

Open Adventure

CUSTOM CHARACTER CREATION MANUAL

v.1.2 – Copyright 2015 Kyle Mecklem. Creative Commons Sharealike CC BY-SA

geekguild.com/openadventure

Introduction

This document is designed to serve as an interim tool for creating custom creatures and characters for the **OPEN ADVENTURE (OA)** game. The contents of this document will be assimilated into the **Game Master's Rulebook (GMR)** as soon as that book is released. Once the GMR is published, it will supersede any rules proclaimed here because it will be a more complete and robust source of custom creation content and rules. That said, this document can be used to create balanced and well-thought-out **Non-Player-Characters (NPCs)** for OA.

Step-by-Step Character Creation

Designing an NPC is different than a **Player Character (PC)** because NPCs do not usually require as much detail and background as a PC. NPCs usually serve a temporary purpose or primarily as an antagonist in combat. However, NPCs can often afford to come in more exotic flavors than PCs. For these reasons and others, the creation process for NPCs is not the same as that found in the **OPEN ADVENTURE BASIC RULEBOOK**; though this document should not be thought of as a replacement for the **BASIC RULEBOOK**. In fact, if you have not yet; you should familiarize yourself with the player character creation process in the **BASIC RULEBOOK**. The rulebook, along with many other OA related products, can be found at: <http://geekguild.com/openadventure/>

Below is a list of steps you should follow to create an NPC for OA.

Step 1: Choose an Experience Level

To begin, choose a desired level for your character from the table below.

Experience Level Stats

Level	Character Points	Health/Stamina	XP Given	Bonus XP	Special
0	25	1d6-1 (min. 1)	5 XP	1 XP	1
1	30	1d6+1	10 XP	2 XP	2
2	35	2d6+2	20 XP	4 XP	4
3	40	3d6+3	30 XP	6 XP	6
4	45	4d6+4	40 XP	8 XP	8
5	50	5d6+5	50 XP	10 XP	10

Once chosen, make note of the number of **Character Points (CP)** you'll have to work with when designing your custom NPC. To use the table above, choose a level for your NPC. Your character will be given a number of CP you can use in the following steps—depending on their level. The number of health and stamina points an NPC has is also level-dependent. If an NPC is defeated in combat (either by being destroyed, through surrender, retreat or other means) they will give out a number of XP listed for the experience level chosen. NPCs who are exceptionally dangerous or unusually difficult to defeat (e.g. a special or magical weapon is needed to inflict damage on the NPC) will give bonus XP, when defeated. Assign the listed amount of bonus XP for each trait, feature or item the NPC possesses which is considered “special” or “exceptionally dangerous”. Lastly, the number of feats or talents an NPC can have is listed for the chosen level of that character (more details are listed later in this document).

NOTE: Experience levels 0 through 5 are listed above. For NPCs of levels higher than level 5, simply continue the natural progression of each of the listed traits. FOR EXAMPLE, a level 6 character would have 55 CP, 6d6+6 HP & SP, 60 XP, 12 Bonus XP per special ability and 12 feats/talents.

Step 2: Choose a Creature Type

Various creature types are listed below. Choose the type you feel best fits the type of NPC you wish to create. The minimum and maximum possible traits are listed for each creature type. NOTE: You cannot choose a creature type whose total minimum traits are greater than the number of character points you have allotted from the previous step. FOR EXAMPLE, if you only have 25 CP, you cannot choose a creature type that needs at least 30 CP.

Creature Types & Trait Min/Max

Type	Perception	Intelligence	Dexterity	Charisma	Magic
Aberration	2 to 8	1 to 9	4 to 8	1 to 9	- to 6
Animal	4 to 7	- to 5	5 to 8	1 to 7	- to 3
Celestial	7 to any	5 to any	7 to 11	6 to 15	5 to any
Construct	1 to 5	- to 5	4 to 7	- to 7	- to 5
Dragon	5 to 8	2 to 10	5 to 8	5 to 10	1 to 10
Elemental	5 to 8	2 to 9	4 to 10	2 to 10	2 to 8
Fey	6 to 7	5 to 7	6 to 8	5 to 9	5 to 8
Fiend	4 to 8	1 to 9	4 to 10	1 to any	1 to any
Giant	4 to 9	2 to 8	4 to 7	3 to 9	- to 9
Humanoid	4 to 8	4 to 10	4 to 7	4 to 7	- to 10
Monstrosity	4 to 7	- to 5	4 to 9	2 to 7	- to 10
Ooze	3 to 3	- to 1	1 to 3	- to 2	-
Plant	- to 8	- to 6	- to 6	- to 6	- to 5
Undead	5 to 9	2 to 10	4 to 10	2 to 10	- to 10

