

Beast, Monsters, and Enemies: Core Book

Insert Book Rules/Description here

Difficulty 1

Bandit

Hp: 30	Slots: -Useable: 10 -Total: 10	Move: 25	Difficulty Level: 1	Type: Humanoid/ Criminal
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Stat Bonuses

Vit: +1	Str:	Dex: +2	Int:	Wis:
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Skills Bonuses

Artistry: -Musicality: -Penmanship: -Visual Arts:	Athletics: -Acrobatics: -Brawn: -Endurance: +1 -Wrestling:	Knowledge: -Alchemy: -Culture: -History: -Magical Arts:	Perception: -Eavesdropping: -Examination: +1 -Sense Intent: -Tracking:
Speech: -Deception: +1 -Gather Info: -Intimidation: +2 -Persuasion:	Survivalist: +1 -Anatomy: -Botany: -Navigation:	Thievery: +1 -Burglary: +2 -Disguise: -Sleight of Hand: +1 -Stealth: +2	Weapon Prof. -Swords: Lvl. 2 -Ranged: Lvl. 1

Leather Armor and Bracers

Armor: 2

Physical

Slashing: 2 (4)

Piercing: 2 (4)

Crushing: 2 (4)

Magic

Fire: 2 (4)

Water: 1 (3)

Earth: 1 (3)

Air: 1 (3)

Light: 1 (3)

Dark: 1 (3)

Arcane: 1 (3)

Additional Abilities:

Longsword

Weapon Type: Sword
 Damage Type: Slashing
 Attack Roll: 1d10
 Range: 5ft
 Damage: 8 + 1d8
 Additional Abilities:

Hand Crossbow

Weapon Type: Ranged
 Damage Type: Piercing
 Attack Roll: 1d12
 Range: 50ft
 Damage: 8 + 2d4
 Reload: 1 *Maneuver*
 Additional Abilities:

KeystonesA Life of Crime:

Abilities: The creature gains 2 to their *Burglary Bonus*.

Type: Innate

Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. Type: Reaction Slots: 2</p>	<p><u>Dirty Fighting:</u> Abilities: The creature surprises a target with a little dirty play, throwing sand or dirt in the eyes, spitting blood in the eyes. The target is <i>Blind</i> for 1 <i>Turn</i>. Type: Snap Range: 5ft Duration: 1 <i>Turn</i> Slots: 2</p>	<p><u>Faint:</u> Abilities: If the creature's weapon attack was <u>Dodged</u> they may use this ability to strike again as if it were their <i>Action</i>. Type: Snap Slots: 3</p>
<p><u>From the Shadows:</u> Abilities: The creature jumps behind a target, getting in an attack that can't be reacted to. Type: Combo Range: 50ft Slots: 2</p>		

Description: Bandits live a life of crime generally attacking unexpected travelers between large urban areas. It is not uncommon for them to lie or intimidate their way into goods rather than

with straight violence. Overall the bandit's goal is only to survive, and the easiest way they've found is by stealing.

GM Strategy: A group of bandits would prefer to ambush a party rather than fight them straight up. While in a fight a good idea is to have them use their crossbow when at range to weaken down a target before going in with an ability like From the Shadows. While in the fray they can be dangerous if left to their own devices. Use abilities like Dirty Fighting to gain the upper hand over another melee opponent. Keep in mind that bandits don't have too much health or slots to work with so while they are very good in short bursts they can run into problems in a drawn out fight.

