***Humanoid***

Fighter

* Warrior
* Champion
* Warlord

Archer

* Sharpshooter
* Witchhunter

Wildling

* Barbarian
* Berserker
* Chieftain

Thief

* Agent
* Assassin
* Nightblade

Pilgrim

* Acolyte
* Healer
* Crusader

Apprentice Mage

* Mage
* Battlemage
* Archmage

Squire

* Knight
* Commander

Rogue

* Bard

Pugilist

* Monk

Hunter

* Scout
* Ranger
* Warden

Beggar

* Commoner
* Artisan
* Merchant
* Scholar
* Noble

Witch

* Hag
* Coven Matriarch

Conjurer

* Spellsword
* Sorcerer

Defiler

* Necromancer
* Necromage

Falmer

* Gloomlurker
* Shadow Shaman
* Warmonger

Nymph

Giant

Sea Giant

* Sea Giant Captain

***Ken***

Goblin

* Shaman
* Berserker
* Warchief

Ogre

Riekr

Riekling

* Raider
* Chieftain

Gremlin

***Betmer***

Minotaur

* Minotaur Lord
* Earthbinder
* Firehide

Centaur

* Centaur Lancer
* Centaur Elder

Harpy

* Harpy Matriarch

Lamia

* Lamia Queen

Dreugh

* Land Dreugh

Hagraven

***Beast***

Trollkin

* Brute
* Chieftain

Troll

* Frost Troll
* Primordial Troll

Frost Giant

Wolf

* Dire Wolf
* Snow Wolf

Bear

* Snow Bear

Giant Snake

Giant Spider

* Spiderling
* Broodmother
* Frostbite Variant

Rat/Skeever

Lion

Sabre Cat

Cougar

Wyrmling

* Wyrm
* Wyvern

Alit

Kagouti

Guar

Kwama Forager

* Worker
* Warrior
* Queen

Netch

* Betty
* Bull

Echatere

Mammoth

* War Mammoth
* Mammoth Calf

Sea Serpent

Sep Adder

Feathered Serpent

Wamasu

Cliff Racer

Nix Hound

Shalk

Thunderbug

Terror Bird

Ash Hopper

Scrib

Basilisk

Gryphon

* Fledgling

Wickeder

Ray

Elytra

* Nymph
* Matron

Floater

Giant Scorpion

Giant Wasp

Voriplasm

Haj Mota

Reef Viper

Crocodile

Durzog

Giant Bat

Dogs

Horkers

Boar

Cephalopod

Ithguleoir

Horse

Mudcrab

Shark

Slaughterfish

Grahl

Uderfrykte

* Uderfrykte Matron

Silt Strider

Gehenoth

* Gehenoth Thrice-Born

Chaurus

* Chaurus Reaper
* Chaurus Hunter

Scalon

Baliwog

Grummite

* Grummite Magus

Niben Drake

Hoarvor

Hackwing

Welwa

Kotu Gava

Duneripper

Yahgra Larva

* Spewer
* Strider
* Monstrosity

Wormmouth

Game Animal?

Mantikora

Gargoyle

Strangler

Changeling

Imp

Miregaunt

Fetcherfly

***Constructs***

Ash Spawn

Ayleid Guardian

Flesh Atronach

Homunculus

Lurcher

Hive Golem

**Lycanthropes**

Werewolf

Werebear

Wereboar

Werelion

Werecrocodile

Werevulture

Wereshark

***Vampires***

Fledgling

Bloodied

Ancient

Bloodfiend

Bloodknight

Vampire Lord

***Dreamers***

Corprus

Sleeper

Ash Slave

Ash Poet

Ash Zombie

Ascended Sleeper

Ash Vampire

***Dovah***

Lesser Dragon

Dragon

Greater Dragon

***Undead***

Zombie

* Dread

Skeleton

* Withered
* Champion

Ghoul

Deathhound

Bonewolf

Draugr

* Scourge

Dragon Priest

Lich

* Nether Lich

Bonewalker

* Greater

Bonelord

Mummy

Wight

* Exalter

Bone Colossus

Shambles

***Spectre***

Wraith

Ghost

Mistman

Wrathman

Bonemen

***Spirit***

Spriggan

* Earth Mother
* Burnt

Nereid

Ice Wraith

Wisps

* Wispmother

Sylphim

Indrik

Nixad

***Daedra***

Atronachs

* Flame
* Cold-Flame
* Frost
* Shock
* Air
* Iron
* Stone
* Shadow

Scamp...pg ??

Banekin

Aureal

* Malaurig

Wraith-of-Crows

Mazken

* Grakella

Unicorn

Nightmare

Havocrel

Ruinach

Xivilai

Auroran

Doppelganger

Skaafin

Shrike

* Mistress

Herne

* Pack Lord
* Huntsmaster

Lurkers

Harvester

Knight of Order

Grievous Twilight

Vermai

Watcher

Daedric Titan

Ogrim

* Ogrim Titan

Hunger

Seeker

* Seek Aspirant
* High Seeker

Clannfear

Winged Twilight

Xivkyn

Daedroth

Hellhound

Spider Daedra

Pumpkin Spectre

Daedrat

Dro-m’Athra

Dremora...pg ??

