

Eagle					Elemental (Air)				
Characteristics			Attack(s)	Damage	Characteristics			Attack(s)	Damage
Intelligence	6	-4	Talons (2 attacks)	1d4	Intelligence	10	0	Pressure Grasp (x2)	2d10
Essence	X	X	Beak	1d4*	Essence	X	X	Whirlwind	20d4*
Charisma	X	X			Charisma	X	X	Breath Weapon	2d4**
Beauty	15	+5			Beauty	10	0		
Reflexes	19	+9	* No Strength adjustments 20% chance of blinding a victim.		Reflexes	18	+8	* Every 10 turns, all targets involved in Combat are automatically hit: 1d20 To determine where. ** Is used in lieu of the Pressure Grasp Attack, damage to every body section.	
Endurance	12	+2			Endurance	20	+10		
Mental Resistance	7	-3			Mental Resistance	15	+5		
Strength	11	+1			Strength	25	+15		
Agility	19	+9			Agility	19	+9		
Experience Points	150				Experience Points	1000			

Acrobatics	65	35	Equestrian Skills	X	X	Mastered Weapon	X	X	X	X	X	X	
Alchemy	X	X	Evaluation	X	X	Memorization					X	50	
Ambidexterity	99	99	Eyesight	80	X	Metallurgy					X	X	
Animal training	-5	X	First-aid	X	X	Navigation					X	X	
Assassination	X	X	Hand-to-hand Combat	65	80	32	40	21	26	Parry/Dodge	60	65	
Astronomy	X	X	Hearing	30	X	Persuasion					X	X	
Botany	X	X	Hiding (object)	13	X	Pick-Pocket					X	X	
Building/fixing	X	X	Hiding (oneself)	80	70	Searching (Object):					50	X	
Camouflage	X	X	History/Geography	X	X	Sense of Smell					20	X	
Cartography	X	X	Holding One's Breath	X	X	Silent Movement					70	80	
Climbing	X	X	Legends	X	X	Spying					55	60	
Deciphering	X	X	Lock-Picking	X	X	Swamp movement					X	X	
Detection of hidden mechanisms	X	X	Mastered Weapon	X	65	X	32	X	21	Swimming		X	X
Disguise	X	X	Mastered Weapon	X	X	X	X	X	X	Tracking		X	X
Driving (Equestrian)	X	X	Mastered Weapon	X	X	X	X	X	X	(Un)setting Traps		X	X
Empathy	10	80	Mastered Weapon	X	X	X	X	X	X	(Un)Tying Knots		X	X

Eagle	E.P.			Elemental (Air)	E.P.			
	Base.	/2	/3		Base.	/2	/3	
Attack: Hand to Hand	65	32	21	Attack: Hand to Hand	80	40	26	
	Base.	Armour	Shield		Base.	Armour	Shield	
Parry/Dodge	60			Parry/Dodge	65	65	65	
No body sections, all attacks of the same difficulty as an attack to the head (%/3), to the Eagles size and agility.				No body sections, normal attack percentages apply, can only be hit by magical weapons and spells. All damage inflicted is deducted from the total.				
	Max.	Current			Max.	Current		
	15				300			

Elemental (Earth)

Elemental (Fire)

Characteristics			Attack(s)	Damage	Characteristics			Attack(s)	Damage
Intelligence	I0	0	Fists (2 attacks)	3d10	Intelligence	I0	0	Fists (2 attacks)	3d8
Essence	X	X	Head Butt	3d4	Essence	X	X	Intense Heat	2d4*
Charisma	X	X	Rock Throwing	3d10+*	Charisma	X	X	Tongue of Fire	5d6**
Beauty	I0	0			Beauty	I0	0		
Reflexes	I5	+5	* Replaces the first two attacks. Range: 20 meters.		Reflexes	I7	+7	* Every 10 turns, automatically hits all Enemies in combat, random location. ** Replaces the first two attacks, damage Per body section.	
Endurance	20	+10			Endurance	I8	+8		
Mental Resistance	I3	+3			Mental Resistance	I6	-6		
Strength	30	+20			Strength	I25	+15		
Agility	I5	+5			Agility	I9	+9		
Experience Points	1000				Experience Points	1000			

