

THE EDGE OF MIDNIGHT

ANIMALS IN THE EDGE OF MIDNIGHT

In general, animals will operate much the same way as humans do in terms of rules and mechanics. They generally lack Brains or Moxie scores — perception in their case comes right off their Gut every time. Also, the skill mix they have is exceptionally basic and most of them make copious use of the gaunt backgrounds despite the fact that they are not actually gaunts. Adjustments may be made for individual animals with exceptional skills, but in general, these statistics should not vary.

Alligator

Attributes: Brains -, Brawn 9, Build 9, Gut 5, Moxie -, Smoothness 5.

Wounds: 5, **Vigor:** 45.

Skills: Athletics 6, Brawl 7, Evasion 2, Perception 5, Stealth 5.

Backgrounds: Alert, Enhanced Teeth, Huge.

Dog, Wild

Attributes: Brains -, Brawn 5, Build 4, Gut 6, Moxie -, Smoothness 5.

Wounds: 5, **Vigor:** 20.

Skills: Athletics 5, Brawl 6, Evasion 6, Perception 7, Stealth 5.

Backgrounds: Alert, Reduced Light Vision, Rugged.

Cat, Alley

Attributes: Brains -, Brawn 2, Build 2, Gut 7, Moxie -, Smoothness 8.

Wounds: 5, **Vigor:** 10.

Skills: Athletics 8, Brawl 4, Evasion 7, Perception 6, Stealth 6.

Backgrounds: Alert, Reduced Light Vision, Small.

Horse

Attributes: Brains -, Brawn 6, Build 7, Gut 4, Moxie -, Smoothness 7.

Wounds: 5, **Vigor:** 35.

Skills: Athletics 7, Brawl 3, Evasion 4, Perception 4.

Backgrounds: Acrobatic, Huge, Rugged.

Cat, Great (Lion, Tiger, etc.)

Attributes: Brains -, Brawn 7, Build 8, Gut 8, Moxie -, Smoothness 7.

Wounds: 5, **Vigor:** 40.

Skills: Athletics 7, Brawl 7, Evasion 6, Perception 5, Stealth 6.

Backgrounds: Alert, Reduced Light Vision, Rugged.

Shark

Attributes: Brains -, Brawn 12, Build 12, Gut 9, Moxie -, Smoothness 7.

Wounds: 5, **Vigor:** 60.

Skills: Brawl 8, Evasion 3, Perception 8, Stealth 9.

Backgrounds: Alert, Enhanced Teeth, Huge, Reduced Light Vision, Rugged.

A shark automatically succeeds at any skill roll involving swimming.

Dog, Guard

Attributes: Brains -, Brawn 5, Build 5, Gut 7, Moxie -, Smoothness 5.

Wounds: 5, **Vigor:** 25.

Skills: Athletics 6, Brawl 4, Evasion 5, Perception 8, Stealth 4.

Backgrounds: Alert, Huge, Reduced Light Vision.

Snake, Poisonous (Cobra, Asp, etc.)

Attributes: Brains -, Brawn 2, Build 2, Gut 9, Moxie -, Smoothness 8.

Wounds: 5, **Vigor:** 10.

Skills: Athletics 6, Brawl 8, Contortions 10, Evasion 7, Perception 6, Stealth 6.

Backgrounds: Alert, Reduced Light Vision, Sinewy Joints, Small.

Poison: This snake injects venom into the target with a successful attack. The poison inflicts 1d10/2 wounds 1 minute after exposure, with 1 additional wound every 5 minutes until the poison is cleared. The TN (simple Body roll) to resist the effects is 12, and a new roll must be made every five minutes. These numbers can be adjusted to alter the toxicity and danger of the snake (this version is quite deadly).

Dog, House

Attributes: Brains -, Brawn 3, Build 4, Gut 5, Moxie -, Smoothness 5.

Wounds: 5, **Vigor:** 20.

Skills: Athletics 6, Brawl 4, Evasion 4, Perception 7, Stealth 1.

Backgrounds: Alert, Rugged, Small.