

Merrow

With its humanoid upper body, tapering torso, and slender but strong tail, the merrow vaguely resembles the mermaids of classic fairy tales. Its long forelimbs end in three-fingered hands with opposable thumbs. A long mane covers its neck, and a series of extended spinal vertebrae runs the length of the torso. Despite the dermal bone that armor its lower body, the merrow's tail is remarkably flexible. Merrow are known to use simple tools, and many parazoologists believe them to have metahuman levels of intelligence.

Natural Habitat: Saltwater seas and oceans worldwide, with significant colonies living around the North Sea and Celtic Sea, the Great Barrier Reef, and the Sargasso Sea offshore from Bermuda.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
5	3	7	7	3	3	3	3	3	6	1	10	1

Movement: 15/45 (swimming)

Skills: Assensing 3, Dodge 3, Perception 2, Swimming 4, Unarmed Combat 2

Powers: Dual Natured, Sapience

Weaknesses: Uneducated

Notes: Some merrow may have the Adept, Magician, or Mystic Adept qualities



Naga

The naga is a large serpent 10 meters long, but with an enlarged, blunt head. Coloration varies but is almost always a multicolored pattern that fades toward the pale underbelly. Naga become inactive in periods of extreme heat or cold. They eat small mammals and live in rocky crevices or human-built structures. Normally solitary, nagas may be found in groups of up to two dozen. The longest-lived specimen in captivity is 32 years old.

Nagas are far more intelligent than most reptiles. They can learn various behaviors ranging from verbal and somatic cues to sophisticated activities in a very short time. Many paranaturalist and Awakened-rights groups maintain that nagas are sentient. Their ability to cast spells tends to support this claim. Highly territorial, nagas are frequently used as guards in security details.

Natural Habitat: The Indian subcontinent and southeast Asia.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
5	2	4	6	4	4	3	3	4	6	4	8	1



Movement: 5/20

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

Powers: Armor (2/3), Dual Natured, Guard, Natural Weapon (Bite: DV 5P, AP 0), Sapience, Venom

Weaknesses: Uneducated

Notes: Some nagas may have the Adept, Magician, or Mystic Adept qualities.

Sasquatch

This gigantic humanoid stands almost 3 meters tall, yet weighs only 300 kilograms. Sasquatches are typically covered with black or dark brown body hair, but older sasquatches have silver-tipped fur. Curious and peaceful by nature, sasquatches fight only when attacked. The United Nations officially recognized sasquatches as a sentient species in 2042, and since then several sasquatches have migrated to the cities, where their gift of sound mimicry allows them to make a lucrative living in the entertainment industry.



Natural Habitat: Mountainous and evergreen regions in the northern reaches of both North America and Asia. Sasquatches can also be found in the Himalayan mountain ranges.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
8	3	3	7	3	3	3	2	4	6	3	6	1

Movement: 15/35

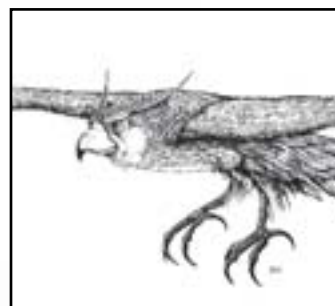
Skills: Assensing 3, Animal Calls (Trade Knowledge) 5, Artisan 4, Athletics group 2, Infiltration 3, Perception 4

Powers: Dual Natured, Mimicry, Sapience

Notes: Sasquatch have +1 Reach. Some sasquatch may have the Adept, Magician, or Mystic Adept qualities

Thunderbird

A day creature, the thunderbird resembles a red-brown eagle, but with a wingspan around 3 meters. Able to generate and project a lightning blast, the thunderbird relishes the static-charged air of electrical storms.



Natural Habitat:

North America and northern Asia.

B	A	R	S	C	I	L	W	EDG	ESS	M	Init	IP
3	3	6	3	1	5	1	3	2	6	4	11	1

Movement: 25/40

Skills: Flight 3, Perception 4, Spellcasting 2, Unarmed Combat 3