

Shirk

The shirk is said to be like a man, but with skin like that of an eel and the heart of a spider. They prey on the weak and unsuspecting, but have no stomach for a fight! Some of them even disguise themselves as beggars to pass unnoticed in cities.

Hit Loc	#	Armor	Hit Boxes	Shocked Status
Head	10		□□□□	Unconscious
Chest	7-9		□□□□ □□□□	Body Stat to 1d
L Arm	5-6		□□□□	Numb
R Arm	3-4		□□□□	Numb
L Leg	2		□□□□	Half Speed
R Leg	1		□□□□	1 y/turn if both



Beastly Leap: Leaps several times its body length, up to a maximum of 12 yards. Never takes falling damage unless legs are broken.

Blood Toxin: Any successful bite attack leaves a venom with Potency 6. Its major effect is to cause 1 Shock to the afflicted area each minute for 6 minutes*, which does not heal for a week. Its minor effect is that the limb is knocked out for the next 6 minutes.

*Up to full Shock damage. Does not roll over into K.

Skills

Bite 5d, wS+1K

Claw 6d, wK

Swim 7+1HD

Run 4d

Stealth/Disguise: **GM rolls ahead** on behalf of players for meta reasons. Difficulty 6: *Something is off about this beggar.*

Tactics

Will not attack a group, unless it is asleep. It prefers easy prey. **If an attacking shirk hasn't gained the upper hand by the third round, it will attempt to flee.**