It should be noted that in step 3 you'll choose the size of your character, which will dictate the **Strength** and **Vitality** of your NPC. Be sure to save a few character points for step 3. The primary traits listed above outline the minimum and maximum values for each of the creature types. The minimum number is the value listed to the left of the word "to", and the maximum number is the value to the right of the word "to".

Assign most of the character points for your NPC amongst the five primary traits listed above. Note that you'll need a few points remaining for the following step 3 (see below). A number of CP must be assigned to each trait equal to or greater than the minimum number listed. Similarly, no trait can have assigned to it a number of character points greater than the listed maximum.

Creature Types

ABBERATION – Alien creatures from other planets, galaxies, dimensions or planes. They often have exotic powers not of this world, but will often look vaguely humanoid in nature.

ANIMALS – Non-humanoid creatures that live naturally within the local ecology. These are usually made up of mammals, reptiles, fish, birds and insects.

CELESTIAL – These are aliens of higher dimensions, planes and states of existence. Many come from different forms of space or celestial realms. Almost all possess vastly superior intelligence, technology and/or powers beyond that of normal humanoids.

CONSTRUCT – Inanimate objects brought to life by magical powers. Random or specific items are brought together to “construct” a monster, machine or other creature for a purpose. Often they take on a life of their own. Examples include robots, androids and living statues.

DRAGON – The legendary reptilian creature with large wings, fangs and claws. Most can shoot fire, frost or other forms of projectiles from their mouth. Dragons may be small (like “drakes”) or very, very large.

ELEMENTAL – Magical, living incarnations of various elements such

as fire, wind, earth and water. Some are of particular magical potency like genies, djinnis and so forth.

FEY – Humanoid creatures that live closely with nature. They prefer misty meadows, mysterious forests and other tranquil environments teeming with life. Examples include faeries, satyrs and pixies.

FIEND – Evil and wicked creatures from demonic planes and torturous dimensions. These creatures are almost always evil. Examples include demons, devils, archfiends and hellions.

GIANT – Gargantuan humanoids that prefer to live in mountains, hills and other secluded areas. These creatures are best known for their size. Examples include ogres, trolls and giants.

HUMANOID – This term refers specifically to creatures that closely resemble humans in shape, size and general disposition. Examples include humans, dwarfs and insectoids.

MONSTROSITY – Unnatural creatures that often defy explanation or description, these are creatures that can be best described as true “monsters”.

OOZE – Creatures made completely of gelatine, ooze and other jelly substances. These creatures live almost

entirely underground, underwater or on dark wet planets and abandoned space installations.

PLANT – Any flora-based creature that is semi-intelligent, carnivorous or ambulatory. These vegetable creatures can come in subtypes such as fungal, gas spores, trees, vines and so on. Typically found on unexplored alien

planets or wild forests and jungles.

UNDEAD – Once-living creatures that have since been turned into a horrific limbo between death and living. These creature's bodies are reanimated, either through disease, curses & magic or scientific experimentations gone awry. Examples include, zombies, reavers, mummies, lichens and vampires.

Step 3: Choose a Character Size

The size of a character determines the strength and vitality of the character's body. The larger the character, the stronger and more robust it is. The sizes listed in the table below have relative labels assigned to them, but each size is measured in units of “spaces” (where 1 space equals 1 meter of length). A normal adult human has a “medium” size (two spaces tall). For characters of sizes greater than the ones listed in the table, simply continue the natural progression for each of the listed traits.

