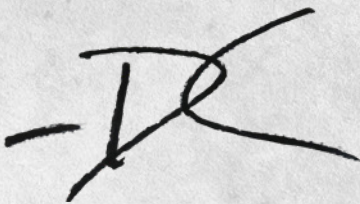# DC20

MONSTER STARTER PACK

DC20 MONSTER STARTER PACK

Hey there playtesters!

I know how important it is to have monsters to use in your games, and since we are in the early stages of DC20, there just aren't as many monsters as I would want for y'all! So we need to fix that! The beta version of this guide (that you are reading right now) is meant to give you a few starter monsters to see what they look like, as well as some guidance on making your own. I'll also be releasing more videos and discussing this on livestreams as we continue to develop the game and this guide.

This is the Beta 0.1 version of the Monster Starter Pack / Creation Guide, and you will get additional updates and tweaks as we continue to develop and refine DC20.

Thank you for checking out the monster starter pack and for supporting this game. You are helping to bring this game to life in a way I had never thought possible. I hope this guide helps you get started on making some epic monsters for your games!

-DC

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Creating your own monsters is a staple of running high fantasy TTRPGs and having a toolset for that is an important aspect of these games. This guide goes over how exactly to do that in *DC20*. Once you have the concept for your monster, the following steps will guide you to making an engaging monster that fits in with the rest of the system.

BASICS OF MONSTER BUILDING

Building a monster in *DC20* involves carefully adjusting several key statistics to achieve the right balance of challenge and enjoyment for the players. Health determines the monster's durability, dictating how long it can stay in the fight. Defense influences how difficult it is for players to hit the monster, while Speed affects the monster's movement and ability to maneuver on the battlefield. Damage represents the potential harm the monster can inflict on the players, and Damage Reduction mitigates the impact of incoming attacks, making the monster harder to defeat. Action Points govern the number of actions the monster can take in a turn, influencing its overall effectiveness in combat. By tweaking these statistics, GMs can create monsters that provide a balanced and engaging challenge, ensuring encounters are neither too easy nor overwhelmingly difficult.

MONSTER STATISTICS

To begin deciding the statistics for a monster, you can use the statistics of the Player Characters as a baseline (shown in the table below).

PC AVERAGES AT LEVEL 1

Statistic	Average PC	Physical PC	Mental PC
Health	9	11	5
Physical Defense	10	12	8
Mystical Defense	10	6	14
Damage Reduction	0	1	0
Attack & Spell Check	+4		
Damage per Round	4 or 5		
Speed	5		
Action Points	4		

MONSTER SPEED

Most monsters should have a Speed of 5 to match the default PC Speed. You should consider increasing or decreasing a monster's Speed if it's an especially fast or slow creature. A horse might have a Speed of 8, while a turtle might have a Speed of 2.

MONSTER CHECKS & SAVES

Level 1 monsters should have a +4 bonus on all Checks and Saves they have Mastery in, including Attack Checks, Spell Checks, andy chosen Skill Masteries (such as Awareness, Athletics, Stealth, Insight, etc.) or Save Masteries (such as Might, Agility, Intelligence, or Charisma). A level 1 monster also has a Save DC of 14.

MONSTER SURVIVABILITY

To determine a monster's overall survivability in *DC20*, it's essential to balance its Health, Defense, and Damage Reduction. These 3 statistics collectively define how long a monster can endure in Combat against the PCs.

Health: Increasing a monster's Health (HP) makes it more durable by allowing it to sustain more damage before being defeated.

Defense: Increasing a monster's Physical Defense (PD) or Mystical Defense (MD) makes it harder to Hit with Attacks, which in turn makes it less likely to take damage. PD generally protects against Attacks that deal Physical or Elemental damage, whereas MD protects against Mystical damage.

Damage Reduction: Increasing a monster's Physical Damage Reduction (PDR) or Mystical Damage Reduction (MDR) further mitigates the amount of damage it takes when it does get Hit by an Attack, reducing the impact of an Attack on the monster's Health.

