

Steppes Ghoul

		Location	Melee	Ranged	Armor	Hit Points
STR	17	R. Leg	1-3	1-2	2	6
CON	14	L. Leg	4-6	3-4	2	6
SIZ	19	Abdomen	7-19	5-9	2	6
DEX	14	Chest	10-13	10-14	2	7
INT	9	R. Arm	14-16	15-16	2	5
POW	14	L. Arm	17-19	17-18	2	5
Actions	3	Head	20	19-20	2	6
Move	11					
SR	12					
HP	17					

Traits: Night Sight

Magic: Typically, one of Demoralize or Bestial Enhancement

Skills: Athletics 45%, Evade 40%, Perception 50%, Persistence 43%, Resilience 67%, Stealth 60%, Survival 60%, Track 30%

Weapons

Type	Attack	Reach	Damage	Special
Bite	60	1	1D6+1D6	Impale
Claw	65	1	1D6+1D6	Grip

Combat Notes

Steppes ghouls are savage but cowardly, choosing whenever possible to attack en masse against outnumbered opponents. If possible, one will attack with a claw and grip while others bite and tear the victim to pieces.