For creatures of unusual shape (e.g. a swarm of insects, a very long snake, intelligent vines, etc.) consider the size in spaces not a measurement of how tall the character is, but the number of spaces it takes up in area or volume.

With the CP you have remaining, allocate any remaining character points to your character's strength and vitality traits (depending on the chosen size).

Character Size

Size	Height	Strength	Vitality	HP/SP Multiplier
Diminutive	¼ space	– to 8	– to 8	HP/SP x 0.25
Tiny	½ space	1 to 10	1 to 10	HP/SP x 0.5
Small	1 space	2 to 12	2 to 12	HP/SP x 0.75
Medium	2 spaces	3 to 14	3 to 14	HP/SP x 1
Large	3 spaces	5 to 20	5 to 20	HP/SP x 1.5
Huge	4 spaces	7 to 26	7 to 26	HP/SP x 2
Gargantuan	5 spaces	9 to 32	9 to 32	HP/SP x 2.5

Character Heights & Weights

Size	Height	Slim*	Average*	Stout*
Diminutive	¼ space	1 wt	2 wt	3 wt
Tiny	½ space	5 wt	6 wt	7 wt
Small	1 space	18 wt	20 wt	25 wt
Medium	2 spaces	75 wt	80 wt	105 wt
Large	3 spaces	170 wt	190 wt	240 wt
Huge	4 spaces	300 wt	370 wt	440 wt
Gargantuan	5 spaces	500 wt	590 wt	700 wt

* Not including weapons, armor, items, etc.

Next, multiply your character's **Health Points (HP)** and **Stamina Points (SP)**, as determined in step 1, by the fraction listed for your NPC's size.

Once finished, select a body type for your NPC to determine its weight. For characters of sizes greater than listed in the table above, add 200 weight to the previously listed weight, for every additional space the NPC is in size. FOR EXAMPLE, an NPC 6 spaces tall with a slim body would weight 700 wt.

Step 4: Choose Specials

Pick a number of specials as allowed by the experience level of your character. These specials should be most appropriate to—and best describe—the capabilities of your race or species.

Feats

You may choose from the available feats below:

General Feats

equal to your level.

Fear Resistance

You have +2 will against fear and charm magic, effects and abilities.

Hold Breath

You can hold your breath up to three times longer than normal.

Heal Self

Once per day, you may spend a full-turn action to heal a number of HP

Improved Climb

You have +2 to climb skill tests and +2 MV when traveling through vertical

terrain.

Improved Jump

You have +2 to jump skill tests and +2 to jump distances.

Improved Listen

You have +2 to listen skill tests and +2 to listen distances.

Improved Reflexes

You have +2 to initiative and +2 reflex against traps.

Improved Stealth

When you take this feat, choose a terrain type. You gain +2 to stealth skill tests (hide, sneak, sleight of hand) when the skill test is performed in the chosen terrain type.

Improved Swim

You have +2 to swim skill tests and +2 to MV when traveling through water terrain.

Nimble Fall

You have +2 defense against wrestling and +2 against attacks that would knock you prone. You negate 2 damage from falling per fall.

Poison Resistance

You have immunity to disease and +1 fortitude against poison & paralysis.

Sprint

You may spend 1⚡ to gain double the

number of remaining movement points you have for this turn, until end of turn.

Supernatural Feats

Dark Vision

You can see in “no illumination” environments as if they were “partial illumination”, up to 6 spaces away. You cannot see color when using dark vision.

Heat Vision

You can see bodies of heat in “no illumination” and “partial illumination” environments, up to 6 spaces away. Heat vision cannot be used to detect cold blooded characters.

Illusion Resistance

You can see characters with invisibility up to 6 spaces away. You have +1 to skill tests against illusions, +1 to save tests against illusions and +1 defense against illusions.

Magic Resistance

You are immune to paralysis and have +2 will against spells and abilities that use mana.

Psionics Resistance

You are immune to telepathy and have +2 will against psionics and abilities that use psi.

Sonic Attack

Once per hour, you may perform a thunderous sonic attack as a full-turn action. Sonic attack is considered 20 times louder than speaking volume. Any characters (except you) within range must succeed at a will save or suffer 1 stun counter. This feat takes up two feat slots instead of one.