Acrobatics	25	30	Equestrian Skills	X	X	Mastered Weapon	X	X	X	X	X	X
Alchemy	X	X	Evaluation	X	X	Memorization					50	50
Ambidexterity	99	99	Eyesight	80	X	Metallurgy					X	X
Animal training	X	X	First-aid	X	X	Navigation					X	X
Assassination	X	X	Hand-to-hand Combat	90	80	45	40	30	26	Parry/Dodge	70	65
Astronomy	X	X	Hearing	30	X	Persuasion					X	X
Botany	X	X	Hiding (object)	X	X	Pick-Pocket					X	X
Building/fixing	X	X	Hiding (oneself)	80	80	Searching (Object):					X	X
Camouflage	X	X	History/Geography	X	X	Sense of Smell					20	X
Cartography	X	X	Holding One's Breath	X	X	Silent Movement					40	70
Climbing	80	X	Legends	X	X	Spying					X	X
Deciphering	X	X	Lock-Picking	X	X	Swamp movement					X	X
Detection of hidden mechanisms	X	X	Mastered Weapon	75	65	32	32	25	22	Swimming	X	X
Disguise	X	X	Mastered Weapon	X	X	X	X	X	X	Tracking	X	X
Driving (Equestrian)	X	X	Mastered Weapon	X	X	X	X	X	X	(Un)setting Traps	X	X
Empathy	80	80	Mastered Weapon	X	X	X	X	X	X	(Un)Tying Knots	X	X

Elemental (Earth)	E.P.			Elemental (Fire)	E.P.		
	Base.	/2	/3		Base.	/2	/3
Attack: Hand to Hand	90	45	30	Attack: Hand to Hand	80	40	26
	Base.	Armour	Shield		Base.	Armour	Shield
Parry/Dodge	70	70	70	Parry/Dodge	65	65	65
No body sections, normal attack percentages apply, can only be hit by magical weapons and spells. All damage inflicted is deducted from the total.				No body sections, normal attack percentages apply, can only be hit by magical weapons and spells. All damage inflicted is deducted from the total.			
	Max.	Current			Max.	Current	
	400				300		

Elemental (Water)

Falcon

Characteristics			Attack(s)	Damage	Characteristics			Attack(s)	Damage
Intelligence	I0	0	Fists (2 attacks)	2d10	Intelligence	6	-4	Talons (2 attacks)	Id4
Essence	X	X	Wave	8d4*	Essence	X	X	Beak	Id4*
Charisma	X	X	Water Jet	2d4**	Charisma	X	X		
Beauty	I0	0			Beauty	I4	+4		
Reflexes	I6	+6	* Every 8 turns automatically hits all Enemies in combat, random location. ** Replaces the first two methods of Attack, damage per body section.		Reflexes	I8	+8	* No strength adjustment. 20% chance of blinding a target.	
Endurance	20	+10			Endurance	II	+1		
Mental Resistance	I6	+6			Mental Resistance	7	-3		
Strength	26	+16			Strength	IO	0		
Agility	I8	+8			Agility	I8	+8		
Experience Points	1000				Experience Points	100			

Acrobatics	30	60	Equestrian Skills	X	X	Mastered Weapon	X	X	X	X	X	X
Alchemy	X	X	Evaluation	X	X	Memorization					50	X
Ambidexterity	99	99	Eyesight	X	75	Metallurgy					X	X
Animal training	X	-5	First-aid	X	X	Navigation					X	X
Assassination	X	X	Hand-to-hand Combat	75	6 5	37	32	25	21	Parry/Dodge	65	60
Astronomy	X	X	Hearing	X	30	Persuasion					X	X
Botany	X	X	Hiding (object)	X	10	Pick-Pocket					X	X
Building/fixing	X	X	Hiding (oneself)	99	80	Searching (Object):					X	10
Camouflage	X	X	History/Geography	X	X	Sense of Smell					X	20
Cartography	X	X	Holding One's Breath	X	X	Silent Movement					70	70
Climbing	X	X	Legends	X	X	Spying					X	50
Deciphering	X	X	Lock-Picking	X	X	Swamp movement					X	X
Detection of hidden mechanisms	X	X	Mastered Weapon	70	X	35	X	23	X	Swimming	X	X
Disguise	X	X	Mastered Weapon	X	X	X	X	X	X	Tracking	X	X
Driving (Equestrian)	X	X	Mastered Weapon	X	X	X	X	X	X	(Un)setting Traps	X	X
Empathy	X	10	Mastered Weapon	X	X	X	X	X	X	(Un)Tying Knots	X	X

Elemental (Water)				E.P.	Falcon				E.P.	
	Base.	/2	/3			Base.	/2	/3		
Attack: Hand to Hand	75	37	25		Attack: Hand to Hand	65	32	21		
	Base.	Armour	Shield			Base.	Armour	Shield		
Parry/Dodge	65	65	65		Parry/Dodge	60				
No body sections, normal attack percentages apply, can only be hit by magical weapons and spells. All damage inflicted is deducted from the total.					No body sections, counts as an attack to the head: divide attack by 3					
	Max.	Current				Max.	Current			
	300					12				