

# Lenny, Squirrelferatu

STATISTICS		SKILLS & SPELLS				
		DESCRIPTION	STAT	RNK	MOD	TOT
STR	1	Invisibility	9	4	3	16
AGL	7	Distraction	5	3	5	13
CON	8	Change (Bat)	8	1	1	10
DEX	4					
APP	4					
		SKILLS				
WIS	5	Anatomy	9	1	1	11
INT	9	Climb	7	2	1	10
CHA	10	Deception	10	5	0	15
PIE	9	Detect Traps	5	5	3	18
WIL	9	Move In Shadows	7	3	3	13
LUC	5	Move Silently	7	3	3	13
DEF	13	Search	5	3	3	11
BASE FOR	18					
KARMA	3					
FATIGUE	17					
FORTITUDE		APTITUDE				
1 - Head	9	Intellect				1
2 - R. Arm	36	Movement				1
3 - R. Shoulder	36	Craft				0
4 - Chest	9	Fighter				1
5 - L. Shoulder	36	Thief				3
6 - L. Arm	36	Performer				0
7 - Stomach	18					
8 - Groin	18					
9 - R. Leg	36					
10 - L. Leg	36					
ARMOR		NOTES				
1 - Head	0	<p>Sunlight reduces STR, AGL, DEX, CON to one until Lenny is removed from exposure.</p> <p>Exposure to nut meat causes wounds and burns that do not heal.</p> <p>Lenny may spend three Fatigue to heal all damage to his body.</p>				
2 - R. Arm	0					
3 - R. Shoulder	0					
4 - Chest	0					
5 - L. Shoulder	0					
6 - L. Arm	0					
7 - Stomach	0					
8 - Groin	0					
9 - R. Leg	0					
10 - L. Leg	0					
None						
EQUIPMENT						
Amulet of Anmeow						
Known as the Cat's Eye this amulet wards against canines keeping them five feet away for five minutes. It costs three Fatigue to activate this device but no activation roll is required.						
ATTACKS						
Attack	Damage	+ TH/ + TD		# Attacks		
Claws	1d4	+0/ +1		2		
Bite	1d6	+0/ +1		1		
Squirrels may use their claws or bite in one attack round but not both. The Squirrelferatu may drain and store one Blood Point if their bite attack is successful. Adult humans have 10 Blood Points, Dogs have 3 blood points, and Jones Junior has one. Blood Points may be used by the Squirrelferatu to heal themselves of all damage. If a victim is bitten and blood drawn, then they must make a save vs. CON on a d20 so as to not turn in to a Squirrelferatu.						
GOALS						
DESCRIPTION				AWARD		
Kill Jones Junior and feed on his blood.				Five points		
Each Squirrel that he feeds on				Two points		
Finding and returning the Ring of Canus				Ten points		
Each nut personally recovered				Three points		
Not finding the Ring of Canus				Minus ten points		
Not feeding at all				Minus three points		