Speak With Animals

You have +15 language points distributed amongst three animals types of your choice in any order you choose.

Speak With Plants

You have +15 language points distributed amongst three plant types of your choice in any order you choose.

Stench Attack

As a full-turn action, you may emit a powerful stink attack that covers an area 4 region surrounding you. Stench attack lasts for 1 minute and will follow you for as long as it's in effect. Any characters in the area (except you) must perform a fortitude save. If failed, that character suffers 1 intoxication counter. Stench attack may only be used once a day.

Toxic Attack

As a full-turn action, you may envenom one weapon or natural attack of your choice with a poisonous saliva

or blood.

When this feat is chosen you must choose one of the following venoms:

- **LIFE-STEALING** – Victim makes a fortitude save: If failed, they lose 1d6-1 HP.
- **PARALYTIC** – Victim makes a fortitude save: If failed, they suffer 1 stun counter.
- **WEAKENING** – Victim makes a fortitude save: If failed, they suffer 1 exhaustion counter.

Once chosen, the venom type cannot be changed later. The effects of toxic attack only occur if 1 or more damage was dealt by the envenomed weapon. Toxic attack may be performed a number of times a day equal to your vitality. The venom remains effective on a weapon for 1 day but is gone once it poisons a victim. This feat takes up two feat slots instead of one.

Non-Human Feats

Amphibious

You can breath under water up to x5 longer than you would normally be able to hold your breath.

Blindsight

Through echolocation, smell, vibrations, magic or other extraordinary senses, you can sense the location of objects and characters up to

3 spaces away (whether or not you have normal sight). You cannot discern colors or read words with blindsight. Blindsight is not affected by light-based attacks but may be vulnerable to sound-based attacks if you rely on sound to use blindsight.

Breath Attack

As a full-turn action, you may project something from your mouth as an attack. Breath attack fills an area 3x4 region adjacent to you in the direction of your choosing. Breath attack deals damage as if the area was on fire. Any characters caught in the affected area who succeed at a reflex save suffer half damage. Breath attack lasts until the end of the turn and can only be performed once an hour.

Burrow

You may travel through soft soil or dirt at the cost of 3 MV per underground space. This feat cannot be used to travel through rock, metal or other hard surfaces.

Change Shape

As a full-turn action, you may change shape of your body to an object or character of the same size, or one size smaller, for up to 1 hour. You may revert to your original shape at will.

Cold Blooded

You are immune to overheating due to

weather, personal clothing, etc. but you suffer x2 the number of penalties from cold effects, abilities and magic.

Constrict

You have +1 to wrestling attacks. When wrestling with an enemy, if you manage to change their wrestling status to “take-down”, you may surround them and begin crushing them. For each turn you are crushing your enemy, you may spend a full-turn action to perform an unarmed attack with a +2 damage bonus. Damage dealt this way does not ignore armor but does ignore the character's dexterity trait (when determining defense). If the enemy manages to change their wrestling status to “clinching” or higher, constrict has no effect. This feat takes up two feat slots instead of one.

Far Sight

You have the ability to focus your eyes and see distant characters and objects x2 or x4 farther than normal (choose one). Once chosen, far sight cannot be changed later. If you chose to see x4 farther, this feat takes up two feat slots instead of one.

Flying Wings

One per turn you may spend 1[⚡]: You may travel through air terrain (horizontally, vertically or diagonally) as a half-turn action at the cost of 2 MV per space entered, until end of turn.

Gliding Wings

You may move 5 spaces horizontally for every 1 space that you fall vertically. You fall at $\frac{1}{2}$ the normal fall speed. You negate 2 damage from falling. Gliding wings cannot be used to gain height, only glide while falling.

Large Tail

You have a large tail that can be used to make one unarmed attack per turn as a free action.

Multi-Armed

You have one or two extra appendages (choose one). Once chosen, this feat cannot be changed later. Treat the extra appendages as extra arms. If two extra arms were chosen, this feat takes up two feat slots instead of one.

Natural Armor

Every time you take damage, you may spend 1⚡ to negate 1 damage. This feat may only be used once per turn.

