

# BUILD A BAD GUY

 HAVE COMPILED HERE A LIST OF COMMON ATTACKS, features, actions and other resources for lifting and shifting straight onto monster stat blocks.

## SIDEARM WEAPON ATTACKS

**Template Weapon.** Ranged Weapon Attack +? to hit, range ?/?., one target. Hit: ? (?d? + ?) piercing damage

**Colt Revolver.(dex)** Ranged Weapon Attack +? to hit, range 40/100., one target. Hit: ? (1d10 + ?) piercing damage. Reload 6.

**Magnum.(dex)** Ranged Weapon Attack +? to hit, range 60/120., one target. Hit: ? (2d6 + ?) piercing damage. Reload 8.

**Automatic Pistol.(dex)** Ranged Weapon Attack +? to hit, range 40/120., one target. Hit: ? (2d6 + ?) piercing damage. Reload 18. Automatic(2d4)

**Burst Pistol.(dex)** Ranged Weapon Attack +? to hit, range 30/90., one target. Hit: ? (1d10 + ?) piercing damage. Reload 15. Burst Fire (1d8).

**Revolver.(dex)** Ranged Weapon Attack +? to hit, range 50/180., one target. Hit: ? (2d8 + ?) piercing damage. Shell Loading 6.

**Hand Cannon.(dex)** Ranged Weapon Attack +? to hit, range 60/200., one target. Hit: ? (2d10 + ?) piercing damage. Shell Loading 6.

**Automatic Hand Crossbow.(dex)** Ranged Weapon Attack +? to hit, range 30/120., one target. Hit: ? (1d6 + ?) piercing damage. Reload 4. If attacking from hidden, the attacker may attempt a stealth check at disadvantage to remain hidden.

## MAIN ARM WEAPON ATTACKS

**Lever Actions Rifle.(str)** Ranged Weapon Attack +? to hit, range 100/200., one target. Hit: ? (2d10 + ?) piercing damage. Long Load 6

**Single-Shot Rifle(dex)** Ranged Weapon Attack +? to hit, range 150/300., one target. Hit: ? (3d6 + ?) piercing damage. Reload 1

**Automatic Crossbow(dex)** Ranged Weapon Attack +? to hit, range 30/120., one target. Hit: ? (1d8 + ?) piercing damage. Long Load 6. Automatic (1d6). If attacking from hidden, the attacker may attempt a stealth check at disadvantage to remain hidden.

**Automatic Rifle(dex)** Ranged Weapon Attack +? to hit, range ?/?., one target. Hit: ? (2d8 + ?) piercing damage. Reload 24, Automatic (1d8)

**Burst Rifle.(str)** Ranged Weapon Attack +? to hit, range 90/300., one target. Hit: ? (1d12 + ?) piercing damage. Reload ?16, Burst (1d12)

**Rifleblade.(str)** Ranged Weapon Attack +? to hit, range 90/300., one target. Hit: ? (2d10 + ?) piercing damage. Reload 1. Attacking a creature within 5 ft does not impose disadvantage on this roll.

**Rifleblade.(str)** \*Melee Weapon Attack+ +? to hit, reach 5ft., one target. Hit: ? (2d8 + ?) slashing damage.

**Sniper Rifle.(str)** Ranged Weapon Attack +? to hit, range 100/1200., one target. Hit: ? (3d12 + ?) piercing damage. Long Load 3. This weapon attacks with disadvantage while the target is within normal range but does not attack with disadvantage when in long range. In addition, when attacking from prone the intelligence or dexterity bonus may be used in place of strength.

**Sawn-off Shotgun.(str)** Ranged Weapon Attack +? to hit, range 20/40., one target. Hit: ? (3d4 + ?) bludgeoning damage. Reload 2. Scatter (2d4).

**Shotgun.(str)** Ranged Weapon Attack +? to hit, range 30/60., one target. Hit: ? (2d8 + ?) bludgeoning damage. Shell Loading 6.

**Double Barrel Shotgun.(str)** Ranged Weapon Attack +? to hit, range 30/90., one target. Hit: ? (2d6 + ?) bludgeoning damage. Shell Loading 2. As a bonus action, the creature may attack with the other barrel as well, not adding modifiers on a hit.

**Light Machine Gun.(str)** Ranged Weapon Attack +? to hit, range 40/120., one target. Hit: ? (2d10 + ?) piercing damage. Long Load 50. Automatic (1d10).

