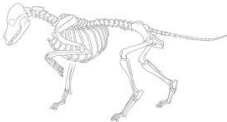



CONTROL	8	
DARING	10	
COMMAND	2	
CONN	0	
FOCUSES		
Learning		
Flying		
SPECIAL RULES		
<p>HOLLOW BONES: Hollow bones make Corvoids lighter, more agile, and harder to hit as a consequence. A Corvoid that is free to move may choose normal Cover, or instead use a number of Cover Dice equal to its Security. It may not add them together.</p>		
EVOLUTION	13	Corvoid

TRAITS	as Species	
FITNESS	12	
INSIGHT	9	
SECURITY	3	
ENGINEERING	0	
STRESS	15	RESISTANCE 0
ATTACKS		
Bite	4 ▲	
Melee, 1H, Deadly		
Claw	5 ▲	
Melee, 1H, Intense		
PREDATION	13	Endurance Hunter

CATEGORY	Major NPC	
PRESENCE	12	
REASON	10	
SCIENCE	0	
MEDICINE	0	
VALUES		
Not The Prey You Are Looking For		
Trust In Me		
SPECIAL RULES		
<p>HYPNOTIC: Opponents trying to attack a Hypnotic Defender (both melee and ranged) must first succeed at a Minor Action immediately preceding the attack: an Opposed Insight+Security Difficulty 2 against the Hypnotic Defender. This roll is required prior to each attack.</p>		
ETHOLOGY	13	Hypnotic Defender