Gnarl

***Animunculi***

Centurion

Spider

Sphere

Constructor

Ballista

Sentry

Colossus

***Special Beings***

Briarheart

Buoyant Armiger

Dawnguard Hunter

Imperial Battlemage

Imperial Legionnaire

Knight of the Nine

Tongue

Sword Singer

Nordic Honor Guard

Psijic Monk

Telvanni Magister

Redoran Warrior-Lord

Khajiiti Claw-Dancer

Thalmor Justiciar

Greybeard

Orcish Battlemaster

Ordinator

* High Ordinator
* Her Hand

Vigilant of Stendarr

Hlaalu Merchant Prince

Knight of the Imperial Dragon

Dark Brotherhood Silencer

Bosmeri Jaqspur

Green Pact Zealot

Daughter of Coldharbour

Argonian Skirmisher

Argonian Tree-Minder

Argonian Gate Breaker

Sload Thrassian Sorcerer

Tsaesci Dragonknight

Maormeri Sea Sorcerer

***Legendary Beings***

The Snow Prince

Dregas Volar

Lord Harkon

Jaciel Morgan

Vanus Galerion

Rishaal Tamir

The Imperfect

Karstaag

Sinmur

Domihaus the Bloody-Horned

Divayth Fyr

Umbra

Valkyn Skoria

Knight Paladin Gelebor

Arch-Curate Vyrthur

Raxle Berne

Volrina Quarra

Dhaunayne Aundae

Jagar Tharn

Gaiden Shinji

Mankar Camoran

Sumeer Jabran

Moath

Faydra Shardai

Imago Storm

Velehk Sain

Count Janus Hassildor

Red Eagle

N’Gasta

Gortwog Gro-Nagorm

Emmeg Gro-Kayra

Dearola

Molag Kena

Molag Grunda

Ozozzachar

The Gatekeeper

Barilzar

Menta Na

Staada

Ulfgar the Unending

Lucien Lachance

Skakmat

Azra Nightwielder

Aesliip

Fa-Nuit-Hen

Beast of the Wild Hunt

Lamae Bal

The Hunter’s Aspects

Alandro Sul

Morihaus

The Divine Crusader

Umaril the Unfeathered

Mannimarco, the King of Worms

The Umbra’Keth

Selene the Changeling

The Nerevarine

The Last Dragonborn

Miraak

Lord Hollowjack

Vivec

Amalexia

Sotha Sil

Dagoth Ur

Alduin

Nahfahlaar

Paarthurnax

Ysgramor

The Underking

The Ruddy Man

***Common Traits***

***Natural Toughness (X)***

Reduce all incoming damage by X.

***Resist Normal Weapons***

Half all damage from an attack that lacks the “Magic” quality. Mundane weapons cannot inflict wounds.

***Magic Resistant***

Reroll Willpower tests to resist magical effects.

***Crawler***

The creature is not slowed down by Difficult Terrain.

***Climber (X)***

The creature can climb walls and ceilings as if open ground, with a Speed of X.

***Swimmer***

The creature doubles their speed while swimming.

***Amphibious***

The creature can breathe water and air and is not slowed down while swimming.

***Aquatic***

The creature can breathe underwater, but cannot breathe air and is not slowed down while swimming.

***Flyer (X)***

The creature can fly at a Speed of X.

***Quadruped***

The creature doubles their movement speed when running on all fours.

***Weak Spot (Hit Location)***

The creature has no AR or Natural Toughness on its [Hit Location].

***Bite***

A Bite attack that deals damage automatically starts a Grapple. If the target Counter Attacks a Bite attack, the Counter Attack ignores the creature's AR and Natural Toughness trait.

***Catfall***

Halves any fall damage that the creature takes.

***Colossal Strikes***

Cannot be parried, but targets gain a +10 on tests to Evade its melee attacks.

***Dark Sight***

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

***Minion***

If an attack against this creature inflicts damage that exceeds its WT, the creature instantly dies.

***Regeneration***

The creature heals an amount of Health equal to its Endurance Bonus at the start of its turn.

***Savage***

The creature rolls its damage die twice and takes the higher result with all physical attacks.

***Stubborn***

The creature rerolls tests made to resist fear and panic.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Thick Skull***

Immune to Stun and Dazed.

***Unrelenting***

Targets cannot Disengage while in Reach of the creature.

***Weakness (X, Y)***

The creature takes X bonus damage from Y and takes a -10\*X penalty to tests made to resist non-damaging effects of Y.

***Resistant (X, Y)***

The creature takes X less damage from Y and gains a +10\*X bonus to tests made to resist non-damaging effects of Y.

***From Beyond***

The creature is not native to Mundus and thus is beyond mortal. The creature is immune to aging, disease, non-damaging poisons, and mind altering magics (i.e. illusions)

***Undead***

Does not breathe or eat, immune to disease, poison, aging, fatigue, dazed, deaf, and Bleed.

***Skeletal***

Ranged attackers suffer -20 to hit. The creature is immune to Burning, and takes half damage from Slashing weapons, but always takes max damage from melee Crushing weapons.

***Incorporeal***

Has the Flyer (Speed) trait. Can pass through solid objects, can only be damaged by Magic weapons or spells. Cannot normally affect the world except through attacks and Magic. Its attacks ignore non-magic AR.

***Bestial***

This creature has an animalistic level of intelligence. Incapable of using weapons and armor properly and acts according to its primal instinct.

***Spellcaster***

This creature knows a list of spells that they can cast using their “Castings” pool on their stat block.

* ***Known Spell (Capable Level)***

***Diseased -X (Y) “Z”***

Attacks from this creature that have the “Diseased” quality that roll a damage of (Y) or lower infect the target with “Z” disease. The target makes a -X Endurance test to resist the disease at the end of combat, if they fail they become infected.

***Sun-Scarred***

This creature suffers in sunlight. When exposed to sunlight, this creature takes a -10 to all tests.

