

PARACRITTERS

The following list describes some of the Awakened animals that roam the Sixth World. Many are the Awakened or goblinized variant of ordinary animals, while some are metahumans that have been transformed by the Human-Metahuman Vampiric Virus (HMHVV). The origin of some other species are mysteries that have yet to be explained.

Barghest

The barghest resembles an oversized mastiff, either pure white or pure black. Its short fur lies flat on its body, creating the impression that its hide is naked, and spines protrude the length of its back. Its eyes shine red, and its teeth glow slightly in the dark because of luminescent bacteria in its saliva. It hunts alone or in pairs during breeding season; at other times it hunts in packs of twelve or more. Various corps have attempted to domesticate the barghest as a guard animal, but results so far have been hit-or-miss.



Natural Habitat: North America and northern Europe, with particular concentration in the northern British Isles. Barghests have also been spotted in urbanized areas that were formerly part of the British Empire, such as Australia, Hong Kong, and Nairobi.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
7	5	6	5	3	3	1	3	4	6	4	9	2

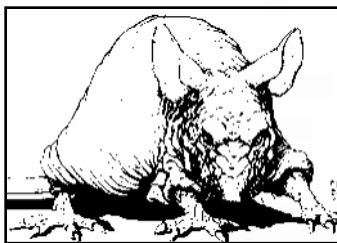
Movement: 15/50

Skills: Intimidation 4, Perception 3, Tracking 3, Unarmed Combat 3

Powers: Dual Natured, Enhanced Senses (Sonar), Fear, Natural Weapon (Bite: DV 5P, AP 0), Paralyzing Howl

Devil Rat

Completely hairless, the nocturnal devil rat grows up to a meter in length (including tail) and weighs as much as 4 kilograms. Hunting in packs of up to thirty individuals, their prolific breeding rate, combined with their innate immunity to most poisons, makes exterminating them nearly impossible.



Natural Habitat: Urban areas worldwide.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
2	5	5	1	5	5	2	3	2	6	3	10	1

Movement: 2/10

Skills: Climbing 3, Dodge 3, Infiltration 4, Perception 2, Unarmed Combat 3

Powers: Animal Control (Ordinary Rats), Concealment (Self Only), Immunity (Toxins), Natural Weapon (Bite: DV 1P, AP 0, -1 Reach)

Weaknesses: Allergy (Sunlight, Mild)

Ghoul

Ghouls are metahumans infected with the Kriegerstrain of the Human-Metahuman Vampiric Virus (HMHVV). The virus causes the victim to lose all body hair. The skin becomes a rough, scabrous hide, and the fingers elongate, with the nails hardening into claws. Teeth become sharper and more pronounced, while the eyes develop a white film of cataracts. The transformation destroys the victim's intellect in some cases, but many ghouls remain quite intelligent.



Ghouls feed on the necrotized flesh of metahumans, along with that of other animals. They tend to hunt in packs of anywhere from six to twenty. They live in isolated areas apart from humans and metahumans, but close enough for them to feed on the dead. Graveyards, mortuaries, and illegal chop shops are common ghoul haunts.

Natural Habitat: Settled areas worldwide.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
7	3	5	6	1	4	2	5	3	5	1	9	1

Movement: As metatype

Skills: Assensing 2, Infiltration 4, Perception 3, Unarmed Combat 3

Powers: Dual Natured, Enhanced Senses (Hearing, Smell), Natural Weapon (Claws: DV 4P, AP 0), Sapience

Weaknesses: Allergy (Sunlight, Mild), Dietary Requirement (Metahuman Flesh), Reduced Senses (Blind)

Notes: Statistics given are for a standard human ghoul; apply metatype attribute modifiers as appropriate. Some ghouls may have the Adept, Magician, or Mystic Adept qualities.

Hell Hound

The hell hound is a coal-black dog with red-rimmed eyes, standing 0.9 meters at the shoulder and weighing more than 100 kilograms. An efficient predator, the hell hound hunts in well-coordinated packs, but rarely takes on anything larger than itself, and uses its ability to breathe fire against significant threats.



Natural Habitat: Primarily woodland areas of North America, but also anywhere domesticated dogs are present.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
4	4	5	4	3	4	2	3	3	6	3	9	3

Movement: 15/50

Skills: Exotic Ranged Weapon 4, Infiltration 4, Intimidation 3, Perception 3, Tracking 5, Unarmed Combat 3

Powers: Dual Natured, Elemental Attack (Fire), Enhanced Senses (Hearing, Low-Light Vision, Smell), Fear, Immunity to Fire, Natural Weapon (Bite: DV 4P, AP 0)