

# CRITTERS!

A SOURCEBOOK FOR RUNNING IN SHADOWS



Converted, compiled and created by Sune Nødkou in 2015

## AND SO IT CAME TO PASS

With my Running In Shadows conversion finally done, I started to look at the different wishes people had send to me.


The biggest wish were critters. Besides magic and metaraces, they are what really makes Shadowrun stand out as a unique cyberpunk game after all.

Not wanting to do a huge pile of converting, I decided to focus on the critters from the 1st edition Shadowrun book.

If you need more, feel free to look at my Converting Critters at the back of this supplemental. Whatever you convert, remember to share with me. (I'll promise to mention you under the critters you convert.)

When enough extra critters are converted, I'll update this sourcebook and share it again.

Remember never to cut a deal with a dragon!

  
Sune Nødskou, January 2015

## WHAT YOU NEED

All the powers converted from the Shadowrun core rulebook are either powers borrowed directly from The Dresden Files: Your Story book, or stunts that are created and placed under the critter in question.

Therefore you most definitely need The Dresden Files: Your Story book, in order to read what each power actually does.

If you don't own it, it might be a good time to invest in your hobby.



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# BANSHEE

## HIGH CONCEPT

Gaunt and terrifying killer

## OTHER ASPECTS

Was that an elf?

## SKILLS

**Fight** +1

**Intimidate** +7

**Investigate** +5

**Perception** +5.

## STUNTS

**DOWNWARD SPIRAL OF DOOM:** If a character has any fear related consequences, the banshee receives +2 to Investigate and Perception tests to hunt him.

**SCREAM FROM BEYOND THE GRAVE:** The wail from a banshee is what starts the deadly hunt for terror. Even hardened street samurai have been known to flee when they hear it. The banshee add +1 when attacking with Intimidate, using its terrifying scream. By spending a fate point an additional +3 stress can be dealt if the attack was successful. This is often reserved for an final, extremely terrifying coup de grâce. The attack can be defended against with Willpower.

## STRESS

**PHYSICAL** ① ②

**MENTAL** ① ②

**HUNGER** ① ②

## POWERS

**Emotional Vampire** feeding on terror

**Feeding Dependency** must inhale the terror from its terrified victim. The power supports:

**Gaseous Form**

**Mythic Recovery**

**The catch** is the burning rays of sunlight which the banshee avoids at all costs.

**Supernatural Sense** giving it sharp physical senses that allows it to see, hear and feel fear.

## NOTES

Good Reaction, Average attack, Good defenses and a mean fragger to put down.

# BARGHEST

## HIGH CONCEPT

Oversized mastiff from hell

## SKILLS

**Body** +3

**Fight** +4

**Intimidate** +6

**Investigate** +4

**Perception** +4

**Quickness** +2

**Stealth** +4

**Strength** +1

## STUNTS

**BLOOD TURNS TO ICE:** The howl of the barghest is so terrifying that people have been known to drop dead just by hearing it. When howling the barghest add +1 stress to the mental damage dealt by the Intimidate attack. The attack can be defended against with Willpower.

## STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥

**MENTAL** ① ② ③

## POWERS

**Claws**

**Enhanced Sense** (can use a sonar like sense to see even in complete darkness)

**Inhuman Speed**

**Inhuman Toughness**

**The catch** is sunlight. The barghest is very vulnerable to the UV rays of the sun.

## NOTES

Superb Reaction, Great attack and Average defenses supplemented by **Weapon: 2** from its deadly claws. Finally its protected by **Armor: 1** from strong endurance. This protects against all physical damage.



# BASILISK

## HIGH CONCEPT

Big, coldblooded predator

## OTHER ASPECTS

Fiercely territorial

## SKILLS

Fight +1

Strength +3

## STUNTS

**TURN TO STONE:** The gaze of a basilisk is able to turn men into (living) statues. The basilisk can make attacks up to Range: 1 using its Strength as the attack skill. Consequences delivered by this attack should reflect the calcification.

## STRESS

PHYSICAL ① ②

MENTAL ① ②

## POWERS

Claws

Inhuman Strength

## NOTES

Mediocre Reaction, Average attack and Mediocre defenses. Attacks with **Weapon: 4** from great strength and nasty claws and protected by **Armor: 1** from scaly skin. . This protects against all physical damage.

# COCKATRICE

## HIGH CONCEPT

Deadly poultry

## OTHER ASPECTS

Clumsy flier

## SKILLS

Fight +2

Quickness +1

## STUNTS

**ANESTHETIC TAIL LASH:** When performing its famous leaping attack, the cockatrice lashes out with its tail, delivering a paralyzing attack to its victim. The attack is done with Fight and deals an automatic mild consequence if successful.

## STRESS

PHYSICAL ① ②

MENTAL ① ②

## POWERS

Claws

Wings

## NOTES

Average Reaction, Fair attack and Average defenses. Attacks are done with **Weapon: 2** from razor sharp claws and a nasty beak.





## DRAGONS

In addition to specialized powers, all dragons share the following powers:

- **Claws**
- **Hulking Size**
- **Low-Light Vision**
- **Mythic Strength**
- **Mythic Toughness** (the catch is usually pollutants)

The catch is usually pollution from cars, chemical waste, burning of plastics and such. This mighty and highly magical critter is a being in balance with nature.

- **Supernatural Sense** that allows it to physically sense the vibration of living beings.
- **Thermographic Vision**
- **Wings**
- Additionally some dragons also show these powers:
- **Beast Friend**
- **Domination** with **Master Dominator** add-on
- **Breath Weapon** and an added Shoot +5 skill
- **Incite Emotion** in reptilians
- **Venomous Claws**

Great dragons will not be converted, as they are the stuff of legends and thus a story element. (No one should face Dunkelzahn in combat, no matter how tempting such a confrontation might be.)

So remember: Never deal with a dragon!

