

# Tribe 8 Goons

This netbook describes some easy-to-use goons for Tribe 8. While designed for the Twin Rivers Setting there is no reason why they should not be easily adapted to other settings.

**Threat Ratings:** To make things easier for the GM, each of these goons is assigned a threat value from 1 to 5.

1. A typical goon which matches the weaker PCs but has to outnumber a fighter PC 3-to-1 for an equal match.
2. A goon leader. Still no match for a fighter but a bit better than the lowest goons.
3. An even match for a newby fighter PC.
4. An even match for an optimized fighter PC with a bit of experience (specialization etc.)
5. An even match for an optimized, experienced PC.

## Humans

This section describes some of the typical human opponents the PCs are likely to encounter.

### Valkyrie - Eye of Brun

Some Valkyries are less inclined to use force and train to become investigators instead. The best of these are the Eyes of Brun, often accompanied by several Valkyrie troopers. Eyes of Brun only wear heavy armour on ceremonial occasions if at all.

In combat the Eyes usually stay in the second line, keeping ready to negate supernatural attacks with their Purity Eminence. Only if required will they join the battle physically, usually preferring to use the club instead of the sword. (Threat: 2)

### Statistics

Agility	0	App.	0
Build	-1	Crea.	1
Fitness	0	Inf.	1
Kno.	1	Per.	1
Psyche	0	Will.	0
Strength	0	Health	0
Stamina	20		
UD	4	AD	4

### Skills

Name	Level	Cpx
Combat Sense	1	1

Defence	2	1
Disguise	2	1
Etiquette (Streetwise)	1	1
Interrogation	2	1
Literacy	1	1
Lore (Law)	2	1
Lore (Z'Bri)	1	1
Manipulate	1	1
Medicine	1	1
Melee	1	1
Notice	2	1
Stealth	2	1
Survival (River of Dreams)	2	1
Synthesis	2	2

### Synthesis

- Eminences: Purity, Truth
- Aspects: Truthsaying

### Patrol Equipment

- Longsword (Acc 0, Parry -1, AD+11=15, Cpx 2) - note that this one will be wielded at -1 due to cpx
- Dagger (Acc 0, Parry -1, AD+3=7)
- Club (Acc 0, Parry -1, AD+3=7)
- Leather Armour (AR: 5)
- Holy Potion of Brun (Lib (Sedative/Euphoric/Analgesic, Potency 5, Onset Time: 25 minutes)
- Herbs of Freya (Healer Drug (Analgesic), Potency 5, Onset Time: 10 minutes)

## Valkyrie- Grand Valkyrie

Those Valkyries that show promise in the art of synthesis get training as priestesses and become leaders of Valkyrie teams. Unlike the Eyes, whom they consider pitiable at best, the Grand Valkyries will wade into the middle of the battle as soon as they have thrown all javelins carries by their shield maiden. (Threat 2)

### Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	1	Will.	0
Strength	1	Health	0
Stamina	30		
UD	6	AD	8

### Skills

Name	Level	Cpx
Archery	2	1
Athletics	1	1
Combat Sense	2	1
Defence	2	1
Hand-to-Hand	1	1
Leadership	1	1
Lore (Law)	2	1
Melee	3	2
Notice	2	1
Stealth	2	1
Survival (River of Dreams)	2	1
Synthesis	2	2
Throwing	2	1

## Synthesis

- Eminences: Purity, Truth

### Patrol Equipment

- Longsword (Acc 0, Parry -1, AD+11=19, Cpx 2)
- Dagger (Acc 0, Parry -1, AD+3=11)
- Club (Acc 0, Parry -1, AD +3=11)
- 3 Javelins (ACC. +0, Parry +1, AD+8=16, Range: Str +6)
- Large Steel Shield (Acc -2, Parry +3, AD+5=13, AR: 17, Enc -1, offset by strength)
- Leather Armour (AR: 5)
- Holy Potion of Brun (Lib (Sedative/Euphoric/Analgesic, Potency 5, Onset Time: 25 minutes)
- Herbs of Freya (Healer Drug (Analgesic), Potency 5, Onset Time: 10 minutes)

### Additional Assault Equipment

- Light Scale Armour (AR: 10, Enc: -1, offset by strength)

### Grand Valkyrie's Combat Overview Roster

Wound Thresholds: 20/35/65 (shield: 37/52/82); Assault: 25/40/70 (shield: 42/57/87)

Weapon	Attack	Defence	1	2	3	4	5	6
Longsword	3+1	3+0/+4	19	38	57	76	95	114
Club / Dagger	2+1	2+0/+4	11	22	33	44	55	66
Javelin	2+1	2+2/+4	16	32	47	64	80	96

## Valkyrie - Trooper

The police force of Seck consists mostly of women and some eunuch men. The Valkyries are usually well armed and have excellent armour which they wear when expecting trouble. Thus there are two equipment lists below, one for patrols and one for serious business of all kinds. Note that each Valkyrie on patrol is usually accompanied by a shield maiden, a young girl which trains to join the force and which carries the javelins and the shield during patrols. All shield maiden attributes are 0 and all skills are level 1 or 0. (Threat: 1)

### Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	6	AD	7

### Skills

Name	Level	Cpx
Archery	1	1
Athletics	1	1
Combat Sense	2	1
Defence	1	1
Hand-to-Hand	1	1
Lore (Law)	2	1
Melee	2	2
Notice	2	1
Stealth	2	1
Throwing	2	1

### Patrol Equipment

- Longsword (Acc 0, Parry -1, AD+11, Cpx 2)
- Dagger (Acc 0, Parry -1, AD +3)
- Club (Acc 0, Parry -1, AD +3)
- 3 Javelins (ACC. +0, Parry +1, AD+8, Range: Str +6)
- Large Steel Shield (Acc -2, Parry +3, AD+5, AR: 17, Enc -1)
- Leather Armour (AR: 5)

### Additional Assault Equipment

- Light Scale Armour (AR: 10, Enc: -1)



### Valkyrie Trooper's Combat Overview Roster

Wound Thresholds: 20/35/65 (shield: 37/52/82); Assault: 25/40/70 (shield: 42/57/87)

Weapon	Attack	Defence	1	2	3	4	5	6
Longsword	2+1	2+0/+4	18	36	54	72	90	108
Club / Dagger	2+1	2+0/+4	10	20	30	40	50	60
Javelin	2+1	2+0/+4	15	30	45	60	75	90

## Warrior

This is the typical warrior of the tribes of Seck. These fighters are not very remarkable but a bit better than your average guy, being trained specifically for the job of fighting. While most of them come from the tribe of Brun, there are also substantial minorities from the other tribes, usually with older, less quality equipment. Additionally, these warriors can be used for squats, bandits etc. (as any dream-related perks are ignored in this context anyway). Note that these grunts are not picked for their intellect. (Threat: 1)



## Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	-1	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	6	AD	7

## Skills

Name	Level	Cpx
Archery	2	1
Athletics	1	1
Combat Sense	2	1
Defence	2	1
Hand-to-Hand	1	1
Melee	2	1
Notice	1	1
Stealth	2	1
Survival (Forest)	1	1
Throwing	1	1

## Normal Equipment

- Hunting Knife (Acc 0, Parry -1, AD +5)

## Additional Combat Equipment

- Shortbow (Acc 0, Fumble low, DM x7, Range 5, ROF 0, Ammo 1)
- Spear (ACC. +0, Parry +1, AD+8, Range: Str +6)
- Light Wooden Shield (parry +2, AR: 10)
- Leather Armour (AR: 5)

## Warrior's Combat Overview Roster

Wound Tresholds: 20 / 35 / 65 (with shield these values improve to: 30/45/75)

Weapon	Attack	Defence	1	2	3	4	5	6
Hunting Knife	2+1	2+1/+4	12	24	36	48	60	72
Spear	2+1	2+1/+4	15	30	45	60	75	90
Shortbow	2+1	2+1	7	14	21	28	35	42

## Followers of the Seed

Here are some opponents which represent those serving the Z'bri. Besides some generic serf auxiliaries there are some "special units" such as the Knights of Steiner.

### Helot, Minor

A helot is a spirit which has been corrupted by the Z'Bri. While spirits vary widely, this framework should be usable for minor helot opponents which the PCs encounter. (Threat: 1)

#### Statistics

Agility	0	App.	-1
Build	-4	Crea.	2
Fitness	0	Inf.	2
Kno.	2	Per.	2
Psyche	2	Will.	2
Strength	-2	Health	1
Stamina	10		
UD	1	AD	1

#### Skills

Name	Level	Cpx
Defence	4	1
Etiquette (Z'Bri)	1	1
Etiquette (Spirits)	2	1
Hand-to-Hand	1	1
Lore (Mystic)	3	1
Notice	2	1
Stealth	2	1
Survival (Dream)	2	1
Synthesis	3	3

## Eminencies & Aspects

The minor helot typically has up to two eminencies and one or two aspects or special powers. Examples are:

- **Guardian Spirit:** Recognition, physical manifestation, and protection (see below)
- **Scout Spirit:** Recognition, illusion, and the ability to peek into the physical world.

### Typical Equipment

Anything the spirit can dream up in the River and nothing while in the real world..

#### Minor Helot's Use of Synthesis

Rolling against a threshold of 4, the helot can generate a bonus to Notice checks with *Recognition*.

The *Protection* aspect can be used to augment the defensive skills of others (threshold 4, cpx 2 or 4, depending on number of targets).

## Knights of Steiner

These knights are elite warriors of the Koleris Z'Bri called Steiner, appeased for maximum effect and armed with the best the demons have to offer. They are usually mounted on Gargoyle Steeds and use their lances to maximum effect during their charges, before resorting to their swords. The knights look mostly human but have multiple beady eyes and a third spidery arm. When riding into battle, they wear armour that shines green like the shell of a beetle and has a ridge of small spikes and hooks on the back. (Threat: 2)

### Statistics

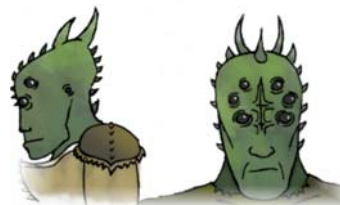
Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30(35)		
UD	6	AD	8

