital alpha1

Alien Beast

Level 1 Medium Beast

16HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
+1 (4+)	+1 (4+)	+1 (4+)	0 (4+)	-2 (5+)	+1 (4+)	-2 (5+)	-5 (6+)

Bite: Melee STR (4+) **Attack:** 3 Shots, 2 Sharp Damage. On hit, the next time the target moves before my next turn, they move 6 less metres. This effect does not stack with itself.

When I Attack, I get +1 to all dice in the Hit Roll for each two other allies adjacent to the target.

Giant Spider

Level 2 Large Beast

25HP | 3SP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
+1 (4+)	+1 (4+)	-1 (5+)	0 (4+)	-1 (5+)	0 (4+)	-4 (6+)	-5 (6+)

Venomous Bite: Melee STR (4+) **Attack:** 3 Shots, 3 Sharp Damage. On hit, they gain the *Poisoned* effect.

Poisoned

At the end of your turn, make a FTD check. On an 11+, the effect ends. Otherwise, take 1 Toxic Damage.

Web: 10m VSN (4+) **Attack:** 1 Shot, no Damage. Spend 1SP. On hit, the target gains the *Webbed* effect.

Webbed

You are **Grappled** in place by a [STR of +1.

Natural Armour 1: I get +1 to all dice in Dodge Rolls.

Guard Robot I

Level 1 Medium Robot

18HP | 2SP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
0 (4+)	-1 (5+)	0 (4+)	+1 (4+)	0 (4+)	+1 (4+)	-4 (6+)	-4 (6+)

I do not require food, water or a breathable atmosphere.

Smart Rifle: 50m VSN **Attack**: 4 shots, 2 Sharp damage.

Instant once each time I Prepare: Spend 2SP. I also take Overwatch.

Guard Robot II

Level 4 Large Robot

60HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
+3 (3+)	-2 (3+)	0 (4+)	+2 (3+)	0 (4+)	-1 (5+)	-4 (6+)	-5 (6+)

I do not require food, water or a breathable atmosphere.

Cleave: Melee STR (3+) **Attack:** 1 Shot, 8 Sharp Damage.

Scythe: Melee STR (3+) **Attack:** 2 Shots, 3 Sharp Damage. When you use this Attack, use it once on each target in range.

Shock: 20m VSN (3+) **Attack:** 6 Shots, 1 Electric Damage. On hit, the target makes a difficulty 13 WIL check. On a failure, they cannot make the same Action more than once next turn.

Rift Phagocyte

Level 4 Giant Anomaly

50HP | 3SP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
+2 (3+)	+1 (4+)	-1 (5+)	0 (4+)	0 (4+)	-2 (5+)	-5 (6+)	-2 (5+)

A strange facsimile borne of the Rift. Observed through the corner of your eye, it looks something like a dragon.

I do not require food, water or a breathable atmosphere.

Crush: My heavy limbs occupy the same space as the target's body.

Melee STR (3+) **Attack:** 2 Shots, 6 True damage.

Rift bolt: A beam of strange energy tears into my enemy. It seems to have a different target depending on how you look at it.

50m VSN (4+) **Attack:** 3 Shots, 2 True damage. Spend 1SP. This Attack has up to 3 Targets: they each make their own Dodge Roll, but I only make one Hit Roll.

Quasireal: When I roll a 1 on a Dodge Roll, I take half damage from that shot, rounding up.

Rift Platelet

Level 2 Medium Anomaly

18HP | 4SP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
+1 (4+)	+1 (4+)	+3 (3+)	0 (4+)	0 (4+)	-2 (5+)	-5 (6+)	-2 (5+)

A strange facsimile borne of the Rift. Observed through the corner of your eye, it looks something like a humanoid.

I do not require food, water or a breathable atmosphere.

Rend: My bladed limbs slash every part of the target's body at once.

Melee STR (4+) **Attack:** 3 shots, 3 True damage.

Rift jump: **Action:** Spend 1SP. I teleport up to 30m in a straight line that can pass through units but not walls. During the jump, I momentarily occupy every point on the line simultaneously, making the following **Attack** against everything I pass through:

(No range) STR (4+) Attack: 2 shots, 2 True damage

Quasireal: When I roll a 1 on a Dodge Roll, I take half damage from that shot, rounding up.