

FISH

Fishes are aquatic omnivorous or carnivorous animals, encompassing a huge variety of fishes and sharks, as well as eels, rays and lampreys; they are the ultimate scavengers and feed on anything remotely edible. But when caught on land, they are nearly helpless and have to flop vigorously to attempt to make it back to water. Yet their scales are slippery in the extreme, so they are notoriously hard to grasp.

Fishes primarily attack with their bites, though occasionally they may be strong enough to slap or slash prey with their tails.

- Small yet ferocious, darting fishes are quick to attack meaty targets and include piranhas and fighting fishes.
- Gliding through the water like snakes, wriggling fishes include eels and lampreys.
- Lazily flapping through their environs, skating fishes include rays and skates.
- Swiftly swimming with bladed snouts, racing fishes include swordfishes and marlins.
- Craftily moving slowly yet ready to accelerate, lurking fishes include sharks.
- Frenzy fishes are variants with hardened scales, larger mouths and extra-sharp teeth that allow them to rip prey apart in savage, mindless frenzies where they ignore all pain, even as they are being killed.

FISH TRAITS
Class: beast
Origin: Midgard
Sapience: amoral-agent
Lifeways: <i>lashful-detached, laxful-detached, lashful-wicked, laxful-wicked</i>
Vessel: corporeal (zoetic-organic)
Tier/Shape Range: Dawning $\frac{1}{8} \times \frac{1}{8} \times \frac{1}{8}$ to Crowning $3 \times 9 \times 2$
Role: warrior
Creature Knowledge: • <i>General:</i> <i>herd</i> or <i>nighlore</i> (sta) DR 5 • <i>Specific:</i> <i>herd</i> or <i>nighlore</i> (imp) DR 16
Roottrait Points: $3 + [2 \times (\text{tier} - 1)]$
Attack Roottraits: • <i>Physical Strikes/Harm:</i> Lth/Brw • <i>Magical Strikes/Harm:</i> —
Augmentations/Lifeskills: Nml +4, Ftl +2; hasten +1; physical strikes +3, physical harm +2; <i>dive</i> +5 (train: adv; <i>avail:1</i>); <i>look</i> +3 (train: adv); <i>lurk</i> +3 (train: adv); <i>seafare</i> +5 (train: adv); <i>search</i> +2 (train: imp); <i>toil</i> +0 (train: sta)
Carcass Harvest: • <i>Food:</i> $[(7d4) \times \text{cubes}]$ meals; <i>cook</i> (sta) DR 11 • <i>Water:</i> $[(2d4) \times \text{cubes}]$ meals; <i>mash</i> (sta) DR 19 • <i>Bones, Fangs, Spines:</i> $[(1d4) \times \text{cubes}]$ coppers; <i>hew</i> (sta) DR 9 • <i>Scales:</i> $[(1d6) \times \text{cubes}]$ coppers; <i>taw</i> (sta) DR 14
Lair Treasure: • <i>Mundane:</i> incidental • <i>Magical:</i> incidental

DARTING FISH
Tier: Dawning
Lifeway: <i>laxful-detached</i>
Languages: Beast
Shape: $\frac{1}{8} \times \frac{1}{4} \times \frac{1}{8}$
Size Modifier: +8
Mass Modifier: ± 0
Speed: swim 13
Roottraits: Brw 1; Lth 2; Smt 0; Wis 0; Glt 0
Hasten: 1
Defenses: Nml 27; Ftl 16; Mfl 10
Grit: $2 + 1d4$ [5]
Pneuma: 2
Harm Yields: <u>susceptible</u> <i>gleam, gloom, rasp, shake, shock, logos, charis, heinous</i> ; <u>vulnerable</u> <i>rot</i> 1; <u>resistant</u> <i>wreck</i> 3, <i>whelm</i> 1, <i>flare</i> 1, <i>frost</i> 2, <i>rasp</i> 1; <u>immune</u> <i>chaos, hubris, hallow</i>
Condition Adaptations: <u>liable</u> (<i>unavail:1</i>) <i>slowed, paralyzed</i> ; <u>renitent</u> (<i>avail:1</i>) <i>imbalanced, prostrated, stifled, numbed</i> ; <u>renitent</u> (<i>avail:2</i>) <i>restrained, constrained</i>
Lifeskills: <i>dive</i> +9 (adv; <i>avail:1</i>); <i>look</i> +5 (adv); <i>lurk</i> +7 (adv); <i>seafare</i> +7 (adv); <i>search</i> +3 (imp); <i>toil</i> +1 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm $1d4 + 3$ Option [adjuvant; 1 pneuma]: or <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>goonsmite, grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+5)
Ascension-Point Value: 5