### Skills

Name	Level	Cpx
Archery	2	1
Athletics	2	1
Combat Sense	2	1
Defence	2	1
Etiquette (Z'Bri)	1	1
Hand-to-Hand	1	1
Melee	3	2
Notice	2	1
Stealth	2	1
Riding	2	1

## Appeasements & Perks

- Thick Skinned
- Extra arm
- Night vision



### Typical Equipment

- Living bone sword (Acc +0 Parry -2 AD+12, Cpx 2) secretes green bile poison (toxin, potency 6, DM 6)
- Mandible lance (has reach, Acc -1 Parry +1 AD+12) with a tip that breaks off and bores into the body of the target (deals 1d6 x 5 points per round unless a complex action is taken to remove it)
- Large Chitin Shield (on extra arm, Acc -2, Parry +3, AD+7, AR: 17, Enc -1)
- Chitin armour (AR: 15, Enc: -1)

### Knight of Steiner's Combat Overview Roster

Wound Tresholds: 32 / 50 / 85 (with shield these values improve to: 49/67/102)

Weapon	Attack	Defence	1	2	3	4	5	6
Living Sword	3+1	3-2/+3	20	40	60	80	100	120
Lance	3+0	3+1/+3	20	40	60	80	100	120

## Koleris Crimson Rider Iv'Chet

The Order of the Crimson Riders is heavily oriented towards all kinds of cavalry and the typical Iv'Chet reflects this in his skills and appeasements. While each of these riders looks a lot different from his peers, they share several common features, e.g., bright red armour, animalistic feature, and frothing maws. One of the most reknown Crimson Rider Iv'Chet is Steiner, who goes for the same chitinous look as his followers but sticks to the red 'dress code' of his Order and has an extra arm and a tail. (Threat: 5).

### Statistics

Agility	2	App.	1
Build	1	Crea.	1
Fitness	2	Inf.	2
Kno.	0	Per.	2
Psyche	1	Will.	1
Strength	1	Health	1
Stamina	35+5		
UD	7	AD	9

### Skills

Name	Level	Cpx
Archery	2	1
Athletics	2	1
Combat Sense	2	1
Defence	3	1
Etiquette (Z'Bri)	2	1
Hand-to-Hand	2	1
Intimidate	2	1
Leadership	2	1
Manipulation	2	1

Melee (Sp: any one)	4	2
Notice	2	1
Riding	3	1
Stealth	1	1
Sundering	3	2

### Core Appeasements & Perks

- Thick Skin
- Natural Armour (AR: 5)

### Extra Appeasements (Pick any 2)

- Night vision
- Extra arm
- Wings (fly at normal speed)
- Tail (grant 'trip' combat manoeuvre for free)

### Combat Manoeuvres (Pick 1)

Defender, Disarm, Bull rush

### Typical Equipment

- Living bone sword (Acc +0 Parry -2 AD+12, Cpx 2) secretes green bile poison (toxin, potency 6, DM 6)
- Mandible lance (has reach, Acc -1 Parry +1 AD+12) with a tip that breaks off and bores into the body of the target (deals 1d6 x 5 points per round unless a complex action is taken to remove it)
- Human-headed morning star (acc +0, parry +0, AD+7, cpx 1, persistent damage can be ended by winning an opposed strength check) which bites into an enemy after a hit.
- Large shield (on extra arm, Acc -2, Parry +3, AD+7, AR: 17, Enc -1)
- Heavy armour (AR: 15, Enc: -1)

### Crimson Rider's Iv'Chet Combat Overview Roster

Wound Tresholds: 32 / 50 / 85 (with shield these values improve to: 49/67/102)

Weapon	Attack	Defence	1	2	3	4	5	6
Living Sword	4+2/+3*	3+2(def)	21	42	63	84	105	126
Lance	4+1/+2*	4+3/+4*	21	42	63	84	105	126
Morning Star	4+2/+3*	4+2/+3*	16	32	48	64	80	96

\* second value indicates specialization.

May use exsanguination (DM x16, WIL vs. FIT, min. 5) and the aura of aggression

## Melanis Sentinel Construct

The sentinel construct of the Melanis is less than a Serf but more than a tool. Using the body of a Serf whose soul was needed elsewhere, the sentinel's outline looks vaguely human but its body is covered with eyes of all kinds. Powered by a mere fragment of a soul, the sentinel moves according to a really tight "program" implanted by its owner, transmitting its sights back to him. By concentrating und using the brain amulet tied to a specific sentinel, its owner can take it over, allowing it to act intelligently against intruders. (Threat: 1)



## Statistics

Agility	-1	App.	-1
Build	0	Crea.	-2
Fitness	0	Inf.	-1
Kno.	0	Per.	+2
Psyche	0	Will.	0
Strength	0	Health	0
Stamina	25		
UD	5	AD	3

## Skills

Name	Level	Cpx
Athletics	1	1
Combat Sense	3	2
Defence	2	1
Hand-to-Hand	2	1
Notice	3	2
Stealth	1	1

## Appeasements & Perks

- Extra Eyes (+1 to visual Notice checks, no bonus for attacking from behind)
- Claws (UD+3)

## Typical Equipment

None.