Skeletal Soldier

Hp: 25	Slots: -Useable: 10 -Total: 12	Move: 25ft	Difficulty Level: 1	Type: Undead/Skeletal
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Stat Bonuses

Vit: +1	Str: +3	Dex: +1	Int:	Wis:
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Skills Bonuses

Artistry: -Musicality: -Penmanship: -Visual Arts:	Athletics: -Acrobatics: -Brawn: -Endurance: -Wrestling:	Knowledge: -Alchemy: -Culture: -History: -Magical Arts:	Perception: +1 -Eavesdropping: -Examination: -Sense Intent: -Tracking:
Speech: -Deception: -Gather Info: -Intimidation: -Persuasion:	Survivalist: -Anatomy: -Botany: -Navigation:	Thievery: -Burglary: -Disguise: -Sleight of Hand: -Stealth:	Weapon Prof. -Axe: Lvl 3

Worn Chainmail Armor: 2 + 1 Physical Slashing: 4 (7) Piercing: 4 (7)
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Crushing: 0 (3) Magic Fire: 0 (3) Water: 1 (4) Earth: 1 (4) Air: 0 (3)
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Light: 0 (3)
 Dark: 4 (7)
 Arcane: 0 (3)
 Additional Abilities:

Additional Abilities:

Round Shield
 Weapon Type: Shield
 Damage Type: Crushing
 Attack Roll: 1d10
 Range: 5ft
 Damage: 3 + 1d6
 Additional Abilities: +1 Armor

Hand Axe
 Weapon Type: Axe
 Damage Type: Slashing
 Attack Roll: 1d10
 Range: 5ft
 Damage: 9 + 1d8

Keystones

Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. (<u>Dodge</u> uses <i>Ability Slots</i>.) Type: Reaction Slots: 2</p>	<p><u>Hemorrhage:</u> Abilities: The creature's next axe attack is made with full force inflicting <i>Bleed</i>. Type: Combo Slots: 1</p>	<p><u>Regeneration:</u> Abilities: The creature stores up their vital energy for critical moments in a battle. As a <i>Free Action</i> at the beginning of a creature's <i>Active Phase</i>, before they've done anything, they may choose to roll any number of dice from the regeneration dice and restore that many <i>Health Points</i>. These regeneration dice are d6's and are expended until the creature's next <i>Rest</i>. Type: Passive Regeneration Dice: 2 Slots: 2</p>
<p><u>Second Strike:</u> Abilities: The creature may make a second strike with</p>		

<p>their main handed weapon, but they suffer the same penalties as if attacking with an off-handed weapon. (Small weapons can not add in their weapon proficiencies, and medium weapons receive a -3 to hit and can't add in their weapon proficiencies.)</p> <p>Type: Snap Slots: 2</p>		
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Description: Skeletal Soldiers are the bones or reanimated guards, warriors, bandits, or any with martial prowess. They are any necromancer's bread and butter being the ease in which they are able to be created. While not powerful individually, many of these reanimated warriors can overwhelm even a strong party.

GM Strategy: Skeletal Soldiers are the undead cannon fodder, and should be the front line to distract and take damage for more valuable pieces. They have a very high resistance to Slashing and Piercing damage making them great against physical attackers as well as lower level parties which often don't have as many magical damage sources. They can deal a decent amount of damage with an axe attack in combination with their Hemorrhage ability or by taking another attack with their Second Strike ability. You should be using one of those two abilities every turn. If they take damage don't be afraid to use their Regeneration in order to keep them around for just a bit longer.

Difficulty 2

Giant Spider

Hp: 32	Slots: -Useable: 14 -Total: 17	Move: 25	Difficulty Level: 2	Type: Arthropods/ Spider
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Stat Bonuses

Vit:	Str: +1	Dex: +3	Int: +2	Wis:
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Skills Bonuses

Artistry: -Musicality: -Penmanship: -Visual Arts: +1	Athletics: +2 -Acrobatics: +2 -Brawn: -Endurance: -Wrestling:	Knowledge: -Alchemy: -Culture: -History: -Magical Arts:	Perception: +2 -Eavesdropping: -Examination: +1 -Sense Intent: -Tracking:
Speech: -Deception: -Gather Info: -Intimidation: -Persuasion:	Survivalist: +1 -Anatomy: -Botany: -Navigation:	Thievery: +1 -Burglary: -Disguise: +1 -Sleight of Hand: -Stealth: +3	Weapon Prof. -Maw: Lvl 1