## FEATHERED SERPENT

### HIGH CONCEPT

Sleek, fast and colorful dragon-serpent

### OTHER ASPECTS

Aztech beast

### SKILLS

**Body** +8

**Fight** +5

**Investigate** +5

**Magic** +7

**Perception** +5

**Quickness** +2

**Strength** +12

**Willpower** +4

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫

**MENTAL** ① ② ③ ④

### POWERS

Besides the standard list, the feathered serpent also enjoys the following powers:

**Supernatural Speed** but only while airborne

**Venomous Claws** is also quite normal

### NOTES

Great Reaction on the ground which turns to Fantastic while airborne - and while in the air, the dragon always goes first in a conflict. Superb attack supported by a vicious **Weapon:8** attack from raw strength and big, deadly claws. Fair defenses while on the ground which enhances to Great while in the air. Finally this magnificent beast is protected from all physical damage by **Armor: 3** made from its thick, multicolored skin. As this wasn't enough, this huge fragger comes with a big arsenal of shamanic magic with an Epic strength.

## EASTERN DRAGON

### HIGH CONCEPT

Mystical and very dextrous dragon

### OTHER ASPECTS

Spiked killer

### SKILLS

Body +10

Fight +4

Investigate +5

Magic +7

Perception +5

Quickness +4

Strength +12

Willpower +4

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫

MENTAL ① ② ③ ④

### POWERS

Besides the standard list, the eastern dragon also enjoys:

**Inhuman Speed**

### NOTES

Epic Reaction, Great attack supported by a vicious **Weapon:8** attack from raw strength and big, deadly claws. Superb defenses and protected from all physical damage by **Armor: 3** supported by its thick, leathery skin. As this wasn't enough, this huge fragger comes with a big arsenal of shamanic magic with an Epic strength.

## WESTERN DRAGON

### HIGH CONCEPT

Heavy plated and horned dragon

### OTHER ASPECTS

One greedy son of a bitch

### SKILLS

Body +11

Fight +3

Investigate +5

Magic +7

Perception +5

Quickness +3

Strength +12

Willpower +4

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫

MENTAL ① ② ③ ④

### POWERS

Usually nothing outside the normal list of powers.

### NOTES

Great Reaction, Good attack and defenses. Attacks with its vicious **Weapon:8** attack from raw strength and big, deadly claws. The dragon is protected from all physical damage by **Armor: 3** from its thick, scaly skin. As this wasn't enough, this huge fragger comes with a big arsenal of shamanic magic with an Epic strength.





## ELEMENTALS

All elementals obviously enjoys the benefits of **Spirit Form**.

Furthermore I've decided to create all elementals equally, using a Force 6 elemental as the base for the conversion. In my game I'll treat anything less than Force 6 as Minions with a Quality matching the strength of the summoned elemental.

If you need something more powerful, go right ahead. I doubt it will be worth the trouble though, as most elementals in Shadowrun are portrayed as nameless guards or errand boys.

## AIR ELEMENTAL

### HIGH CONCEPT

Magical creation of wind

### OTHER ASPECTS

Fast and free

### SKILLS

**Fight** +6

**Quickness** +5

**Shoot** +6

**Willpower** +2

### STUNTS

**SUFFOCATION:** The air elemental is able to suck out the oxygen from an opponent in the same zone as itself. This is done as a supplemental action. Victim must make a **Body** +2 roll or suffer stress equal to the margin of failure if any.

### STRESS

**PHYSICAL** ① ②

**MENTAL** ① ② ③

### POWERS

**Breath Weapon**

**Mythic Speed**

**Poltergeist** add-on to the Spirit Form power

### NOTES

Superb Reaction and always reacts first in a conflict and Legendary defenses. Protects itself with Epic attacks in close quarters, and a **Weapon: 2** vicious blast of wind, supported by a Superb ranged attack skill.

## EARTH ELEMENTAL

### HIGH CONCEPT

Magical creation of earth

### OTHER ASPECTS

Tough, slow and rock-hard

### SKILLS

**Body** +6

**Fight** +4

**Strength** +5

**Willpower** +2

### STUNTS

**THE WEIGHT OF A MOUNTAIN:** All successful melee attacks by the earth elemental adds +2 stress to the damage.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

**MENTAL** ① ② ③

### POWERS

**Mythic Toughness**

**The catch** is concentrated elemental air.

**Supernatural Strength**

### NOTES

Mediocre Reaction and defenses. Superb attacks with **Weapon: 4** granite fists of massive strength. Protected by **Armor: 3** made of flint, rock, clay and earth.



## FIRE ELEMENTAL

### HIGH CONCEPT

Magical creation of fire

### OTHER ASPECTS

White hot aggression

### SKILLS

Body +3

Fight +5

Shoot +5

Quickness +4

Willpower +2

### STUNTS

**FLAMING INFERNO:** The fire elemental is able to engulf a victim sharing the same zone as the fire elemental in flame. This is done as a supplemental action. Victim must make a Body +2 roll or suffer stress equal to the margin of failure if any.

### STRESS

PHYSICAL ① ② ③ ④

MENTAL ① ② ③

### POWERS

Breath Weapon

Inhuman Speed

Inhuman Toughness

The catch is - of course - water. Submersion in the ocean, a high-pressure beam of water or water-balloons all helps!

### NOTES

Great Reaction, Superb defenses, and a Superb attacks - either with its flaming fists or the deadly **Weapon:2** flamethrower attack. The intense heat that surrounds this elemental also offers **Armor: 1** protection from all physical attacks.

## WATER ELEMENTAL

### HIGH CONCEPT

Magical creation of water

### SKILLS

Body +4

Fight +2

Quickness +2

Strength +2

Willpower +2

### STUNTS

**WATERY GRAVE:** The water elemental is able to wrap its body around a victim sharing the same zone as itself, effectively drowning him. This is done as a supplemental action. Victim must make a Body +2 roll or suffer stress equal to the margin of failure if any. The elemental must be manifested in order to use this action.