## Melanis Sentinel Construct's Combat Overview Roster

Wound Tresholds: 13 / 25 / 50

Weapon	Attack	Defence	1	2	3	4	5	6
Claws	2-1	2+0	8	16	24	32	40	48

## Sangis Infiltrator

The sangis infiltrators are an order of minor Iv'Chet who cling to the lowest rungs of the pecking order among the Sangis serving the Red Bishop. While their brethren laugh at their poor skills and lack of power, the typical infiltrator is still a match for most mortals, especially when it comes to assassination. While their aura tends to give away their presence, the infiltrators are hard to locate and usually act to fast for their enemies.

The typical Sangis infiltrator looks like an attractive woman with legs that are slightly too long and movements which seem to defy human anatomy. They usually wear black leather capes made of human skin and small turbans of the same material which hide heads covered with short maggot-like locks of flesh.

The most formidable weapon of the infiltrators are their tentacle whips which actually look like barbed arteries and seem to have a life of their own if wielded by a Sangis sunderer. (Threat: 4)

### Statistics

Agility	1	App.	2
Build	1	Crea.	2
Fitness	1	Inf.	2
Kno.	1	Per.	0
Psyche	0	Will.	2
Strength	1	Health	1
Stamina	30		
UD	5	AD	9

### Skills

Name	Level	Cpx
Athletics	2	1
Combat Sense	3	1
Defence	3	1
Manipulation	2	1
Etiquette (Z'Bri)	3	1
Melee (Sp: Tentacle Whip)	4	2
Notice	2	1
Stealth (Sp: Urban)	3	1
Sundering	3	2

### Appeasements & Perks



- Chameleon skin (+1 to stealth checks against visual)
- Long legs (+5m sprint speed).

### Sundering Aspects

- Soul stealing

### Typical Equipment

- Bone dagger (acc +0, parry -1, AD+3, cpx 1)
- Tentacle whip (acc +0, parry -2, AD+6, cpx 2, treat as polearm for reach, if wielder has Sangis sundering, weapon has parry +0 and ignores cover and shields)

### Sangis Infiltrator's Combat Overview Roster

Wound Tresholds: 15 / 30 / 60

Weapon	Attack	Defence	1	2	3	4	5	6
Dagger	4+1	4+1	12	24	36	48	60	72
Tentacle Whip	4+2	4+2	15	30	45	60	75	90

*Soul Stealing* requires a roll of Sundering/INF vs. WIL, minimum 6. Sunderer controls the target's body of MOS turns (hours on a fumble).

## Serf Archer

The serf archers are snipers at heart, hiding in the ruins while the serf warriors fight with their enemies, striking when the opportunity arises. Sociopathic loners, these slaves lack any kind of social graces and are little more than specialised fighting machines. (Threat: 1)



- 2 scorpion arrows (DM x15, movement 3m/rnd, will attack and defend with skill 2 until slain, wound threshold 5)
- Leather Armour (AR: 5)

### Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	6	AD	7

### Skills

Name	Level	Cpx
Archery	2	2
Athletics	1	1
Combat Sense	2	1
Defence	2	1
Melee	1	1
Notice	2	1
Stealth	3	1

### Typical Appeasements

- Night Vision

### Typical Equipment

- Longbow (Acc 0, Fumble low, DM x10, Range 9, Ammo 1, Cpx 2)

## Serf Warrior

The Serf warrior is a good fighter with some nasty tricks up his sleeves (e.g. his wicked claws) but nothing special compared to the Knights of Steiner. The warrior specialises in close combat and is usually paired with an archer for maximum effect. The fighting style varies widely - Koleris berserks like to use greatswords for maximum damage, the Melanis prefer the use of line soldiers. Nevertheless, all sets of equipment are applicable for all houses. (Threat: 1)

### Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	7	AD	7

### Skills

Name	Level	Cpx
Archery	1	1
Athletics	2	1
Combat Sense	2	1
Defence	2	1
Ettiquette (Z'Bri)	1	1
Hand-to-Hand	2	1
Melee	2	2
Notice	1	1
Stealth	2	1
Throwing	1	1

## Appeasements

- Natural armour (AR: 5)
- Claws (UD +8)

### Berserk Equipment

- Bone greatsword (Acc -1 Parry -1, AD+18, Cpx 2)
- Leather armour (AR: 5)

### Line Soldier Equipment

- Bone short sword
- Leather armour (AR: 5)
- Large hide shield (Parry +3, AR: 10)

## Specialists

The Z'Bri train some specialists for specific jobs. While these perform the same in combat, they have other training to better perform their duties.

- **Guardian:** a guardian usually has a notice of 2/1 and a stealth of 1/1
- **Scout:** scouts have notice at 2/1 and riding at 2/1 and remove throwing and archery

### Serf Warrior's Combat Overview Roster

Wound Tresholds: 25 / 40 / 70 (with shield these values improve to: 35/50/80)

Weapon	Attack	Defence	1	2	3	4	5	6
Claws	2+1	2+1	15	30	45	60	75	90
Greatsword	2+0	2+1 (D)	25	50	75	100	125	150
Longsword	2+1	2+1/+3	15	30	45	60	75	90

### Serf Warrior, Veteran

Veteran Serf warriors have seen many battles and have proven their worth to their demonic masters over the time. Better equipped than their lesser brethren, the veterans are a force to be reckoned with. Often, a single veteran will lead a group of lesser warriors or small teams of these formidable fighters will be used in missions of critical importance. (Threat: 2)

#### Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	7	AD	8

#### Skills

Name	Level	Cpx
Archery	1	1
Athletics	2	1
Combat Sense	3	2
Defence	2	1
Ettiquette (Z'Bri)	1	1
Hand-to-Hand	2	1
Melee (Sp: Long Sword)	3	2
Notice	1	1
Stealth	2	1
Throwing	1	1

#### Appeasements

- Natural armour (AR: 5)

- Claws (UD +8)

#### Equipment

- Light bone armour (AR: 10, Enc. -1)
- Bone longsword (Acc +0, Parry -1, AD+11, Cpx 2)
- Large bone plate shield (Parry +3, AR: 15)

#### Serf Warrior Veteran's Combat Overview Roster

Wound Tresholds: 30 / 45 / 75 (with shield these values improve to: 45/60/90)

Weapon	Attack	Defence	1	2	3	4	5	6
Claws	2+1	2+1	15	30	45	60	75	90
Longsword	3+2	2-1/+3	19	38	57	76	95	114

## Student of the Eclipse

The Students of the Eclipse are a warrior order among the Melanis, which is fascinated by the interaction of light and darkness and has discovered several interesting Sundering effects, which can be used to create items that combine the two. The Red Bishop's personal guardian is rumoured to be one of these bizarre creatures.

A Student of the Eclipse at first glance looks like a creature of pure light, shining through black bandages and pitched robes. Closer inspection shows that the bandages are made of burnt human flesh. Their typical weapons a pair of stinger-like short swords oozing a watery liquid that glows slightly.

### Statistics

Agility	2	App.	0
Build	1	Crea.	0
Fitness	1	Inf.	0
Kno.	2	Per.	0
Psyche	0	Will.	1
Strength	1	Health	0
Stamina	30		
UD	6	AD	8

### Skills

Name	Level	Cpx
Athletics	2	1
Combat Sense	3	2
Defence	3	1
Etiquette (Z'Bri)	1	1
Hand-to-Hand	2	1
Melee (Sp: Short Sword)	4	3
Notice	1	1
Stealth	2	1
Sundering	2	2

### Student of the Eclipse's Combat Overview Roster

Wound Tresholds: 30 / 45 / 75

Weapon	Attack	Defence	1	2	3	4	5	6
Shortsword	4+3	4+4	16	32	48	64	80	96

### Appeasements

- Natural armour (AR: 15)
- Torch-like light source

### Combat Techniques

- Heavy Blow (+3 DM, Defense and Parry -2)
- Vital Strike (+1 MoS)
- Paired Parry (+1 Parry)

### Equipment

- 2 Stinger Shortswords (Acc +0, Parry +1, AD+8, Cpx 2, those hit and wounded have to make a HT check vs. 4. Failure means dizziness for turns equal to MoF, giving -2 on all attacks for that time)

## Thorite Hunter

In the Twin Rivers setting for Tribe 8, most Z'Bri Hunters feel attracted to the violent teachings of the Church of Thor and join their Penance Legion.

The typical Thorite Hunter is wrapped in bandages covered with glowing protective runes, showing only the glowing eyes and wear a tunic with symbols of Thor. Most also wear some kind of chain, barbed crown, or other symbol of self-inflicted punishment.

As most of these individuals (there are about 4 to 12 at any given time) come from the Koleris stock, the stats below reflect this.

The Hunter, while equipped with some Synthesis knowledge, will largely rely on physical violence. The only reminder of his Sundering past is the aura of guilt and despair. (Threat: 3)

### Statistics

Agility	2	App.	1
Build	2	Crea.	1
Fitness	2	Inf.	1
Kno.	0	Per.	1
Psyche	1	Will.	1
Strength	2	Health	1
Stamina	40		
UD	9	AD	10

### Skills

Name	Level	Cpx
Archery	3	1
Athletics	2	1
Combat Sense	2	1

Defence	2	1
Ettiquette (Z'Bri)	2	1
Hand-to-Hand	2	1
Hunting	3	2
Melee (Sp: Poleaxe)	3	2
Notice	1	1
Stealth	2	1
Synthesis	2	1

### Combat Manoeuvres

- Keep At Bay

### Appeasements / Perks / Flaws

- Poor Senses (all)
- Natural armour (AR: 5)
- Aura of guilt (strength 4).

### Eminences and Aspects

- Fury
- Force

### Possible Equipment

- Pole axe (acc -1, parry +1, AD+15, cpx 1, 2H, reach) with bound spirit (grants +5 damage vs. those touched by the Seed).
- Light chain armour (AR: 10, enc -1)

### Thorite Hunter's Combat Overview Roster

Wound Tresholds: 35 / 55 / 95

Weapon	Attack	Defence	1	2	3	4	5	6
Pole Axe	3+2	3+4	25	50	75	90	105	120
Fists	2+2	2+2	9	18	27	36	45	54

- Fury can be used to ignore wound penalties (WIL).
- Force can increase the damage caused (PSY).