Natural Attack

You may perform an attack using your hooves, horns, talons, claws or other natural weapon as a free action. This feat may only be used once per turn. Treat this attack the same as a one-handed improvised weapon.

Prehensile Tail

You have a flexible tail that can be used to hold objects, but not to attack. You

have +2 to climb skill tests, +2 to balance skill tests and +2 to the amount of time you can hang freely from a support.

Quadruped

You have four legs which gives you +2 defense against wrestling and +1 extra movement point. This feat takes up two feat slots instead of one.

Sense Scent

You have a superior sense of smell that may detect the presence of characters and scented objects up to a distance equal to x2 your perception (in spaces). Sense scent does not reveal to you the direction or distance to the target. To gather additional information about the object or character, you must perform a successful search skill test.

Sticky Tongue

You have a long sticky tongue that can be used to perform an unarmed attack with reach 2. If the attack was successful, the targeted character is stuck to your tongue and cannot move more than 3 spaces away from you (and visa versa).

While stuck, the targeted character suffers -2 defense. The stuck character may perform a wrestling attack to break free from your tongue by changing their wrestling status to “free standing”. You may choose for sticky

tongue to have the ability to pull the stuck character to a space adjacent to you—but if this ability is chosen, sticky tongue takes up two feat slots instead of one.

Swallow Whole

When wrestling with an enemy, if you manage to change their wrestling status to “clinging” you may place the enemy in your mouth, instead. Once

they're in your mouth, if you perform another wrestling attack and manage to change their wrestling status to “take-down”, you may swallow the character whole, instead. The targeted character may perform wrestling attacks to raise their own wrestling status and reverse the process by fighting their way back to your mouth and out of your hold.

Optionally, you may create your own feats for your custom NPC. Use the feats listed above as a guide, when making custom feats. If desired, you may replace a feat with a talent (see the **INTERMEDIATE RULEBOOK** for details), instead.

Strengths, Weaknesses & Immunities

Some NPCs are particularly **Strong**, **Weak** or **Immune** against certain types of damage. When a character is strong against a type of damage, they must perform a fortitude, reflex or will save (game master's choice) whenever they would suffer 1 or more points of damage of the listed type. If they are successful, they suffer ½ damage or ignore any effects from the damage.

If a character is weak against a type of damage, they must perform a fortitude, reflex or will save (game master's choice) whenever they would suffer 1 or more points of damage of the listed type. If they fail, they suffer x2 damage or twice the duration or result of any effects (game master's choice). Characters who are immune to a specific damage type may ignore all damage and effects of that type.

Damage types can be categorized as either “minor”, “medium” or “major”. Damage types that are minor will upgrade a character's strong/weak stance of that damage type by one slot (weak to normal, normal to strong or strong to immune). Damage types that are major will downgrade a character's strong/weak stance of that damage type by one slot (immune to strong, strong to normal or normal to weak).

The damage types that characters can be strong, weak or immune against are listed below:

- Psionic (can be sub-divided into light or dark psionics)
- Spell (can be sub-divided into evil, divine, arcane, chi or nature, based off the five spell types)
- Acid
- Thermal (can be sub-divided into heat or cold)
- Elemental (can be sub-divided into water, fire, wind or earth)
- Poison
- Disease
- Light/Laser
- Electric
- Sonic
- Force/Energy
- Vacuum/Void
- Temporal
- Radiation

Note that custom NPC weapons and armor may inflict or resist specific types of damage, as determined by the game master.

Step 5: Choose Bonuses & Detriments

Choose five +1 modifiers for one or more of the following traits:

- Skill Points
- Language Points
- Save Tests

These modifiers can be allocated in any order or grouping, to one or more of the above traits. FOR EXAMPLE, you may choose +2 will, +1 skill point (perception) and +2 language points (ornithoin). Optionally, your character may suffer -1's as detriments to the same trait types listed above in exchange for an equal number of additional +1 bonuses (placed in one or more of the above traits of your choice).

Step 6: Determine Attack & Defense

Most NPCs will end up engaged in some form of combat with the player characters. Therefore, it is important to know the attack and defense numbers of your character.