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥

MENTAL ① ② ③

### POWERS

Aquatic

Supernatural Toughness

The catch is fire in all its aspects. Flamethrowers, bonfires, molotov cocktails. You name it.

### NOTES

Average Reaction, Fair attack and defenses. The liquid body of the water elemental protects it from all physical damage by **Armor: 2**.





## EYEKILLER

### HIGH CONCEPT

Giant electrified owl-beast

### OTHER ASPECTS

Wingless bird of prey

### SKILLS

Body +3

Fight +2

Investigate +4

Perception +4

Shoot +4

Stealth +4

Strength +3

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

MENTAL ① ②

### POWERS

**Breath Weapon** is a jolt of electricity

**Claws**

**Enhanced Senses** allows the critter to see in complete darkness

**Hulking Size**

**Inhuman Strength**

**Inhuman Toughness**

**The catch** is pollutants. Like most critters the eyekiller is vulnerable to pollutants of nature and the natural balance.

### NOTES

Fair Reaction, Fair attack and Mediocre defenses. When attacking in close combat, the critter uses its deadly **Weapon:4** sharp beak and long claws. At range it attacks with the **Weapon:2** jolt of electricity. Its massive size and body protects it from all physical damage with **Armor:2**.

## GHOUL

### HIGH CONCEPT

Cannibal ghoul

### OTHER ASPECTS

Blind as a bat, Insatiable appetites

### SKILLS

Body +3

Fight +2

Intimidate +3

Perception +3

Quickness +1

Strength +2

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥

MENTAL ① ②

HUNGER ① ②

### POWERS

**Claws**

**Feeding Dependency** of raw meat. This supports:

**Inhuman Speed**

**Inhuman Toughness**

**The catch** is the burning rays of sunlight. Even on a rainy day, the ghoul is reluctant to leave the safety of the shadows.

### NOTES

Great Reaction, Fair attack and defenses. The powerful claws and vicious bite functions as a **Weapon:2**. The ghoul is protected from all physical damage by **Armor:2** by its high resilience.



## GRIFFIN

### HIGH CONCEPT

Mountain dwelling hunter

### OTHER ASPECTS

Death from above, Loves a good bite of horse

### SKILLS

**Body** +5

**Fight** +4

**Quickness** +3

**Strength** +4

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

**MENTAL** ① ②

### POWERS

**Claws**

**Hulking Size**

**Inhuman Speed** but only while flying

**Inhuman Strength**

**Supernatural Toughness**

**The catch** is pollutants. Chemical waste, toxic smoke and the like is all weakening the griffin.

**Wings**

### NOTES

Fair Reaction which turns Great while airborne. Great attack and Good defenses which turns to Great while flying. Incredible strength, a strong beak and massive claws provides **Weapon: 4**, and the mere size and bulk of this being provides **Armor: 2** against all physical damage.

## HARPY

### HIGH CONCEPT

Aggressive batman

### OTHER ASPECTS

Never alone

### SKILLS

**Fight** +3

**Quickness** +4

### STRESS

**PHYSICAL** ① ②

**MENTAL** ① ②

### POWERS

**Supernatural Speed** only while airborne

**Venomous Claws**

**Wings**

### NOTES

Fair Reaction which turns Great while airborne. In the air, the harpy is also always going first in conflicts. Great defenses while on the ground, and Superb while in the air. It attacks with a **Weapon: 2** from its venom-dripping claws and bite



## KRAKEN

### HIGH CONCEPT

30 tons of deep sea death

### OTHER ASPECTS

Tentacles everywhere!

### SKILLS

**Body** +8

**Fight** +5

**Quickness** +1

**Strength** +7

**Willpower** +2

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩ ⑪ ⑫

**MENTAL** ① ② ③

### POWERS

**Aquatic**

**Hulking Size**

**Inhuman Speed**

**Mythic Strength**

**Mythic Toughness**

The **catch** is water pollutants such as fuel oil, toxic waste and the like.

### NOTES

Good Reaction, Superb attack from its many tentacles and Fair defenses. The many super-strong tentacles and its beak-like mouth supplies a **Weapon: 6**, and its massive size protect it from all physical damage with **Armor: 3**.

## LESHY

### HIGH CONCEPT

Man of the woods

### OTHER ASPECTS

Brachiator, Exceedingly territorial

### SKILLS

**Engineering** +4

**Fight** +1

### STUNTS

**MASTER TRAPBUILDER:** The leshy can build some very deadly traps, that are best avoided at all costs. Engineering skill can be used to attack and is also used to control its Demesne power.

### STRESS

**PHYSICAL** ① ②

**MENTAL** ① ②

### POWERS

**Demesne**

### NOTES

Mediocre Reaction and defenses. Average attack in normal melee, but Great when using traps to maim its enemies.





# MERROW

## HIGH CONCEPT

Sapient merman

## OTHER ASPECTS

Like a fish in the ocean

## SKILLS

Body +1

Fight +3

Quickness +3

Stealth +4

Strength +3

## STUNTS

**A SHADOW UNDER THE SURFACE:** The coloration of the merrow is designed specifically to underwater camouflage. While moving slowly and being submerged in water, the merrow adds +2 to all Stealth rolls.

## STRESS

PHYSICAL ① ② ③ ④ ⑤

MENTAL ① ②

## POWERS

Aquatic

Claws

Hulking Size

Inhuman Speed

Inhuman Strength

## NOTE

Great Reaction, Good attack and Great defenses. Its massive claws and tremendous strength supports a **Weapon: 4** attack.

# NAGA

## HIGH CONCEPT

Magical anaconda

## OTHER ASPECTS

Smarter than other snakes

## SKILLS

Body +1

Fight +2

Strength +2

## STUNTS

**HEXING:** The mere essence of the naga is magical, giving it an innate ability to withstand magic. When rolling to defend against Magic, the roll is made at +2.

