

FAQS

Creatures

FAOS Creatures

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Images

As a free TTRPG, FAOS was created as inexpensively as possible with a lot of love and long hours. All the artwork was created using either artificial intelligence image generators or a combination of many other images.

Front Cover

The Corutu is a devastating creature from Dream Realm. It uses the souls of its victims to grow larger as they become swirling tendons within its massive body.

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Creatures

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Badger (Giant)	3	Large Beast	3	OOO	OOO	OOO	OOOO OOOO OO			5’ Free Movement in First Round, Claw or Bite (2 Damage), 30’ Movement. 30’ Burrow Movement. Targets have a Disadvantage on Defense Checks when a Giant Badger attacks after bursting from the ground.
Bandit	1	Medium Humanoid	3	OO O	OO O	OO O	OOOO O OO		OOOO OOOO	5’ Free Movement in First Round, 1 x Short Swords (2 Damage each), Crossbow (1 Damage), Leather Armor, Leather Bracers, Leather Shin Guards, 1-4GP, 30’ Movement
Bear	1	Medium Beast	3	OO	OO	OO	OOOO O			5’ Free Movement in First Round, Claw or Bite (2 Damage), 40’ Movement
Cleric	2	Medium Humanoid	3	OOO OO	OO OO	OO OO	OOOO OO OOOO OOOO OO	OOOO OOOO OO		0’ Free Movement in First Round, Divine Caster, Mace (2 Damage), Metal helm, Metal bracers, Metal shin guardsPlate Armor, 10-30GP, 30’ Movement
Commoner	1	Medium Humanoid	3	O	O	O	OOOO			5’ Free Movement in First Round, Dagger (1 Damage), 1-4GP, 30’ Movement
Crocodile	2	Large Beast	3	OOO OO	OOO OO	OOO OO	OOOO OOOO O OO			10’ Free Movement in First Round (20’ if in water), Bite (1 Damage and target is Grappled). Death Roll - A crocodile spends 3 Action Tokens doing a death roll with a Grappled Creature. The Grappled Creature then does a Strength or Dexterity check to prevent the Death Roll. On a fail, the target takes 2 points of damage to a limb (1d4: 1 Head, 2 Arms, 3&4 Legs). On a success, they take only 1 point of damage to a limb.
Dire Wolf	2	Large Beast	3	OOO	OOO	OOO	OOOO OOOO O			10’ Free Movement in First Round, Bite (3 Damage), Pack Tactics, 40’ Movement. Death Howl - All Heroes with 30’ from Dire Wolf must do a Willpower Check. On a fail, the Hero is Frightened.

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Dragon	4	Huge Monster	4	OOOO O OOO	OOOO O OOO	OOO OO OOO	OOOO OOOO OO OOOO OO	OOOO OOOO OOOO OOO		15' Free Movement in First Round, Claw or Bite (4 Damage), Breath (Dodge or 8 Fire Damage), Wing (STR or 3 Damage and Prone), Arcana, Primal or Psionic caster based on GM's build, 40' Movement, 60' Fly Movement, 20-50GP. Can carry 3 Medium Humanoids
Druid	1	Medium Humanoid	3	OO	OO	OO	OOOO O OOOO	OOOO OOOO OO		5' Free Movement in First Round, Primal Caster, Staff (1 Damage), Hide Armor, 10-20GP, 30' Movement
Electric Eel	2	Medium Beast	3	OOOOOOO						0' Free Movement in First Round (20' if in water), 5' movement out of water, Bite (1 Damage), Shock - 1 Action Token (1 Damage and Target is Stunned)
Fighter	1	Medium Humanoid	3	OO OO	OO OO	OO OO	OOOO O OO		OOOO OOOO OO	5' Free Movement in First Round, Long Sword (2 Damage), Crossbow (1 Damage), Metal Helm, Metal Bracers, Metal Shin Guards, Leather Armor, 1-4GP, 30' Movement
Goblin	1	Medium Humanoid	3	O O	O	O	OO O		OOOO O	5' Free Movement in First Round, Short Sword (1 Damage), Rope Net, Leather Torso Armor, Leather Cap, 0-1GP, 30' Movement
Golem	3	Large Construct	3	OOOO OO	OOOO OO	OOO O OO	OOOO OOOO OO OO			0' Free Movement in First Round,Slam (2 Damage), 25' Movement. Can carry 1 Medium Humanoid
Mage	2	Medium Humanoid	3	OO	OO	OO	OOOO O OO	OOOO OOOO OO		0' Free Movement in First Round,Arcana Caster, Dagger (1 Damage), Leather Armor, 20-40GP, 30' Movement
Martial Artist	2	Medium Humanoid	4	OO	OO	OO	OOOO O		OOOO OOOO OOOO OOO	10' Free Movement in First Round, Staff (1 Damage), Shurikens (1 Damage), No hurting themselves with punch, kick or head butt attacks
Ogre	2	Large Humanoid	3	OOOO O	OOOO O	OOO OO	OOOO OOOO OO		OOOO OOOO OO	5' Free Movement in First Round, Giant Club (3 Damage), Crush (2 Damage), Bite (2 Damage), 5-8GP, 40' Movement

