

WEASEL

Weasels are terrestrial omnivorous and carnivorous mammals, encompassing weasels, stoats, minks, mongooses, ferrets, civets, polecats, martens, possums, badgers, racoons, wolverines, otters and similar creatures.

- Slinky weasels include weasels, stoats, minks, ferrets, civets, polecats, martens and possums.
- Sneaky weasels include badgers, racoons and mongooses.
- Splashy weasels include otters.
- Scratchy weasels include wolverines.
- Ripclaw weasels are variants with bony armor plates mingled in their exceedingly thick fur and longer, sharper claws that are even more effective at ripping apart prey.

WEASEL TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent Liferviews: <i>laxful-detached, lawful-detached, laxful-wicked, lashful-wicked</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning 1/8×1/8×1/8 to Honing 1×2×1
Role: warrior Creature Knowledge: <ul style="list-style-type: none"> • <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 10 • <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 18
Roottrait Points: 3+[2×(tier-1)] Attack Roottraits: <ul style="list-style-type: none"> • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> –
Augmentations: Nml +3, Ftl +2; hasten +3; physical strikes +2, physical harm +2; <i>deepfare</i> +0 (train: sta); <i>dive</i> +3 (train: imp [slinky, sneaky, scratchy] or train: adv [splashy]); <i>landfare</i> +0 (train: imp [slinky, sneaky, scratchy] or train: sta [splashy]); <i>look</i> +3 (train: imp); <i>lurk</i> +3 (train: imp; <i>avail:1</i>); <i>seafare</i> +0 (train: sta [slinky, sneaky, scratchy] or train: imp [splashy]); <i>search</i> +3 (train: imp); <i>toil</i> +4 (train: adv), <i>tumble</i> +2 (train: imp)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d4)×cubes] meals; <i>cook</i> (sta) DR 10 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 15 • <i>Bones, Fangs, Claws:</i> [(1d4)×cubes] coppers; <i>hew</i> (sta) DR 11 • <i>Hides, Pelts:</i> [(1d4)×cubes] coppers; <i>taw</i> (sta) DR 11
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

SLINKY WEASEL
Tier: Beginning Liferview: <i>lawful-detached</i> Languages: Beast
Shape: 1/4×1/2×1/4 Size Modifier: +5 Mass Modifier: ±0 Speed: walk 21; swim 2
Roottraits: Brw 1; Lth 2; Smt 0; Wis 2; Glt 0 Hasten: 5 Defenses: Nml 22; Ftl 15; Mfl 12 Grit: 9+2d4 [14] Pneuma: 4
Harm Yields: <u>susceptible</u> <i>whelm, flare, gleam, gloom, rasp, rot, shake, shock, chaos, charis, heinous</i> ; <u>resistant</u> <i>wreck 1, frost 2</i> ; <u>immune</u> <i>logos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +6 (imp); <i>landfare</i> +3 (imp); <i>look</i> +6 (imp); <i>lurk</i> +7 (imp; <i>avail:1</i>); <i>seafare</i> +0 (sta); <i>search</i> +5 (imp); <i>toil</i> +8 (adv); <i>tumble</i> +5 (imp)
ATTACKS AND POWERS
Innate Weapons – 3 strikes; assail Nml [utilization; 0 pneuma]: <ul style="list-style-type: none"> • 1 Bite: targeted melee 0; strike +4; <i>wreck (rend-stab)</i> harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 0; strike +4; <i>wreck (rend-stab)</i> harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> – <i>improved</i> ; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 7

RIPCLAW WEASEL TEMPLATE
Movement Alterations: walk +2, swim +1, burrow +1
Harm Yields Alterations: <i>resistant wreck</i> +2, <i>whelm</i> +1, <i>frost</i> +4
Condition Adaptations Alterations: none
Lifeskills Alterations: <i>search</i> +1 (train upgrade: adv)
Attacks and Powers Alterations: <i>bite</i> and <i>claw</i> strikes – base variable harm +1 d-step, plus <i>smolder</i> (1d4) option
Ascension-Point-Value Alterations: +4

ALPENGARD | MONSTER STATISTICS

SNEAKY WEASEL
Tier: Raising Lifeview: <i>laxful-detached</i> Languages: Beast
Shape: ½×1×½ Size Modifier: +2 Mass Modifier: ±0 Speed: walk 11; swim 2
Roottraits: Brw 2; Lth 3; Smt 0; Wis 2; Glt 0 Hasten: 5 Defenses: Nml 24; Ftl 20; Mfl 12 Grit: 11+3d4 [19] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>whelm, flare, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 2, frost 3</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +3 (sta); <i>dive</i> +7 (imp); <i>landfare</i> +4 (imp); <i>look</i> +6 (imp); <i>lurk</i> +8 (imp; <i>avail:1</i>); <i>seafare</i> +1 (sta); <i>search</i> +5 (imp); <i>toil</i> +8 (adv); <i>tumble</i> +6 (imp)
ATTACKS AND POWERS
Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +5; <i>wreck (rend-stab)</i> harm 1d4 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 0; strike +5; <i>wreck (rend-stab)</i> harm 1d4+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> – improved; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 9

SCRATCHY WEASEL
Tier: Surging Lifeview: <i>lashful-detached</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 18; swim 1
Roottraits: Brw 4; Lth 3; Smt 0; Wis 2; Glt 0 Hasten: 5 Defenses: Nml 23; Ftl 23; Mfl 12 Grit: 20+4d4 [30] Pneuma: 8
Harm Yields: <u>susceptible</u> <i>whelm, flare, gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>resistant</u> <i>wreck 2, frost 4</i> ; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>dive</i> +9 (imp); <i>toil</i> +9 (adv); <i>search</i> +5 (imp); <i>tumble</i> +6 (imp); <i>look</i> +6 (imp); <i>seafare</i> +2 (sta); <i>lurk</i> +8 (imp; <i>avail:1</i>); <i>deepfare</i> +4 (sta); <i>landfare</i> +5 (imp)
ATTACKS AND POWERS
Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +5; <i>wreck (rend-stab)</i> harm 1d4+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 0; strike +5; <i>wreck (rend-stab)</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Monster and Mortal Powers: <i>grappling</i> – improved; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 13

SPLASHY WEASEL
Tier: Raising Lifeview: <i>laxful-detached</i> Languages: Beast
Shape: ½×1×½ Size Modifier: +2 Mass Modifier: ±0 Speed: walk 8; swim 5
Roottraits: Brw 2; Lth 4; Smt 0; Wis 1; Glt 0 Hasten: 4 Defenses: Nml 26; Ftl 21; Mfl 11 Grit: 11+3d4 [019] Pneuma: 6
Harm Yields: <u>susceptible</u> <i>whelm, flare, gleam, gloom, rasp, rot, shake, shock, chaos, hubris, heinous</i> ; <u>resistant</u> <i>wreck 1, frost 8</i> ; <u>immune</u> <i>logos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +2 (sta); <i>dive</i> +10 (adv); <i>landfare</i> +2 (sta); <i>look</i> +5 (imp); <i>lurk</i> +8 (imp; <i>avail:1</i>); <i>seafare</i> +2 (imp); <i>search</i> +4 (imp); <i>toil</i> +10 (adv); <i>tumble</i> +7 (imp)
ATTACKS AND POWERS
Innate Weapons — 3 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +6; <i>wreck (rend-stab)</i> harm 1d4+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4) • 2 Claws: targeted melee 0; strike +6; <i>wreck (rend-stab)</i> harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>grappling</i> – improved; <i>inferior defense</i> (Mfl)
Ascension-Point Value: 8