## STRESS

PHYSICAL ① ② ③ ④

MENTAL ① ②

## POWERS

Hulking Size

Venomous Claws

## NOTE

Mediocre Reaction, Fair attack and Mediocre defenses. Its nasty claws provide **Weapon: 2**, and its big frame supports **Armor: 1** which protects from all physical damage.



## NATURE SPIRITS

All the spirits are converted as if they were Force 6 spirits from Shadowrun. Anything less than Force 6 should be treated as Minions with variable Quality.

They all share the **Spirit Form** power. A lot of other powers are quite common, but not 100 % consistent.

## CITY SPIRIT

### HIGH CONCEPT

Embodied force of the cities

### SKILLS

**Body** +3

**Fight** +5

**Intimidate** +6

**Investigate** +4

**Quickness** +4

**Willpower** +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

**URBAN HUNTER:** Whenever tracking someone or something in the city, the spirit receives +2 to Investigate.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥

**MENTAL** ① ② ③

### POWERS

**Demesne**

**Glamours**

**Inhuman Toughness**

**The catch** is archaic tools and weapons. Stuff from the countryside that is the total opposite of the city.

**Inhuman Speed**

### NOTES

Great Reaction, Superb attack and defenses. Its spirit body is protected from all physical damage by **Armor: 1** which is made up of debris, garbage and other urban leftovers.

## DESERT SPIRIT

### HIGH CONCEPT

Embodied force of the deserts

### SKILLS

**Body** +6

**Fight** +4

**Investigate** +4

**Strength** +5

**Willpower** +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Glamours power. The roll is raised by +2 to these tests.

**TRACKS IN THE SAND:** Whenever tracking someone or something in the desert, the spirit receives +2 to Investigate.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

**MENTAL** ① ② ③

### POWERS

**Glamours**

**Supernatural Strength**

**Mythic Toughness**

**The catch** is water, ice and mud. In other terms natural stuff of the land that's quite contra dictionary to a desert besides vegetation.

### NOTES

Mediocre Reaction and defenses. Great attack that delivers a nasty **Weapon: 4** attack from huge fists of sand. The sandy body of the spirit is protected from all physical harm by **Armor: 3**.

## FIELD SPIRIT

### HIGH CONCEPT

Embodied force of the fields

### SKILLS

Body +3

Engineering +4

Fight +5

Investigate +4

Quickness +4

Willpower +2

### STUNTS

**BIRDS IN THE SKY:** Whenever tracking someone or something in the fields, the spirit receives +2 to Investigate.

**FERTILITY INCARNATE:** Fertility is part of the essence of the spirit, granting it +2 to Engineering rolls whenever improving fertility is the task.

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥

MENTAL ① ② ③

### POWERS

Demesne

Glamours

Inhuman Toughness

**The catch** is napalm fire, big amounts of Round-Up and anything else that would leave the fields barren and dead.

Inhuman Speed

### NOTES

Fair Reaction, Superb attack and Great defenses. The spirit is protected from all physical harm by **Armor: 1** coming from the strength of the fields and growth itself.

## FOREST SPIRIT

### HIGH CONCEPT

Embodied force of the forests

### SKILLS

Body +6

Fight +4

Intimidate +6

Strength +5

Willpower +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

MENTAL ① ② ③

### POWERS

Demesne

Glamours

Supernatural Strength

Mythic Toughness

**The catch** is chainsaws, Round-Up, copper and extreme levels of concentrated CO<sub>2</sub>.

### NOTES

Mediocre Reaction, Great attack and Mediocre defenses. The massive blows from the tree trunk size fists of a forest spirit delivers **Weapon: 4** punches. Thick bark and moss, strong vegetation and the essence of life protects the spirit from all physical harm by **Armor: 3**.



## HEARTH SPIRIT

### HIGH CONCEPT

Embodied force of the hearths

### SKILLS

**Body** +3

**Fight** +5

**Investigate** +4

**Quickness** +4

**Willpower** +2

### STUNTS

**GNOME INTUITION:** Whenever tracking someone or something in the home, the spirit receives +2 to Investigate.

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥

**MENTAL** ① ② ③

### POWERS

**Demesne**

**Glamours**

**Inhuman Toughness**

**The catch** is unpaid mortgages, social fighting and the IRS tax collectors. In short anything that could threaten the existence of the home and hearth.

**Inhuman Speed**

### NOTES

Great Reaction Superb attack and defenses. The strength of the feeling of home and the power of family ties helps the spirit protect itself by all physical harm by **Armor: 1**.

## LAKE SPIRIT

### HIGH CONCEPT

Embodied force of the lakes

### SKILLS

**Body** +4

**Fight** +5

**Intimidate** +6

**Investigate** +4

**Quickness** +2

**Strength** +2

**Willpower** +2

### STUNTS

**LAKE FAY:** Whenever tracking someone or something in the lake, the spirit receives +2 to Investigate.

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne power. The roll is raised by +2 to these tests.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

**MENTAL** ① ② ③

### POWERS

**Demesne**

**Supernatural Toughness**

**The catch** is water pollutants like chemical waste and fuel oil. Anything you can dump in the lake and corrupt the water is enough to limit the lake spirit.

### NOTES

Average Reaction, Superb attack and Fair defenses. The insubstantial body of the spirit protects the spirit from all physical harm by **Armor: 2**.

## MIST SPIRIT

### HIGH CONCEPT

Embodied force of the mists

### SKILLS

**Fight** +6

**Quickness** +5

**Willpower** +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

### STRESS

**PHYSICAL** ① ②

**MENTAL** ① ② ③

### POWERS

**Demesne**

**Glamours**

**Mythic Speed**

### NOTES

Superb Reaction and always reacts first in a conflict. Fantastic attack and defenses.