## Twisted Doppelganger

A Twisted Doppelganger is a Serf specifically shaped to look like a twisted copy of an existing person. Some are used as instruments of terror, others to (vaguely) impersonate the original. The Doppelgangers described here are based on the PCs in my group. (Threat: 1)

### Statistics

Agility	1	App.	0
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	7	AD	7

### Skills

Name	Level	Cpx
Archery	1	1
Athletics	2	1
Combat Sense	2	1
Defence	2	1
Ettiquette (Z'Bri)	1	1
Hand-to-Hand	2	1
Melee	2	2
Notice	1	1
Stealth	2	1
Throwing	1	1

### Appeasements

- Natural armour (AR: 5)
- Claws (UD +8)

## Equipment

- Bone greatsword (Acc -1 Parry -1, AD+18, Cpx 2)
- Leather armour (AR: 5)

### The Company of the Darkstone

The Company of the Darkstone was created on behest of the Valkyries who felt that a certain group of adventurers had become a great threat.

- **Darkblade:** The leader of the Company hides his scalpsless head and hideously scarred face under a great hood and wields a black greatsword that poisons those cut by it (toxin, potency 6, DM 6, never heals naturally)
- **Mother Maw:** This old hunchbacked crone has a maw with great teeth instead of a right hand that has a reach of 4m and can use the *keep at bay* and *trip* manoeuvre.
- **Jack Hammer:** Jack is a hulking brute with six arms that ignores any wound penalty and is appeased to have a system shock of 10. Jack fights with a sledgehammer made of flesh and bone and wields a shield.
- **The Librarian:** This small skinny being has no skin and practically no muscles. It carries a book bound in human skin that contains blasphemies against the Fatimas. The librarian throws poisonous bone quills (toxin, potency 10, DM 6) at his opponents and has Throwing 3 and agility +2.

### Twisted Doppelganger's Combat Overview Roster

Wound Tresholds: 25 / 40 / 70 (with shield these values improve to: 35/50/80)

Weapon	Attack	Defence	1	2	3	4	5	6
Claws / Maw	2+1	2+1	15	30	45	60	75	90
Greatsword	2+0	2+1 (D)	25	50	75	100	125	150
Jack's Hammer	2+0	2+0/+3	25	50	75	100	125	150
Quills	3+2	2+2	5	10	15	20	25	30

## Wizard of the Sky Tower

The wizards of the Sky Tower are Melanis monks who are renown for their mastery of sundering as well as their twisted creations, which they sell to the highest bidder. Mercenaries at heart, the wizards will feel little loyalty to those no longer able to offer them interesting payment. (Threat: 3)

### Statistics

Agility	1	App.	1
Build	1	Crea.	1
Fitness	1	Inf.	1
Kno.	2	Per.	2
Psyche	2	Will.	2
Strength	1	Health	1
Stamina	35		
UD	8	AD	8

### Skills

Name	Level	Cpx
Lore (Humans)	3	1
Leadership	2	1
Combat Sense	2	2
Defence	2	1
Ettiquette (Z'Bri)	2	1
Hand-to-Hand	1	1
Manipulation	3	1
Melee	3	1
Archery	3	1
Notice	2	1
Stealth	2	1
Sundering	4	3

### Aspects

- Animation (in combat can be used to control the body of an enemy for MoS rounds, resist with BLD).
- Chaining

### Equipment

Each of the Wizards has a different weapon, created through chaining.

- Sagur's Scythe of Reaping (attack deals normal damage but might trip enemy, the bound Sangis has an aura of 3)
- Larich's Needle Belcher (the bound Koleris has an aura of 2)
- Ungar's Razor Disk (a floating disk that can be used to make fly-by attacks, it has a Flemis aura of 1 and a speed of 30m/60m)

### Wizard's Combat Overview Roster

Wound Tresholds: 17 / 35 / 70

Weapon	Attack	Defence	1	2	3	4	5	6
Scythe	3+0	3+0	22	44	66	88	110	132
Needle Belcher	3+1	2+1 (D)	10	20	30	40	50	60
Razor Disk	3+0	3+0	22	44	66	88	110	132

The wizards will rely mostly on their aura and their aspects instead of their physical prowess.

## Mutant Bikers of Schrie

### Biker Goon

The mutant bikers are mostly pale and sick-looking humans wearing black leather combined with steel armour pieces. They are usually bald and wear goggles or masks of all kinds, hiding their mutated faces. Some bikers have minor appeasements, created by their foul Sundering priests.



The Mutant Bikers often drive on individual bikes, mini-tractors, and other transportation or hang on to the bigger vehicles, using their wicked weapons to kill all those they encounter. (Threat: 1)

### Statistics

Agility	1	App.	-2
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	0
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	7	AD	7

### Skills

Name	Level	Cpx
Athletics	1	1
Combat Sense	2	1
Defence	2	1
Drive (spec: either dirt bike or harvester)	2	1
Hand-to-Hand	1	1
Melee	2	2
Notice	1	1
Small Arms	2	1
Stealth	2	1
Throwing	1	1

### Appeasements

Pick one of the following:

- Adrenaline Heart (ignore wound penalties up to -3)
- Terrible Stench (those who fail a health check vs. 4 at the beginning of a combat are at -1 to all rolls while near the biker)
- Scaly Skin (AR: 10)

### Typical Equipment

- Vehicle (see below)
- Chainsaw (cpx 2, acc -1, parry -2, AD+20, damage self on fumble (use MoF), double armour damage and 1 armour damage even if no penetration)
- Mace (acc +0, parry +0, AD +7)
- Blackpowder pistol (acc 0, DM x15, range 6/12/24/48, ROF 0/1, ammo 1)
- Studded Leather Armour (AR: 8)

