



Asp

	base	mod	total
Strength	0	_____	00000000
Dexterity	3	_____	00000000
Stamina	1	_____	00000000

	own	mod	total
Charisma	_____	_____	00000000
Manipulation	_____	-3	00000000
Appearance	1	_____	00000000

	own	mod	total
Perception	_____	var	00000000
Intelligence	_____	_____	00000000
Wits	_____	_____	00000000

Physical Attributes

Length:	_____
Weight:	_____
Colouring:	_____

Natural Abilities

Bite (Venom) TN 5, Dmg: Str +1 Agg
 Can bite without grappling opponent
 Armour(1), Movement 2/5 normal,
 Perception: +3 Smell, -2 Hearing

Health

Bruised	_____	☐
Hurt	-1	☐
Incapacitated	_____	☐

Cobra

	base	mod	total
Strength	1	_____	00000000
Dexterity	3	_____	00000000
Stamina	2	_____	00000000

	own	mod	total
Charisma	_____	_____	00000000
Manipulation	_____	-3	00000000
Appearance	1	_____	00000000

	own	mod	total
Perception	_____	var	00000000
Intelligence	_____	_____	00000000
Wits	_____	_____	00000000

Physical Attributes

Length:	_____
Weight:	_____
Colouring:	_____

Natural Abilities

Bite (Venom) TN 5, Dmg: Str +2 Agg
 Can bite without grappling opponent
 Armour(1), Movement 1/2 normal,
 Perception: +3 Smell, -2 Hearing

Health

Bruised	_____	☐
Hurt	-1	☐
Wounded	-2	☐
Mauled	-3	☐
Incapacitated	_____	☐

Boa Constrictor

	base	mod	total
Strength	3	_____	00000000
Dexterity	3	_____	00000000
Stamina	3	_____	00000000

	own	mod	total
Charisma	_____	_____	00000000
Manipulation	_____	-3	00000000
Appearance	1	_____	00000000

	own	mod	total
Perception	_____	var	00000000
Intelligence	_____	_____	00000000
Wits	_____	_____	00000000

Physical Attributes

Length:	_____
Weight:	_____
Colouring:	_____

Natural Abilities

Bite TN 5, Dmg: Str +1 Agg
 Constrict attack TN 5, Dmg: Str +2
 Must grapple before either attack is made
 Armour(1), Movement 1/2 normal,
 Perception: +3 Smell, -2 Hearing

Health

Bruised	_____	☐
Bruised	_____	☐
Bruised	_____	☐
Hurt	-1	☐
Hurt	-1	☐
Hurt	-1	☐
Wounded	-2	☐
Mauled	-3	☐
Crippled	-5	☐
Incapacitated	_____	☐