Spider Cuticle Armor: 1 Physical Slashing: 1 (2) Piercing: 1 (2) Crushing: 0 (1) Magic Fire: 1 (2) Water: 3 (4) Earth: 3 (4) Air: 4 (5) Light: 3 (4) Dark: 3 (4) Arcane: 3 (4) Additional Abilities:

Mandible Weapon Type: Maw Damage Type: Piercing Attack Roll: 1d10 Range: 5ft Damage: 7 + 1d8 Additional Abilities:

Keystones

Natural Web:

Abilities: The creature has a natural means of creating a web from their body. This creature automatically learns the spell Web and they may choose to use either their *Athletics Bonus* or their *Knowledge Bonus* for the spell.

Type: Innate

Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. Type: Reaction Slots: 2</p>	<p><u>Drain the Blood:</u> Abilities: If the creature's target is trapped within a <u>Web</u> they restore half of all physical damage dealt to their <i>Health Points</i>. Requirements: <u>Web</u> Type: Passive Slots: 3</p>	<p><u>Web:</u> Abilities: The creature attempts to surround a target in a sticky web. The target must roll a d20 saving throw adding in their <i>Strength Bonus</i> against the creature's <i>Knowledge Bonus</i>. If failed the target is <i>Snared</i>. The target may attempt to break free by using a <i>Maneuver</i> and rolling the saving throw again. Type: Snap Range: 25ft Slots: 3</p>
<p><u>Wrap:</u> Abilities: The creature attempts to wrap additional webs around the target cocooning them in webs. The target must be <i>Snared</i> by the <u>Web</u> spell and then they make a d20 saving throw adding in their <i>Strength Bonus</i> against the creature's <i>Knowledge Bonus</i>. On a failed save the target is <i>Restrained</i>. Type: Active Range: 25ft Slots: 4</p>		

Description: Giant Spiders can be the size of a dog or as large as a human. It is believed that they were once magically enhanced to grow to this size and have since adapted to their new physique. Giant Spiders are not uncommon to find in dense woodland, swamps, or abandoned structures. Like regular spiders they come in a variety of types usually sticking to similar environments that their smaller counterparts would normally be found.

GM Strategy: All of the Giant's Spider's abilities, spells, and skills, focus around the Web spell. Always led with Web at the beginning of any fight. Being able to tie up a foe can allow a Giant Spider a lot of battlefield control. After a successful Web it's best to use Wrap before going into strike. This will allow the Spider to get off free strikes without the fear of being attacked back. Don't forget that they also restore half the damage dealt to their *Health Points* if the target is Webbed.

Difficulty 3

Contagion Hound

Hp: 40	Slots: -Useable: 15 -Total: 19	Move: 25	Difficulty Level: 3	Type: Undead/Decay
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Stat Bonuses

Vit: +1	Str: +3	Dex: +2	Int:	Wis:
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Skills Bonuses

Artistry: -Musicality: -Penmanship: -Visual Arts:	Athletics: +3 -Acrobatics: -Brawn: -Endurance: +3 -Wrestling:	Knowledge: -Alchemy: -Culture: -History: -Magical Arts:	Perception: +2 -Eavesdropping: -Examination: -Sense Intent: -Tracking: +2
Speech: -Deception: -Gather Info: -Intimidation: -Persuasion:	Survivalist: -Anatomy: -Botany: -Navigation: +1	Thievery: -Burglary: -Disguise: -Sleight of Hand: -Stealth: +2	Weapon Prof. -Maw: Lvl 2 (1 Minor) -Claws: Lvl 1

Rotten Hide and Fur Armor: 1 Physical Slashing: 2 (3) Piercing: 2 (3) Crushing: 2 (3) Magic
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Fire: 0 (1) Water: 3 (4) Earth: 3 (4) Air: 2 (3) Light: 0 (1) Dark: 5 (6) Arcane: 3 (4) Additional Abilities:
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Fangs

Weapon Type: Maw
 Damage Type: Piercing
 Attack Roll: 1d10
 Range: 5ft
 Damage: 9 + 1d8
 Additional Abilities:

Damage Type: Slashing
 Attack Roll: 1d12
 Range: 5ft
 Damage: 7 + 1d6
 Additional Abilities:

Claws

Weapon Type: Claws

KeystonesDiseased Touch:

Abilities: When this creature lands a *Critical Hit* with a maw, claw, or unarmed attack the target takes an additional Xd8 dark damage where X is equal to 1 + (Difficulty Level/5). The target then rolls a d20 saving throw adding in their *Vitality Bonus* against the creature's (Difficulty Level/2). On a failed save the target becomes *Sickened* until the end of their next *Active Phase*.

Type: Innate

Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. Type: Reaction Slots: 2</p>	<p><u>Agile:</u> Abilities: The creature gains the ability to move through the same space as an enemy. (They still may not occupy the same space, but they move through them as though they were not there.) Type: Passive Slots: 1</p>	<p><u>Evasive:</u> Abilities: The creature gains the ability to add their <i>Athletics Bonus</i> into their next <u>Dodge</u> or other Ability <i>Reactions</i>. Type: Snap Slots: 2</p>
<p><u>Rip and Tear:</u> Abilities: After this creature lands a <i>Critical Hit</i> with its</p>	<p><u>Sprint:</u></p>	

Maw it may make an additional attack with a -3 to hit. Type: Passive Slots: 3	Abilities: The creature may use this ability and take the <u>Move Action</u> as a <i>Maneuver</i> . Type: Snap Slots: 1	
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Description: Contagion hounds are made from the rotting corpses of hounds and wolves after decay has set in, but before the flesh is cleaned off the bones. Their fangs and claws take on an element of the grave causing them to become almost venomous with death. While it isn't always easy to tell if a hound has been brought back they are easily distinguishable by the sickly green that swirls in their eyes.

GM Strategy: Contagion Hounds can be very very fast due to their Sprint skill. Use Sprint to get quickly into the fight and Agile to ignore the tanky front line instead hunting the easier prey like spellcasters or support characters who generally have less armor. To make sure that they survive a few rounds use their Evasive skill with Dodge as much as you can until the Contagion Hound is out of *Slots*. The real power of this creature comes through with a *Critical Hit* where they get to deal extra damage with their keystone Diseased Touch and if it's a Maw attack don't forget their passive ability of Rip and Tear to get an additional Maw attack. If you run out of slots, or don't feel they're in danger don't forget that you can make claw attacks as an off-handed attack for their *Maneuver*. Every chance to land a *Critical Hit* makes these creatures more dangerous. (Keep in mind that an off-handed claw attack is only 5 + 1d6 damage since they lose the +2 from their weapon proficiency.

Difficulty 4

Town Guard

Hp: 25	Slots: -Useable: 21 -Total: 21	Move: 25	Difficulty Level: 4	Type: Humanoid/ Military
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Stat Bonuses

Vit: +2	Str: +1	Dex: +3	Int:	Wis:
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Skills Bonuses

Artistry: -Musicality:	Athletics: +2 -Acrobatics:	Knowledge: -Alchemy:	Perception: +1 -Eavesdropping:
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-Penmanship: -Visual Arts:	-Brawn: +1 -Endurance: +1 -Wrestling: +2	-Culture: -History: -Magical Arts:	-Examination: +1 -Sense Intent: +2 -Tracking: +1
Speech: +1 -Deception: -Gather Info: +2 -Intimidation: +2 -Persuasion: +1	Survivalist: -Anatomy: -Botany: -Navigation:	Thievery: -Burglary: -Disguise: -Sleight of Hand: -Stealth:	Weapon Prof. -Polearm: Lvl 4 -Shield: Lvl 2

<p>Chainmail Tunic Armor: 3 + 1</p> <p>Physical Slashing: 2 (6) Piercing: 2 (6) Crushing: 2 (6)</p> <p>Magic Fire: 0 (4) Water: 0 (4) Earth: 0 (4) Air: 0 (4) Light: 0 (4) Dark: 0 (4) Arcane: 0 (4) Additional Abilities:</p>