FRENZY FISH TEMPLATE
Movement Alterations: swim +4
Harm Yields Alterations: <u>resistant</u> <i>wreck</i> +2
Condition Adaptations Alterations: <u>renitent</u> (<i>avail:1</i>) <i>frightened, terrified, charmed, enthralled, confused, deranged</i>
Lifeskills Alterations: <i>look</i> +3
Attacks and Powers Alterations: <i>bite</i> strikes – base variable harm +2 d-steps
Ascension-Point-Value Alterations: +9

ALPENGARD | MONSTER STATISTICS

WRIGGLING FISH
Tier: Beginning Liferview: <i>lashful-detached</i> Languages: Beast
Shape: ¼×½×¼ Size Modifier: +5 Mass Modifier: ±0 Speed: swim 24
Roottraits: Brw 1; Lth 3; Smt 0; Wis 1; Glt 0 Hasten: 2 Defenses: Nml 27; Ftl 18; Mfl 11 Grit: 5+2d4 [10] Pneuma: 4
Harm Yields: <u>susceptible</u> gleam, gloom, rasp, shake, shock, logos, charis, heinous; <u>vulnerable</u> rot 1; <u>resistant</u> wreck 1, whelm 1, flare 1, frost 3, rasp 1; <u>immune</u> chaos, hubris, hallow
Condition Adaptations: <u>liable</u> (<u>unavail:1</u>) slowed, paralyzed; <u>renitent</u> (<u>avail:1</u>) imbalanced, prostrated, stifled, numbed; <u>renitent</u> (<u>avail:2</u>) restrained, constrained
Lifeskills: <i>dive</i> +9 (adv; <i>avail:1</i>); <i>look</i> +6 (adv); <i>lurk</i> +8 (adv); <i>seafare</i> +7 (adv); <i>search</i> +3 (imp); <i>toil</i> +1 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 0; strike +5; <i>wreck</i> (<i>rend-stab</i>) harm 1d6+3 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d4) or <i>gore</i> (1d4)
Monster and Mortal Powers: <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+3)
Ascension-Point Value: 6

RACING FISH
Tier: Surging Liferview: <i>laxful-detached</i> Languages: Beast
Shape: 1×1×1 Size Modifier: ±0 Mass Modifier: ±0 Speed: swim 32
Roottraits: Brw 3; Lth 4; Smt 0; Wis 2; Glt 0 Hasten: 3 Defenses: Nml 26; Ftl 23; Mfl 12 Grit: 19+4d4 [29] Pneuma: 8
Harm Yields: <u>susceptible</u> gleam, gloom, rasp, shake, shock, chaos, charis, heinous; <u>vulnerable</u> rot 2; <u>resistant</u> wreck 3, whelm 3, flare 1, frost 2, rasp 3; <u>immune</u> logos, hubris, hallow
Condition Adaptations: <u>liable</u> (<u>unavail:1</u>) slowed, paralyzed; <u>renitent</u> (<u>avail:1</u>) imbalanced, prostrated, stifled, numbed; <u>renitent</u> (<u>avail:2</u>) restrained, constrained
Lifeskills: <i>dive</i> +12 (adv; <i>avail:1</i>); <i>look</i> +7 (adv); <i>lurk</i> +10 (adv); <i>search</i> +4 (imp); <i>seafare</i> +8 (adv); <i>toil</i> +3 (sta)
ATTACKS AND POWERS
1 Spike-Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +7; <i>wreck</i> (<i>rend-stab</i>) harm 1d10+5 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d6) or <i>gore</i> (1d6)
Monster and Mortal Powers: <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+10)
Ascension-Point Value: 10