***Elites Traits***

Elite Traits are applied to any normal Stat Block by a GM to elevate a normal foe into a greater threat.

***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 Sorcery***

The Elite’s Casting Pool increases by +5.

***Elite Abilities***

***Elite Attack (X)***

The Foe can choose to inflict max damage with an attack or spell X times per day.

***Elite Defense (X)***

The Foe can choose to instantly regain their Guard X times per day.

***Elite Resistance (X)***

The Foe can choose to take half damage or gain a +20 on a test to resist an effect X times per day.

***Elite Action (X)***

The Foe has X bonus Action Points. These Action Points do not refresh as normal. They do refresh after a long rest.

***Elite Casting (X)***

The Foe may cast a spell they know as a Reaction X times per day.

***Elite Skill (X)***

The Foe may instantly gain a +20 to any non-combat or non-magic skill test X times per day.

***NPC Racial Modifiers***

***Altmer***

+4 Castings

Weakness to Magic (3)

***Mental Strength***

Altmer ignore all penalties to Willpower tests made to resist magic.

***Argonian***

Gains the Swimmer and Amphibious traits

Immune to Poison

***Bosmer***

+2 Damage to Ranged Attacks

Resist Poison (1)

***Breton***

+2 Castings

Resist Magic (2)

***Dunmer***

Resist Fire (4)

***Ruination***

Dunmer may choose to treat their attacks damage as if it were either Physical or Fire for weaknesses and Damage type effects.

***Imperial***

+1 Stamina

+1 Expertise

***Khajiit***

Gains Dark Sight

+2 Speed

***Nord***

+2 Damage with Melee Attacks

Resist Frost (2)

Resist Shock (1)

***Orsimer***

+5 Health

Resist Magic (1)

***Redguard***

Resist Poison (1)

***Adrenaline Rush***

Once per Short Rest, the Redguard may regain 2 Stamina as a free action while in combat. Additionally, you ignore the passive effects of Major and Minor wounds for the duration of the combat.

***NPCs and Criticals***

NPC Critical Successes occur when they roll equal to or less than their listed “Expertise”.

NPC Critical Failures occur on rolls of 95+.

TEMPLATE

***Name****, Type, ???? White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Target Sizes***

*Puny*

* 0.1x End Health
* +20 to Evasion

*Tiny*

* 0.5x End Health
* +15 to Evasion

*Small*

* 0.75x End Health
* +10 to Evasion

*Standard*

* 1x End Health

*Large*

* 1.25x End Health
* -10 to Evasion

*Huge*

* 1.5x End Health
* -15 to Evasion

*Massive*

* 2x End Health
* -20 to Evasion

***Dremora****, Daedra, Common White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 65* | *Health 50* | *Combat 85* |
| *Endurance 50* | *Wound Thr. 17* | *Magic 80* |
| *Agility 50* | *Castings 5* | *Evade 60* |
| *Intelligence 55* | *Stamina 8* | *Awareness 70* |
| *Willpower 60* | *Initiative +13* | *Stealth 50* |
| *Perception 50* | *Speed 6m* | *Knowledge 75* |
| *Personality 40* | *Expertise 4* | *Social 40* |
| *Passive Aware. 4* | *Size...Standard* | *Physical 75* |

*Armor*

***Total DR***: 15 (***Magic*** 4)

* ***Cuirass***: Daedric Steel (6)
* ***Helmet***: Daedric Steel (3)
* ***Gauntlets***: Daedric Steel (3)
* ***Boots***: Daedric Steel (3)

***Shield (DR: 6)***: Daedric Steel (***Magic*** 1)

*Weapons*

***- Silver Broadsword*** *2d10+7 Versatile, 2m, 1h, 2 ENC, Silvered, Brutal*

***- Silver Spear*** *2d10+7 Impaling,2-3m, 1.5h, 2 ENC, Silvered, Light, Piercing*

***- Silver Mace***

*2d10+7 Blunt, 1m, 1h, 2 ENC, Silvered, Impact*

***- Silver Shortbow***

*1d10+6, 2h, 1 ENC, Drawn, Silvered, Ranged (25)*

* ***Silver Broadhead Arrows (15)****: +2 Brutal, Silvered*

*Special Abilities*

***Ward of the Kyn (1 Casting)***

As an action, the Dremora creates a magical barrier around them, granting them 1d10 Bonus HP. This HP is damaged first and doesn’t receive any DR from Armor.

***Fires of Oblivion (1 Casting)***

The Dremora may make a Magic ranged attack and inflict 1d10+6 Fire Damage against a target within 10m.

***Killing Blow (2 Stamina)***

The Dremora adds +6 to their next attack as a free action.

*Traits*

***From Beyond***

The creature is not native to Mundus and thus is beyond mortal. The creature is immune to aging, disease, non-damaging poisons, and mind altering magics (i.e. illusions)

***Resist Normal Weapons***

Half all damage from an attack that lacks the “Magic” quality. Mundane weapons cannot inflict wounds.

***Dark Sight***

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.



***Spell Reflect (2)***

Whenever the Dremora would be affected

by a magic spell, roll a d10. On a 2 or less, the Dremora is

unaffected and the caster of the spell is affected instead.

***Magic Resistant***

Reroll Willpower tests to resist magical effects.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

*Loot*

Dremora drop their weapons upon death as their body erupts in a plasmatic light and crumbles to ash.

A Daedric Heart can be found in the ash but requires preservation or else it will crumble to ash along with the body. A -20 Alchemy Test must be made to successfully preserve the heart.

