


<b>CONTROL</b>	7
<b>DARING</b>	8
<b>COMMAND</b>	0
<b>CONN</b>	0



**FOCUSES**

Biting

Swimming


**SPECIAL RULES**

AQUATIC: The Piscoid is adapted to aquatic environments. When in such an environment where it can thrive, a Piscoid may perform a Swift Task at zero Momentum cost.

**EVOLUTION** 12 Piscoid

**TRAITS** as Species

<b>FITNESS</b>	8		
<b>INSIGHT</b>	10		
<b>SECURITY</b>	1		
<b>ENGINEERING</b>	0		
<b>STRESS</b>	9	<b>RESISTANCE</b>	1



**ATTACKS**


**Ram** 2 ▲  
Melee, 1H, Cumbersome, Knockdown

**Spikes** 3 ▲  
Melee, 1H, Piercing 2, Deadly

**PREDATION** 12 Filter Feeder

**CATEGORY** Notable NPC

<b>PRESENCE</b>	12
<b>REASON</b>	11
<b>SCIENCE</b>	1
<b>MEDICINE</b>	1



**VALUES**

We Are One Mind

Stronger Together

**SPECIAL RULES**

GESTALT: The Group Mind Creature is in constant telepathic contact with others of its species, forming a gestalt intelligence, making it cleverer than other animals. They have Telepath (Core Rulebook, p.105). If there are at least 3 of these creatures, they may also create a shared telepathic Advantage once per Scene, such as diverting attention away from them.

**ETHOLOGY** 12 Group Mind Creature