Determining Defense, Health, and Damage Reduction

To keep its survivability within reason, if you significantly raise the monster's Health, you should consider lowering its Defense proportionality. This adjustment ensures the monster doesn't become unkillable, maintaining a fair challenge for the PCs. Similarly, Damage Reduction, which reduces the impact of incoming attacks, should be balanced with Health and Defense to prevent creating an overly resilient monster. Thoughtful adjustments to these statistics help create encounters that are both challenging and enjoyable, avoiding frustration or monotony for the players.

PC Attacks: Since the average damage of a level 1 PC is **2** damage per Attack (and they're likely to make 2 Attacks on their turn) you'll want to make sure your Monsters have enough Health, Defense, and Damage Reduction to survive 6 Attacks before being defeated (to ensure they last 3 rounds of Combat).

Monster Defense: The PCs should have a 65% hit rate against the average monster, and since a level 1 PC has a +4 bonus to Hit, the average level 1 monster needs to have **12 Defense**. This means about 4 out of 6 Attacks will hit a monster. Of the 4 Attacks that Hit, 2 are likely to be Heavy Hits (dealing +1 damage).

Monster Health: If a PC scores 2 normal Hits and 2 Heavy Hits against a monster across 3 rounds of Combat, they would deal 10 damage. Accordingly, a level 1 monster should have **10 HP**.

Monster Damage Reduction: If you give a monster Damage Reduction (maximum of 1 at level 1), then you should decrease its HP. In the scenario above, a monster is hit by 4 Attacks across 3 rounds of Combat. If that monster had a 1 PDR, then they would take 4 less damage (1 less per Attack), so it would only need **6 HP** instead.

MONSTER DAMAGE

The amount of health a PC has is a good indicator for determining how much damage a monster should deal if the goal is for the monster to potentially defeat the PC in no less than 3 rounds of Combat. To achieve this balance, the monster's average damage per round should be approximately one-third of the PC's total health. This ensures that the PC can withstand at least 3 rounds of attacks before being defeated, providing a fair yet challenging encounter that allows for strategic play and potential recovery or intervention from the PC's allies.

> **DC Tip:** *The average health of a level 1 PC is 9 HP, so a Level 1 or 2 Monster should deal up to 3 damage per round. Anything more than a base damage of 3 could also end up "one shotting" a PC with 5 HP.*

MONSTER ACTION POINTS

Spending Action Points (AP) can significantly increase a monster's damage output, thereby escalating the threat it poses to the PCs. By allocating AP towards powerful attacks or multiple strikes within a single turn, a monster can maximize its offensive capabilities, dealing substantially more damage than with standard Actions alone. This increase in damage potential can quickly turn the tide of battle, making encounters more perilous for the PCs. However, GMs must carefully balance this to avoid overwhelming the players, ensuring that the encounter remains challenging yet fair. Properly managing AP expenditure not only heightens the tension and excitement of combat but also tests the PCs' strategic responses and resource management, contributing to a more dynamic and engaging gameplay experience.

> **Example 1:** *A monster's base Attack does **1** damage. With **4 AP**, the monster can make 1 Attack that deals a total of **3** damage. **Attack:** 1 AP to Attack, plus 2 AP to increase the damage by 2 (total of 3 damage), plus 1 AP to gain ADV. If the Attack benefits from a Weapon Style (such as an Axe's **+1** bonus against **Bleeding** creatures), then the damage increases to **4** total.*

> **Example 2:** *A monster's base Attack does **1** damage. With **4 AP**, the monster can make 2 Attacks that deal a total of **3** damage. **First Attack:** 1 AP to Attack plus 1 AP to increase the damage by 1 (total of 2 damage). **Second Attack:** 1 AP to Attack (with DisADV) plus 1 AP to gain ADV (canceling out the DisADV to become a normal d20 roll). If these Attacks benefit from a Weapon Style (such as a Sword's **+1** bonus against **Exposed** creatures), then the damage increases to **5** total (+1 per Attack).*

MONSTER FEATURES

Monsters can be granted Features that endow them with special strengths and weaknesses, reflecting their unique abilities and characteristics. These Features serve to differentiate each monster, ensuring that every encounter remains distinct and memorable. For instance, an elusive shadow creature could have a Feature that makes it difficult to detect but susceptible to light-based attacks. By assigning at least 1 Feature to every monster, their roles and challenges in the game become more defined and engaging, encouraging players to strategize and adapt to the diverse array of threats they face.

