

Lycosid (Giant Voidspider)
[ T1 • S4 • Void Insect ]
<div> <div> <div>☞ 3</div> <div>♥ 3</div> </div> <div> <div>☞ 4</div> <div>♦ 2</div> </div> <div>:</div> <div> <div>✚10</div> <div>✖11</div> </div> <div> <div>🛡6R</div> <div>👤 3</div> </div> </div>
Skills
+3: End *Insect
+2: Per *Void
Passive
Darkvision • SpiderClimb • Resist Mental
Shadowstep: Treat dark shadows as Portals to other shadows within 6m
ShadowArmor: Gain 🛡B3 in darkness. Treat bright light as Hazardous Terrain.
GRANDMONSTER (+2 "Leg" Parts)
Weapon/Attack
Fangs <div> +7 • ✂2(4) • 🗝0-0 <ul style="list-style-type: none"> <li>Keen • Poison(T1:Stun)</li> </ul> </div>
Techniques
<div> <div> <div>◇Shadow [Voi]</div> <div>Suppress a light within 2m (Core/Part)</div> </div> <div> <div>◇Gnash Bite a Grabbed target</div> <div></div> </div> <div> <div>◆Sink</div> <div>Sink into shadows (+Hide)</div> <div>Invisible if more than 2m away</div> </div> <div> <div>◆◇Legform</div> <div>Create additional Leg: 0🛡 4✚</div> <div>(max 4 at once)</div> </div> </div>

Grandmonster
Draw +1 Initiative Cards / Part
Parts act first, then Core (main monster)
Parts have separate Actions and Vitals
Parts are tethered to Core; move with base
Parts are immune to Knockdown, Mental, etc
Part: LEGS
<div> <div>✚10</div> <div>🛡6</div> <div>✖11</div> <div>👤 3</div> </div>
Shadowstep
Treat dark shadows as Portals to other shadows within 6m
SpiderStomp +6 • ✂3(2) • 🗝0-1
<ul style="list-style-type: none"> <li>vs KnockedDown: Keen</li> </ul>
🛡Intercept
Intercept attack for nearby ally.
May 🛡Shield as same Reaction
🛡CarapaceShield
Shield 2 (Reduce damage taken by 2)
◇Overbear
Grab+KnockDown after landing an Attack
◆◇Launch
Attack target; Push(2) on hit (Any direction but towards core)

Myra Green
[ T0 • S3 • Human Journeyman Herbalist ]
<div> <div> <div>☞ 1</div> <div>♥ 2</div> </div> <div> <div>☞ 2</div> <div>♦ 3</div> </div> <div>:</div> <div> <div>✚ 6</div> <div>✖11</div> </div> <div> <div>🛡 2</div> <div>👤 4</div> </div> </div>
Skills
+3: Medicine • Survival
+2: Empathy • Knowledge
+1: Fight • Will
Traits
Whisperer (Beast)
Communicate with Beasts.
+2 Specialty to track, research, understand Beasts
Can train Beasts up to 1/2 of one of your skills
Weapons
Dagger <div> +3 • ✂3(☞) • 🗝0-0 <ul style="list-style-type: none"> <li>Throw(3)</li> </ul> </div>
Misc
<div> <div>◆◇TraumaKit (x3)</div> <div>Roll ◇Medicine to restore Vitals</div> <div>[T1] Target rolls ☞♥Endure T2 to heal</div> <div>[T2] Target restores 1 Vital</div> <div>[T3] Target restores 2 Vitals</div> <div>(Close Quarters; must not be Threatened)</div> </div>

Korbäl Hindersteel
[ T0 • S3 • Human Hinter Veteran ]
<div> <div> <div>☞ 3</div> <div>♥ 3</div> </div> <div> <div>☞ 2</div> <div>♦ 2</div> </div> <div>:</div> <div> <div>✚ 6</div> <div>✖11</div> </div> <div> <div>🛡 2</div> <div>👤 3</div> </div> </div>
Skills
+3: Endure
+2: Fight • Presence • Will
+1: Perception • Security • Aim
Traits
Bulky : 'Endure' defends against Brawling
Bullwark
When next to an ally, you both take 1 less damage (min 1)
Weapons / Gear
Sword <div> +5 • ✂4(3) • 🗝1-1 <ul style="list-style-type: none"> <li>2-hands</li> </ul> </div>
War Torch <div> +5 • ✂4(☞) • 🗝1-1 <ul style="list-style-type: none"> <li>Slow • OnCrit:Ignite</li> </ul> </div>
Round Shield 🛡Shield(2) • Cover+
Chainmail 4R • Noisy
Techniques
<div> <div>🛡Intercept:</div> <div>Intercept an attack for adjacent ally.</div> <div>May 🛡Shield as part of reaction.</div> </div> <div> <div>◇Hoist:</div> <div>An adjacent ally Gets Up or is Pushed 1m</div> </div> <div> <div>Indominable (Stunt): Resist Injury (...)</div> </div>