

## CREATURE FEATURE #21

### Fel Ant

(190 Points)

Type: Vermin

Sub Type: -

Size: Medium

Move: 10" Land or Climb

Vigor Bonus: +15

B 30, A 25, E 15, M 10, S 20, C

1, L 1

PRSB + 7

MRSB + 3

DefB (+); MCB (+35 bite) / RCB  
(+25 base) / IM+25

#### Special Abilities / Attacks:

Armor Piercing Poison crushing  
bite (rating 10 Agility Poison on Injury), Motion  
sense, Hive Mind and see talents

**Skills: Acrobatics+17, Climb +30, Observe +13  
(+23 motion sense), Survival +13**

**Gear:** none

**Treasure Rating: Scavenger**

**Lore Rating: +5 Common**

**Talents: Improved Motion Sense 10** (Grants a +10 talent bonus to Observe Test and targets do not count in soft cover within 24" range); **Natural Climber** (Creature gains a Climb Move Equal to Base Land Move); **Six legged** (Creature Gains 4" to base Land Move); **(Sp) Armored Carapace 20** (Creature gains +20 natural Armor Bonus to Defense and is Immune to CRUSHING Attacks and Effects); **(Sp) Hive Mind 20** (creature gains a talent bonus equal to rating vs ANY Mental Attacks and Effects (Including Fear) as long as there is at least another member of the Hive within Motion Sense range, Also Every member of the Hive within Motion sense range shares the thoughts and senses of the others); **(Sp) Lesser Massive Encumbrance** (Creature's Max Combat Encumbrance is X20); **(Sp) Razored Crushing Poison Bite Attack** (Bite Attack counts as ARMOR PIERCING, CRUSHING and if it causes and Injury the target is subject to a Rating 10 Agility Poison);

**Templates:** none



**Max Core Ability Caps: B 35, A 30, E 20, M 20, S 25, C 5, L 20 / VB +40** (These are the maximum values that you may increase the creature using Build Points)

**Description:** Fel Ants have shiny black bodies with red legs and striped markings. They resemble normal ants, though are larger than most dogs. Fel Ants have strange eyes that seem to reflect a malign intelligence.

**Environment: Any non Arctic**

**Personality / Behavior:** Unlike most normal ants there is no differentiation between worker and soldier ants. Fel ants are all aggressive fighters as well as hard workers, their mass hives sometimes extent miles beneath the earth. Every hive has a single Queen that does all it's breeding. Should a queen die or be slain, the oldest Fel Ant begins a strange mutation process that takes nearly a weeks time that transforms the Ant into a new Queen.

**Tactics:** They are aggressive when encountered and will fight to the death if attacked near or in their hive. Fel Ants use their Hive Mind ability to form chain like scouting/ foraging or battle groups, covering large areas of ground with only a few ants. These strange vermin are most times organized better than most armies and are a threat to any creature that enters their territory.

**Treasure:** They tend to only acquire treasure from victims or that is being used as building materials for the hive.

Fel Ant Queen (Modifier Template)	50 Points
<p>Creature type stays Vermin</p> <p>Creature Size Increase to <b>Large</b>            Creature Land and Climb Move Increase by 2            Creature gains wings and 4" Fly Move</p> <p>Creature Increases Brawn Core Ability and MAX by +10            Creature Increases Endurance Core Ability and MAX by +10            Creature Increases Mind Core Ability and MAX by +10</p> <p><b>Max Core Ability Caps: B 45, A 30, E 30, M 25, S 25, C 5, L 20 / VB +60</b></p>	<p><b>VB+20</b></p>
<p><i>(Sp) Fierce Protector ( Fel Ant Queen gains a +20 Talent Bonus to ALL Attack and Injury Rolls when with motion sense range of any of her eggs)</i></p> <p><i>(Sp) Improved Poison Bite 40 ( Fel Ant Queen's Razored Crushing Poison bite poison is increased to a rating 40 Agility injury poison)</i></p>	<p>No Bonus Gear</p> <p>Treasure Rating            Becomes: Pack Rat</p> <p>Only usable on Fel Ant            and may only ever be            one Queen per hive.</p>



Fel Ant and Queen markers

