

Manchines



STR 26
 CON 14
 SIZ 17
 INT 7
 POW 11
 DEX 16
Damage Modifier +1D8
Magic Points 11
Movement 16m
Strike Rank +15

1-4 Right Leg 3/12
 5-8 Left Leg 2/8
 9-11 Hindquarters 4/10
 12-14 Forequarters 6/13
 15-16 Right Claw 2/12
 17-18 Left Claw 4/7
 19-20 Head 3/12

Typical Armor: Metal and cables. No Armor Penalty. *Traits:* Formidable Natural Weapons, Darkvision

Type	Reach	To Hit	Damage	Special
Bite	0	60	1d8+1d8	Gnash
Claw	+2	60	1d6+1d8	Grip
Firespitter	1x4 yard line	70	2d6*	On Fire

Gnash: On a special, the Bite adds 1d4 damage.

Grip: On a special, establish a grip on location, STR vs STR, or Evade to escape.

* AP protects until overcome. If a special is done, target location is On Fire, 1d6 each turn for 1d6 turns, unless put out.

Firespitter: Shoots a jet of fire 1 yard wide and 4 yards long, doing 2d6 damage. Targets may Evade, or block with a shield.

Skills: Athletics 40%, Mechanica Augmentation 50%, Perception 50%, Persistence 40%, Resilience 52%, Sense Mechanica 50%, Stealth 50%, Track 45%

Most manchines are barely sentient any longer, having survived centuries as little more than bestial machine things. They are driven by an instinct of self-preservation which causes them to feed and breed, and to modify themselves and their offspring with any mechanica that come to hand or talon. They are not terribly skilled, any many of their creations die, but enough survive to propagate. They haunt the Outer Ruin, fighting demons and other inhabitants for tasty morsels and reclaimed mechanica.

Manchines have many metallic parts, some over, and some under their remaining fleshy parts. But they are an amalgam of flesh and machine, so even their metallic parts can "feel" pain and take damage that can incapacitate them. Thus each location has 1d6 of AP. Instead of heavier AP, each location also has an extra 1d6 of HP over what it normally would.