<p>Damage Type: Piercing Attack Roll: 1d10 Range: 5ft Damage: 6 + 2d8 + Dex Additional Abilities:</p>

<p>Round Shield Weapon Type: Shield Damage Type: Crushing Attack Roll: 1d10 Range: 5ft Damage: 5 + 1d6 Additional Abilities: +1 Armor</p>
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<p>Spear Weapon Type: Polearm</p>
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Keystones

United Cause:

Abilities: If the creature is within 5ft of another ally this creature may add in 1 + (Difficulty Level) to their damage.

Type: Innate

Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. Type: Reaction Slots: 2</p>	<p><u>Block:</u> Abilities: The creature blocks incoming damage from any one enemy. <u>Block</u> directly increases <i>Armor</i> against the incoming attack. This only blocks attacks that are <i>Linked</i> once. Type: Reaction Armor Bonus: 2 Slots: 1</p>	<p><u>Combat Expertise:</u> Abilities: The character understands the weak points in an opponent's armor, giving this knowledge to allies as well. The next attack against the target adds in the <i>Armor Penetration</i> bonus. Type: Snap Armor Penetration: 1d4 Slots: 3</p>
<p><u>Fend Off:</u> Abilities: The creature may make a melee attack whenever a target enters their polearm's melee range. (This attack may be <i>Reacted</i> to.) Type: Reaction Slots: 2</p>	<p><u>Trip:</u> Abilities: The character attempts to <i>Knock Down</i> a target. The target must roll a d20 adding in their <i>Dexterity Bonus</i> versus the character's <i>Athletics Bonus</i>. Type: Snap Slots: 2</p>	

Description: A Town Guard is a common sight in any populated area. They are the base line protectors of the law and the lives of the civilians which they serve. Even a small town will likely have a few full time Guards to protect against bandits and beasts of the wilderness. It is not uncommon to have a squad of Town Guards face down a larger force and come out victorious due to training and teamwork.

GM Strategy: Town Guards work best in a team of a couple companions. Their keystone United Cause gives them a bonus when fighting side by side with their allies. Their main weapon is their spear giving them a decent amount of damage with their spear proficiency at level 4. Use the ability Block freely especially against smaller damage attacks as it can make the Guard very difficult to deal substantial damage. If they Guard is in a situation where they can deescalate use their bonuses to Speech first and if that doesn't work use their +4 to Wrestling to hold a foe in place.

Zombie

Hp: 56	Slots: -Useable: 12 -Total: 22	Move: 25	Difficulty Level: 4	Type: Undead/Decay
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Stat Bonuses

Vit: +4	Str: +2	Dex:	Int:	Wis:
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Skills Bonuses

Artistry: -Musicality: -Penmanship: -Visual Arts:	Athletics: +2 -Acrobatics: -Brawn: +1 -Endurance: +1 -Wrestling: +3	Knowledge: -Alchemy: -Culture: -History: -Magical Arts:	Perception: -Eavesdropping: -Examination: -Sense Intent: -Tracking:
Speech: -Deception: -Gather Info: -Intimidation: -Persuasion:	Survivalist: -Anatomy: -Botany: -Navigation:	Thievery: -Burglary: -Disguise: -Sleight of Hand: -Stealth:	Weapon Prof. -Maw: Lvl 4

<p>Rotten Flesh Armor: 1</p> <p>Physical Slashing: 4 (5) Piercing: 4 (5) Crushing: 4 (5)</p> <p>Magic Fire: 0 (1) Water: 2 (3) Earth: 2 (3) Air: 2 (3) Light: 0 (1) Dark: 2 (3) Arcane: 2 (3) Additional Abilities:</p>
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<p>Rotten Teeth Weapon Type: Maw Damage Type: Piercing Attack Roll: 1d10 Range: 5ft Damage: 8 + 2d8 Additional Abilities:</p>
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Keystones

Diseased Touch:

Abilities: When this creature lands a *Critical Hit* with a maw, claw, or unarmed attack the target takes an additional Xd8 dark damage where X is equal to 1 + (Difficulty Level/5). The target then rolls a d20 saving throw adding in their *Vitality Bonus* against the creature's (Difficulty Level/2). On a failed save the target becomes *Sickened* until the end of their next *Active Phase*.