### Mutant Biker's Combat Overview Roster

Wound Thresholds: 15 / 30 / 60 (w. armour: 23 / 38 / 68, w. add. scaly skin: 33 / 48 / 78)

Weapon	Attack	Defence	1	2	3	4	5	6
Chainsaw	2+0	2+1	27	54	81	108	135	162
Mace	2+1	2+1	14	28	42	56	70	84
Pistol	2+1	2+1	15	30	45	60	75	90

## Biker Priest

The biker priests share the look of their followers, being mostly pale and wearing black leather combined with steel armour pieces. They typically wear metal helmets shaped like a skull. Unlike their followers, they rarely have any appeasements though. A single priest usually accompanies a warband of bikers, either on his own fancy bike or riding a mobile fortress. (Threat: 3)

### Statistics

Agility	1	App.	-2
Build	1	Crea.	0
Fitness	1	Inf.	1
Kno.	0	Per.	0
Psyche	0	Will.	2
Strength	1	Health	1
Stamina	35		
UD	6	AD	6

### Skills

Name	Level	Cpx
Athletics	1	1
Combat Sense	3	1
Defence	2	1
Drive (spec: either dirt bike or harvester)	2	1
Hand-to-Hand	1	1
Leadership	2	1
Melee	1	1
Notice	1	1
Small Arms	2	1
Stealth	2	1

Lore (Mystic)	2	1
Sundering	3	2
Technosmithing	2	2

### Sundering & Technosmithing

- Ignite
- Exsanguination

### Typical Equipment

- Blackpowder pistol (acc 0, DM x15, range 6/12/24/48, ROF 0/1, ammo 1)
- Hunting knife (acc 0, parry -1, AD +5)
- Relic flak jacket with skull-shaped steel helmet (AR: 14)

### Biker Priest's Combat Overview Roster

Wound Thresholds: 35 / 55 / 95

Weapon	Attack	Defence	1	2	3	4	5	6
Pistol	2+1	2+1	15	30	45	60	75	90
Knife	1+1	2+1	11	22	33	44	55	66
Exsanguination	3+2 - 3+4*	NA	13	26	39	52	65	78

\*:Exsanguination can be used as a ranged attack (DM x13, WIL vs. FIT, min. 5). In the heat of battle, the typical Sundering bonus is +1 or +2, hence the range of values)

## Temple Guard

The toughest of the mutant bikers become part of the personal bodyguard of the priests and call themselves "Temple Guards". While they look practically identical to the other bikers, they get better equipment and have more Appeasements. (Threat: 3)

### Statistics

Agility	2	App.	-2
Build	1	Crea.	-1
Fitness	1	Inf.	0
Kno.	0	Per.	1
Psyche	0	Will.	0
Strength	1	Health	0
Stamina	30		
UD	7	AD	7

### Skills

Name	Level	Cpx
Athletics	2	1
Combat Sense	2	2
Defence	3	1
Drive (spec: either dirt bike or harvester)	2	1
Hand-to-Hand	1	1
Melee	2	2
Notice	2	1
Small Arms (spec: pistol or rifle)	3	2
Stealth	2	1
Throwing	2	1

### Appeasements

Pick two of the following:

- Adrenaline Heart (ignore wound penalties up to -3)
- Terrible Stench (those who fail a health check vs. 4 at the beginning of a combat are at -1 to all rolls while near the biker)
- Scaly Skin (AR: 10)
- Hooked Claws (+1 to climbing checks)
- Rubbery Bones (+1 to defense rolls for grapple)
- Night Vision

### Typical Equipment

- Vehicle (see below)
- Chainsaw (cpx 2, acc -1, parry -2, AD+20, damage self on fumble (use MoF), double armour damage and 1 armour damage even if no penetration)
- Mace (acc +0, parry +0, AD +7)
- Steel Splint Armour (AR: 12, EV -1)
- Pistol (Acc 0, DM 15, Range 5/10/20/40, ROF 0)
- Heavy Rifle (Acc 0, DM 30, 20/40/80/160, ROF 0)
- Non-Relic Fragmentation Grenade (DM 20, Range: Throw+3)

### Appeasements

Pick two of the following:

Temple Guard's Combat Overview Roster								
Wound Thresholds: 15 / 30 / 60 (w. armour: 23 / 38 / 68, w. add. scaly skin: 33 / 48 / 78)								
Weapon	Attack	Defence	1	2	3	4	5	6
Chainsaw	2+1	3+2*	27	54	81	108	135	162
Mace	2+2	3+2*	14	28	42	56	70	84
Pistol	3+2/3+3	3+2*	15	30	45	60	75	90
Heavy Rifle	3+2/3+3	3+2*	30	60	90	120	150	180

## Mutant Bikers - Vehicles

The following two blocks describe the vehicles of the mutant bikers. This level of detail is probably too much for a setting such as T8 but the stats are included nevertheless and should be referenced for speed, weapon damage etc.