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Ooze	2	Large Amorphous	3	OOOOOOOOOOOOOO						0' Free Movement in First Round, Swipe (1 Damage), Absorb (Dexterity Check, 2 Damage per turn in the Ooze), Every 5 damage, it splits into 2 new Oozes splitting the remaining HP.
Psion	2	Medium Humanoid	3	OO	OO	OO	OOOO O OO	OOOO OOOO OO		5' Free Movement in First Round, Psionic Caster, Dagger (1 Damage), Leather Armor, 10-20GP, 30' Movement
Raptor Bird (Giant)	3	Large Beast	3	OO	OO	OO	OOOO OOOO OO			15' Free Movement in First Round, Claw or Bite (2 Damage), 15' Movement, 50' Fly Movement. Can carry 1 Medium Humanoid
Rat (Giant)	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (1 Damage, Constitution Check and Poisoned on a Fail), 30' Movement
Skeletal Creatures	Same features of the Creature while they were alive but this Skeletal Creature has been raised by dark magics. If a Hero is hit by a Skeletal Creature, they must succeed on a Willpower Check with an Advantage or have the Frightened Condition									
Snake (Giant Constrictor)	2	Large Beast	3	OOOOOOOOOOO						5' Free Movement in First Round, Bite (1 Damage), Constrict (Target Grapple Checks at Disadvantage, 1 Damage at start of Targets turn while Grappled), 30' Movement
Snake (Poisonous)	1	Small Beast	3	OOOOO						5' Free Movement in First Round, Bite (1 Damage and the Target is Poisoned for 1 hour), 15' Movement
Zombie Creatures	Same features of the Creature while they were alive but this Zombie Creature has been raised by dark magics. The Zombie Creature does not have the intelligence to use weapons. If a Hero is hit by a Zombie Creature, they must succeed on a Willpower Check with an Advantage or have the Poisoned Condition for 1 hour.									
Wild Dog	1	Small Beast	3	O	O	O	OO			10' Free Movement in First Round, Bite (1 Damage), Pack Tactics, 40' Movement
Wolf	1	Medium Beast	3	OO	OO	OO	OOOO O			10' Free Movement in First Round, Bite (2 Damage), Pack Tactics, 40' Movement. Pack Howl (once per day), causes 1d4 additional wolves to appear.

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items
Wraith	3	Medium Humanoid	3	OO	OO	OO	OOOO OO			10’ Free Movement in First Round, can pass through solid objects, Possess a Hero by touching it and spending an Action. The Hero must do a Willpower Check. On a fail, the Wraith enters into the body of the Hero now has the Madness Condition. On a success, the Wraith is expelled from the Hero. Attacks against the Wraith with non-magical weapons are done at Disadvantage. Attacks on a possessed Hero do damage to both.

GM Combat Sheet

Creature Name	Tier	Type	Action Tokens	Head HP AP	Arms HP AP	Legs HP AP	Torso HP AP	Mana Points	Grit Points	Attacks & Items