## MOUNTAIN SPIRIT

### HIGH CONCEPT

Embodied force of the mountains

### SKILLS

**Body** +6

**Fight** +4

**Investigate** +4

**Strength** +5

**Willpower** +2

### STUNTS

**EYES IN THE MIST:** Whenever tracking someone or something in the mist, the spirit receives +2 to Investigate.

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

**MENTAL** ① ② ③

### POWERS

**Demesne**

**Glamours**

**Supernatural Strength**

**Mythic Toughness**

**The catch**

### NOTES

Mediocre Reaction, Great attack and Mediocre defenses. The strangling sensation of a mist spirit attack delivers **Weapon: 4** suffocation death. Furthermore the immaterial body of the mist protects the spirit from all physical harm with **Armor: 3**.

## PRAIRIE SPIRIT

### HIGH CONCEPT

Embodied force of the prairies

### SKILLS

Body +6

Fight +4

Investigate +4

Strength +5

Willpower +2

### STUNTS

**WILDLIFE SCOUTS:** Whenever tracking someone or something on the prairie, the spirit receives +2 to Investigate.

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

MENTAL ① ② ③

### POWERS

Demesne

Glamours

Supernatural Strength

Mythic Toughness

The **catch** is dynamite, tar, huge amounts of gasoline and blackpowder are all limiting to the spirit.

### NOTES

Mediocre Reaction, Great attack and Mediocre defenses. The combined strength of the prairie wildlife blows through the attacks of the prairie spirit causing **Weapon: 4** punishment and the roughness of the environment protects the spirit from all physical harm by **Armor: 3**.

## RIVER SPIRIT

### HIGH CONCEPT

Embodied force of the rivers

### SKILLS

Body +4

Fight +5

Intimidate +6

Investigate +4

Quickness +2

Strength +2

Willpower +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

**RIVER REPORTERS:** Whenever tracking someone or something in or on the river, the spirit receives +2 to Investigate.

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

MENTAL ① ② ③

### POWERS

Demesne

Glamours

Supernatural Toughness

The **catch** is fuel oil, chemical waste, plastic garbage and anything else that would threaten the existence of the river life.

### NOTES

Average Reaction, Superb attack and Fair defenses. The massive body and bulk of the river protects the spirit from all physical harm by **Armor: 2**.



## SEA SPIRIT

### HIGH CONCEPT

Embodied force of the seas

### SKILLS

Body +4

Fight +5

Intimidate +6

Investigate +4

Quickness +2

Strength +2

Willpower +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

**SEA SERVANTS:** Whenever tracking someone or something on the sea, the spirit receives +2 to Investigate.

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

MENTAL ① ② ③

### POWERS

Demense

Glamours

Supernatural Toughness

The catch

### NOTES

Average Reaction, Superb attack and Fair defenses. The raging fury and wildness of the sea protects the spirit from all physical harm by **Armor: 2**.

## STORM SPIRIT

### HIGH CONCEPT

Embodied force of the storms

### SKILLS

Fight +6

Intimidate +6

Quickness +5

Shoot +6

Willpower +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

**THUNDERSTORM:** The ranged thunder attack of the storm spirit can either attack a single being at +2 shifts of damage or all beings in a single zone - excluding itself of course. Only insulated armor protects. Armor made of metal subtract 2 from the defense roll.

### STRESS

PHYSICAL ① ②

MENTAL ① ② ③

### POWERS

Breath Weapon

Demense

Glamours

Mythic Speed

### NOTES

Superb Reaction and the spirit always acts first in a conflict. Fantastic attack and defenses. When the spirit unleashes its thunderous punishment from the sky, it's represented by a base **Weapon: 2** attack (see Thunderstorm stunt above).



## SWAMP SPIRIT

### HIGH CONCEPT

Embodied force of the swamps

### SKILLS

Body +4

Fight +5

Intimidate +6

Investigate +4

Quickness +2

Strength +2

Willpower +2

### STUNTS

**INNATE ABILITIES:** The spirit uses its Willpower skill to operate the Demesne and Glamours powers. The roll is raised by +2 to these tests.

**A BILLION INSECT EYES:** Whenever tracking someone or something on the swamp, the spirit receives +2 to Investigate.

### STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

MENTAL ① ② ③

### POWERS

**Demesne**

**Glamours**

**Supernatural Toughness**

The **catch** is huge loads of cement, concrete or sand and everything else that can dry out part of the swamp or threaten the existence of the wild inhabitant all threatens the swamp spirit.

### NOTES

Average Reaction, Superb attack and Fair and defenses. The toughness and endurance of the swamp protects the spirit by all physical harm by **Armor: 2**.

## PHOENIX

### HIGH CONCEPT

Fiery bird of prey

### SKILLS

Fight +1

Quickness +1

### STRESS

PHYSICAL ① ②

MENTAL ① ②

### POWERS

**Claws**

**Wings**

### NOTE

Average Reaction, attack and defenses. Its sharp hooked beak and its aura of pure flame provides **Weapon: 2**.



## SASQUATCH

### HIGH CONCEPT

Peace loving bigfoot

### OTHER ASPECTS

Curious pacifist

### SKILLS

**Body** +4

**Deceive** +4

**Fight** +2

**Strength** +3

### STUNTS

**NATURAL MIMIC:** The sasquatch is a master at mimicking all manners of sounds and hunting calls from other creatures. It receives +2 to any Deceive roll made to mimic such sounds.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

**MENTAL** ① ②

### POWERS

**Hulking Size**

**Inhuman Speed**

**Inhuman Strength**

**Supernatural Toughness**

**The catch** is pollutants of the forest. Plastic leftovers, battery acid, chemical waste and such.

### NOTE

Fair Reaction, Fair attack and Average defenses. The punches from its massive arms provides **Weapon: 2**.

## SHAPESHIFTERS

All the shapeshifters share the the following powers:

- **Claws**
- **Human Guise**
- **Mythic Recovery**
- **The catch** is silver, usually melted and formed into bullets

Some animals show extra powers, and these are noted under the animal.

Additionally they all have a their recognizing feature as an aspect, working mostly as a trouble.

