			aps of	Teppa
CRO Din Hum		U		
9 Agility	<u>5</u> Awareness	<mark>6</mark> ©harm	8 Might	7 Wit
	aler - You are skill in d /hen healing or diag check.	•	0	<mark>4</mark> Health
without an	You are able to dart ayone noticing. You h neaking and hiding y	nave a +1 to ch		Treatery
Liar - Wher Charm.	n telling a lie or being	g deceitful you (get a +1	
	(Hamsterkin) niliar			

5	10	10	2	3
Agility	Awareness	Charm	Might	Wit

4 Hand	Combat Manoeuvres (1) Dig - Put the top card of your discard pile in your hand. (2) Heal - Heal 1 to yourself or someone else.
3 Health	Traits Comforting - An aura of comfort comes from the familiar. They gain a +1 to Charm when comforting someone. Glow - Your familiar has an bioluminescent glow in a
FP	particular colour They can glow at will and shed a circle of soft light in a 15 meter diameter around them. Wings - The familiar has wings and can fly.

Aat Ch Huma			ars of	Tepp	â
6	5	9	_7	8	
Agility	Awareness	©harm	Might	Wit	

4

Traits

Nerdy (Music) - You get a +1 Wit to checks for knowledge on this (music) subject.

Hard worker - Once per session, when you put extra time Health and care into studying or working you gain a +1 to the related check.

Good friend - Once per session you may allow someone else you care about to draw two cards, instead of one, for a check and pick the highest.

	(Turtlekin) amiliar			
<u>3</u> Agility	<u>4</u> Awareness	<mark>7</mark> €ḩarm	5 Might	 Wit
4 Haņd 3	Combat Manoeuv (1) Bleed - (A) Do or (1) Dodge - Move ou this round for you. (1) Peek - Look at yo	ne extra damag ut of the way a	and let an ally	-
Health FP	Traits Hover - The familiar above any surface. Small - The familiar is their type. They also Quills - The familiar ha play an additional co	s half the norma gain 1 addition as quills. Once p	al size of an a nal Agility.	nimal of

			ars of	lepr	a
Gen Ba		C C			
7	9	5	6	8	
Agility	Awareness	Charm	Might	Wit	

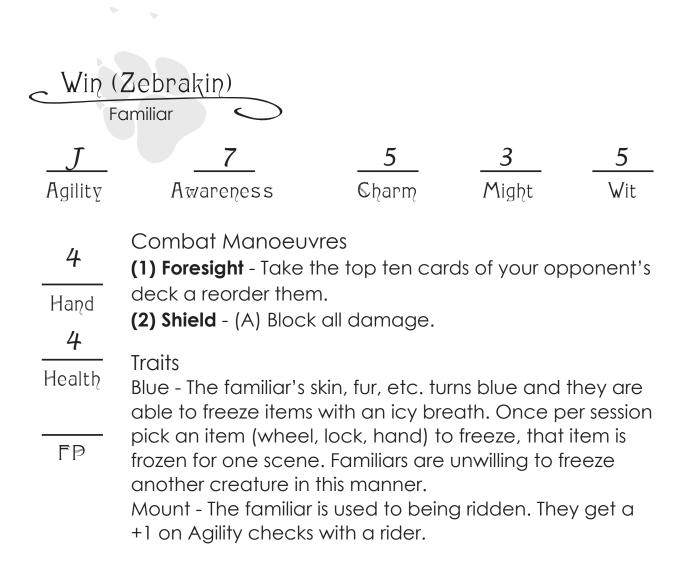
Traits

Animal friend - You have a +2 Charm to taming animals (other than familiars) and getting them to do what you say.

Acrobatic - You have a +1 Agility in checks involving bal-Acrobatic - You have a +1 Agility in checks involving bal-Health

4

Athletic - You have a +1 Might in checks involving running, jumping, and throwing.



			aps of	lepi	² a
<u>Liotte I</u> Hum	C C	C C			
5	9	7	5	10	
Agility	Awareness	Charm	Might	Wit	

4

Traits

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Ċ	(Catkin) Familiar			
<u>J</u> Agility	7 Awareņess	<u>5</u> ©harm	3 Might	 Wit
4 Hand 3	Combat Manoeux (1) Bleed - (A) Do or (1) Dodge - Move or this round for you. (1) Peek - Look at yo	ne extra damag ut of the way a	ind let an ally	
Health FP	Traits Hover - The familiar above any surface. Small - The familiar is their type. They also Quills - The familiar ha play an additional co	s half the norma gain 1 addition as quills. Once p	al size of an a nal Agility.	nimal of

<u>Finn Vi</u> Hum			ars of	Tepi	<u>Pa</u>
5	7	6	7	10	
Agility	Awareness	Charm	Might	Wit	

Traits

Performer - You know how to make a convincing performance when it really counts. Once per session, gain a +1 to a performance related check.

Health

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Resourceful - You gain a +1 to checks for finding food and shelter.

Tinkerer - You are great at fixing things and making small gadgets. You gain a +1 Wit when building or fixing mechanical devices.

	e (Wolfkin) Familiar			
3	4	7	5	<u>J</u>
Agility	Awareness	Charm	Might	Wit
4 Hand 5	Combat Manoeuv (2) Bleed - (A) Do or (1) Discover - Name number), go throug there, and place it i	ne extra dama e a card in your h your deck, to	deck (suit an ake the card i	nd f it is
Health FP	Traits Big - The familiar is d of their type. They a Flora - Flowers and r Unless their scent is H discern their scent fr	lso gain 1 addi noss grow from known, it is nea	itional health. In the familiar's	s hide.