Type: Innate

Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. Type: Reaction Slots: 2</p>	<p><u>Chomp:</u> Abilities: When the creature rolls a <i>Critical Hit</i> on a Maw attack they automatically <i>Grapple</i> their target. Type: Passive Slots: 3</p>	<p><u>Mark Lvl. 2:</u> Abilities: The creature chooses a target within range, that target becomes their mark and they get increased damage and <i>Critical Hit</i> chance when attacking the target. (Only one target may be marked at a time.) Type: Snap Range: 50ft Bonus Damage: 4 + 1d4 Bonus Critical Chance: 2 Duration: 2 <i>Turns</i> Slots: 4</p>
<p><u>No Senses:</u> Abilities: The creature's mind is gone only allowing them limited cognitive functions. When a creature equips this skill they gain immunity to the status effects <i>Blind</i>, <i>Fear</i>, <i>Panic</i>, and <i>Taunted</i>. Type: Passive Slots: 4</p>	<p><u>Rip and Tear:</u> Abilities: After this creature lands a <i>Critical Hit</i> with its Maw it may make an additional attack with a -3 to hit. Type: Passive Slots: 3</p>	

Description: Zombies are a common type of footsoldier resurrected by Necromancers. They are terrifying foes if they can get in close. Almost any fresh corpse can be made into one of these

creatures so long as a bit of decay has begun to set in. Once the magical effects have set in, their decaying stops allowing them to be amassed in force.

GM Strategy: Zombies are a very dangerous foe for an unprepared party to face. They have strong resistance to physical damage and a good pool of *Health Points* to absorb most attacks. They are especially dangerous if they land a *Critical Hit*. Use their *Mark* ability to have them focus on a target to take down. When they manage a *Critical Hit* they automatically get to *Grapple* their target as well as make an additional attack and activate their *Keystone* to deal additional damage and have a chance to cause the *Sickened* status effect. This will be a massive blow to your party, likely taking a character all the way to *Unconscious*. **As a Note:** We recommend you play with *Zombies* as though they can't use the Dodge ability or the Move action. This should make *Zombies* feel a bit more like a party would expect to see and give the character the option to try to maneuver around them rather than straight up fighting them. *Zombies* don't have access to many *Maneuvers* so don't forget that you also have access to the *Maneuver* Take a Breath which can be used to restore a bit of *Health Points* to the *Zombie*.

Difficulty 5

Bear

Hp: 73	Slots: -Useable: 25 -Total: 25	Move: 35	Difficulty Level: 5	Type: Beast/Predator
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Stat Bonuses

Vit: +3	Str: +4	Dex: +1	Int:	Wis:
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Skills Bonuses

Artistry: -Musicality: -Penmanship: -Visual Arts:	Athletics: +3 -Acrobatics: -Brawn: +2 -Endurance: +1 -Wrestling:	Knowledge: -Alchemy: -Culture: -History: -Magical Arts:	Perception: +1 -Eavesdropping: -Examination: +1 -Sense Intent: -Tracking: +2
Speech: -Deception: -Gather Info: -Intimidation: -Persuasion:	Survivalist: -Anatomy: -Botany: -Navigation: +1	Thievery: -Burglary: -Disguise: -Sleight of Hand: -Stealth: +2	Weapon Prof. Claw: Lvl 4 Maw: Lvl 1

Fur and Hide

Armor: 3

Physical

Slashing: 2 (5)

Piercing: 2 (5)

Crushing: 2 (5)

Magic

Fire: 0 (3)

Water: 0 (3)

Earth: 0 (3)

Air: 0 (3)

Light: 0 (3)

