

Movement

Not all critters move at the same speed as humans, and some can move at different speeds by different methods, such as flying or swimming. Each critter has a movement rate that specifies how fast a creature moves in meters per Combat Turn, and the method of movement. The first listed rate is for standard movement (the equivalent of walking), the second for fast movement (the equivalent of running).

Flight: Critters capable of flight may possess a special Flight skill. This skill measures how well the creature can fly and is used the same way as the Running or Swimming skills are used for movement.

POWERS

Powers are special abilities that critters possess as part of their physiology. Some powers are natural in nature, such as claws or armor. Others, such as Concealment or Engulf, are magical.

The game mechanics given for the powers below are not intended as hard and fast rules, but as guidelines for the gamemaster. Players should never be absolutely certain of the capabilities of a critter, particularly Awakened ones. There is always a chance that a power may work slightly differently for one particular paracritter, especially one designated as a prime runner critter. Uncertainty is a wonderful dramatic tool.

Note that in order for a creature to use a power against a target, they must share the same “state:” astral or physical. Astral forms cannot affect physical targets, and vice versa (see *The Astral World*, p. 181). Astral critters that materialize can affect physical targets, however, just as dual-natured critters can interact with both the physical and astral planes equally effectively.

Each power lists the power’s name, type, the action required to use it, and the power’s range. A description of the power and its effects follows.

Type: Powers may be either mana (M) or physical (P), just like spells (see p. 195). Mana powers do not affect nonliving targets, whereas physical powers cannot be used in astral space or affect astral forms.

Actions: Powers require either a Complex Action or Simple Action, to activate, or they Automatically (“Auto”) function at all times with no attention from the critter. Auto actions require no action to activate, as they are always on.

Range: Powers may have a range of Line of Sight (LOS), Touch, or Self (indicating the power affects only the critter itself). The Line-of-Sight rules for spellcasting also apply for critter powers. Unless otherwise noted, a power may only be used on one target at a time.

Duration: Powers have a duration that indicates how long the effect lasts: Always, Instant, Sustained, Permanent, or Special.

Powers that are always in effect (have an Action of Automatic) have a duration of *Always*, as they are constantly “on.”

Instant powers take effect and vanish in the same action, though they may have lasting effects (damage, for example).

Sustained powers may be maintained over time at no effort or cost. Because these powers are innate, the critter is not

subject to any strain or modifiers for keeping the effect going. Even taking damage will not disrupt these powers’ ability to sustain. Also, line of sight does not have to be maintained after the power takes hold of its target. Critters may sustain a number of powers equal to their Magic at one time.

Permanent powers must be maintained for a specific period of time before the effects become permanent, as noted in the power’s description.

Other powers may have a *Special* duration, meaning that the duration of the effect depends upon other factors, as noted in the description.

Accident

Type: P • Action: Complex • Range: LOS • Duration: Instant

This power allows the being to cause a seemingly normal accident to occur. The exact nature of the accident is up to the gamemaster, based on the circumstances and surrounding environment.

When a character is targeted with the Accident power, make an Opposed Test between the critter’s Magic + Willpower and the character’s Reaction + Intuition. If the critter wins, the character suffers an accident determined by the gamemaster. Possibilities include: he trips, gets a mouthful of leaves, bangs his knee painfully, drops something, or suffers a brain fart and ejects the clip out of his gun. Accident isn’t dangerous in itself, but the environment can make it so. Tripping on a narrow mountain ledge, for example, can be most unfortunate. If the critter scored 4+ net successes, treat the accident as a critical glitch—the accident is not just a fumble, it’s a major mishap.

If a critter uses Accident against a vehicle, it can force the driver to make a Crash Test. The critter’s Magic attribute serves as a negative dice pool modifier to the test.

Animal Control

Type: M • Action: Complex • Range: LOS • Duration: Sustained

Some beings can mentally manipulate particular types of mundane animals. This power allows the being to direct the behavior of an animal or group of animals. This behavior must fall within what is normal for the animal. For example, a controlled monkey could not drive a car, but it could be ordered to climb a tree and retrieve something, attack, sit quietly, or follow someone. Animals may not be commanded if they leave line of sight, but they will continue to fulfill any orders they were given. The being may control a number of small animals (cats, rats, etc.) equal to its Charisma x 5, or a number of larger animals (wolves, lions, bears, etc.) equal to its Charisma. This power may not be used on any critter with the Sapience power or a Magic attribute.

Armor

Type: P • Action: Auto • Range: Self • Duration: Always

The critter has an extremely tough hide that offers some protection from attacks. A critter with this power has a natural Armor rating that is cumulative with any external armor worn. Critter armor is divided into Ballistic and Impact components, the same as character armor.