***Dremora Champion****, Daedra, Greater White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 70* | *Health 65* | *Combat 95* |
| *Endurance 65* | *Wound Thr. 19* | *Magic 85* |
| *Agility 50* | *Castings 6* | *Evade 60* |
| *Intelligence 65* | *Stamina 9* | *Awareness 70* |
| *Willpower 65* | *Initiative +13* | *Stealth 50* |
| *Perception 50* | *Speed 6m* | *Knowledge 75* |
| *Personality 40* | *Expertise 5* | *Social 40* |
| *Passive Aware. 4* | *Size...Standard* | *Physical 85* |

*Armor*

***Total DR***: 17.5 (***Magic*** 12)

* ***Cuirass***: Daedric Quicksilver (7)
* ***Helmet***: Daedric Quicksilver (3.5)
* ***Gauntlets***: Daedric Quicksilver (3.5)
* ***Boots***: Daedric Quicksilver (3.5)

***Shield (DR: 7)***: Daedric Quicksilver (***Magic*** 3)

*Weapons*

***- Daedric Silver Broadsword***

*2d10+11 Versatile, 2m, 1h, 2 ENC, Silvered, Brutal*

***- Daedric Silver Halberd***

*3d10+11 Versatile 2-3m, 2h, 3 ENC, Silvered, Heft, Splitter*

***- Daedric Silver Flail***

*2d10+11 Blunt, 1m, 1h, 1 ENC, Silvered, Flail, Impact*

***- Daedric Silver Greataxe***

*3d10+11 Keen, 2h, 2m, 4 ENC, Silvered, Splitter, Heft, Brutal*

*Special Abilities*

***Ward of the Kyn (1 Casting)***

As an action, the Dremora creates a magical barrier around them, granting them 1d10 Bonus HP. This HP is damaged first and doesn’t receive any DR from Armor.

***Fires of Oblivion (1 Casting or 1 Stamina)***

The Dremora may make a Magic ranged attack and inflict 1d10+6 Fire Damage against a target within 10m.

***Kynmarcher (1 Stamina)***

The Dremora can spend an action and bark an order to its allies, allowing all of its allies that have Teamwork to make a free attack action.

***Killing Blow (2 Stamina)***

The Dremora adds +7 to their next attack as a free action.

*Traits*

***From Beyond***

The creature is not native to Mundus and thus is beyond mortal. The creature is immune to aging, disease, non-damaging poisons, and mind altering magics (i.e. illusions)

***Dark Sight***

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.



***Spell Reflect (2)***

Whenever the Dremora would be affected

by a magic spell, roll a d10. On a 2 or less, the Dremora is

unaffected and the caster of the spell is affected instead.

***Resist Normal Weapons***

Half all damage from an attack that lacks the “Magic” quality. Mundane weapons cannot inflict wounds.

***Magic Resistant***

Reroll Willpower tests to resist magical effects.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Weapon Mastery (+2)***

The creature is a master with their chosen weapon and adds +2 to all damage with their weapon.

*Loot*

Same as Dremora

***Dremora Warlock****, Daedra, Greater White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 50* | *Health 50* | *Combat 65* |
| *Endurance 50* | *Wound Thr. 17* | *Magic 100* |
| *Agility 50* | *Castings 14* | *Evade 50* |
| *Intelligence 70* | *Stamina 8* | *Awareness 80* |
| *Willpower 70* | *Initiative +18* | *Stealth 50* |
| *Perception 60* | *Speed 9m* | *Knowledge 100* |
| *Personality 40* | *Expertise 5* | *Social 40* |
| *Passive Aware. 5* | *Size...Standard* | *Physical 65* |

*Armor*

***Total DR***: 11 (***Magic*** 10)

* ***Cuirass***: Daedric Silverweave (3)
* ***Helmet***: Daedric Silverweave (2)
* ***Gauntlets***: Daedric Silverweave (2)
* ***Boots***: Daedric Silverweave (2)
* ***Plating***: Daedric Silverweave (2)

*Weapons*

***- Daedric Silver Dagger***

*1d10+8 Impaling, 1m, 1h, 1 ENC, Silvered, Light, Thrown (5), Small, Magic*

***- Daedric Ebony Staff***

*1d10+8 Blunt, 1.5h, 2m, 2 ENC, Magic, Light, Impact*

*Special Abilities*

***Ward of the Kyn (1 Casting)***

As an action, the Dremora creates a magical barrier around them, granting them 1d10 Bonus HP. This HP is damaged first and doesn’t receive any DR from Armor.

***Fires of Oblivion (1 Casting or 1 Stamina)***

The Dremora may make a Magic ranged attack and inflict 1d10+6 Fire Damage against a target within 10m.

*Traits*

***Font of Magicka***

They add their Willpower Bonus to their Casting Pool.

***From Beyond***

The creature is not native to Mundus and thus is beyond mortal. The creature is immune to aging, disease, non-damaging poisons, and mind altering magics (i.e. illusions)

***Spellcaster***

This creature knows a list of spells that they can cast using their “Castings” pool on their stat block.

* ***Summon Daedra (3)***
* ***(Type) Bolt (4)***
* ***(Type) Rune (4)***
* ***(Type) Weakness (4)***
* ***Disintegrate (4)***
* ***Levitation (3)***
* ***Mayhem (3)***
* ***Soul Trap (4)***
* ***Healing (3)***



***Spell Reflect (2)***

Whenever the Dremora would be affected

by a magic spell, roll a d10. On a 2 or less, the Dremora is

unaffected and the caster of the spell is affected instead.

