

JUST USE BEARS

instant monsters for **ShadowDark RPG**

THREAT	TDC (AC, HP, DCs)	ATK	DMG
Normal	9	-1	D6
Medium	12	+2	D8
Hard	15	+5	D10
Extreme	18	+8	D12



THREAT DC IS THE ONLY NUMBER.

TDC = AC, HP & Save DCs
TDC -10 = ATK Bonus

HP Options

½ for mooks & wizards
2-3× for bruisers & big beasts
3-4× for bosses & giants

Multiattacks

2 ATKs = -2 to each ATK (etc.)
~1 attack/threat level

0-2 Special Talents

make 'em up or steal 'em

Professionally Equipped Goons

min. AC 15, min. DMG D8

JUST USE BEARS: Extraordinary Danger Examples

D10	Trait	Effect	D10	Source
1	Petrifying	Save or Petrifying - Save Again	1	Blood
2	Fear-inducing	Save or Run	2	Breath
3	Painful	Save or Temporary Disadvantage	3	Gaze
4	Bloodsucking	Save or ongoing d4 damage	4	Bite
5	Dissolving	Gear destroyed, flesh damaged	5	Voice
6	Detachable	Separates and acts on its own	6	Spines
7	Entangling	Immobilized until Save	7	Touch
8	Draining	Steals Stat point or HP	8	Step
9	Maddening	Save or Confused	9	Aura
10	Poisonous	Save or extra Damage	10	Shadow

JUST USE BEARS: Type Examples

D20

1	Ranged Attacker	11	Disease Carrier
2	Swarm Fighter	12	Fearless Berserker
3	Pack Hunter	13	Shapeshifter
4	Death from Above	14	Cowardly Opportunist
5	Strategic Ambusher	15	Ghost
6	Tunnel-burrower	16	Spellcaster
7	Trap-maker	17	Priest
8	Just a Scout	18	Demonic
9	Devoted Guardian	19	Possessed
10	Pack Animal	20	Arch-Lich

JUST USE BEARS: Attribute Examples

D10	Appearance	Movement	State	Misc.
1	Scaly	Scuttling	Frenzied	Regenerating
2	Stony	Stalking	Weeping	Fey
3	Armored	Burrowing	Vengeful	Boneless
4	Sticky	Flying	Watchful	Screaming
5	Icy	Floating	Curious	Liquid
6	Rotting	Climbing	Fearful	Cannibal
7	Porous	Crawling	Hateful	Backwards
8	Gelatinous	Swimming	Playful	Headless
9	Tiny	Phasing	Insane	Cruel
10	Huge	Disappearing	Skittish	Sweating