

CRAB

Crabs are aquatic omnivorous and carnivorous animals that feed upon whatever they can find in freshwater or saltwater, encompassing shrimps, crayfishes, crabs and lobsters.

- Grabbing crabs include small shrimps, crayfishes, crabs and lobsters that grab whatever they can to eat, but generally mind their own business unless challenged by a rival for territory or mating rights.
- Pinching crabs are large shrimps, crayfishes, crabs and lobsters that are more aggressive, willing to stalk prey or lay ambushes.
- Slicing crabs are gigantic shrimps, crayfishes, crabs and lobsters that will challenge anything in their paths and go out of their way to pick fights, including with much larger creatures.
- Stonehusk crabs are variants with extremely solid, durable shells, sharper senses and deadlier pincers that let them shred prey with ease.

| CRAB TRAITS |
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| Class: beast |
| Origin: Midgard |
| Sapience: amoral-agent Lifeweaves: <i>lashful-detached, lashful-wicked, lashful-hearted, laxful-detached</i> |
| Vessel: corporeal (zoetic-organic) Tier/Shape Range: Dawning $\frac{1}{4} \times \frac{1}{4} \times \frac{1}{8}$ to Helming $2 \times 2 \times 1$ |
| Role: warrior Creature Knowledge: <ul style="list-style-type: none"> <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 14 <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 21 |
| Roottrait Points: $3 + [2 \times (\text{tier} - 1)]$ Attack Roottraits: <ul style="list-style-type: none"> Physical Strikes/Harm: Lth/Brw Magical Strikes/Harm: — |
| Augmentations/Lifeskills: Nml +1, Ftl +3; hasten +4; physical strikes +3, physical harm +1; <i>deepfare</i> +0 (train: sta); <i>dive</i> +4 (train: adv); <i>landfare</i> +0 (train: sta); <i>look</i> +1 (train: imp); <i>lurk</i> +2 (train: imp); <i>seafare</i> +4 (train: adv); <i>search</i> +5 (train: adv; <i>avail:1</i>); <i>toil</i> +2 (train: sta); <i>tumble</i> +0 (train: sta) |
| Carcass Harvest: <ul style="list-style-type: none"> Food: [(1d6)×cubes] meals; <i>cook</i> (sta) DR 19 Water: [(1d2)×cubes] meals; <i>mash</i> (sta) DR 24 Shells: [(1d4)×cubes] coppers; <i>hew</i> (sta) DR 12 |
| Lair Treasure: <ul style="list-style-type: none"> Mundane: incidental Magical: incidental |

| GRABBING CRAB |
|---|
| Tier: Dawning Lifeweave: <i>lashful-detached</i> Languages: Beast |
| Shape: $\frac{1}{4} \times \frac{1}{4} \times \frac{1}{8}$ Size Modifier: +7 Mass Modifier: ±0 Speed: walk 1; swim 2; burrow 1 |
| Roottraits: Brw 1; Lth 1; Smt 0; Wis 0; Glt 1 Hasten: 4 Defenses: Nml 21; Ftl 16; Mfl 11 Grit: 2+1d4 [5] Pneuma: 3 |
| Harm Yields: <u>susceptible</u> <i>gleam, gloom, rasp, rot, shake, shock, logos, hubris, heinous</i> ; <u>vulnerable</u> <i>whelm</i> 3; <u>resistant</u> <i>wreck</i> 3, <i>flare</i> 4, <i>frost</i> 4; <u>immune</u> <i>chaos, charis, hallow</i> |
| Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated</i> |
| Lifeskills: <i>deepfare</i> +0 (sta); <i>dive</i> +7 (adv); <i>landfare</i> +0 (sta); <i>look</i> +2 (imp); <i>lurk</i> +4 (imp); <i>seafare</i> +7 (adv); <i>search</i> +7 (adv; <i>avail:1</i>); <i>toil</i> +3 (sta); <i>tumble</i> +1 (sta) |
| ATTACKS AND POWERS |
| 2 Pincers — 2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +4; <i>wreck</i> (<i>rend</i>) harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d2) |
| Monster and Mortal Powers: <i>grappling</i> — improved; inferior defense (Mfl); <i>speedburst</i> (+2) |
| Ascension-Point Value: 4 |

