

# Argus Facility: Steer Simple Fight ##

Sharp eyes Treat adv as Sme Sov initiative.

Adversary 2

Durable 2

Dynamic Hazards  
 reasoning - crit each turn  
 (behind screen)  
 Portals

Portals opened  
 by a Planar  
 Racer

Autodre Pierce 2 Crit 3

Drng 7 Range medium Autodre

Ring of Mind Shielding Gain Adversary 1 vs psionic effects

3 Electron imyds

Watchers Eye Lense (fun)

Clonker Wing Cape.

Sapiorachnid in a Jar

WT	SS	S	M/R
15	21	5	100
12	18		
8	11		
4	10		
Crit	6	Disorient 3	

↖ Giant spider crab with brain like shell and a spine like tail

Binding Nail Grants victim Adversary 1 on checks  
 to plane shift escape.

✱ Knife + immobilize special

Earrings or the  
 Ears dropper

✱ - 2 setback on perception/vigilance  
 to listen into a private conversation

Robert  
 Bruxae  
 clippers

acorn to use - auto heals any crit.  
 doesn't replace limbs.