

Creature Profiles

For Riftbound index1.1

Alien Beast

Level 1 Medium Beast

12HP

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

Bite: Melee STR (4+) **Attack:** 1 Shot, 4 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

18HP | 2SP

STR	FTD	CEL	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:** 1 Shot, 6 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

At the end of your turn, make a STR check. On an 11+, the effect ends. Allies within 1m can use an Action to attempt the same check.

While you have the effect, you cannot Move or take any other Actions that would require you to move any part of your body. You have -5 ⬇️CEL, to a minimum of -5. This can also affect your ⬇️CEL.

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

Guard Robot I

Level 1 Medium Robot

12HP | 2SP

STR	FTD	CEL	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**: 2 shots, 3 Sharp damage.

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

Guard Robot II

Level 4 Large Robot

50HP

STR	FTD	CEL	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, 4 Sharp + 1d6 Blunt Damage.

Scythe: Melee STR (3+) **Attack:** 1 Shot, 4 Sharp Damage. When you use this Attack, use it once on each target in range.

Shock: 20m VSN (3+) **Attack:** 4 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

40HP | 3SP

STR	FTD	CEL	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, 5 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:** 1 Shot, 4 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

14HP | 4SP

STR	FTD	CEL	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: 1 shot, 2 True damage

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