## BEAR

### HIGH CONCEPT

Raging weregrizzly

### OTHER ASPECTS

Extensive body hair

### SKILLS

**Body** +7

**Fight** +3

**Quickness** +1

**Strength** +5

### STUNTS

**BEAR-HUG:** If the werebear places a HUGGED! aspect on a victim using Fight, it can attack with its Strength skill vs. Body skill of its victim. If successful, it deals damage equal to the extra shifts from the test +4 from the Supernatural Strength. If it loses that test, the HUGGED! aspect is lost. While Hugged! victims cannot move away from the werebear.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

**MENTAL** ① ②

### POWERS

**Inhuman Speed**

**Mythic Toughness**

**The catch** is silver, just like for the Mythic Recovery power

**Supernatural Strength**

### NOTE

Good Reaction and attack, Fair defenses. The massive claws and deadly bite of the werebear delivers **Weapon: 6** punishment to its victims and the huge frame of this deadly beast offers **Armor: 3** protection against all physical harm.



## HIGH CONCEPT

Crafty werefox

## OTHER ASPECTS

Long tail

## SKILLS

**Deceive** +4

**Fight** +3

**Quickness** +1

**Stealth** +4

## STUNTS

**FOXHOLES-A-PLenty:** A momentary distraction is all the werefox needs to vanish from the scene. Provided it isn't in the midst of a conflict, it may roll a quick contest between its Stealth and the highest Perception in the room. If it succeeds, the next time someone turns to look at or talk to it, it's not there anymore.

**SLY AS A FOX:** The sheer craftiness of the werefox is a legendary trait. Whenever the crafty critter uses Deceive to con people into calm and relaxation, it receives +2 to the roll.

## STRESS

**PHYSICAL** ① ②

**MENTAL** ① ②

## POWERS

**Inhuman Speed**

## NOTE

Good Reaction and attack, Fair defenses. Not a true fighter, the werefox still benefits from the **Weapon: 2** attack from its razor-sharp claws and needled-like teeth.

## HIGH CONCEPT

Prowling wereleopard

## OTHER ASPECTS

Enlarged canines

## SKILLS

**Body** +3

**Fight** +3

**Quickness** +2

**Stealth** +4

**Strength** +3

## STUNTS

**DEATH FROM ABOVE:** The wereleopard is able to drop from above, leading with a powerful bodyslam that can lay an unsuspecting opponent out. +2 to attack with Fight whenever the werebeast move at least one zone unopposed before it attacks with a bodyslam.

## STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥

**MENTAL** ① ②

## POWERS

**Inhuman Speed**

**Inhuman Strength**

**Inhuman Toughness**

**The catch** is silver, just like for the Mythic Recovery power

## NOTE

Good Reaction, attack and defenses. The deadly claws, strong body and vicious bite functions as a **Weapon: 4** attack. The predatory body of the wereleopard is protected from all physical damage by **Armor: 1**.

## HIGH CONCEPT

Free diving wereseal

## OTHER ASPECTS

Webbed toes and fingers

## SKILLS

Body +4

Fight +3

Quickness +2

Strength +2

## STUNTS

**WATERY GRAVE:** An expert in grappling and drowning its victims, the selkie adds +2 to Body when grappling and pulling people to their watery graves.

**ONE WITH THE WATER:** +2 to defend or overcome with Quickness while swimming.

## STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

MENTAL ① ②

## POWERS

Aquatic

Inhuman Speed

Supernatural Toughness

The catch is silver, just like for the Mythic Recovery power

## NOTE

Good Reaction, attack and defenses. Don't be mistaken by its cuteness, its claws and bite works as a **Weapon: 2**. Its body is also built to high pressure, protecting it from all physical harm by **Armor: 2**.

## HIGH CONCEPT

Hunting weretiger

## OTHER ASPECTS

Reflective eyes

## SKILLS

Body +6

Fight +3

Quickness +3

Strength +5

## STUNTS

**GOING FOR THE THROAT:** Once per scene, when the weretiger forces an opponent to take a consequence, it can spend a fate point to increase the consequence's severity (so mild becomes moderate, moderate becomes severe). If the opponent was already going to take a severe consequence, he must either take a severe consequence and a second consequence or be taken out.

## STRESS

PHYSICAL ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

MENTAL ① ②

## POWERS

Mythic Toughness

The catch is silver, just like for the Mythic Recovery power

Supernatural Strength

## NOTE

Fair Reaction, Good attack and defenses. Its massive claws, and great strength deals **Weapon: 6** death to its victims and its super strong body is protected from all physical harm by **Armor: 3**.



## WOLF

### HIGH CONCEPT

Vicious werewolf

### OTHER ASPECTS

Hairy palms and monobrows

### SKILLS

**Body** +3

**Fight** +3

**Intimidate** +4

**Quickness** +2

**Strength** +2

### STUNTS

**PRIMAL FEAR:** When werewolves howl, they attack the primal fear instincts in men, causing them to freeze in terror. When creating the FROZEN IN TERROR aspect with Intimidate, it gets an extra free invoke.

### STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥

**MENTAL** ① ②

### POWERS

**Inhuman Speed** - +2 reaction +1 defense

**Inhuman Toughness** - armor 1

### NOTE

Good Reaction, attack and defenses. The moonbeast of legend attacks with **Weapon: 2** from its claws and is protected from all physical harm by **Armor: 1** by its pure viciousness and insane will to kill.

## SPECTER

### HIGH CONCEPT

Hostile undead haunter

### OTHER ASPECTS

Restless and unbound

### SKILLS

**Body** +2

**Fight** +3

**Intimidate** +4

**Quickness** +2

**Shoot** +3

**Strength** +2

**Willpower** +1

### STUNTS

**HOWL OF DEATH:** When the ghost uses Intimidate to create advantages related to fear and terror, the roll is made at +2.

