

## MM - Happy Harry

856



STR  
84  
COR  
3  
DEF  
15  
SPD  
3  
WIS  
3  
HP  
1,752  
CAP  
15

Cast Prime MadSpawn

Breathes Fire doing 2d6+12 magic damage twice per round as IND attacks.  
Two Actions per round.  
Harry can Fly.  
Sings while he works!  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
ILLUSTRATION ©

MM - Happy Harry

## MM - Angry Merry

1283



STR  
124  
COR  
2  
DEF  
12  
SPD  
4  
WIS  
2  
HP  
1,836  
CAP  
15

Cast Prime MadSpawn

Second Melee attack once per round as IND Action.

Merry has a +15 Perception.

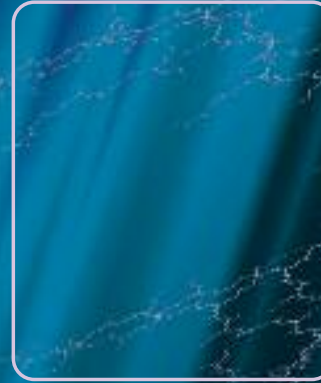
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
ILLUSTRATION ©

MM - Angry Merry

## MM - Big Dog

1453



STR  
148  
COR  
2  
DEF  
10  
SPD  
6  
WIS  
6  
HP  
2,018  
CAP  
15

Cast Prime MadSpawn

Big Dog has Channel Link and Two Channel Strikes to use in a combat.

Particular dislike of Werewolves, likes to howl, a lot!  
Two Actions per round.  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
ILLUSTRATION ©

MM - Big Dog

## MM - Cherry

681



STR  
64  
COR  
3  
DEF  
15  
SPD  
3  
WIS  
8  
HP  
1,457  
CAP  
15

Cast Prime MadSpawn

Cherry casts 10 Dispell Magics, at +10 each, as IND each round. She detects magic spells at 200 feet. She is not particular, she hits the first ten spells.

Two Actions per round.  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
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MM - Cherry

## MM - Manny

1675



STR  
182  
COR  
1  
DEF  
12  
SPD  
2  
WIS  
2  
HP  
2,328  
CAP  
15

Cast Prime MadSpawn

Manny is hard to spot. He has a +12 Stealth, which matches his +12 Perception. Manny also takes 1/2 damage from all physical attacks.

Manny can Fly.  
Two Actions per round.  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
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MM - Manny

## MM - Verang

1821



STR  
164  
COR  
2  
DEF  
10  
SPD  
4  
WIS  
3  
HP  
2,528  
CAP  
15

Cast Prime MadSpawn

Verang has Channel Link and two Channel Strikes per combat.

Verang casts 1 +12 Dispell Ability per round against the closest shape shifter as an IND.  
Two Actions per round.  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
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MM - Verang

## MM - Aristotle

2080



STR  
130  
COR  
44  
DEF  
12  
SPD  
5  
WIS  
12  
HP  
2,718  
CAP  
15

Cast Prime MadSpawn

Aristotle has Channel Link and two Channel Strikes per combat.  
Aristotle shoots one spike per round at up to 400 feet. (2d6+44) as an IND.  
Two Actions per round.  
Perception +28. Stealth +24.  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
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MM - Aristotle

## MM - Rerrith

1374



STR  
74  
COR  
0  
DEF  
9  
SPD  
4  
WIS  
3  
HP  
3,612  
CAP  
15

Cast Prime MadSpawn

Rerrith can Fly.

Rerrith can "Flash Dance" twice per round as an Independent.

Two Actions per round.  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
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MM - Rerrith

## MM - Marlly

655



STR  
82  
COR  
0  
DEF  
9  
SPD  
4  
WIS  
3  
HP  
1,412  
CAP  
15

Cast Prime MadSpawn

Marlly runs on all four limbs. He moves 16" (160 feet) per round.

Marlly takes only 1/2 damage from Magic.

Two Actions and two Moves per round.  
\*See also Mighty Madspawn Guidelines.

SET XX: MIGHTY MADSPAWN ONE  
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MM - Marlly