Owl

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
1	d6	Talon d4 pin	*	*	5	2	1	d4

AGL	d10
ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Insignificant	Disguise
Dodge [1]	Fly [Low, SPD 10]
Hunt d6	Starlight Vision
Intensify Spell [1]	

14

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Fly [Low, SPD 10]	*Ignore terrain, SPD 10 while flying. Intercepted only by flyer.*
Hunt d6	*Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.*
Starlight Vision	*Not in interior location: not subject to* **Gloom** *or* **Darkness**.
Intensify Spell [1]	*Spend 2 Power to apply -[1]dl to any test taken as part of spell effect.* **Metamagic.**
Pin (pin)	*Target hit: Dazed. TH5 hit: Stunned, Crit: Restrained.*

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OWL

Wolf

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	Bite d8	*	*	4	2	1	d4

ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Disguise	Arboreal
Fast	Hunt d6
Spell Shift [1]	

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ABILITIES	EFFECTS
Familiar, Animal - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Arboreal	**Woods** *terrain: No penalty.*
Fast	*Variable moves: +d6".*
Hunt d6	*Opposed test vs Stealth/Camo skill or TN 4. Pass: remove token.*
Spell Shift [1]	*Spend +2 power, successful cast: Free Move <=2".* **Metamagic.**

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WOLF

Iztrazal

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
5	d6	Bite d4+1	*	*	4	5	1	d4

STR	d10
ABL	d6
Follower	

TALENTS & SKILLS
Familiar
Animal
Insignificant
Disguise
Armored Deflection [1]
Spellhammer [1]

13

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - See Familiar Reference card.	
Disguise	Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.
Armored Deflection	When hit: STR test vs enemy weapon Rating TN: Disadvantage on damage. Damage -1dl per level of Crit. [1] hit/turn.
Spellhammer [1]	You may spend +2 power to increase spell damage +1dl. *Metamagic.*

Suralax

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
4	d4	Bite d4-1 acd	d6	Acid Spit d0 acd 2"-4"-6"	4	2	1	d4

STR	d4
ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Insignificant	Disguise
Fly [Low, SPD 9]	Dodge [1]
Spellhammer [1]	

14

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - See Familiar Reference card.	
Disguise	Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.
Fly [Low, SPD 9]	Ignore terrain, SPD 9 while flying. Intercepted only by flyer.
Dodge [1]	Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]
Spellhammer [1]	You may spend +2 power to increase spell damage +1dl. *Metamagic.*
Acid (acd)	A model hit by this attack gains an Acid Token.

Voavar

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
3	d6	Sting d4-1 ven	*	*	4	2	1	d4

AGL	d8
STR	d4
ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Insignificant	Disguise
Dodge [1]	Fly [Low, SPD 8]
Sympathetic Spell [1]	

10

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Fly [Low, SPD 8]	*Ignore terrain, SPD 8 while flying. Intercepted only by flyer.*
Sympathetic Spell [1]	*Spend +2 power, non-missile, non-template spell: affect +[1] target in contact w/you.* **Metamagic.**
Venomous (ven)	*Target hit takes END test: fail: Poison [END] token.*

Fox

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	Bite d6	*	*	4	2	1	d4

AGL	d8
ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Insignificant	Disguise
Dodge [1]	Arboreal
Fast	Spellbender [1]

12

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Arboreal	***Woods** terrain: No penalty.*
Fast	*Variable moves: +d6".*
Spellbender [1]	*You may spend +3 power to remove spell LOS requirement.* **Metamagic.**

Rabbit

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	Bite d4-1	*	*	5	2	1	d4

STR	d4
AGL	d10
ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Insignificant	Disguise
Dodge [1]	Arboreal
Fast	Selective

11

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Arboreal	***Woods** terrain: No penalty.*
Fast	*Variable moves: +d6".*
Selective	*Spell affects area, double cost of spell: select model types that are included/excluded.* **Metamagic.**

Skunk

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Bite d4	*	*	4	2	1	d4

ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Insignificant	Disguise
Skunk Attack	Arboreal
Spell Emanation [1]	

9

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Skunk Attack	*Start of Shooting Phase: enemy in contact END test or -2dl MAR.*
Arboreal	***Woods** terrain: No penalty.*
Spell Emanation [1]	*Non-missile/non-template spell <=2X power: double spell cost & affect all targets within 3" of you.* **Metamagic.**

Squirrel

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
6	d6	Bite d4-1	*	*	5	2	1	d4

AGL	d10
STR	d4
ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Insignificant	Disguise
Dodge [1]	Elusive [1]
Arboreal	Spellstretcher [1]

9

ABILITIES	EFFECTS
Familiar, Animal, Insignificant - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Dodge [1]	*Replace DEF with AGL test [1] time/turn. Tarch: DEF 1. [R]*
Elusive [1]	*Break Off: no attacks from [1] enemy.*
Arboreal	***Woods** terrain: No penalty.*
Spellstretcher [1]	*You may spend +2 power to add 1" AOE diameter, cone length, wall height. **Metamagic.***

Stag

FREEBLADES

SPD	MAR	MW	RAR	RW	DEF	AV	LP	DISC
8	d6	Antlers d8	*	*	4	2	1	d4

ABL	d6
Follower	

TALENTS & SKILLS	
Familiar	Animal
Disguise	Arboreal
Fast	Wild Charge
Spellbracer [1]	

13

ABILITIES	EFFECTS
Familiar, Animal - *See Familiar Reference card.*	
Disguise	*Unless you reveal or enemy with LOS passes Special action KNW test 7: No attack, engagement, spell vs you.*
Arboreal	***Woods** terrain: No penalty.*
Fast	*Variable moves: +d6".*
Wild Charge	*May add +d4" (d6" Fast) to Charge or Pursuit. Must pursue.*
Spellbracer [1]	*You may spend +1 power to reduce enemy counterspell by -1dl.*

Familiar Reference

REFERENCE	EFFECTS
Familiar [Spirit Caster]	*Assigned to a specific [Spirit Caster]. Caster gains **Spell Projector [Familiar]**. CAR in inches: Caster's DISC for all purposes. **Spell Projector**: Caster may employ your **Metamagic**, no added power. Dropped, Caster SPR test 6. Fail: Stunned.*
Spell Projector [Familiar]	*Caster may measure spell range and LOS from [Familiar] within 18" and LOS or 9" w/no LOS.*
Animal	*May not pick up, use, receive or transfer items. [M]*
Insignificant	*No: hold/contest/test Objectives, block others' movements, Proximity. May be ignored for LOS.*

REFERENCE	EFFECTS
Acid Token	*At the end of your activation, you must pass an END test for each Acid Token or lose an LP for each failed test. **Energy**.* *You remove an Acid Token when you or a friend in contact use a special action to remove it. Whoever takes the special action must pass a DEX test or lose an LP. This test TN is +1 for each Acid Token you possess after the first. All Acid Tokens are removed when any is removed.*
Poison [END] Token	*Suffer -1dl END (stacks, may cause lost LP).* *All Poison [END] Tokens lost: A game effect that heals an LP or the model taking a special action END test 4. This test TN is +1 for each Poison [END] Token possessed by the model after the first.*