CLASS FEATURES

You can grant monsters the Class Features typically reserved for PCs. This approach allows monsters to possess traits such as a Fighter's Action Surge, a Wizard's Arcane Sigil, or a Rogue's Debilitating Strike.

> **Example:** A Goblin with a Rogue's Cunning Action and Cheap Shot Features can surprise players with its agility and precision, while a Giant imbued with a Barbarian's Rage Feature can deliver devastating blows that test the party's endurance.

> **DC Tip:** *This is a great way to showcase how different Classes work that are NOT represented by the party's PCs.*

QUICK FEATURES

Below are examples that you could use at a glance to add 1 or 2 Features onto a monster.

Beta Note: More features like this will be released in future Kickstarters and on Patreon.

Offense
- **Cleave:** Apply 1 Attack Check per turn to 2 adjacent targets within range.
- **Rampage:** Each Round the monster increases its Base Damage by +1 (make sure it doesn't start off too high).
- **Enrage:** Once it becomes Bloodied (1/2 HP or lower) it gains +1 damage on all Attack Checks.

Defense
- **Regeneration:** It heals for 2 HP at the start of each of its turns.
- **Resistance:** It has Resistance (Half) to a specific damage type.
- **Shielded:** It can spend 1 AP to give itself 2 Temp HP (this can't stack).

Utility
- **Shot Caller:** When it gives the Help Action to another creature, their next Attack Check deals +1 damage.
- **Inspire:** Once per turn it can give a Help Die to any allied creature for free.
- **Walls:** It can spend 1 AP to create a 4 Space long wall that's 1 Space wide and 1 Space high (choose a material that makes sense for the monster).

Other Ideas
- **Damage Type:** Change the damage type the monster deals (or part of it) to another damage type.
- **Reach:** Give the creature a 2, or even 3, Space Melee Attack Range.
- **Death's Door:** Give this monster the ability to use the Death's Door mechanic that the PCs have.

Monster Maneuvers

If you're familiar with Martial Maneuvers (see the Core *DC20* Rules for more), these work the same way. You can give ANY monster you want FULL access to Attack, Save, Defense, and Grapple Maneuvers. You can also choose to put these types of effects on Spell Checks as well (especially single target Spell Attacks). Below is a compiled list of extra effects that you can add to the Attacks of your monsters.

> **DC Tip:** *These effects are based on Martial Maneuvers and Conditions combined together and can be expanded even further.*

Attack Enhancements: These modify Attacks in some way and each cost 1 AP.

- Grant itself ADV.
- +1 Space Attack Range (or +5 for ranged).
- +1 Damage (possibly of another type).

Save Effects: These force the target to also make a Save against one of the following effects and each cost 1 AP. These work like Dynamic Attack Saves (see Dynamic Attack Save rules for more) and work exactly like Martial Maneuvers too. Listed below are the conditions that the monster can attempt to inflict on its target.

> **DC Tip:** *You can even combine multiple of these together if it makes sense for the monster. Just remember that the target would only make a single Physical Save.*

- **Knockback** (pushed 1 Space + 1 for every 5 it fails its Save by)
- **Slowed 1** (every 1 Space you move costs an extra 1 Space of movement)
- **Exposed** (ADV on the next Attack Check against the target)
- **Hinder** (target has DisADV on its next Attack Check)
- **Impaired** (target has DisADV on Physical Checks)
- **Dazed** (target has DisADV on Mental Checks)
- **Grappled**
- **Bleeding**
- **Burning**
- **Vicious** (It can give the target DisADV on a Save it forces it to make)
- Other Powerful Effects (these should cost 2 AP since they're so strong)
  - **Prone**
  - **Poisoned**
  - **Restrained**
  - **Exhausted**
  - **Weakened** (DisADV on all Checks)

Monster Passive Effects

These are extra little passives that you can give monsters that work just like how Martial Weapon Passives work. If a target has a certain Condition (or other triggering effect), then the monster would deal an extra +1 damage.