SKATING FISH
Tier: Raising Liferview: <i>lashful-detached</i> Languages: Beast
Shape: 1×1×½ Size Modifier: +1 Mass Modifier: ±0 Speed: swim 10
Roottraits: Brw 3; Lth 3; Smt 0; Wis 2; Glt 0 Hasten: 3 Defenses: Nml 24; Ftl 21; Mfl 12 Grit: 12+3d4 [20] Pneuma: 6
Harm Yields: <u>susceptible</u> gleam, gloom, rasp, shake, shock, logos, charis, heinous; <u>vulnerable</u> rot 1; <u>resistant</u> wreck 1, whelm 1, flare 1, frost 2, rasp 2; <u>immune</u> chaos, hubris, hallow
Condition Adaptations: <u>liable</u> (<u>unavail:1</u>) slowed, paralyzed; <u>renitent</u> (<u>avail:1</u>) imbalanced, prostrated, stifled, numbed; <u>renitent</u> (<u>avail:2</u>) restrained, constrained
Lifeskills: <i>dive</i> +11 (adv; <i>avail:1</i>); <i>look</i> +7 (adv); <i>lurk</i> +8 (adv); <i>seafare</i> +8 (adv); <i>search</i> +4 (imp); <i>toil</i> +3 (sta)
ATTACKS AND POWERS
Innate Weapons – 2 strikes; assail Nml [utilization; 0 pneuma]: • 1 Bite: targeted melee 0; strike +6; <i>wreck</i> (<i>rend</i>) harm 1d2+1 Option [adjuvant; 1 pneuma]: <i>rend</i> (1d2) • 1 Tail: targeted melee 0; strike +6; <i>wreck</i> (<i>beat-rend</i>) harm 1d4+4 Option [adjuvant; 1 pneuma]: <i>squash</i> (1d4) or <i>slash</i> (1d4)
Monster and Mortal Powers: <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+5)
Ascension-Point Value: 7

LURKING FISH
Tier: Honing Liferview: <i>laxful-wicked</i> Languages: Beast
Shape: 1×3×1 Size Modifier: ±0 Mass Modifier: +1 Speed: swim 25
Roottraits: Brw 5; Lth 5; Smt 0; Wis 1; Glt 0 Hasten: 2 Defenses: Nml 29; Ftl 27; Mfl 11 Grit: 31+5d4 [44] Pneuma: 10
Harm Yields: <u>susceptible</u> gleam, gloom, rasp, shake, shock, logos, charis, heinous; <u>vulnerable</u> rot 1; <u>resistant</u> wreck 7, whelm 3, flare 3, frost 3, rasp 4; <u>immune</u> chaos, hubris, hallow
Condition Adaptations: <u>liable</u> (<u>unavail:1</u>) slowed, paralyzed; <u>renitent</u> (<u>avail:1</u>) imbalanced, prostrated, stifled, numbed; <u>renitent</u> (<u>avail:2</u>) restrained, constrained
Lifeskills: <i>dive</i> +14 (adv; <i>avail:1</i>); <i>look</i> +6 (adv); <i>lurk</i> +10 (adv); <i>seafare</i> +9 (adv); <i>search</i> +3 (imp); <i>toil</i> +5 (sta)
ATTACKS AND POWERS
1 Bite – 1 strike; assail Nml [utilization; 0 pneuma]: targeted melee 1; strike +8; <i>wreck</i> (<i>rend-stab</i>) harm 2d8+7 Option [adjuvant; 1 pneuma]: <i>slash</i> (1d8) or <i>gore</i> (1d8)
Monster and Mortal Powers: <i>goonsmite</i> ; <i>grappling</i> – standard; <i>inferior defense</i> (Mfl); <i>speedburst</i> (+7)
Ascension-Point Value: 12