

Elven Character

+13



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

Farilan Elf Character

This character may use elf, 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 newer race.

ELF001 ILLUSTRATION © SUSAN VAN CAMP 2006

Elven Character

Ebony Elven Character

+11



STR 1
COR 1
DEF 3
SPD 1
WIS 1
HP 12
CAP 7

Ebony Elf Character

This character may use elf, 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 newer race.

ELF 003 ILLUSTRATION © SUSAN VAN CAMP 2008

Ebony Elven Character

Human Gargoyle

+13



STR 1
COR 0
DEF 3
SPD 0
WIS 1
HP 20
CAP 6

GARGOYLE Character

This character may use human, gargoyle, item and universal cards, and may change into a gargoyle by playing form cards.

Taint DEF: 5 Od, 3 Warp

GAR 003 ILLUSTRATION © 1997 SUSAN VAN CAMP

Human Gargoyle

Elven Griffon 2

+11



STR 0
COR 1
DEF 3
SPD 0
WIS 1
HP 24
CAP 6

GRIFFON Character

This character may use Elf, griffon, item and universal cards, and may change into griffon by playing form cards. Griffon characters gain a +2 to persuasion rolls when dealing with undead, spirits and ghosts.

Taint DEF: 5 Od, 3 Warp

GRF-009 ILLUSTRATION © 2006 SUSAN VAN CAMP

Elven Griffon 2

Manilac Human

+12



STR 1
COR 0
DEF 3
SPD 0
WIS 1
HP 12
CAP 7

MANILAC Human Character

This character may use human, item and universal 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. They may choose Dragon, Werewolf, Werecat, Unicorn, Pegasus or Gargoyle.

HUM 001 ILLUSTRATION © 2001 SUSAN VAN CAMP

Manilac Human

Elven Phoenix

+13



STR 0
COR 1
DEF 4
SPD 1
WIS 1
HP 20
CAP 6

PHOENIX Character (1)

This character may use elf, phoenix, item and universal cards, and may change into phoenix forms by playing form cards.

A phoenixes fire is magical and will not cause normal fires.

Taint DEF: 5 Od, 4 Warp

PHO-001 ILLUSTRATION © SUSAN VAN CAMP 2008

Elven Phoenix

Tigrean Character 2

+10



STR 2
COR 1
DEF 3
SPD 1
WIS 0
HP 16
CAP 8

Tigrean Character

This character may use tigrean, 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 Dragon, Werewolf, Werecat, Unicorn, Pegasus, Griffon, or Gargoyle.

TIG-004 ILLUSTRATION © 2004 SUSAN VAN CAMP

Tigrean Character 2

Vorn Character

+10



STR 3
COR 0
DEF 4
SPD 1
WIS 0
HP 14
CAP 8

Vorn Character

This character may use Vorn, Item, Universal and latent shifter cards, like HUM 002. This character may not take the Denial Flaw. The Vorn may purchase the Barbarian Background for 2 CP.

VOR-001 ILLUSTRATION © 2008 SUSAN VAN CAMP

Vorn Character

Tigrean Werecat

+10



STR 2
COR 1
DEF 3
SPD 1
WIS 1
HP 22
CAP 8

WERECAT Character

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

Taint DEF: 6 Od, 2 Warp

WEC-001 ILLUSTRATION © 1999 SUSAN VAN CAMP

Tigrean Werecat