### STRESS

**PHYSICAL** ① ② ③

**MENTAL** ① ② ③

### POWERS

**Spirit Form** with **Poltergeist** add-on

**Breath Weapon**

**Incite Emotions** like suicidal tendencies or hopelessness

### NOTE

Average Reaction, Good attack and Fair defenses. The chilling shriek of the haunter works as a **Weapon: 2** attack.



# THUNDERBIRD

## HIGH CONCEPT

Crackling eagle of thunder

## OTHER ASPECTS

It took my fraggin horse!

## SKILLS

**Fight** +3

**Quickness** +3

**Shoot** +3

**Strength** +4

## STUNTS

**CHAIN LIGHTNING:** When projecting its extreme electrical discharge, the attack hits all living beings in a zone. Roll only one attack roll. Everyone in the zone can defend with Quickness individually. Only insulated armor protects. Armor made of metal subtract 2 from the defense roll.

## STRESS

**PHYSICAL** ① ② ③ ④

**MENTAL** ① ②

## POWERS

**Breath Weapon**

**Claws**

**Hulking Size**

**Inhuman Speed** only while flying

**Inhuman Strength**

**Wings**

## NOTE

Fair Reaction on the ground and Great while airborne. Good attack and defenses. Defenses turns to Great while in the air. The powerful beak and claws of this massive bird works as a **Weapon: 4** attack.

# UNICORN

## HIGH CONCEPT

Magical horse of legend

## SKILLS

**Body** +4

**Fight** +3

**Quickness** +1

**Strength** +4

## STUNTS

**CHARGE!:** If the unicorn moves moves a zone and attacks afterwards, the attack is made at +1.

**COUNTERING:** The unicorn is a true magical being, giving it an innate ability to withstand magic. When defending against Magic, the roll is made at +2.

**IRON HEALTH:** When rolling Body skill to defend against diseases add 2 to the result.

## STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧

**MENTAL** ① ②

## POWERS

**Claws** is set to symbolize the horn

**Inhuman Strength**

**Supernatural Toughness**

**The catch** is pollutants of nature. Spilled fuel oil, excessive CO<sub>2</sub>, chemical waste and the like.

**Supernatural Speed**

## NOTE

The unicorn has Good Reaction and always acts first in a conflict. Attack and defenses are also Good. The mighty horn of the unicorn acts as a **Weapon: 4** attack.



# VAMPIRE

## HIGH CONCEPT

HMHV victim

## OTHER ASPECTS

Creature of the night

## SKILLS

**Fight** +1

**Strength** +5

## STUNTS

**No BODY FUNCTIONS:** The vampire is totally immune to disease and poisons, and automatically defends against such.

## STRESS

**PHYSICAL** ① ②

**MENTAL** ① ②

**HUNGER** ① ②

## POWERS

**Blood Drinker**

**Claws**

**Mythic Recovery**

**The catch** is the deadly UV-rays of the sun which the vampire avoids at all costs.

**Feeding Dependency** on blood fuels these powers:

**Gaseous Form**

**Human Guise**

**Supernatural Senses** allows the vampire to physically hear the heartbeat and flow of blood in a living body

**Supernatural Strength**

**Thermographic Vision**

## NOTE

Mediocre Reaction and defenses, Average attack. The superhuman strength, razor-sharp claws and deadly fangs of the vampire functions as a **Weapon: 6** attack.

# WENDIGO

## HIGH CONCEPT

Cannibal perverter

## OTHER ASPECTS

Soulcollector, Winterborn

## SKILLS

**Body** +9

**Fight** +2

**Intimidate** +7

**Investigate** +5

**Perception** +5

**Quickness** +5

**Strength** +5

## STRESS

**PHYSICAL** ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ ⑨ ⑩

**MENTAL** ① ②

**HUNGER** ① ②

## POWERS

**Claws**

**Emotional Vampire** and feasts on depravity and degradation

**Feeding Dependency** on human flesh

**Human Guise**

**Inhuman Speed**

**Low-Light Vision**

**Mythic Recovery**

**Mythic Toughness**

**The catch** is the bright UV-beams of the burning sun. The wendigos are beasts of winter and darkness and prefers to stay in the shadows. Ferrous metals also negates the toughness power but not the recovery.

**Supernatural Senses** allows the wendigo to physically see the level of depravity in a person

**Supernatural Strength**

## NOTE

Epic Reaction, Fair attack and Fantastic defenses, The dangerous claws, big fangs and massive strength of the wendigo works as a **Weapon: 6** attack, and its extremely tough body is protected from all physical harm by **Armor: 3**.

# CONVERTING CRITTERS

Converting a critter from one system to another always turns a bit mechanical, and it is by no means a certainty, that all the calculations makes sense.

If you start on a conversion binge yourself, and find illogical results, keep in mind the the math below is merely a guide. If the result doesn't suit the original concept, adjust the critter instead of following the guide blindly.

But here goes ...

## ATTRIBUTES

Six attributes are important for the conversion. These are:

- **Body\***
- **Quickness\***
- **Strength**
- **Willpower**
- **Essence**
- **Reaction**

\*The two special values - Armor Rating (the optional number after the slash) and the Running Multiplier (the number after the "x") is handled under **Special Attributes** below.

The leftovers (Intelligence and Charisma) are simply ignored.

## BODY, QUICKNESS & WILLPOWER

Subtract 4 from the Shadowrun rating to find the RiS skill level. Ignore anything less than 1. Should not be higher than +12 no matter what the original rating was.

Each rating above Body 10, Quickness 8 or Willpower 6+ adds +1 to the RiS skill level, again up to level +12.

Furthermore Body rating 7+ adds some level of Toughness.

BODY RATING	TOUGHNESS POWER
7	Inhuman Toughness
8-9	Supernatural Toughness
10+	Mythic Toughness

## STRENGTH

Again subtract 4 from the Shadowrun rating until the rating reaches 8+, after which you use the following development:

SHADOWRUN RATING	RiS SKILL LEVEL
8-11	+4
12-15	+5
16-19	+6
20+	+7
Each rating above 20 adds +1 to the RiS skill level, again with +12 as the maximum.	

