

Monkeymen

MONSTER:

MONKEYMEN

- BY CLIVE OLDFIELD

Ally 1

Archetype: Beastman Motivation: Mischief
Style: 1 Health: 3

Primary Attributes

Body: 2 Charisma: 1
Dexterity: 4 Intelligence: 1
Strength: 2 Willpower: 2

Secondary Attributes

Size: -1 Initiative: 5
Move: 6 Defense: 7
Perception: 5 Stun: 2

Skills

Skills	Base	Level	Rating	Average
--------	------	-------	--------	---------

Athletics	2	4	6	(3)
Climbing			7	(3+)
Brawl	2	2	4	(2)
Survival	1	4	5	(2+)
Stealth	4	5	9	(4+)

Talents

Alertness

Resources

None

Flaw

Kleptomaniac

Weapons

Weapons	Rating	Size	Attack	Average
---------	--------	------	--------	---------

Bite	1L	+1	6L	(3)L
------	----	----	----	------

Monkeymen travel around, through the jungle canopies in tribes of several dozen members. They are intensely curious, cheeky and mischievous and can never resist having a closer look at a new thing. They are also insatiably acquisitive and they will grab anything that takes their fancy, usually something crucial to the PCs.

They are careful and can watch parties for hours without being seen, then at the right moment, they will swoop down from the trees and grab what they

have chosen, often without being seen or heard.



Though they are semi-nomadic and roam for miles, they do have a tribal base where they often return. It is here that they store their ill-gotten gains, usually in a nook halfway up a huge tree, or a well-hidden cave. Whatever they have stolen will find its way here.

Although they usually shy away from trouble, and can barely be caught, fleeing through the branches, they will defend their base spiritedly.