

# Creature Profiles

For Capital alpha2.1

## Alien Beast

Level 1 Medium Beast

16 HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
6	6	6	5	3	6	3	0

Innate **Armour** +2

Bite: Melee **Attack**: STR + 2 (8) vs STR. 6 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, +1 to Attack Roll for each two other allies adjacent to the target.

# Giant Spider

Level 2 Large Beast

30 HP | 3 Energy

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
6	6	4	5	4	5	1	0

Innate **Armour** +2

Venomous Bite: Melee **Attack**: STR + 2 (8) vs AGI. 8 sharp damage. On hit, the target is *Poisoned*.

*Poisoned*

At the end of your turn, make a difficulty 5 FTD check. On a success, the effect ends. Otherwise, take 1 Toxic Damage.

Web: 10m **Attack**: VSN + 2 (7) vs AGI. 0 damage. Spend 1 Energy. On hit, the target is *Webbed*.

*Webbed*

You are **Grappled** in place by a STR of 6.

# Guard Robot I

Level 1 Medium Robot

18 HP | 2 Energy

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
5	4	5	6	5	6	1	1

Innate **Armour** +2

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

Smart Rifle: 50m **Attack**: VSN + 2 (8) vs AGI. 8 sharp damage.

**Instant** once each time I Prepare: Spend 1 Energy. I also take Overwatch.

# Guard Robot II

Level 4 Large Robot

64 HP

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
8	3	5	7	5	4	1	0

## 1 Extra Turn

Innate **Armour** +2

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

Cleave: Melee **Attack**: STR + 2 (10) vs AGI. 8 sharp damage.

Scythe: Melee **Attack**: STR + 2 (10) vs AGI. 6 sharp damage. Unlimited **Spread**.

Shock: 20m **Attack**: VSN + 2 (9) vs AGI. 1d6 + 2 electric damage. On hit, the target makes a difficulty 13 WIL check. On a failure, they cannot make the same Action more than once until my next turn.

# Rift Phagocyte

Level 4 Giant Anomaly

50 HP | 4 Energy

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
7	6	4	5	5	6	0	0

## 1 Extra Turn

Innate **Armour** +2

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 **Attack**: STR + 2 (9) vs FTD. 10 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 **Attack**: WIL + 2 (8) vs AGI. 6 True damage. Spend 1 Energy. **Spread** 3.

Quasireal: I have **Dodge** 1. Dodging this way does not cost Energy.

# Rift Platelet

Level 2 Medium Anomaly

18 HP | 4 Energy

STR	FTD	AGI	VSN	WIS	WIL	CHA	KNW
6	6	8	5	5	5	0	0

Innate **Armour** +2

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 **Attack**: STR + 2 (8) vs FTD. 8 true damage.

Rift jump: **Action**: Spend 1 Energy. 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:

**Attack**: WIL + 2 (7) vs FTD. 6 true damage.

Quasireal: I have **Dodge** 1. Dodging this way does not cost Energy.