Recommended Attack & Defense*

Level	Primary Trait	Weapon Quality	Armor Quality
0	5 or 6	Poor or Moderate	Poor or Moderate
1	6 or 7	Moderate or Good	Moderate or Good
2	7 or 8	Good or Great	Good or Great
3	8 or 9	Great or Unique	Great or Unique
4	9 or 10	Unique or Exceptional	Unique or Exceptional
5	10 or 11	Exceptional or Legendary	Exceptional or Legendary

* You're encouraged to experiment with these numbers to make exceptionally weak or strong NPCs

ATTACK

First, determine what your character's primary form of attack will be. You can choose between:

- **Melee Attack** – This trait is based off a character's strength trait. Examples include swords, polearms and staves.
- **Ranged Attack** – This trait is based off a character's perception trait. Thrown weapons are considered a ranged attack. Examples include guns, crossbows and grenades.
- **Unarmed Attack** – This trait is based off a character's dexterity trait. Examples include strikes, kicks and wrestling.

Once you know how your character will be attacking its enemies, review the associated primary trait that the attack is based off. Your character's primary trait for that attack should be within the ranged listed in the table above. FOR EXAMPLE, a level 0 melee fighter should have a strength of 5 or 6.

Next, choose a weapon for your character. Most intelligent creatures use a weapon of some sort (axe, bow, net, etc.). Other creatures use natural weapons (claws, teeth, horns, etc.). If your character does not use a conventional weapon (acid, fire, poison, etc.) then simply consider the attack itself a weapon. Depending on the character's level and overall attack; a recommended quality of weapon is listed above.

Weapon & Armor Quality

Quality	Weapon Damage	Armor Toughness
No Equipment	–	–
Poor	+1	+1
Moderate	+2	+2
Good	+3	+3
Great	+4	+4
Unique	+5	+5
Exceptional	+6	+6
Legendary	+7	+7

Determine the amount of damage the weapon is suggested to deal in the table above. This damage rating should be added to your character's strength, perception or dexterity (depending on the attack type) to determine its overall attack score. FOR EXAMPLE, a level 1 NPC who makes ranged attacks is suggested to have a perception of 6 or 7. The ranged weapon used should be moderate or good and thus deal 2 or 3 damage, for a total attack of 8-10.

If your character is using a relatively common weapon (bastard sword, whip, cutiken, etc.) refer to the weapons listed in the BASIC RULEBOOK. The weapons listed there have various stats for the weapon such as range, handedness, weight, abilities and so forth. The weapon abilities for the listed weapons offer more options for the NPC to take advantage of, when in combat; and should not be overlooked.

DEFENSE

Second, determine the defense rating of your character. The process for coming up with an NPC defense is the exact same as that of determining their attack number. Read the previous section and follow the steps; except replace any instance of “attack” with “defense” and any instance of “weapon” with “armor” and any instance of “damage” with “toughness”.

FOR EXAMPLE, a level 2 character is suggested to have a dexterity of 7-8. Their armor (whether natural or worn) should be good or great and thus have a toughness of 3-4, for a total defense of 10-12.

GENRE DISPARITIES

It should be noted that there is a difference in weapon damage and armor toughness between medieval fantasy and science-fiction campaigns. Sci-fi weapons & armor will consistently have 2 points more of damage and toughness, respectively. To insure your NPC is balanced against their PC counterparts, add a +2 damage and +2 toughness to any and all science-fiction weapons and armor they employ. FOR EXAMPLE, in the previous example we determined a level 2 character would have a defense 10-12. If the character lives within a science-fiction world, increase their defense by +2 to a total defense of 12-14.

MAGICAL CREATURES

If your NPC uses magic as their primary source of attack or defense, simply use the recommended attack & defense values to determine the number of mana or psi points they should have, instead. FOR EXAMPLE, a level 3 NPC who primarily uses magic would have a recommended mana/psi total of 12-14 (magic primary trait of 8-9 + magic item or innate magical ability of 4-5, for a total of 12-14).

Step 7: Choose an Archetype

Each character, including NPCs, should be assigned an archetype. If a situation arises where the exact archetype of a character must be known, this step will insure an archetype has been assigned.

