# Antagonists

## Lesser Foes and Groups

Lesser Foes are those that have no chance at harming their antagonists, and instead will use their actions to **Support** a Greater Foe. During their action, they may instead give ½ their Attack Pool in Impulse to their Ally.

Lesser Foes may be **Grouped** together. For each increase in **Magnitude**, they gain 5 Endurance and 2 to their Attack Pool.

**Mortals** Have a lesser pool of Endurance:  
 10 + (Stamina + Athletics + Physique)

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| **Antagonists are not Player characters**  [[ Don’t build them like they are.  Dragonbloods tend to be Essence 1-2.  Essence Rating prerequisites aren’t hard-enforced for antagonists. The essence rating represents how hard it is to train, how long they have to dedicate your life to it. Jo Shmo DB isn’t going to get an Essence 4 MA technique while stuck at Essence 1, but a monk who has been training at it their entire life might, while still technically at Essence 3]] |

## Spirits

### Fogshark

**Endurance** 15  
**DV** 4  
Evasion 4  
Soak 3  
Attack Pool 8  
Base Damage 4

**Sensing**: 6  
**Stealth:** 8

Fogsharks are creatures that live between the Spirit and Waking world, and may only be found where the veil between the worlds is thin, particularly in respect to the element of Water.

They swarm in the skies, dragging their fog and mists with them--a fogshark attack can not occur in any bright-lit or otherwise illuminated area.

**Tactics**

Fogsharks are ambush predators, almost always moving in small groups or packs. Typically there will be a Prime shark to act as a Major Foe, swarmed with a pack of Lesser Foes.

The sharks will ambush characters in seeming moments of physical weakness, particularly any who is bleeding. They will perform a grapple maneuver, and then single-mindedly attack their target until forced off.

If forced off their target, or by missing their grapple, they will attempt to retreat to the mists to await their next attack.

Being mindless beasts, they *cannot be reasoned with*.

**Abilities**

**Blood in the Water**The Fogshark gains +3 on any roll to percieve or track characters that are bleeding.

**The Fog**The Fog is a supernatural impairment to all senses, providing Full Cover to those that cannot perceive through it. Characters must have supernatural senses to attempt to pierce the fog, rolling against a Difficulty 4 to counter only Partial Cover.

Fogsharks may sense through the fog without penalty.

**Dissolve into the Fog**  
As a Gathering Action, the Fogshark may return to the supernatural mist. They may only do so once every three actions, and cannot reemerge from the Fogs for at least one action after entering them.

## Demons

### Blood Ape

**Endurance** 20

**Initiative** 3  
**DV** 5  
Evasion 3  
Soak 5  
Attack Pool 8  
Base Damage 4

**Sensing**: 3  
**Stealth:** 1  
**Guile:** 0  
**Resolve:** 3