

Das Karr Character

+11



STR 1
COR 1
DEF 3
SPD 2
WIS 1
HP 12
CAP 6

DAS KARR Character

This character may use das karr, item, universal, and Latent Shifter (HUM 002) cards. This character may not take the Denial Flaw.

With the Gamemaster's permission, when this character achieves 50 card points she may choose to become a shape shifter. She may choose from Dragon, Werewolf, Werecat, Unicorn, Pegasus, Griffon, Gargoyle or new.

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Das Karr Character

Foxwings Character

+10



STR 1
COR 2
DEF 4
SPD 2
WIS 0
HP 14
CAP 6

FOXWINGS Character

This character may use das karr, item, universal, and Latent Shifter (HUM 002) cards. This character may not take the Denial Flaw. Foxwings characters fly naturally.

With the Gamemaster's permission, when this character achieves 50 card points she may choose to become a shape shifter. She may choose from Dragon, Werewolf, Werecat, Unicorn, Pegasus, Griffon, Gargoyle or new.

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Foxwings Character

Tigrean Dragon

+10



STR 1
COR 1
DEF 3
SPD 2
WIS 0
HP 26
CAP 8

DRAGON Character

This character may use Tigrean, dragon, item and universal cards, and may change into dragon by playing form cards.

Taint DEF: 6 Od, 3 Warp

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Tigrean Dragon

Foxwings Dragon

+10



STR 0
COR 1
DEF 3
SPD 2
WIS 1
HP 26
CAP 7

DRAGON Character

This character may use Das Karr, Dragon, Item and Universal cards, and may change into dragon by playing form cards.

Taint DEF: 6 Od, 3 Warp

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Foxwings Dragon

Das Karr Dragon

+11



STR 0
COR 1
DEF 3
SPD 2
WIS 1
HP 26
CAP 7

DRAGON Character

This character may use Das Karr, Dragon, Item and Universal cards, and may change into dragon by playing form cards.

Taint DEF: 5 Od, 3 Warp

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Foxwings Dragon

Vermite Wererat

+12



STR 0
COR 1
DEF 3
SPD 1
WIS 1
HP 16
CAP 6

WERERAT Character

This Character may use Universal, Vermite, and Wererat ACE cards. This character may change forms by using a Wererat form card. Vermite Wererats are difficult to sense; they get +3 against detection spells and abilities. This character may not take the Fear of Rats flaw

Taint DEF: 5 Od, 6 Warp

RAT-001 ILLUSTRATION © 2004 NEAL MORRISEY
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Vermite Wererat

Elven Werewolf

+15



STR 0
COR 2
DEF 3
SPD 1
WIS 1
HP 18
CAP 6

WEREWOLF Character

This character may use elf, werewolf, item and universal cards, and may change into a wolf and a werewolf by playing form cards.

Taint DEF: 5 Od, 2 Warp

WER-01 ILLUSTRATION © 1997 SUSAN VAN CAMP

Elven Werewolf

Mountain Dwarf

+11



STR 2
COR 0
DEF 3
SPD -1
WIS 0
HP 14
CAP 8

DWARF Character

This character may use dwarf, item, universal, and Latent Shifter (HUM 002) cards. This character may not take the Denial Flaw. With the Gamemaster's permission, when this character achieves 50 card points he may choose to become a shape shifter of his choice.

DWF-001 ILLUSTRATION © SUSAN VAN CAMP 2007

Mountain Dwarf

Dryad Character

+10



STR 0
COR 0
DEF 3
SPD 2
WIS 1
HP 12
CAP 6

Dryad Elf Character

At a very early age the elf heard the call of the woods. They have no background card. They transformed into a dryad. The woodlands taught them Witchcraft and they may take, and use, a single Unicorn Flashdance card, unless they become a Unicorn. The Dryad speaks common. A dryad only travels if the woods that called and trained them has been destroyed. May be a latent Shifter.

ELF 002 ILLUSTRATION © SUSAN VAN CAMP 2008

Dryad Character