Dark: 0 (3)

Arcane: 0 (3)

Additional Abilities:

Damage Type: Slashing

Attack Roll: 1d12

Range: 5ft

Damage: 11 + 2d6

Additional Abilities:

Teeth

Weapon Type: Maw

Damage Type: Piercing

Attack Roll: 1d10

Range: 5ft

Damage: 12 + 1d8

Additional Abilities:

Claws

Weapon Type: Claw

KeystonesApex:

Abilities: This creature is at the top of it's food chain making them incredibly difficult to deal with. The creature gains 2 additional *Health Points* for each Difficulty Level and deals an additional 1 + (Difficulty Level/5) Damage.

Type: Innate

Quick Step:

Abilities: The creature can move more effortlessly gaining an additional 10ft *Movement*.

Type: Innate

Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. Type: Reaction Slots: 2</p>	<p><u>Charge:</u> Abilities: The creature charges to a target within range, giving a chance to knock down the target. The target rolls a d20 adding in their <i>Strength Bonus</i> against the creature's <i>Athletics Bonus</i>. If the target loses the roll they are <i>Knocked Down</i>. Type: Snap Range: 25ft Slots: 2</p>	<p><u>Execute:</u> Abilities: The creature makes a melee weapon attack against a <i>Knocked Down</i> foe with extra strength. If this attack hits it is a guaranteed <i>Critical Hit</i> and deals <i>True Damage</i>. Type: Active Slots: 3</p>
<p><u>Hemorrhage:</u> Abilities: The creature's next claw attack is made with full force inflicting <i>Bleed</i>. Type: Combo Slots: 1</p>	<p><u>Intimidate:</u> Abilities: Those who come near the creature are afraid of their might. All those within range roll a d20 adding in their <i>Intellect Bonus</i> against the creature's <i>Athletics Bonus</i> or the creature's <i>Speech Skill Bonus</i>. Those who fail are <i>Panicked</i> for 1 <i>Turn</i>. Type: Snap Range: 10ft Slots: 2</p>	<p><u>Trip:</u> Abilities: The creature attempts to <i>Knock Down</i> a target. The target must roll a d20 adding in their <i>Dexterity Bonus</i> versus the creature's <i>Athletics Bonus</i>. Type: Snap Slots: 2</p>

Description: Bears are a widespread species being able to be found across most areas of any world. They exist in a variety of subspecies depending on location and climate. One thing remains true for all bears though, they are dangerous foes if provoked.

GM Strategy: The Bear is focused around the *Knocked Down* mechanic with their abilities like Charge and Trip. Use Charge to get into the fight and then tear into your party with Hemorrhage and Execute if you manage to get a *Knocked Down* effect. It's never a bad idea to throw out an Intimidate to lower the chance to hit the bear especially if the party is grouped up. Bears can put out a lot of damage very quickly so be aware of that.

Slaver (Human)

Hp: 52	Slots: -Useable: 25 -Total: 25	Move: 25	Difficulty Level: 5	Type: Humanoid/ Criminal
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Stat Bonuses

Vit: +1	Str: +1	Dex: +4	Int:	Wis:
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Skills Bonuses

Artistry: -Musicality: -Penmanship: -Visual Arts:	Athletics: +1 -Acrobatics: -Brawn: +1 -Endurance: +1 -Wrestling: +2	Knowledge: -Alchemy: -Culture: -History: -Magical Arts:	Perception: +2 -Eavesdropping: +2 -Examination: -Sense Intent: +2 -Tracking: +2
Speech: +1 -Deception: +1 -Gather Info: +1 -Intimidation: +3 -Persuasion:	Survivalist: +1 -Anatomy: -Botany: -Navigation:	Thievery: +1 -Burglary: -Disguise: -Sleight of Hand: -Stealth: +2	Weapon Prof. -Flexible: Lvl. 4