Archetypes & Stats

Archetype	Movement Points	HP Gained Per Level	Bonuses & Detriments
Arcanist	7 MV	1d6-1	+4 skill points (intelligence), -2 stamina points
Fighter	5 MV	1d6+1	–
Healer	4 MV	1d6+1	+2 skill points (intelligence)
Leader	6 MV	1d6-1	+2 skill points (charisma)
Marksman	8 MV	1d6	–
Scout	7 MV	1d6	–
Warrior	5 MV	1d6+2	+2 power points when attacking, -2 reflex and -2 skill points (intelligence)

Choosing an archetype will also determine your character's movement points and additional HP gained, if they happen to be promoted to a higher experience level.

MOVEMENT

Most movement is considered to be that of walking. Almost all humanoid creatures choose to walk when moving from place to place. However, exotic creatures may employ one or more methods of movement (none of which may be walking!). If you wish for your character to move by different methods, decide which type of movement they should have, then choose a number of MV as allowed for their type of movement.

Movement Types

Movement	Movement Points	Terrain	Spaces*
Walk	4 to 20 MV	Land	4 to 20
Slither	3 to 6 MV	Land	3 to 6
Swim	3 to 27 MV	Water	1 to 9
Fly	4 to 32 MV	Air	2 to 8
Burrow	3 to 27 MV	Underground	1 to 9
Climb	6 to 12 MV	Cliff/Wall	2 to 4

* Approximate number of spaces your NPC may travel in the listed terrain type

For most humanoid NPCs, use the movement points listed for the chosen archetype. For exotic creatures, you may choose other means of travel. FOR EXAMPLE, a shark would only be able to swim; not walk. Other creatures may have more than one way traveling such as a dragon who may walk or fly.

The number of points listed in the table above showcase the minimum and maximum MV your NPC should have, for a given movement type.

Step 8: Determine Alignment & Reaction

ALIGNMENT

The measure of how “good” or “evil” your NPC will be is referred to as “Alignment”. Characters may have a number of **Alignment Points (AP)** in one of two types: good AP or evil AP. NPCs cannot have both good and evil AP at the same time. The range of AP a character can have may be from 0 to 25 AP.

Alignment

Alignment	Good AP	Evil AP
Lawful	9 to 25 AP	–
Neutral	0 to 8 AP	0 to 8 AP
Chaotic	–	9 to 25 AP

Decide how many AP you want your character to have, and of what type.

REACTION

The overall friendliness of an NPC is determined by their **Reaction**. Characters who are xenophobic, paranoid, scared, aggressive or otherwise unfriendly towards strangers will have a negative reaction number. Inversely characters who are sociable, unafraid or naturally friendly will have a positive reaction number.

Reaction

Reaction	Reaction Modifier
Hostile	-4
Cautious	-2
Neutral	–
Friendly	+2
Helpful	+4

Choose a reaction number for your NPC, dependent on how friendly you believe it would be towards the sight of strangers. When an adventuring party first makes contact with the NPC, the PC closest to the NPC will make a leadership test and apply your character's reaction modifier to that test. Depending on the result of the test, the NPC will react in a particular manner towards the player character.

Step 9: Determine Morale

All NPCs have a **Morale** number. Morale is a measure of how courageous or cowardly they are in the face of battle and other dangers. NPCs make a morale test anytime half or more their party is defeated or half or more of their HP is lost. If an NPC succeeds at their morale test, they will continue to fight or resist. If they fail their morale test, they suffer 1 fear counter.

Morale

Morale	Morale Modifier
Cowardly	-6 to -10
Fainthearted	-2 to -5
Neutral	-1 to +1
Courageous	+2 to +5
Dauntless	+6 to +10

Decide on how naturally courageous you want your NPC to be, and choose a morale number most appropriate to their stance.

Step 10: Determine Remaining Secondary Traits

At this step, use your NPC's primary traits to determine the remaining secondary traits of your character.