> **Example:** This can be any Condition (such as Bleeding, Prone, Poisoned, Exposed, etc.) or any sort of other mechanic (such as being Flanked, using a Help Die, moving at least 2 Spaces before the Attack, etc.).

Monster Difficulties

Monsters can be categorized based on their strength and the challenge they pose to players, creating a diverse array of encounters.

Minions are the weakest, designed to be defeated with a single hit, providing a sense of immediate accomplishment without significant threat.

Low-tier monsters typically take one turn to kill, presenting a slightly greater challenge that still allows for quick victories.

Mid-tier monsters are tougher, requiring about two rounds to defeat, encouraging players to employ more strategy and coordination.

High-tier monsters, often the alphas of their groups, boast formidable strength and abilities, serving as significant threats that demand focused effort from the party.

> *Example: The Wolves might each have 10 HP, but the Alpha Wolf might have 15 HP.*

Boss monsters act as powerful adversaries that require extensive planning and teamwork to overcome, often requiring several rounds of direct engagement to take down.

Solo monsters stand at the pinnacle, designed to challenge an entire party of player characters single-handedly, with enough power and resilience to create an epic, memorable battle.

> *Example: Even without the assistance of its underlings, a fire-breathing Dragon might be a challenge for a group of adventurers to take on.*

This tiered structure ensures a balanced and engaging progression of difficulty, keeping players engaged and on their toes.

Monster Stat Examples

The table below shows example monster stat blocks by difficulty sorted by column. A GM can quickly generate a monster by copying the statistics in a column (such as the Minion column) to create a monster of that difficulty.

Example Level 1 & 2 Monster Statistics

Statistic		Minion	Low	Mid	High	Boss	Solo
Health	Level 1	1	5	10	15	20	25
	Level 2	2	7	15	20	25	35
Physical Defense		10	8	12	14	16	16
Mystical Defense		8	8	8	10	12	14
Damage Reduction		0	0	0	0	1	1
Attack & Spell Check		+4	+4	+4	+4	+4	+4
Damage per Attack		1	1	1	2	3	3
Speed		5	5	5	5	5	7
Action Points		2	4	4	4	4	8
Legendary Action Points		0	0	0	0	2	4

Legendary Action Points: These are a unique resource for Solo Monsters. See the **Game Master Tips** section later in this chapter for more information.

Monster Stat Ranges

This table shows numbers for what would be considered above average (high), below average (low), or standard (middle) for a monster at levels 1 and 2. When you make a monster you can decide to give it low scores in one category, but high in another. Mix and match these stat ranges to fit the type of creature you want and make them more unique.

> *Example:* You could make an assassin type monster by giving it high Base Damage and low Health, or you could make a brute by giving it high Physical Defense and low Mental Defense. You could also make a huge monster that has high Base Damage and a high bonus to Attack Checks, but with low Speed, Action Points, and Physical Defense.

The Low values are lower than any PC could be and the High values are higher than any PC could achieve. This just gives you a range to play with and branch out from.

> **DC Tip:** *If you were to make a monster with ALL high stats it would be VERY strong. I would love to hear about a group defeating such a monster. Just be aware that you need to even the stats out between high and low if you truly want the monster to be balanced.*

	Low	Middle	High
Health	2-5	8-12	25-35
Physical Defense	8	12	17
Mystical Defense	6	10	16
Damage Reduction	0	0	1
Attack & Spell Check	+2	+4	+5
Base Damage	1	2	3
Speed	3	5	7
Action Points	2	4	4
Legendary Action Points	0	1	3

Encounter Planning

Balancing an encounter with multiple monsters involves carefully adjusting their Health and Action Points to create a challenging yet fair experience for the players. By fine-tuning Health and Action Points, you create a balanced, engaging encounter that tests the players' skills and teamwork without making the battle feel unwinnable or too easy.

