

Spriggan

Level	3
Size	Small
Initiative Bonus	-2
Grouping	2d4
Aggressiveness	8
Movement	20'
Treasure	1d6+1

AGL	16
CHA	10
CON	11
END	10
INT	11
OBS	14
STR	10
WIS	12

Defense Bonus	Block	13	
	Dodge	12	
	Perry	10	
High Pain Threshold		N/A	
Magic Resistance			
AGL	N/A	INT	N/A
CHA	N/A	OBS	N/A
CON	N/A	STR	N/A
END	N/A	WIS	N/A

Territory & Description:

Spriggans are small forest dwelling creatures that live mostly in Xa'cor dy Yelphheet. They are often mistaken for cats when seen at a distance, but upon closer inspection many differences can be seen. Most notable among these is the lack of a tail and the fact that they walk on two legs.

They live under hills and in dense thickets which protect them from the outside world. Spriggans live in close family groupings but they have extended clan affiliations. As a source of amusement Spriggans will often steal from each other, form raiding parties to steal from other clans, or steal from those who pass through their woods.

They are excellent thieves and love to horde treasure. Most often they sneak into the houses and camps of their victims and steal their goods while they sleep. If pressed, however, these creatures can be fan-

Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
Bite (Non-Predatory)	+0	1	3	1	1
Punch		1d4-2			
Kick		1d4-1			
Weapon 1	+2	Variable	Variable	Variable	Variable

tastic fighters. Normally attacking with simple melee weapons, they also have a wicked bite.

The one thing Spriggans can't tolerate is someone attempting to set up a settlement near their homes. If this happens the Spriggans will begin to terrorize the encroaching characters until they leave. They will start by stealing their goods and playing pranks. If this doesn't work they will burn their crops, their homes and even kidnap the children. If none of this works the Spriggans will eventually attempt to kill the encroachers.

Special Abilities:

Rumor has it that these creatures are able to grow from their usual small size to become a giant. This is actually quite misleading though the Spriggans themselves love to spread this myth. This myth is actually based on the Spriggan's natural ability to create an Illusion of growth once per day. This illusion allows them to appear to grow to the size of a large sized creature and cause a distraction while they themselves escape back into the woods. The illusion also has a sound quality to it so that the creature can make a frightening roar with the intent of scaring away their enemies. This illusion is cast as a 3PR Psionic abilities "Illusory Sight" and "Illusory Sound." The illusion will attempt to terrorize the enemy for one round. If the creatures don't flee then it will appear to flee in a direction opposite of the direction that the actual Spriggan fled.

Spriggan 1	Current CON	Current END	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	11	10	Club	+3	1d6+1	2	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg	
Body	4	13	8	6	6	11	11	

Spriggan 2	Current CON	Current END	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	11	10	Club	+3	1d6+1	2	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg	
Body	4	13	8	6	6	11	11	

Spriggan 3	Current CON	Current END	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	11	10	Club	+3	1d6+1	2	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg	
Body	4	13	8	6	6	11	11	

Spriggan 4	Current CON	Current END	Attack skills / Weapon	Bonus	Damage	Rate	Range	Tech Level
	11	10	Club	+3	1d6+1	2	1	1
Hit Points	Head	Chest	Abdomen	R Arm	L Arm	R Leg	L Leg	
Body	4	13	8	6	6	11	11	

Spriggan 5	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Large Knife		+3	1d6+1	5/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Leather (3/3)		15	15	15	15	15	15		
Body	4	13	8	6	6	11	11		

Spriggan 6	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Short Sword		+3	1d10	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Leather (3/3)		15	15	15	15	15	15		
Body	4	13	8	6	6	11	11		

Spriggan 7	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Club		+3	1d6+1	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Leather (3/3)		15	15	15	15	15	15		
Body	4	13	8	6	6	11	11		

Spriggan 8	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Large Knife		+3	1d6+1	5/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Buckler (7/3) Block +1					20				
Body	4	13	8	6	6	11	11		

Spriggan 9	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Short Spear		+3	1d10	1	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Body	4	13	8	6	6	11	11		

Spriggan 10	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Tomahawk		+3	1d6+2	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Leather (3/3)		15	15	15	15	15	15		
Body	4	13	8	6	6	11	11		

Spriggan 11	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Club		+3	1d6+1	2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Leather (3/3)		15	15	15	15	15	15		
Body	4	13	8	6	6	11	11		

Spriggan 12	Current CON	Current END	Attack skills / Weapon		Bonus	Damage	Rate	Range	Tech Level
	11	10	Large Knife		+3	1d6+1	5/2	1	1
Hit Points	Head (1)	Chest (2-3)	Abdomen (4-5)	R Arm (6)	L Arm (7)	R Leg (8)	L Leg (9)		
Buckler (7/3) Block +1					20				
Body	4	13	8	6	6	11	11		