# Monsters

This is an attempt at a standard bestiary table for Sine Nomine’s *Worlds Without Number* roleplaying game. It consists of a formatting guide, example table, blank table, and example monster behavior section.

### Table Formatting

The third premade table in this document’s *Table Design* section, *WWN CustomShading*, contains the formatting for the table and borders, but not row heights and sizes. Row height is .18”, and column widths are as follows.

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HD | AC | Atk. | Dmg. | Shock | Move | ML | Inst | Skill | Save |
| .97” | .47” | .46” | .59” | .72” | .74” | .68” | .46” | .46” | .5” | .5” |

The Header Row is aligned top-center and bolded. The first column, excluding the first row, is aligned bottom left. All other cells are aligned bottom center.

Monsters can have at most 2 rows in their statline. The first row is the standard 10-cell statline, which all monsters have. The second row is for extra information for complex monsters. For this second row merge the rightmost 10 cells and align the new cell bottom-right.

Header rows should repeat at the start of each new page. The easiest way of doing this is by splitting the table. Other than the line below the header row the table should have no borders.

The header row should always be white. Following rows should alternate colors. The *WWN CustomShading* preset alternates colors automatically, but for those without template access the RGB value for the shading is 231, 230, 230. This is included in the document presets.



### General Guidance

Only include immediately necessary combat information. This should be the standard statline and any special abilities the monster may have. Typical tactics, number of monsters appearing, and out-of-combat behavior can all be included in a following behavior section.

Only include a monster’s prepared spells, and don’t feel obligated to list all the spells it has prepared.

Armored enemies receive an ‘a’ after their AC value, and an ‘s’ if they carry a shield. Listing the weapons a creature carries is usually unnecessary. Exceptions include if the creature is expected to attack with multiple different attacks, has a unique weapon, of is a generic creature such as a ‘guard’ or ‘soldier’ that may need a list of weapons.

If weapons are listed, damage and shock should appear roughly in the ‘Dmg.’ And ‘Shock’ columns. Weapon tags should not be listed unless they are combat-relevant, and the wielding creature would utilize them.

Example Table

|  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HD | AC | Atk. | Dmg. | Shock | Move | ML | Inst | Skill | Save |
| Monster 1 | 1 | 10 | +0 | Wpn | Wpn | 30’ | 7 | 5 | +1 | 15+ |
| Monster 2 | 12 | 14as | +10 x2 | Wpn +5 | Wpn+5/- | 30’ | 10 | 2 | +3 | 9+ |
|  | ***Weapon:*** range(##/###) #d#+# #/#  ***Ability:*** Ability description.  ***Ability (#/[day/scene]):*** Ability description  ***Spellcasting:*** Level # [Tradition], # spells per day  *-Spell* (pg. ###). Summary  ***Arts:*** [Tradition], pg. ###. # effort  *-Art.* [DURATION] Summary | | | | | | | | | |
| Goblin | 1 | 13a | +1 | Wpn | Wpn | 30’ | 7 | 5 | +1 | 15+ |
|  | ***Shortsword:*** 1d6 2/15  ***Shortbow:*** range(50/300) 1d6  ***Nimble Escape:*** The goblin can make a *fighting withdrawal* as an on-turn action. | | | | | | | | | |
| Goblin Boss | 2 | 14as | +2 | 1d6 | 2/15 | 30’ | 8 | 5 | +1 | 14+ |
|  | ***Nimble Escape:*** The goblin can make a *fighting withdrawal* as an on-turn action.  ***Scapegoat:*** The goblin boss can swap places with another goblin within 5’ when hit by an attack. The new goblin takes the damage instead. | | | | | | | | | |
| Goblin Necromancer | 2 | 13 | +1 | 1d4 | 1/15 | 30’ | 8 | 4 | +1 | 14+ |
|  | ***Nimble Escape:*** The goblin can make a *fighting withdrawal* as an on-turn action.  ***Spellcasting:*** Level 2 Necromancer, 1 spell per day  *-Command the Dead* (pg. 84). Control up to 4 HD worth of undead.  ­*-Decree of Ligneous Dissolution* (pg. 70). Destroy all plant-based matter in 2 10’ cubes.  *-Velocitous Imbuement* (pg. 74). As an on-turn action, 2 allies double their movement speed and have free *fighting withdrawals* for the remainder of the turn.  ***Arts:*** Necromancer, pg. 85, 3 effort.  *-Cold Flesh.* Never take more than 2 shock damage.  *-Red Harvest.* DAY. Gain 1d6 hp or a +4 to next attack when a creature dies within 50’. | | | | | | | | | |

Blank Table

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Name | HD | AC | Atk. | Dmg. | Shock | Move | ML | Inst | Skill | Save |
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## Monster Behavior

A two-column page for additional information about creatures can be included below the main document. The paragraph before should be for describing things (if necessary) and should have 1 column.

**Monster:** Paragraphs here are in the hanging style. Any information about the creature you want can go here, but the number appearing, how and when they fight, and when they flee are useful.

### Category

Sometimes it is helpful to break monstes down by category, such as ‘soldiers’ or ‘goblins’ and so forth.

**Monster:** Simply describe each monster in this category as normal.

**Monster:** To signify the end of a category place an additional space after the final monster paragraph.