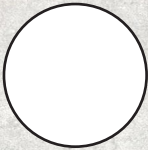
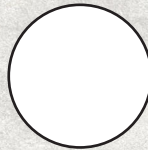
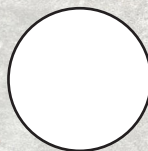



MOB


COMBAT STYLE


d6  d4
Stone and Detritus Barrage
 1 ranged


0  d6
Inflame
 +1 Mood to mob

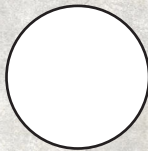
d8  d4
 Trample
 2


d10  d2
 Crush
 1 + rebalance


d8  d4
Engulf
 1


d6  d4
 Sweep
 Move and move target with mob 1 area

d8  d2
 Crush and Rend
 2 + 1 Str + rebalance

0  d4
Rush
 Move

M  d4
 Throw
 2 + move Swept target one area

M  d4
 Hysterical Crush
 3 + rebalance + 1 Mood to Mob

M  d2
 Lunatic Pursuit (r)
 Move onto Thrown target + 5 damage

Requires mob.

Mobs below 15 body cannot use Mastery maneuvers. Mobs are forced to rebalance only when they take 1 damage/5 body in a round. That is, a Mob with 23 body is forced to rebalance after it takes 4 or more points of damage in a round. Mood and body damage from all sources count toward the per-round total.

Strike	Defend	Grab
Str/d2	0/Qck	Str/d2

Throw/Shoot	Trick/Misc.
Qck/0	0/d4