Encounter Health

Overall monster Health can be tailored based on the number of monsters and their roles in the encounter. For example, if the encounter includes a mix of Minions, Low-tier, and Mid-tier monsters, the Minions might have minimal Health to be quickly dispatched, Low-tier monsters might have moderate Health to survive a turn or two, and Mid-tier monsters would have enough Health to withstand several rounds of combat. This ensures that players face a variety of threats that require different strategies without overwhelming them.

The overall Health of all monsters in a level 1 Encounter should be 10 times the number of PCs. If you have 4 PCs, then the overall monster Health should be 40 HP. This increases to 15 times the number of PCs for a level 2 Encounter.

Encounter HP Formula
Level 1: Number of PCs x 10 = Monster HP Total

Level 2: Number of PCs x 15 = Monster HP Total

Encounter Action Points

AP is equally crucial in balancing encounters. By adjusting the number of Actions a monster can take each turn, you control the pacing and intensity of the battle. Minions might have a single Action, making them straightforward but still potentially dangerous in numbers. Low and Mid-tier monsters could have 2 or more Actions, allowing them to Move, Attack, or use special abilities, thus providing a more dynamic threat. High-tier monsters and Bosses might have multiple Actions per turn, making them formidable opponents that require the party to prioritize and strategize. Solo monsters, designed to challenge an entire party, can have a plethora of Actions, representing their power and keeping the players on their toes throughout the encounter.

The overall AP of all monsters in any Encounter should be 4 times the number of PCs. If you have 4 PCs, then the overall Action Points should be 16 AP (total of each Monster's AP added together).

Encounter AP Formula
Number of PCs x 4 = Monster AP Total

Game Master Tips

These are just tips on running Combat in *DC20*. There's SO much I have on this, but I just wanted to get these out to y'all here!

Monster Action Point Tips

A big concern that some of my team had when developing *DC20* was the GM tracking Action Points (AP) for multiple monsters. So, here are some tips on how I handle it. After a TON of playtesting, I feel that it's very simple to do. Each GM just needs to find what methods work best for them.

Usually I do NOT use any of these methods, because I can generally remember if a monster has taken any Reactions or not. However, when I run a Combat Encounter with a lot of monsters or lots of things going on, then I do use some of these methods to help me keep track of things.

> **DC Tip:** *My biggest tip here is to limit how many REACTIONS you give your monsters. If a monster doesn't have any Reactions… then they're SUPER easy to run. As you get more practice you can start to add more and more Reactions to your monsters.*

Tally Marks

This is my preferred method. Next to the monster's name on my Initiative Tracker (a piece of paper I write the Initiative Order on), I'll simply put a tally mark next to a monster that has spent AP as a Reaction. Once the monster's turn comes, I can see how many tally marks it used, erase them, and reduce the amount of AP they have by that amount.

> **Example:** If a Goblin spends 2 AP on Reactions, then I'd have 2 tally marks next to its name. Once its turn comes, I'd subtract the number of tally marks (2) from the AP of the Goblin (4) and would know he only has 2 left.

Most of the time you don't have monsters taking a lot of Reactions, so you normally won't even have to use tally marks.

Use Dice

I have used a d4 or a d6 and placed it behind my GM Screen next to the monster's name on the Initiative Order (where I write it down on a piece of paper). I put the die next to their name and leave it with the 4 facing up. Once a monster uses a Reaction of some kind, I turn it to a 3 and place it back down on the paper initiative tracker next to the monster's name. Once that monster's turn comes, I see there's a die with a 3 next to it and remember that it has 3 AP.

You could place the die out on the battlefield next to the monster instead, but I find that this method clutters the map. If you use VTTs, you can track it easily on the monsters digitally.

GLASS BEADS / GEMS / TOKENS

If you like having tangible things to play with, then behind your screen you can have a number of little tokens to represent the AP of each monster. This makes it VERY easy to track, but it can get messy behind your screen. Because of that, I personally only use this method for Legendary Monsters (and their Legendary Reaction Points).

MONSTER COMBOS

If you pre-plan for monsters to have a "signature move", or just a combo of actions to spend their AP on, then it can make running them SO much easier. You can also have a tactical plan in place with multiple monsters that work together.

