

FROG

Making their homes in marshes, swamps, rivers and lakes, as well as rainforests and muggy grasslands, frogs are amphibians that prefer temperate to warm climates, including frogs, toads and similar creatures. They shoot their extremely long, sticky tongues from their mouths to catch prey and draw it back into their maws. Though their preferred tactic is to lie in wait for victims, they can jump quite far with their powerful legs. Some frogs are highly venomous, secreting deadly contact poison through their skin—such frogs are found in warm climates and are colorful as a noticeable, beautiful warning. Yet most frogs are quite harmless to mortals due to their small size.

- Leaping frogs include large bullfrogs.
- Jumping frogs include gigantic frogs and toads.
- Bonerim frogs are variants with extra-strong bony growths lining the rims of their mouths, giving them extra crushing power, as well as oversized mouths and guts that allow them to swallow much larger prey. They also have thick blobs of leathery skin on their flesh.

FROG TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent Lifeviews: <i>laxful-detached, lashful-detached, lashful-wicked, lashful-hearted, laxful-detached</i>
Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning 1/8×1/4×1/8 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 11 • <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/Lifeskills: Ftl +4; hasten +4; physical strikes +4; <i>deepfare</i> +1 (train: imp); <i>dive</i> +2 (train: adv); <i>landfare</i> +1 (train: imp); <i>look</i> +4 (train: imp); <i>lurk</i> +2 (train: imp); <i>seafare</i> +3 (train: imp); <i>search</i> +2 (train: sta); <i>toil</i> +1 (train: imp); <i>tumble</i> +2 (train: imp)
Carcass Harvest: <ul style="list-style-type: none"> • <i>Food:</i> [(1d8)×cubes] meals; <i>cook</i> (sta) DR 11 • <i>Water:</i> [(1d2)×cubes] meals; <i>mash</i> (sta) DR 21 • <i>Bones:</i> [(1d2)×cubes] coppers; <i>hew</i> (sta) DR 11 • <i>Hide:</i> [(1d4)×cubes] coppers; <i>taw</i> (sta) DR 13
Lair Treasure: <ul style="list-style-type: none"> • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

LEAPING FROG
Tier: Dawning Lifeview: <i>laxful-detached</i> Languages: Beast
Shape: 1/8×1/4×1/8 Size Modifier: +8 Mass Modifier: ±0 Speed: walk 6; swim 8; burrow 1
Roottraits: Brw 1; Lth 2; Smt 0; Wis 0; Glt 0 Hasten: 4 Defenses: Nml 23; Ftl 17; Mfl 10 Grit: 2+1d4 [5] Pneuma: 2
Harm Yields: <u>susceptible</u> <i>whelm, gleam, gloom, rasp, rot, shake, shock, logos, hubris, heinous</i> ; <u>vulnerable</u> <i>frost 2, flare 1, shock 1</i> ; <u>resistant</u> <i>wreck 1</i> ; <u>immune</u> <i>chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>dive</i> +4 (adv); <i>deepfare</i> +2 (imp); <i>landfare</i> +2 (imp); <i>look</i> +5 (imp); <i>lurk</i> +3 (imp); <i>seafare</i> +4 (imp); <i>search</i> +2 (sta); <i>toil</i> +3 (imp); <i>tumble</i> +5 (imp)
ATTACKS AND POWERS
1 Nip —1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +6; <i>whelm</i> harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>drag</i> Option [adjuvant; 1 pneuma]: <i>squash</i> (1d2)
Monster and Mortal Powers: <i>clingclimb</i> ; <i>grappling</i> — <i>improved</i> ; <i>gulpdown</i> (1d2); <i>inferior defense</i> (Mfl); <i>longleap</i> (×2)
Ascension-Point Value: 5

BONERIM FROG TEMPLATE
Movement Alterations: walk +2, swim +2
Harm Yields Alterations: resistant <i>wreck</i> +4
Condition Adaptations Alterations: none
Lifeskills Alterations: none
Attacks and Powers Alterations: <i>bite</i> strikes—base variable harm +1 d-step; <i>gulpdown</i> power upgraded to swallow prey equal to frog's size
Ascension-Point-Value Alterations: +2

JUMPING FROG
Tier: Surging Lifeview: <i>lashful-detached</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 17; swim 7; burrow 1
Roottraits: Brw 2; Lth 6; Smt 0; Wis 0; Glt 1 Hasten: 4 Defenses: Nml 26; Ftl 26; Mfl 11 Grit: 18+4d4 [28] Pneuma: 9
Harm Yields: <u>susceptible</u> <i>whelm, gleam, gloom, rasp, rot, shake, shock, logos, hubris, heinous</i> ; <u>vulnerable</u> <i>frost 2, flare 1, shock 1</i> ; <u>resistant</u> <i>wreck 3</i> ; <u>immune</u> <i>chaos, charis, hallow</i>
Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated</i>
Lifeskills: <i>deepfare</i> +3 (imp); <i>dive</i> +9 (adv); <i>landfare</i> +3 (imp); <i>look</i> +5 (imp); <i>lurk</i> +9 (imp); <i>seafare</i> +6 (imp); <i>search</i> +2 (sta); <i>toil</i> +4 (imp); <i>tumble</i> +9 (imp)
ATTACKS AND POWERS
1 Nip – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 2; strike +12; <i>whelm</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>drag</i> Option [adjuvant; 1 pneuma]: <i>squash</i> (1d6)
Monster and Mortal Powers: <i>clingclimb</i> ; <i>grappling</i> – <i>improved</i> ; <i>gulpdown</i> (1d4); <i>inferior defense</i> (Mfl); <i>longleap</i> (×2)
Ascension-Point Value: 9