***Resist Normal Weapons***

Half all damage from an attack that lacks the “Magic” quality. Mundane weapons cannot inflict wounds.

***Magic Resistant***

Reroll Willpower tests to resist magical effects.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Dark Sight***

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

*Loot*

Same as Dremora

***Dremora Lord****, Daedra, Grand White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 70* | *Health 70* | *Combat 120* |
| *Endurance 70* | *Wound Thr. 20* | *Magic 95* |
| *Agility 50* | *Castings 6* | *Evade 60* |
| *Intelligence 65* | *Stamina 10* | *Awareness 70* |
| *Willpower 65* | *Initiative +14* | *Stealth 50* |
| *Perception 60* | *Speed 6m* | *Knowledge 75* |
| *Personality 50* | *Expertise 6* | *Social 60* |
| *Passive Aware. 5* | *Size...Standard* | *Physical 95* |

*Armor*

***Total DR***: 27 (***Magic*** 15)

* ***Cuirass***: Daedric Ebony (9)
* ***Helmet***: Daedric Ebony (4.5)
* ***Gauntlets***: Daedric Ebony (4.5)
* ***Boots***: Daedric Ebony (4.5)
* ***Plating***: Daedric Ebony (4.5)

***Shield (DR: 9)***: Daedric Ebony (***Magic*** 3)

*Weapons*

***- Daedric Ebony Broadsword***

*1d10+16 Versatile, 2m, 1h, 2 ENC, Magic, Brutal*

***- Daedric Ebony Halberd***

*3d10+16 Versatile, 2-3m, 2h, 3 ENC, Magic, Heft, Splitter*

***- Daedric Ebony Greatsword***

*3d10+16 Versatile, 2h, 2m, 3 ENC, Magic, Heft, Brutal*

*Special Abilities*

***Ward of the Kyn (1 Casting)***

As an action, the Dremora creates a magical barrier around them, granting them 1d10 Bonus HP. This HP is damaged first and doesn’t receive any DR from Armor.

***Fires of Oblivion (1 Casting or 1 Stamina)***

The Dremora may make a Magic ranged attack and inflict 1d10+6 Fire Damage against a target within 10m.

***Kynmarcher (1 Stamina)***

The Dremora can spend an action and bark an order to its allies, allowing all of its allies that have Teamwork to make a free attack action.

***Kyn Lord’s Prowess (1 Stamina)***

The Dremora can choose to replace any combat test result with a success with a DoS of 7.

***Killing Blow (2 Stamina)***

The Dremora adds +7 to their next attack as a free action.

*Traits*

***From Beyond***

The creature is not native to Mundus and thus is beyond mortal. The creature is immune to aging, disease, non-damaging poisons, and mind altering magics (i.e. illusions)

***Dark Sight***

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

***Clan Lord***

All Dremora allies of the Lord gain a +10 to their TNs.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Spell Reflect (2)***

Whenever the Dremora would be affected

by a magic spell, roll a d10. On a 2 or less, the Dremora is

unaffected and the caster of the spell is affected instead.

***Magic Resistant***

Reroll Willpower tests to resist magical effects.

***Weapon Mastery (+3)***

The creature is a master with their chosen weapon and adds +3 to all damage with their weapon.

***Resist Normal Weapons***

Half all damage from an attack that lacks the “Magic” quality. Mundane weapons cannot inflict wounds.

*Lair Actions*

***Call of the Kynmarcher (1 Use)***

The Dremora calls forth their lesser Oathkin to aid them in battle. This summons 2d10 Soul Levels worth of lesser Daedra to Dremora Lord’s location. This ability cannot be used to summon additional Dremora Lords.

***Clan Lord’s Crown (2 Uses)***

The Dremora regains an amount of lost Health equal to 3 per allied Daedra within 20m of the Dremora Lord.

***Sigil Keeper (1 Use)***

The Dremora Lord can call upon the power of their Tower’s sigil stone to empower their weapons. The Dremora Lord’s weapon gains one of the following special enchantments.

* ***Hungering Fire***

*Rolling less than 5 on a damage roll inflicts the Burning (2) condition on the target. The Dremora Lord heals for any damage caused by the Burning condition.*

* ***Heart Drinker***

*The Dremora Lord heals for half the damage they deal to living targets.*

* ***Soul Eater***

*All targets within reach of the Dremora Lord are affected by a Soul Trap (2) spell with no chance to save against it. This results in them taking 2 bonus damage from the Dremora Lord’s attacks and being Soul Trapped if they should die. This effect ends if the target leaves the Dremora Lords reach.*

***Scamp****, Daedra, Lesser White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 35* | *Health 30* | *Combat 55* |
| *Endurance 40* | *Wound Thr. 10* | *Magic 50* |
| *Agility 55* | *Castings 3* | *Evade 85* |
| *Intelligence 30* | *Stamina 6* | *Awareness 60* |
| *Willpower 30* | *Initiative +13* | *Stealth 65* |
| *Perception 50* | *Speed 7m* | *Knowledge 30* |
| *Personality 20* | *Expertise 2* | *Social 20* |
| *Passive Aware. 3* | *Size...Small* | *Physical 45* |

*Weapons*

***- Claws****: 1d10+3 Keen, Magic, 1m*

*Special Abilities*

***Rain of Fire (1 Casting)***

The Scamp channels their magic and creates a rune that erupts into fire. The rune shoots 3 fireballs that hit 3 different locations within 10m of the Scamp, each exploding in a 2m radius for 1d10+3 Fire Damage and turning the center of the radius into “Burning Terrain” until the Scamp is killed, the fires are extinguished, or 1 hour passes.

