

## Brownie

(30 Points)

Type: Sprite

Sub Type: Brownie

Size: Mini

Move: 1"

Vigor Bonus: +1

B 1, A 35, E 1, M 2, S 2, C

10, L 4

PRSB +3

MRSB +1

DefB (+36); MCB (+2) /

RCB (+36) / IM+35

### Special Abilities / Attacks:

Brownie Hexes, Ranged Gang Up, Natural Climbers, Sneaky

Skills: Climb +8, Stealth +23

(+28), Ride +8

Gear: none

Treasure Rating: Greedy

Lore Rating: +20 Rare

**Talents:** *Flaw: Too Small To Matter* (Brownies Can NOT cause Kill Injuries against creatures small-sized or larger); *Flaw: Magically Delicious* (Brownies are able to be eaten by any creature that is small or larger and any creature small or larger is considered to have a swallow attack vs Brownies); *Flaw: Vulnerable to Swallow Attacks; Natural Climbers* (Brownie suffer no penalties to Basic Land Movement for any terrain); *Sneaky Talent; Ranged Gang Up Attack* (every Brownie within 6" of a target may attack it with a ranged weapon as a gang up attack. Every Brownie in 6" of the target must participate in this action.); *Mob Minded* (Brownies add +1 for every other Brownie within 12" to a Mental Core Ability Test, Mental Skill Test and Brownie Hex so long as they all participate in the



act with a (\*S) action. Every Brownie Within 12" must participate in this action.); **Brownie Hexes** (as a (\*S) action a Brownie may use one of its Hex Curses on a target within 12", LOS); **Speak Language: Woodloc and Barter Tongue**

**Templates:** none

**Max Core Ability Caps: B 5, A 40, E 5, M 20, S 20, C 20, L 20 / VB 10** (These are the maximum values that you may increase the creature using Build Points)

**Description:** Brownies are about 5" tall and are wild in appearance. Hair color tends to be green and black and their skin is typically tan. Brownies are often sought out by Warlocks to be boiled down and refined to make potent potions. It should be noted that all Brownies taste like sugar, spice and everything nice.

**Environment:** Any Woodland

**Personality / Behavior:** Brownies are distrustful of anyone taller than they are and have huge short-man complexes. The fact that they can be eaten by almost all other races makes them arrogant and nasty in their dealings with non brownies. Being Mob Minded is as much of a hindrance as an aid to them as they all will instantly agree with and act on any idea that comes from another brownie.

**Tactics:** Combat with Brownies is always chaotic because the Brownies are so whimsical and plans can change every 30 seconds. You can guarantee they will make use of Mob Minded, Ranged Gang Up Attacks and Brownie Hexes every combat.

**Treasure:** Brownies covet anything they can find that they think will either be useful in their constant battle with "Brownie Eaters" or that is pretty.

**Brownie Hexes:** (Brownies make a CHARM Test vs Targets LUCK, if the Brownies test succeeds then the target suffers the Hex Curse until it is removed, unless the Hex says otherwise.)

**Curse of the Brownie Eater:** (Target suffers the SICKENED Condition until the end of the encounter.)

**Curse of the Fairy Dance:** (Target may take no actions other than make Perform: Dance tests until it passes out.)

**Curse of the Loved One:** (The target is free to take its own actions but will fiercely defend the Brownies who Hexed him for 24 hours.)

**Curse of the Sand Fairy:** (The target suffers the UNCONSCIOUS Condition until the end of the encounter.)

**Curse of the Blind One:** (The target suffers the BLINDED Condition for 24 hours.)

**Curse of the Brownies Might:** (The target reduces his BRAWN to 1 until the end of the encounter.)

**Curse of the Brownies Stature:** (The targets Base Size is reduced to Tiny for 24 hours.)

**Curse of the Brainless One:** (The targets MIND is reduced to 1 until the end of the encounter.)

**Curse of the Cry Baby:** (The target may do nothing but sob and wail for 5 rounds, after which he is fatigued until the end of the encounter.)

**Magically Delicious Chart: When a Brownie is eaten roll a d20 and consult the chart below. All EFFECTS are cumulative and last the entire encounter.**

- 1) You Choke on a Brownie and suffer the SUFFOCATING Condition (a Treat Injury +25 Test is needed to stop choking).
- 2) You turn a bright shade of green and fall over HELPLESS
- 3) You are SICKENED
- 4) You go BLIND
- 5) +5 Brawn
- 6) +5 Agility
- 7) +5 Endurance
- 8) +5 Mind
- 9) +5 Savvy
- 10) +5 Charm
- 11) +5 Luck
- 12) +5 Vigor
- 13) +10 Brawn
- 14) +10 Agility
- 15) +10 Endurance
- 16) +10 Mind
- 17) +10 Savvy
- 18) +10 Charm
- 19) +10 Luck
- 20) +10 Vigor