Like Body above, Strength also grants the Strength power as per the table below.

STRENGTH RATING	STRENGTH POWER
7-11	Inhuman Strength
12-19	Supernatural Strength
20+	Mythic Strength

## ESSENCE & REACTION

None of the critters from the 1st edition Shadowrun book has any skills. Only powers and attributes. If you think it matches a the original critter to have some additional skills, subtract 2 from Essence to get the skill level. A skill of +4 should be the maximum.

Use Reaction to find the Fight or Shoot skill using the same formula as above. Predators and hunters should always have at least an Average attack skill, no matter what the Reaction rating stages.

## SPECIAL ATTRIBUTES

**ARMOR RATING** is the optional number found after the slash on besides the Body attribute. If any number is present, divide the number by 2, rounding up, to get the RiS Armor value. If the critter also receives Armor through the Toughness power, use the highest value. Don't add them up.

**RUNNING MULTIPLIER** is the fixed number after the "x" besides Quickness. This value - together with the Reaction rating - grants the Speed power, as per the table below.

CALCULATED VALUE	SPEED POWER
16-25	Inhuman Speed
26-30	Supernatural Speed
31+	Mythic Speed



---

## POWERS

Most of the original Shadowrun powers are easily translated to a corresponding power from The Dresden Files: Your Story book.

If you need a more specialized version, add a stunt to really spice things up.

Not all powers are convertible or makes any real sense. These are simply ignored.

The page reference refers to The Dresden Files: Your Story. You find the power and its corresponding description on the announced page.

### ACCIDENT

Demesne (p. 170).

### ALIENATION

Glamours (p. 166).

### ANIMAL CONTROL

Beast Friend (see Echoes of the Beast p. 163) and Incite Emotion (p. 172) in the same beast type.

### BINDING

I couldn't find a suitable translation, and decided to ignore it.

### COMPULSION

Incite Emotion (p. 172).

### CONCEALMENT

Glamours (p. 166).

### CONFUSION

Demesne (p. 170).

### ELECTRICAL PROJECTION

Breath Weapon (p. 162) and Shoot skill at Reaction-2 (maximum +4).

### ENGULF

I couldn't find a suitable translation, and decided to ignore it.

### ENHANCED PHYSICAL ATTRIBUTES

Calculate the new attribute normally (attribute + Essence) and find the corresponding level of Strength and Toughness. Beware that this power can get quite out of hand in the conversion.

### ENHANCED SENSES

Supernatural Sense (p. 165) and add Investigate and Perception skill at Essence-2.

### ESSENCE DRAIN

Blood Drinker (p. 188) or Emotional Vampire (p. 189).

### ESSENCE LOSS

Feeding Dependency (p. 190).

### FEAR

Intimidate skill at full Essence value or Essence-2 and a cool stunt to back it up.

### FLAME AURA

Create stunt that adds +2 damage on a successful hit to target in the same zone.

### FLAME PROJECTION

Breath Weapon (p. 162) and add Shoot skill at Reaction-2 (maximum +4).

### GUARD

I couldn't find a suitable translation, and decided to ignore it.

### IMMUNITY TO AGE

I couldn't find a suitable translation, and decided to ignore it.

### IMMUNITY TO PATHOGENS

Create stunt that adds up to +4 to Body when defending against diseases if you find it necessary. You could also make the critter totally immune.

### IMMUNITY TO POISONS

Create stunt that adds up to +4 to Body when defending against poisons if you find it necessary. You could also make the critter totally immune.

### IMMUNITY TO NORMAL WEAPONS

Physical Immunity (p. 186).

### INFECTION

I couldn't find a suitable translation, and decided to ignore it.

### INFLUENCE

Domination (p. 172). If Essence is 7+ it turns to Master Dominator.

### MAGICAL GUARD

Create stunt that adds up to +2 to roll made to defend against Magic.

### MANIFESTATION

Spirit Form (p. 170) possibly with Poltergeist add-on.

### MIST FORM

Gaseous Form (p. 175).

## MOVEMENT

Speed power (p. 178) with level depending on Essence value. Essence 7 gives Inhuman Speed, 8-9 Supernatural Speed and 10+ gives Mythic Speed. Does not combine with Speed power if it's already gained from other places.

## NOXIOUS BREATH

Breath Weapon (p. 162) and Shoot skill at Reaction-2 (maximum +4).

## PETRIFYING GAZE

Create stunt that allows the critter to attack with Quickness at Range: 1. With Essence 7+ the critter might deal an additional +2 hits of damage.

## PARALYZING TOUCH

Create stunt that allows the critter to attack with Quickness at close range. With Essence 7+ the critter might deal an additional +2 hits of damage.

## PESTILENCE

Claws (p. 162) with Venomous add-on.

## PSYCHOKINESIS

Create stunt that allows the critter to attack with Quickness at Range: 1. With Essence 7+ the critter might deal an additional +2 hits of damage.

## REGENERATION

Mythic Recovery (p. 186).

## SEARCH

Add Investigate and Perception skill at Essence-2 and create a suitable stunt that adds +2 to the roll under a certain condition.

## VENOM

Claws (p. 162) with Venomous add-on.

Finally I've also added Aquatic, Claws, Human Guise, Hulking Size and Wings to my list of critters. In the future, I might even find critters with Diminutive Size, but not yet.

To make it easier to navigate through the used powers from The Dresden Files: Your Story book, I've included at table with a alphabetically sorted list of the powers.

## CONCLUSION

Well that's it. All the critters from the 1st edition Shadowrun book. I hope you like it, and I hope that you find the last chapter easy to understand. Maybe even so easy, as you dare embark on the conversion of many other critters.

And when you do, share it with me. I'll be sure to mention you, when I create the next updates.

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