

WRAITH

Level	
	<i>Level</i>
Presence	
Speed	
Precision	
SHP	
Attacks per round	

	<i>Armour</i>	<i>Without</i>
DR		
Reflexes		
Parrying		
Movement Speed		
Willpower (Morale)		
Spell Resistance		

	<i>Level</i>
Athletics	
Stealth	
Axes, Spears & Swords	
Perception	
Attack	
Damage	

<i>Level</i>	<i>Special abilities</i>
1-7	<p>Otherworldly Being * Otherworldly beings do not require food, water, or oxygen to survive. * All Otherworldly beings are immune to poisons and illnesses.</p> <p>Otherworldly Senses * The creature possesses the abilities of Permanent Sixth Sense and Darkvision. * Beings with Otherworldly Senses are immune to all Psychic spells.</p> <p>Unanatomical Being * The creature lacks anatomical internals. While it may appear to have a head and arms, strikes against them deal the same Damage as strikes elsewhere. * The creature is immune to Damage from Sneak Attacks and Manoeuvres that target specific body parts. * An unanatomical being is immune to fire and acid.</p>
6-7	<p>Shift Between Worlds This ability works similarly to Astral Projection, meaning all physical equipment stays behind.</p>

<i>Equipment</i>

<i>Weapon</i>	<i>Attack</i>	<i>Damage</i>	<i>Piercing</i>	<i>Range</i>	<i>Special</i>

<i>Notes</i>