

ENEMY DESIGN

Step 1: select template

Select one of the available templates.
Add one or two **modifiers** to the template (keep track of the number of modifiers applied during the creation).

Step 2: Combat Abilities

Select base attack capability: RL1 to 2 should use Standard or Strong templates, while RL 3 and 4 should use Strong or Very Strong
Add one or two **modifiers** to the template

Step 3: Leader/Champion

Apply Leader/Champion modifiers

Step 4: Special Abilities

Select one or more abilities for the new enemy.
Add **modifiers** based on the selected Abilities

Step 5: Final Touches

Give the Enemy a name and a short description.
The RL of the enemy depends on the number of **modifiers** used in the creation

Modifiers applied	RL
1-2	1
3-4	2
5-6	3
7+	4

Standard
Attack

Attack
2D

2D+1
2D+2

Second modifier count as two modifiers applied.

ENEMY TEMPLATES

Undead

HP	Move	TN	DR
11	3	9	0
	4	10	-1

Human

HP	Move	TN	DR
9	5	9	0
10			

Beastmen

HP	Move	TN	DR
15	6	10	-1
16			-2
18			

The first modifier selected in this section is free.

Animal

HP	Move	TN	DR
12	8	9	0
14		10	-1
16			

Large Animal

HP	Move	TN	DR
20	6	9	-1
25		10	-2
30			

COMBAT ABILITY

Standard Attack

Attack	DMG
2D	L
2D+1	L+1
2D+2	

Strong Attack

Attack	DMG
3D-1	L+1
3D	H / Lx2
3D+1 / 2D+4	

Very Strong Attack

Attack	DMG
3D+2	H
3D+3	H+1
4H	H+L

LEADER/CHAMPION

Leader/Champion

HP	Move	TN	DR	Attack	DMG
+20%	-	TN+1	DR-1	+2	+1
+25%		TN+2	DR-2	+3	+2
+30%					

Modifiers applied to the values of the standard figure

SPECIAL ABILITIES

Select one or more

More than two legs: +2 MP/pair of legs (free modifier)

Fast: +1/+2 MP

More than two arms: +1/+2 Attack

Combat Skills: +1/+2 Attack

Strong: +1/+2/+3 DMG

Strong Constitution: +20%/+30%/+40% HP

Natural Armor: +1/+2 TN

Weakness: for each one selected you can pick an additional modifier at no cost in RL

Slow: -2 MP

Weak Armor: -1 TN

Select max one

Paralysis

Any Unit damaged must execute a CON(8) check.
Fail: -1 to Attack and Damage for the rest of combat (cumulative)

Grapple

Any Unit hit by the enemy must execute a STR(9) check. Fail: the unit is Grappled.
A Grappled unit during its activation can only try to break free with a successful STR(9) check (this is considered a Special Action).
A Grappling Enemy will always attack the Grappled unit with a +2 Attack modifier

Charge

A not Engaged Enemy with an «Attack Nearest PC» order will rush toward its target: during its First Move this Enemy will benefit of 2MP of additional movement. If the Enemy engages a PC, the Enemy attack will benefit of a +2 modifier for the first attack (+0 to DMG)

Bash

If the Enemy attack is successful, regardless the DMG inflicted, the PC must undergo a DEX(9) skill check; failure of this check will cause the PC to become Prone.

Double Attack

On a result of 6 on the Activation Roll, the Enemy can execute two attacks during this turn: resolve each attack independently, applying a -2 modifier to the second attack

Two Attacks

The Enemy can execute two attacks during this turn: resolve each attack independently, applying a -2 modifier to the second attack
(This ability counts as 3 modifiers)

Traits written in red can be modified (+1/+2) by spending or two additional modifiers.