Leather Vest Armor: 3 Physical Slashing: 2 (5) Piercing: 2 (5) Crushing: 1 (4) Magic Fire: 0 (3) Water: 0 (3) Earth: 0 (3) Air: 0 (3) Light: 0 (3) Dark: 0 (3) Arcane: 1 (4) Additional Abilities:

Whip Weapon Type: Flexible Damage Type: Slashing Attack Roll: 1d12 Range: 15ft Damage: 8+2d4 Additional Abilities:

Dagger Weapon Type: Sword Damage Type: Slashing Attack Roll: 1d12 Range: 5ft Damage: 7+1d6 Additional Abilities:

Keystones

Escape Artist:

Abilities: The creature gains the ability to automatically save from an effect that would impair their *Movement*. This ability recharges after a *Rest*.

Type: Innate

Intuitive Ability:

Abilities: The bloodline of the creature has passed down abilities from generation to generation. The creature chooses an ability, spell, or skill they know. If that ability, spell, or skill would normally require an *Action* it now only requires a *Maneuver*. If it would require a *Maneuver* it may be done as a *Reaction*. (This affects this creature's Lasso ability.)

Type: Innate

Passive Abilities, Spells, and Skills

<p><u>Increased Reach:</u> Abilities: The creature adds +5ft Range to their flexible weapons. Type: Innate</p>		
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Abilities, Spells, and Skills

<p><u>Dodge:</u> Abilities: Attempt to dodge any type of attack. The creature rolls a d20 against the attacker if they win they avoid the attack and all damage. Type: Reaction Slots: 2</p>	<p><u>Cripple:</u> Abilities: The creature aims to break a target's legs. The creature rolls a d20 adding in their <i>Athletics Bonus</i> against the target's <i>Dexterity Bonus</i>. On a failed save the target's movement is reduced by half rounded up to the nearest 5ft,</p>	<p><u>Interrupt:</u> Abilities: The creature jabs out for a target's throat. The creature rolls a d20 adding in their <i>Athletics Bonus</i> against the target's <i>Dexterity Bonus</i>. On a failed save the target is <i>Silenced</i> until after the creature's next <i>Active Phase</i>.</p>
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	and they <i>Shaken</i> until after their next <i>Active Phase</i> . (This can't stack) Type: Snap Range: 5ft Slots: 3	(This cancels any spell that the target is currently using, such as a <i>Channel</i> or <i>Focus</i> spell.) Type: Snap Range: 5ft Slots: 2
<u>Intimidate:</u> Abilities: Those who come near the creature are afraid of their might. All those within range roll a d20 adding in their <i>Intellect Bonus</i> against the creature's <i>Athletics Bonus</i> or the creature's <i>Speech Skill Bonus</i> . Those who fail are <i>Panicked</i> for 1 <i>Turn</i> . Type: Snap Range: 10ft Slots: 2	<u>Issue Order:</u> Abilities: The creature gives an order to an ally within range giving that ally an additional <i>Action</i> on their next <i>Active Phase</i> . Range: 50ft Type: Snap Slots: 3	<u>Lasso:</u> Abilities: The creature attempts to wrap their weapon around a target to cause the <i>Bound</i> effect. The target must roll a d20 adding in their <i>Strength Bonus</i> versus the creature's <i>Athletics Bonus</i> . Type: Reaction Slots: 1

Description: Slavers are those who dominate others and take them as property to sell in open markets. They are often cruel and know how to use violence and fear to keep weaker foes in line. It is not uncommon for a slaver to be arrogant or think that they can intimidate their way out of a situation.

GM Strategy: A slaver has good control of their weapon the Whip and uses that in combination with their abilities to control the battlefield. A slaver works best as an addition to a team of other fighters, using things like Issue Order to make them more effective. Due to the Slaver (Human) keystone of Intuitive Ability, Lasso can be done as a *Reaction* rather than a *Snap*. This is excellent for the slaver as they can use this to halt foes wishing to move away from them or their allies. Keep a slaver right on the edge of melee to control their enemies and supplement their allies.

Difficulty 6

Difficulty 7

Difficulty 8

Difficulty 9

Difficulty 10