The details and mechanics here are to assist GMs in making certain foes more interesting to fight as a Boss, while not making them overpowered or turning them into “Damage Sponges”.

Now, some of the monsters detailed in the various bestiaries, especially my Expanded Bestiary, are of a high enough effective threat that they won’t need any of these. But, if you feel like giving them that extra edge against your players feel free.

Taking down an Elite Foe should win your players some Bonus Xp.

* (Total amount of X + 2 Per Passive)\*10

**Elite Traits**

These are passive abilities that can be given to your Elite to give them an overall edge in combat.

* *Apex Predator*

The Elite is not limited by the usual Attacks or Stamina per-round restrictions.

* *Elite Leadership*

All of the Elite’s allies gain a +10 to their TNs.

* *Elite Vigor*

The Elite’s max Health increases by +10 and their Max Stamina increases by +2.

* *Elite Magicka*

The Elite’s spells refresh at the start of its turn in combat for free.

**Elite Abilities**

These are special actions that can be performed by Elite Foes.

* *Elite Attack (1 AP/X Times per Combat)*

Choose to inflict max damage with a ranged, melee, or spell attack.

* *Elite Defense (Free/X Times per Round)*

Take a Defensive Reaction without AP cost.

* *Elite Resistance (Free/X Times per Combat)*

Choose to take Half Damage from an incoming attack or gain a +20 to resist a non-damaging effect.

* *Elite Action (Free/X Times per Combat)*

This acts as a Pool of Extra AP that does not refresh. They may elect to spend these points at the GMs discretion.