***Scamp Fire (1 Casting or 1 Stamina)***

The Scamp may make a Magic ranged attack and inflict 1d10+3 Fire Damage against a target within 15m.

***Scampering Ward (1 Casting)***

As an action, the Scamp gains Spell Reflect (4) until the start of its next turn.

***Mischief and Mayhem (1 Stamina)***

After making a successful melee attack, the Scamp can spend a Stamina Point to either immediately climb the opponent, pulling their hair, tugging their ears and biting their nose to count as a Grapple, or instead try to steal an item by rolling Stealth against the target's Awareness. If successful, the Scamp manages to steal something of its choice and proceeds to turn it against the original owner.

*Traits*

***From Beyond***

The creature is not native to Mundus and thus is beyond mortal. The creature is immune to aging, disease, non-damaging poisons, and mind altering magics (i.e. illusions)

***Dark Sight***

A creature with this trait can see normally even in areas with total darkness, and never takes penalties for acting in areas with dim or no lighting.

***Magic Resistant***

Reroll Willpower tests to resist magical effects.

***Resist Normal Weapons***

Half all damage from an attack that lacks the “Magic” quality. Mundane weapons cannot inflict wounds.



***Minion***

If an attack against this creature inflicts damage that exceeds its WT, the creature instantly dies.

***Climber (4)***

The creature can climb walls and ceilings as if open ground, with a Speed of 4m.

*Loot*

*- ?*

***Fighter****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 55* | *Health 45* | *Combat 65* |
| *Endurance 45* | *Wound Thr. 13* | *Magic 40* |
| *Agility 40* | *Castings ---* | *Evade 50* |
| *Intelligence 40* | *Stamina 6* | *Awareness 50* |
| *Willpower 40* | *Initiative +12* | *Stealth 40* |
| *Perception 40* | *Speed 7m* | *Knowledge 40* |
| *Personality 45* | *Expertise 2* | *Social 45* |
| *Passive Aware. 3* | *Size...Standard* | *Physical 55* |

*Armor*

***Total DR***: 7.5

* ***Cuirass***: Leather (3)
* ***Helmet***: Leather (1.5)
* ***Gauntlets***: Leather (1.5)
* ***Boots***: Leather (1.5)

***Shield (DR: 4)***: I*ron*

*Weapons*

***- Iron Broadsword***

*2d10+6 Versatile, 1h, 2m, 2 ENC, Brutal*

***- Iron Mace***

*2d10+6 Blunt, 1h, 1m, 2 ENC, Impact*

***- Iron War Axe***

*2d10+6 Keen, 1h, 1m, 2 ENC, Splitter*

***- Iron Spear***

*2d10+6 Impaling, 1,5h, 2-3m, 2 ENC, Light, Piercing*

***- Wooden Shortbow***

*1d10+5, 2h, 1 ENC, Drawn, Ranged (25)*

* ***Iron Broadhead Arrows (15)****: +1 Brutal*

*Special Abilities*

***Martial Prowess (1 Stamina)***

The Fighter can add +2 DoS to any Combat Test they make as a free action.

***Crippling Strike (1 Stamina)***

The Fighter may reduce their targets WT by 3 when resolving their next attack.

*Traits*

***Weapon Mastery (+1)***

The creature is a master with their chosen weapon and adds +1 to all damage with their weapon.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Warrior****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 65* | *Health 50* | *Combat 85* |
| *Endurance 50* | *Wound Thr. 15* | *Magic 45* |
| *Agility 45* | *Castings ---* | *Evade 55* |
| *Intelligence 40* | *Stamina 7* | *Awareness 55* |
| *Willpower 45* | *Initiative +10* | *Stealth 45* |
| *Perception 45* | *Speed 5m* | *Knowledge 40* |
| *Personality 45* | *Expertise 3* | *Social 45* |
| *Passive Aware. 3* | *Size...Standard* | *Physical 75* |

*Armor*

***Total DR***: 12

* ***Cuirass***: I*ron* (4)
* ***Helmet***: I*ron* (2)
* ***Gauntlets***: I*ron* (2)
* ***Boots***: I*ron* (2)
* ***Plating***: I*ron* (2)

***Shield (DR: 4)***: I*ron*

*Weapons*

***- Iron Longsword***

*2d10+7 Versatile, 1.5h, 2m, 2 ENC, Dueling*

***- Iron Warhammer***

*2d10+7 Blunt, 1h, 1m, 2 ENC, Impact*

***- Iron Battle Axe***

*2d10+7 Keen, 1h, 1m, 2 ENC, Splitter*

***- Iron Spear***

*2d10+7 Impaling, 1,5h, 2-3m, 2 ENC, Piercing, Light*

*Special Abilities*

***Martial Prowess (1 Stamina)***

The Fighter can add +2 DoS to any Combat Test they make as a free action.

***Crippling Strike (1 Stamina)***

The Fighter may reduce their targets WT by 3 when resolving their next attack.

***Defender (1 Stamina)***

As a defensive reaction the character can switch positions with an ally within 2 meters if that ally is attacked, become the new target of the attack, and may defend as normal.