| STONEHUSK CRAB TEMPLATE |
|---|
| Movement Alterations: walk +1, swim +1, burrow +1 |
| Harm Yields Alterations: <u>vulnerable</u> <i>whelm</i> -1; <u>resistant</u> <i>wreck</i> +4, <i>flare</i> +1, <i>frost</i> +1 |
| Condition Adaptations Alterations: none |
| Lifeskills Alterations: <i>look</i> +3 (train upgrade: adv) |
| Attacks and Powers Alterations: <i>pincer</i> strikes — base variable harm +1 d-step, plus <i>agonize</i> option |
| Ascension-Point-Value Alterations: +5 |

ALPENGARD | MONSTER STATISTICS

| PINCHING CRAB |
|---|
| Tier: Beginning Lifeview: <i>lashful-detached</i> Languages: Beast |
| Shape: 1/2×1/2×1/4 Size Modifier: +4 Mass Modifier: ±0 Speed: walk 2; swim 3; burrow 1 |
| Roottraits: Brw 2; Lth 2; Smt 0; Wis 0; Glt 1 Hasten: 4 Defenses: Nml 21; Ftl 19; Mfl 11 Grit: 6+2d4 [11] Pneuma: 5 |
| Harm Yields: <u>susceptible</u> <i>gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm</i> 2; <u>resistant</u> <i>wreck</i> 5, <i>flare</i> 4, <i>frost</i> 5; <u>immune</u> <i>chaos, hubris, hallow</i> |
| Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated</i> |
| Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +9 (adv); <i>landfare</i> +1 (sta); <i>look</i> +2 (imp); <i>lurk</i> +5 (imp); <i>seafare</i> +8 (adv); <i>search</i> +7 (adv; <i>avail:1</i>); <i>toil</i> +4 (sta); <i>tumble</i> +2 (sta) |
| ATTACKS AND POWERS |
| 2 Pincers—2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +5; <i>wreck (rend)</i> harm 1d4+2 (mainhand) or 1d4+1 (offhand) Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) |
| Monster and Mortal Powers: <i>grappling</i> – improved; inferior defense (Mfl); <i>speedburst</i> (+2) |
| Ascension-Point Value: 6 |

| SLICING CRAB |
|---|
| Tier: Surging Lifeview: <i>lashful-wicked</i> Languages: Beast |
| Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: walk 3; swim 4; burrow 1 |
| Roottraits: Brw 3; Lth 4; Smt 0; Wis 0; Glt 2 Hasten: 4 Defenses: Nml 23; Ftl 24; Mfl 12 Grit: 19+4d4 [29] Pneuma: 10 |
| Harm Yields: <u>susceptible</u> <i>gleam, gloom, rasp, rot, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>whelm</i> 1; <u>resistant</u> <i>wreck</i> 6, <i>flare</i> 6, <i>frost</i> 6; <u>immune</u> <i>chaos, hubris, hallow</i> |
| Condition Adaptations: <u>renitent</u> (<i>avail:1</i>) <i>disoriented, stunned, jostled, imbalanced, prostrated</i> |
| Lifeskills: <i>deepfare</i> +1 (sta); <i>dive</i> +11 (adv); <i>landfare</i> +1 (sta); <i>look</i> +3 (imp); <i>lurk</i> +7 (imp); <i>seafare</i> +9 (adv); <i>search</i> +7 (adv; <i>avail:1</i>); <i>toil</i> +6 (sta); <i>tumble</i> +4 (sta) |
| ATTACKS AND POWERS |
| 2 Pincers—2 strikes; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +7; <i>wreck (rend)</i> harm 1d6+2 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) |
| Monster and Mortal Powers: <i>grappling</i> – improved; inferior defense (Mfl); <i>speedburst</i> (+2) |
| Ascension-Point Value: 12 |