

Familiars of Terra

Ro Dinsur

Human

9

Agility

5

Awareness

6

Charm

8

Might

7

Wit

Traits

Animal healer - You are skill in caring for and curing animals. When healing or diagnosing an animal you get a +1 to your check.

4

Health

Stealthy - You are able to dart in and out of the shadows without anyone noticing. You have a +1 to checks involving sneaking and hiding yourself.

Liar - When telling a lie or being deceitful you get a +1 Charm.

Leela (Hamsterkin)

Familiar

5

Agility

10

Awareness

10

Charm

2

Might

3

Wit

4

Hand

3

Health

FP

Combat Manoeuvres

(1) Dig - Put the top card of your discard pile in your hand.

(2) Heal - Heal 1 to yourself or someone else.

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 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.

Familiars of Terra

Aat Chen

Human

6

Agility

5

Awareness

9

Charm

7

Might

8

Wit

Traits

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

4

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

Health

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.

Mae (Turtlekin)

Familiar

3

Agility

4

Awareness

7

Charm

5

Might

J

Wit

4

Hand

Combat Manoeuvres

(1) Bleed - (A) Do one extra damage to your opponent.

(1) Dodge - Move out of the way and let an ally fight this round for you.

3

Health

(1) Peek - Look at your opponent's hand.

Traits

Hover - The familiar hovers as if by magic half a meter above any surface.

Small - The familiar is half the normal size of an animal of their type. They also gain 1 additional Agility.

Quills - The familiar has quills. Once per session, you may play an additional card in combat.

FP

Familiars of Terra

Gen Banklii

Human

7

Agility

9

Awareness

5

Charm

6

Might

8

Wit

Traits

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

4

Acrobatic - You have a +1 Agility in checks involving balancing and flexibility.

Health

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

Win (Zebraquin)

Familiar

7

Agility

7

Awareness

5

Charm

3

Might

5

Wit

4

Hand

4

Health

FP

Combat Manoeuvres

(1) Foresight - Take the top ten cards of your opponent's deck and reorder them.

(2) Shield - (A) Block all damage.

Traits

Blue - The familiar's skin, fur, etc. turns blue and they are able to freeze items with an icy breath. Once per session pick an item (wheel, lock, hand) to freeze, that item is frozen for one scene. Familiars are unwilling to freeze another creature in this manner.

Mount - The familiar is used to being ridden. They get a +1 on Agility checks with a rider.

Familiars of Terra

Lotte Brecht

Human

5

Agility

9

Awareness

7

Charm

5

Might

10

Wit

Traits

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

4

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

Health

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.

Gus (Catkin)

Familiar

7

Agility

7

Awareness

5

Charm

3

Might

5

Wit

4

Hand

Combat Manoeuvres

(1) Bleed - (A) Do one extra damage to your opponent.

(1) Dodge - Move out of the way and let an ally fight this round for you.

3

Health

(1) Peek - Look at your opponent's hand.

Traits

Hover - The familiar hovers as if by magic half a meter above any surface.

Small - The familiar is half the normal size of an animal of their type. They also gain 1 additional Agility.

Quills - The familiar has quills. Once per session, you may play an additional card in combat.

FP

Familiars of Terra

Finn Visser

Human

5

Agility

7

Awareness

6

Charm

7

Might

10

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.

4

Health

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.

Syke (Wolfkin)

Familiar

3

Agility

4

Awareness

7

Charm

5

Might

J

Wit

4

Hand

5

Health

FP

Combat Manoeuvres

(2) Bleed - (A) Do one extra damage to your opponent.

(1) Discover - Name a card in your deck (suit and number), go through your deck, take the card if it is there, and place it in your hand. Shuffle your deck.

Traits

Big - The familiar is double the normal size of an animal of their type. They also gain 1 additional health.

Flora - Flowers and moss grow from the familiar's hide. Unless their scent is known, it is near impossible to discern their scent from a plant.