*Traits*

***Weapon Mastery (+1)***

The creature is a master with their chosen weapon and adds +1 to all damage with their weapon.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Champion****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 70* | *Health 60* | *Combat 100* |
| *Endurance 60* | *Wound Thr. 18* | *Magic 50* |
| *Agility 50* | *Castings ---* | *Evade 60* |
| *Intelligence 45* | *Stamina 8* | *Awareness 60* |
| *Willpower 50* | *Initiative +12* | *Stealth 50* |
| *Perception 50* | *Speed 6m* | *Knowledge 45* |
| *Personality 55* | *Expertise 4* | *Social 55* |
| *Passive Aware. 3* | *Size...Standard* | *Physical 90* |

*Armor*

***Total DR***: 12.5

* ***Cuirass***: Steel (5)
* ***Helmet***: Steel (2.5)
* ***Gauntlets***: Steel (2.5)
* ***Boots***: Steel (2.5)

***Shield (DR: 5)***: Steel Tower

* +2 DoS vs Ranged Attacks, -1 Speed

*Weapons*

***- Steel Longsword***

*2d10+9 Versatile, 1.5h, 2m, 2 ENC, Dueling*

***- Steel Warhammer***

*2d10+9 Blunt, 1h, 1m, 2 ENC, Impact*

***- Steel Battle Axe***

*2d10+9 Keen, 1h, 1m, 2 ENC, Splitter*

***- Steel Spear***

*2d10+7 Impaling, 1,5h, 2-3m, 2 ENC, Piercing, Light*

*Special Abilities*

***Martial Prowess (1 Stamina)***

The Fighter can add +2 DoS to any Combat Test they make as a free action.

***Crippling Strike (1 Stamina)***

The Fighter may reduce their targets WT by 3 when resolving their next attack.

***Killing Blow (2 Stamina)***

The Champion adds +7 to their next attack as a free action.

***Defender (1 Stamina)***

As a defensive reaction the character can switch positions with an ally within 2 meters if that ally is attacked, become the new target of the attack, and may defend as normal.

*Traits*

***Weapon Mastery (+2)***

The creature is a master with their chosen weapon and adds +2 to all damage with their weapon.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Warlord****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 70* | *Health 65* | *Combat 110* |
| *Endurance 65* | *Wound Thr. 18* | *Magic 55* |
| *Agility 50* | *Castings ---* | *Evade 60* |
| *Intelligence 50* | *Stamina 9* | *Awareness 80* |
| *Willpower 55* | *Initiative +13* | *Stealth 50* |
| *Perception 60* | *Speed 7m* | *Knowledge 60* |
| *Personality 55* | *Expertise 4* | *Social 75* |
| *Passive Aware. 4* | *Size...Standard* | *Physical 90* |

*Armor*

***Total DR***: 15

* ***Cuirass***: Steel (5)
* ***Helmet***: Steel (2.5)
* ***Gauntlets***: Steel (2.5)
* ***Boots***: Steel (2.5)
* ***Plating***: Steel (2.5)

*Weapons*

***- Steel Longsword***

*2d10+9 Versatile, 1.5h, 2m, 2 ENC, Dueling*

***- Steel Warhammer***

*2d10+9 Blunt, 1h, 1m, 2 ENC, Impact*

***- Steel Battle Axe***

*2d10+9 Keen, 1h, 1m, 2 ENC, Splitter*

***- Steel Spear***

*2d10+7 Impaling, 1,5h, 2-3m, 2 ENC, Piercing, Light*

*Special Abilities*

***Martial Prowess (1 Stamina)***

The Fighter can add +2 DoS to any Combat Test they make as a free action.

***Crippling Strike (1 Stamina)***

The Fighter may reduce their targets WT by 3 when resolving their next attack.

***Leadership (1 Stamina)***

The Leader grants all of their allies a +10 to all of their TNs until the start of the Leader’s next turn.

*Traits*

***Weapon Mastery (+2)***

The creature is a master with their chosen weapon and adds +2 to all damage with their weapon.

***Teamwork***

Gains a bonus DoS on any attack rolls made while an ally with Teamwork is in Reach of the same target.

***Wormmouth****, Beast, Common White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 65* | *Health 87* | *Combat 85* |
| *Endurance 70* | *Wound Thr. 15* | *Magic 25* |
| *Agility 20* | *Castings ---* | *Evade 10* |
| *Intelligence 15* | *Stamina 8* | *Awareness 55* |
| *Willpower 25* | *Initiative +6* | *Stealth 20* |
| *Perception 35* | *Speed 5m* | *Knowledge 15* |
| *Personality 10* | *Expertise 3* | *Social 10* |
| *Passive Aware. 2* | *Size...Large* | *Physical 75* |

*Armor*

***Total DR***: 10 (***Special*** DR)

* Natural

*Weapons*

***- Clawed Feet***

*2d10+6 Keen, 2m*

***- Tri-Fanged Maw***

*3d10+6 Keen, 1m*

*Special Abilities*

***- Shellback (1 Stamina)***

The Wormmouth can shell up and defend itself as a reaction, halving damage dealt to it after DR from any physical attack.

*Traits*

*- ?*

*Loot*

*- ?*

***Archer****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 35* | *Health 35* | *Combat 75* |
| *Endurance 35* | *Wound Thr. 9* | *Magic 35* |
| *Agility 50* | *Castings ---* | *Evade 60* |
| *Intelligence 40* | *Stamina 4* | *Awareness 70* |
| *Willpower 35* | *Initiative +15* | *Stealth 60* |
| *Perception 60* | *Speed 6m* | *Knowledge 45* |
| *Personality 35* | *Expertise 2* | *Social 40* |
| *Passive Aware. 3* | *Size...Standard* | *Physical 40* |

*Armor*

***Total DR***: 7.5

* ***Cuirass***: Leather (3)
* ***Helmet***: Leather (1.5)
* ***Gauntlets***: Leather (1.5)
* ***Boots***: Leather (1.5)

*Weapons*

***- Wooden Longbow***

*2d10+6, 2h, 2 ENC, Drawn, Ranged (50)*

* ***Steel Arrows (15)****: +2 (Brutal or Piercing)*

***- Iron Shortsword***

*1d10+5 Versatile, 1h, 1m, 1 ENC, Light, Piercing*

*Special Abilities*

***- Trick Shot (1 Stamina)***

The Archer may forgo damage on a ranged attack to attempt the Trip or Disarm action.