**Rotary Cannon.(str)** Ranged Weapon Attack +? to hit, range 60/200., one target. Hit: ? (3d10 + ?) piercing damage. Long Load 100, Automatic (2d10).

**Buckshot(str)** Melee Weapon Attack +?, reach 15ft., one target. \*Hit: \* ? (3d6 + ?) bludgeoning damage. Shell Loading 6.

**Dagger(dex/str)** Melee Weapon Attack +?, reach 5ft., one target. \*Hit: \* ? (1d4 + ?) slashing damage.

## GRENADES

Should you want to spice up your encounters, or if a character has too high an AC, consider deploying these grenades. They work just as well as mines too if instead of having them be thrown, you have them set as traps with the same mechanics.

**Template Grenade.** Pick one point within 50 ft, all creatures within a ? ft ? of that point must make a DC 13 ? saving throw or take ?d? ? damage, taking half as much on a success.

**Fragmentation Grenade.** Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 dexterity saving throw or take 3d6 piercing damage, on a success, creatures take half damage.

**Corrosive Grenade.** Pick one point within 50 ft, all creatures within a 10 ft cylinder of that point must make a DC 13 dexterity saving throw or take 2d6 acid damage, on a success, creatures take half damage.

**Frost Grenade.** Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 constitution saving throw or take 3d6 cold damage, on a success, creatures take half damage.

**Drake Grenade.** Pick one point within 50 ft, all creatures within a 10 ft cube of that point must make a DC 13 dexterity saving throw or take 3d6 fire damage, on a success, creatures take half damage.

**Pressure Grenade.** Pick one point within 50 ft, all creatures within a 10 ft cube of that point must make a DC 13 strength saving throw or take 2d8 force damage and be pushed 10 ft away from that point and fall prone, on a success, creatures take half damage and are not moved. This grenade deals double damage to objects and structures.

**Shock Grenade.** Pick one point within 50 ft, all creatures within a 20 ft sphere of that point must make a DC 13 dexterity saving throw or take 3d6 lightning damage and be stunned until the end of this creatures next turn, on a success, creatures take half damage and are not stunned.

**Gas Grenade.** Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 constitution saving throw or take 2d8 poison damage and become afflicted by the poisoned condition, on a success, creatures take half damage and are not poisoned. Creatures may re-attempt the save at the end of each of their turns to end the poisoned condition

**Flash Grenade.** Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 constitution saving throw or take 2d6 radiant damage and become blinded until the end of this creatures next

turn, on a success, creatures take half damage and are not blinded.

**Concussion Grenade.** Pick one point within 50 ft, all creatures within a 20 ft cube of that point must make a DC 13 constitution saving throw or take 2d6 thunder damage, on a success, creatures take half damage. This grenade deals quadruple damage to all structures and objects

## ACTIONS

Actions can be much more than just attacking and throwing, so I have included here another few potentials for your consideration

**Lock In.** The creature can use its action to gain advantage on the next attack it makes.

## BONUS ACTIONS

**Armour Piercer.** The creature focuses in on a target, allowing it to ignore any Ballistics Resistance that the target has until the start of the creatures next turn.,

## FEATURES

Still not satisfied with the range of weapon options on displayed above? consider adding these additional features to really make the monster your own.

**Sneak Attack.** Once per turn, when attacking a single target with advantage, this creature deals an additional ?d6 piercing damage.

**Ambusher.** All successful attacks against a surprised creature count as critical hits.

**Quick Draw.** This creature attacks with advantage when the target has not had their turn yet.

**Elementally Bolstered.** All this creatures damage is increase by ?d? ? damage.

**Commander.** As a bonus action, this creature may compel an ally to use their reaction to make an attack against one creature of its choice.

**Nimble Escape:** This creature may take the disengage or hide actions as bonus actions.

**Cunning Action.** This creature may take the disengage, hide or dash actions as bonus actions.

**Duelist.** This creature gets a +2 to attack and damage rolls when wielding a sidearm in one hand and nothing in the other.

**Shield Shooting.** This creature wield a shield and a two-handed firearm at the same time, they must take a bonus action on their turn to brace the firearm against the shield before firing it.

**Close Quarters Expert.** This creature does not attack at disadvantage when making a ranged attack against creatures within 5 ft.

**Hearty.** This creature has advantage on saving throws against the poisoned effect

**Grenadier.** The creature may throw a grenade as a bonus action provided it does not throw one with its main action.

**Grappler.** The creature has advantage on grapple checks.

**Crowd Control.** The creature may take the shove action as a bonus action.