> **Example:** In one combat I ran, I had a pair of mercenary brothers. One had a whip and the other had huge boulder gauntlets. The whip brother would constantly use Maneuvers to try to knock the target Prone, while the other brother would always pour ALL of his AP into ONE really big hit. Their playstyles played into their personalities, too.

ALTERNATIVE MONSTER ACTION ECONOMY

I personally haven't had to do this (because I feel like Action Points are simple enough), BUT if you want to have monsters function a bit more like in other systems, you can try this.

Instead of your monsters having a default of 4 AP, you make it to where they have 3 AP and 1 Reaction. It might be more familiar to keep track of one Reaction than tracking individual AP use from Reactions.

LEGENDARY MONSTERS

You can add some of these features onto a monster to make them feel even scarier. You could even give these Features to a simple Goblin Chief, or other smaller creatures. I don't want you to reserve the concept of "legendary" for only final bosses, dragons, or other powerful creatures. Sprinkle these in on ANY monster!

LEGENDARY ACTION POINTS (LAP)

Legendary Action Points work similar to how you have used them in other systems, and they actually fit into *DC20* very smoothly. You can spend LAP in between the PCs' turns. This lets these monsters act more often and in more dynamic ways.

Turn Limit: You can't spend Legendary Action Points during your turn in the Initiative Order.
Number of Points: You can give a monster any number of these (usually no more than the number of PCs).
Recharge: They recharge at the beginning of each Round of Combat.
Interrupt Initiative Order: You can spend Legendary Action Points in between any PC's turns. After a PC's turn in Combat, you can spend 1 Legendary Action Point to take any Action that costs 1 AP (unless stated otherwise).
Enhancements & Maneuvers: You can spend AP or LAP to enhance Maneuvers and Spells. Just make sure you keep track of which one you're spending.

Example Scenarios

- If a Legendary Monster wants to take an Opportunity Attack, Spell Duel, or any other normal Reaction, they can spend Legendary Action Points instead of their normal Action Points. This lets them save their (usually 4) Action Points to use on their turn, so they have a "full" turn.
- If a Legendary Monster makes an Opportunity Attack and they want to enhance it by spending more on it, they can use either their Action Points OR their Legendary Action Points to boost it.
- Some Legendary Monsters might have a unique Reaction that lets them do something cool… when they take that Reaction, they can spend either AP or LAP on it.

BOSS POINTS

Beta Note: These are similar to the concept of "Legendary Resistance". They are points that Legendary Monsters can have that lets them do unique things, but only a limited number of times.

Creatures can have any number of Boss Points (usually between 1-3) and can spend them on some of the ideas listed below. Additionally, creatures can have unique effects (offensive, defensive, utility, etc.) that spend Boss Points that the GM can choose to use them on. Boss Points are recovered on a Long Rest, which makes them very limited.

Boss Point Default Uses

- Choose to Succeed on a Save that you just failed.
- Reduce the damage that you just took by half.
- (possibly more to come)

Boss Point Specific Creature Example Uses

- When the monster would take Fire damage, it takes no damage, absorbs it, and regains HP equal to the Fire damage dealt. Additionally, it can increase the damage of its next Attack Check by an amount equal to the damage absorbed.
- When **Bloodied**, the monster can spend 1 Boss Point for free at the start of its turn for 0 AP. It regains HP equal to its level or Prime Modifier (whichever is higher).
- The monster recharges its Breath Weapon (or other large ability with a "recharge" component).

Example Monsters

Here are a few examples of Level 1 and Level 2 monsters you can use in your games or use to build others.

Wolf

Medium Beast | Level 1 Lurker

HP: 11   PD: **11** *(16/21)*   PDR: **0**
MD: **7** *(12/17)*   MDR: **0**

MIG	AGI	CHA	INT
2	3 (4)	–1	–2

Skills: Awareness +5, Stealth +5

Senses: Animal Senses

Languages: None

Features

Animal Senses: ADV on Awareness Checks using smell or hearing

Actions (4)

Attack: +4	Save DC: 14	Speed: 6

(1) Bite or Claw: Melee, **1** Piercing or Slashing.