*Traits*

*- ?*

*Loot*

*- ?*

***Sharpshooter****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 35* | *Health 40* | *Combat 90* |
| *Endurance 40* | *Wound Thr. 9* | *Magic 35* |
| *Agility 50* | *Castings ---* | *Evade 75* |
| *Intelligence 40* | *Stamina 5* | *Awareness 85* |
| *Willpower 35* | *Initiative +16* | *Stealth 80* |
| *Perception 70* | *Speed 6m* | *Knowledge 45* |
| *Personality 35* | *Expertise 4* | *Social 45* |
| *Passive Aware. 4* | *Size...Standard* | *Physical 40* |

*Armor*

***Total DR***: 7.5

* ***Cuirass***: Leather (3)
* ***Helmet***: Leather (1.5)
* ***Gauntlets***: Leather (1.5)
* ***Boots***: Leather (1.5)

*Weapons*

***- Wooden Longbow***

*2d10+9, 2h, 2 ENC, Drawn, Ranged (50)*

* ***Steel Arrows (20)****: +2 (Brutal or Piercing)*

*Special Abilities*

***- Trick Shot (1 Stamina)***

The Archer may forgo damage on a ranged attack to attempt the Trip or Disarm action.

***- Hawk Eye (2 Stamina)*** The Archer may declare before they roll damage to reduce their target’s WT by 7 when making a ranged attack.

*Traits*

***Weapon Mastery (+2)***

The creature is a master with their chosen weapon and adds +2 to all damage with their weapon.

*Loot*

*- ?*

***Witchhunter****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength 35* | *Health ??* | *Combat ??* |
| *Endurance 40* | *Wound Thr. ??* | *Magic ??* |
| *Agility 50* | *Castings ---* | *Evade ??* |
| *Intelligence 55* | *Stamina ?* | *Awareness ??* |
| *Willpower 60* | *Initiative +?* | *Stealth ??* |
| *Perception 60* | *Speed ?m* | *Knowledge ??* |
| *Personality 35* | *Expertise ?* | *Social ??* |
| *Passive Aware. 4* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

***- Silver Crossbow***

*3d10+8, 2h, 2 ENC, Drawn, Ranged (15)*

* ***Silver Bolts (20)****: +2 (Brutal or Piercing), Silvered*

*Special Abilities*

***- Trick Shot (1 Stamina)***

The Archer may forgo damage on a ranged attack to attempt the Trip or Disarm action.

***- Mental Discipline (1 Stamina)***

The character can reroll a failed Willpower test to resist Fear or Magic once per test.

*Traits*

***Weapon Mastery (+2)***

The creature is a master with their chosen weapon and adds +2 to all damage with their weapon.

*Loot*

*- ?*

***Apprentice Mage****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Mage****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Battlemage****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Archmage****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Thief****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Agent****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Assassin****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Nightblade****, Humanoid, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Giant Spiderling****, Beast, Petty White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Giant Spider****, Beast, Petty White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Giant Spider Broodmother****, Beast, Petty White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Goblin****, Ken, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Goblin Shaman****, Ken, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Goblin Skirmisher****, Ken, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Goblin Chief****, Ken, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Wild Durzog****, Beast, Lesser White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***War Durzog****, Beast, Lesser White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Wild Orc****, Ken, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Wild Orc Berserker****, Ken, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Wild Orc Warchief****, Ken, Black Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Withered Skeleton****, Undead, Petty White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Skeleton****, Undead, Lesser White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Skeleton Champion****, Undead, Common White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Zombie****, Undead, Lesser White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Dread Zombie****, Undead, Greater White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Ghost****, Undead, Common White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Wraith****, Undead, Greater White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Draugr****, Undead, Common White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Draugr Scourge****, Undead, GreaterWhite Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*

***Bonewolf****, Undead, Lesser White Soul*

| ***Attributes*** | ***Characteristics*** | ***Proficiencies*** |
| --- | --- | --- |
| *Strength ??* | *Health ??* | *Combat ??* |
| *Endurance ??* | *Wound Thr. ??* | *Magic ??* |
| *Agility ??* | *Castings ---* | *Evade ??* |
| *Intelligence ??* | *Stamina ?* | *Awareness ??* |
| *Willpower ??* | *Initiative +?* | *Stealth ??* |
| *Perception ??* | *Speed ?m* | *Knowledge ??* |
| *Personality ??* | *Expertise ?* | *Social ??* |
| *Passive Aware. ?* | *Size...* | *Physical ??* |

*Armor*

***Total DR***: ?? (***Special*** DR)

* ***Cuirass***: ?? (DR)
* ***Helmet***: ?? (DR)
* ***Gauntlets***: ?? (DR)
* ***Boots***: ?? (DR)

***Shield (DR: ??)***: ?? (***Special*** DR)

*Weapons*

*- ?*

*Special Abilities*

*- ?*

*Traits*

*- ?*

*Loot*

*- ?*