Mutant Bikers of Schrie: Dirt Bike, Vineyard Tractor etc.							
Size	3						
Movement	wheeled ground (10/20 MP, 120 km/h) [100m or 200m per turn]						
Manoeuvrability	0						
Armour	10/20/30						
Crew	1						
Deployment Range	400 km						
Perks & Flaws: Power Booster (4 points), Loudspeakers, Searchlight (200m), Brittle Armour, Easy to Modify, Haywire Resistant, Off-Road Ability, Reinforced System (Movement), Large Sensor Profile (2), Exposed Crew							
Name	Arc	Acc	DM	BR	ROF	Perks	Ammo
Flamer	FF	2	x3	3	+0	Incendiary, Persistent	15
Variants: Vineyard tractors are small agricultural vehicles. Their manoeuvrability is -2 and their speed is 5/10 (60 km/h) [50m or 100m per turn]. Only a few vehicles of this kind have a flamer.							

Mutant Bikers of Schrie: Mobile Fortress (Combine Harvester)							
Size	6						
Movement	wheeled ground (2/4 MP, 24 km/h) [20m or 40m per turn]						
Manoeuvrability	-3						
Armour	30/60/120						
Crew	1 (10 passengers)						
Deployment Range	200 km						
Perks & Flaws: Loudspeakers, Searchlight (200m), Brittle Armour, Easy to Modify, Haywire Resistant, Off-Road Ability, Reinforced System (Movement), Large Sensor Profile (4)							
Name	Arc	Acc	DM	BR	ROF	Perks	Ammo
Flamer	turret	2	x3	3	+0	Incendiary, Persistent	15
Harvester Blades	FF	2	x5	0	+0	melee weapon, no penalty for movement	N/A
Variants: none, this is a unique vehicle							

# Monsters

## Arachnorat Swarm

Arachnorats look like bloated rats with eight legs that are jointed like that of a spider but otherwise look like normal rat's legs. The beasts all look rather sick and have slight mutations such as two heads, even more legs, or patches of scales sticking out from the fur.

Agressiveness 3, Damage/Round 4, Damage Threshold 25, Swarm Size 50.

## Arachnorat Queen

The arachnorat queen is a huge bloated body with many tiny rat heads and many bleeding orifices which produce new hive members at a slow but steady rate. While not really intelligent, it has access to a primitive form of sundering of the Flemis kind which is used to maximum effect to damage attackers or to interrupt synthesis efforts.

### Statistics

Agility	-3	App.	-2
Build	3	Crea.	-2
Fitness	0	Inf.	1
Kno.	-2	Per.	1
Psyche	0	Will.	3
Strength	1	Health	1
Stamina	45		
UD	9	AD	9

### Skills

Name	Level	Cpx
Sundering	2	1
Combat Sense	3	1
Defence	1	1
Hand-to-hand	1	1
Notice	2	1

### Natural Features

- Natural armour (AR: 5)

- Claws (UD + 8)
- Aura (sundering vs. WIL actively, threshold 2 otherwise)

### Aspects

- One Thought (INF, threshold 6, lasts until resists with WIL, DM x13, or sever connection to river - includes telepathy)

## Bloodcrawler - "Blutwalze"

The bloodcrawler is a huge beast that look like a giant dark purple caterpillar full of blood which is about to burst. The crawler leaves a bright red trail if properly prodded by its keepers and is used by the Students of the Eclipse to draw gigantic unholy runes which can be used for Sundering effects covering a massive area. While not a very swift opponent, the crawler can use its mass to crush those standing near it, leading to massive trauma and crushed bodies.



### Statistics

Agility	1		
Build	4		
Fitness	2		
Ins	0	Per.	3
		Will.	2
Strength	3	Health	2
Stamina	55		
UD	13		

### Skills

Name	Level	Cpx
Combat Sense	1	1
Defence	1	1
Hand-to-hand	3	1

### Special Features

- Trample: each creature in the path of a moving bloodcrawler (speed 4m/turn) must make a defence roll against 5 to avoid being crushed (DM 15 per MoF).

### Gargoyle Mount

These beasts look like stone griffons and are the merging of animals, stone, and a bit of human nerve tissue. The creatures are not overly bright but make excellent mounts for the Knights of Steiner.

#### Statistics

Agility	2		
Build	4		
Fitness	2		
Ins	0	Per.	3
		Will.	2
Strength	3	Health	2
Stamina	55		
UD	13		

#### Skills

Name	Level	Cpx
Athletics (flight)	2	1
Combat Sense	2	1
Defence	2	1
Hand-to-hand	3	1
Hunting	1	1
Sneak (remain still)	1	2

### Special Features

- Claws (DM 18)
- Bite (DM 14)
- Flight (normal movement range)  
Walking (half movement range)

### Mutant Spider

These creatures look like huge spiders the size of dogs and are the creation of the Shapers of Inheritance, twisted by the Circuit Skull's malign influence.

Threat Rating: 1

### Statistics

Agility	1		
Build	-1		
Fitness	1		
Ins	-1	Per.	1
		Will.	2
Strength	0	Health	1
Stamina	30		
UD			

### Skills

Name	Level	Cpx
Athletics (climb)	3	1
Combat Sense	2	1
Defence	2	1
Hand-to-hand	2	1

### Special Features

- Bite (DM 10 + Poison, Potency 5, causes loss of 1 Point of AGI per MoF)