(2) Tear Apart: Melee Attack against a Prone Creature, **2** Piercing and target makes a Physical Save. **Failure:** It begins Bleeding.

Attack Enhancements

(+1) Prone: Physical Save. **Failure:** It's knocked Prone.

Brown Bear

Large Beast | Level 2 Brute

HP: 20   PD: **11** *(16/21)*   PDR: **0**
MD: **8** *(13/18)*   MDR: **0**

MIG	AGI	CHA	INT
3 (4)	0	–2	–1

Skills: Awareness +5

Senses: Keen Smell

Languages: None

Features

Keen Smell: ADV on Awareness Checks using Smell.

Maul: When the Bear Heavy Hits a creature, the target makes a Might Save. **Failure:** The target is knocked back 1 Space. **Failure 5:** +1 Space.

Actions (4)

Attack: +4	Save DC: 14	Speed: 6

(1) Bite or Claw: Melee, **2** Slashing or Piercing.

(2) Swipe: 1 Space Arc, **1** Slashing.

Attack Enhancements

(+1) Grapple: Physical Save against 1 target of an Attack. **Failure:** The target is Grappled.

(+1) Power: **1** Damage to a Bite or Claw Attack.

Skeleton

Medium Undead | Level 1 Skirmisher

HP: 8   PD: **12** *(17/22)*   PDR: **0**
MD: **7** *(12/17)*   MDR: **0**

Resistances: Piercing (1), Slashing (1)

Vulnerabilities: Bludgeoning (1), Radiant (1)

MIG	AGI	CHA	INT
2	1 (2)	–1	–2

Skills:

Senses: Darkvision 10

Languages: Understands any it knew in life, but can't speak

Actions (4)

Attack: +4	Save DC: 14	Speed: 4

(1) Sword: Melee, **2** Slashing.

(1) Bow: Ranged 10/30, **1** Piercing.

Bandit

Medium Humanoid | Level 1 Skirmisher

HP: 10

PD: **10** *(15/20)* PDR: **0**
MD: **9** *(14/19)* MDR: **0**

MIG	AGI	CHA	INT
0	**1 (2)**	**0**	**0**

Skills: Stealth +3, Trickery +3

Senses:

Languages: 1 Language of your choice

FEATURES

Impact: Their Attacks deal **+1** damage on Heavy Hits.

ACTIONS (4)

Attack: +4   **Save DC: 14**   **Speed: 5**

(1) Axe: Melee, **1** Slashing.

(2) Light Crossbow: Ranged 15/45, **2** Piercing.

Attack Enhancements

(+1) Slow: Physical Save. **Failure:** Slowed 1 until the end of their next turn.

(+1) Power: **+1** damage

Bandit Captain

Medium Humanoid | Level 2 Leader

HP: 15

PD: **13** *(18/23)* PDR: **0**
MD: **10** *(15/20)* MDR: **0**

MIG	AGI	CHA	INT
2 (3)	**2**	**1**	**1**

Skills: Awareness +4, Stealth +4, Trickery +4

Senses:

Languages: 1 Language of your choice

FEATURES

Commander: Increase the range of your Help Action for allies Attacks to 10 Spaces instead of 1.

ACTIONS (4)

Attack: +4   **Save DC: 14**   **Speed: 5**

(1) Knife: Melee, **1** Piercing. The first Knife Attack in an encounter gains ADV and **+1** damage.

(1) Battle Axe: Melee, **2** Slashing, **+1** damage on a Heavy Hit.

(1) Dart: Ranged 10/20, **1** Piercing.

Attack Enhancements

(+2) Poison: Physical Save. **Failure:** The target is Poisoned for 1 Minute (**DC10** Repeated Save).

> **DC Tip:** *A creature can spend 1 AP to make a Medicine Check (against the DC of the Poison) on itself or another creature within 1 Space.*

REACTIONS

(1) Undermine: When missed by a Melee Attack, the Bandit Captain can force the attacker to make an Agility Save. **Failure:** The attacker is knocked Prone.