Secondary Traits

Trait	Base Primary Trait
Fortitude Save	= Vitality
Language	= Intelligence
Reflex Save	= Dexterity
Skills	= Varies
Will Save	= Intelligence

Information on both primary and secondary traits (as well as how they are derived) can be found in the BASIC RULEBOOK and INTERMEDIATE RULEBOOK.

Step 11: Determine Homeland Terrain

Each NPC will have a favored terrain in which to live, based off their creature type. Choose one or more of the terrain types below that you want your NPC to most likely be found in or “encountered”:

- Plains / Grassland
- Forest
- River / Lake
- Swamp / Marsh
- Mountain / Hill
- Desert / Wasteland
- City / Civilization
- Underground
- Ocean / Sea
- Jungle / Rainforest
- Outer-Space
- Wormhole
- Asteroid Belt
- Nebula
- Frozen Planet
- Desert / Lava Planet
- Supernova
- Water Planet
- Jungle Planet

It is common for a creature type to inhabit 1-3 terrains, with one of the terrains being where it's "lair" or "stronghold" can be found.

Step 12: Determine NPC's Population

Some creature types are rare or uncommon, while other creature types are very common. You will need to choose how many of the NPC's creature type travel together in groups.

The number of NPCs of that creature type are divided into two groups:

- Combat-ready adults that are able and willing to fight, if needed.
- Women, children, slaves, infirm and/or elderly who are unable or unwilling to fight.

Roll on the table below to determine how many of the NPC's creature type are present during a random encounter. The lair or stronghold of the NPCs will usually have more characters present. To determine the number of NPCs encountered in their lair, roll on the same table as above but as if the population size was two slots larger. FOR EXAMPLE, a creature type that is usually listed as "pair" (2) would have in its lair a "party" (4d6).

To determine how many of the NPCs present are able and willing to fight in combat, roll on the table below and consult the column for whether the NPCs were encountered randomly or in their lair or stronghold.

Number Appearing

Organization	Number Appearing
Solitary	1
Pair	2
Group	2d6
Party	4d6
Band	6d6
Gang	8d6
Tribe	10d6
Clan	12d6
Gathering	14d6
Colony	16d6
Populace	18d6
Dominion	20d6

Percentage of Combat-Ready NPCs

Roll 2d6	Random Encounter	Lair or Stronghold
2-3	60%	10%
4-5	70%	20%
6-8	80%	30%
9-10	90%	40%
11-12	100%	50%

Step 13: Choose Additional NPC Details

NAME

While creating your NPC character, you may have been thinking of what to name it. Now is the time to give it a suitable name. If you're creating a custom creature type, you'll need to name the type as well. Give this step some thought as a name can often make or break the fun-factor of an NPC.

PERSONALITY & BEHAVIOR

What are the habits, interests, mannerisms and overall behavior of your NPC? Is

the way they behave in accordance to other NPCs of the same creature type, or is this NPC unique? Write down the motivations, flaws, oddities and so forth that best describe your NPC's personality.

BACKGROUND, HISTORY

Does your NPC play an important role in the history of your game world? What is the known lore concerning the type of creature the NPC is? Ask yourself what the surrounding populations know and think of not only the individual NPC but the NPC's creature type as a whole.

OBJECTIVES & GOALS

Lastly, ask yourself what purpose the NPC will play in the PC's adventure. Is the NPC destined to battle the adventurers, or will the NPC play a pivotal and helpful role? Sketch out the scope of the NPC's involvement in the adventure or campaign as a whole.

Balancing Combat & NPC Encounters

As a general rule of thumb, the total number of HP from all combat-worthy NPCs the adventuring party meets should be between 50-200% that of the party's total HP. This rule should only be considered if there is a reasonable likelihood the PCs will engage in combat with the NPCs. By metering the total HP of the NPCs to the PC's total HP, the combat should prove a reasonable amount of difficulty.

Balancing Encounters

Difficulty	NPC's total HP to PC's total HP
Piece of Cake	50%
Easy	75%
Moderate	100%
Difficult	150%
Deadly	200%

It's recommended to use a variety of NPCs of differing strengths and weaknesses and experience levels. When in combat, the stronger NPCs can battle the stronger PCs and the weaker NPCs can battle the weaker PCs.