

## Creation of an Antagonist:

Of course, if you have time and budget, you can sign some good actor fallen in disgrace and create your antagonist like any other hero, but in general, and to facilitate the work of the Game Forger (GF), the antagonists will be defined in a much simpler way (practically improvisable).

First of all, we are going to separate the Antagonists in **4 categories** (Minions/SuperMinions/Subbosses/Bosses) (M/SM/SB/B), depending on the threat they constitute. Each category has some basic characteristics (base template) that can be modified with special features.

### Antagonist Base Template:

These base scores can be used for any humanoid antagonist without special features.

Basically, an **Antagonist** has one main

**Attribute** (in which it is good and depends on the class) and a **Secondary Attribute** (representing all the others, which are identical). Each one has its **d6** (6-sided dice) and its **difficulty** (like the attributes of the Heroes, but according to its category).

Also, they have a **Health**, which is the number of health points (HP) they can lose before being disabled (dead if they lose two times as much), its **Combat Defense**, its **Magic Defense** (higher if they have magic resistant (MR), like dwarves) and its **Attack** (Close Combat / Ranged Combat / Grab).

These base scores already include that the antagonist is armed (weapon, claws...) and wears protection (armor, thick skin...) according to his category.

Class	
Pathfinder	Perception
Warrior	Athletics
Thief	Ability
Noble	Resources
Cleric	Intelligence
Druid	Intelligence
Wizard	Intelligence
Bard	Charisma
Paladin	Athletics

	Minion	Superminion	Subboss	Boss
Attack (d6/)	(8d6/5)	(10d6/5)	(10d6/4)	(12d6/4)
Defense (d6/)	(5d6/6)	(6d6/5)	(6d6/5)	(8d6/5)
Attack / Defense / Grab	(8d6/4)	(10d6/4)	(10d6/3)	(12d6/3)
Health	2	3	5	6
(MR, dwarves)	1(3)	1(3)	1(3)	2(6)
Health	♥	♥ ♥	♥ ♥ ♥	♥ ♥ ♥

### Size

Size	Foot (B/S)	Step (B/S)	Hit	Critical hit	Defense
Tiny	(1/1)	(0/0)	-	-	+2
Small	(3/1)	(1/0)	-	♥	+1
Medium	(9/3)	(3/1)	♥	♥ ♥	0
Big	(15/6)	(6/1)	♥	♥ ♥ ♥	-1
Huge	(30/12)	(9/3)	♥	♥ ♥ ♥	+1
Giant	(60/24)	(18/6)	♥	♥ ♥ ♥	+2

The **damage** (-1HP = ♥) they can do with a hit (or with a critical hit) (whatever the type of attack), the **move** (Foot (B/S)) and the **step** (Step (B/S)) (both are shown: m on foot / m in

difficult terrain, swimming, climbing or crawling) depend on **size category** (humans are medium). The **Combat defense** is also **modified** by size.

In any **gripping action**, the attacker adds the **size difference** to his score (a Big creature would add 1 to grab a medium one and 2 against a small one).

### Special features S.F.

The Antagonists **do not have powers**, in order not to complicate things for the GF, but they could have some **special features**.

[Some codes for improvements: » (-1 to ○) // ▲ (+4d6) // 6 (+1 point for the action) // ■ (+1 to □) // ♥ (-1 Health Point HP)]

A **Cumulative** S.F. can be taken several times and its effects are accumulated.

**Aquatic**: The creature lives in water and needs water to survive. Its Foot (B) & Step (B) is in the water and the (S) walking on land. It does not suffer the consequences of the condition in Water.

**Armored skin**: Scaly or very hard skin, gives ■ for each time acquired (Cumulative).

**Battle Magic**: Can **attack magically** (fire, ice, light, force...) causing damage. As a combat action ✕, must perform a ♡ of ▲ vs one target ○, causing the damage corresponding to a hit/critical hit of its size category.

**Beast**: Does not use weapons, +1 to ○ to ✕. (In predators it is usually combined with Claws or Jaws, to compensate)

**Claws or Jaws**: Fight unarmed as with Weapons, for all purposes. » to ✕ (Compensates for the Beast special feature)

**Darkness**: Creates an area of total darkness in the shape of a sphere Foot (S) diameter, and at a maximum distance of its Foot (B) (see environmental condition Darkness).

**Dark Vision**: Can see in the dark at a distance of its Foot (B) and does not suffer the consequences of the Darkness condition.

**Deadly Breath**: It can be fire, ice, poison, acid or whatever fits best. Allows an area attack, which is a ✕ vs □ of everyone in an area of Foot (S) diameter, at a maximum distance of its Foot (B). The damage is that corresponds to the impact (or critical impact) of its size category. Once used, it cannot be used again until 1d6 turns have passed (using it takes the whole turn).

**Explosive death**: When the creature becomes disabled, it explodes. Causes its impact damage to all those who, in an area of its Step (B) radius, do not pass an ♡ of □ vs ✕ 1.

**Fast**: It moves very fast, can do an extra combat action ✕ each turn and its Foot & Step are those of the one size category above (Cumulative).

**Fast attack**: Allows attacking as a quick action » to whoever moves farther away from the creature's step. It is a **Reaction**, so it can be done out of turn (if there are any ✕ left). (Cumulative, for each time it is taken it can make a quick Attack per turn)

**Fly**: Can fly at the speed of its move Foot (B).

**Hound's nose**: The creature can smell at a great distance. 6 in Perception ○.

**Invisible**: Can become invisible or translucent. » to Stealth.

**Limited Wish**: May grant one Wish, only one per person, any Wish, as long as it does not cause harm to anyone. The fulfillment of the Wish will in turn unleash unintended consequences for the recipient. The consequences are decided by the GF.

**Necromancy**: Can reanimate and control the dead (treat them as skeletons). In one turn (complete, without taking another action) can reanimate up to 2d6 minions, 1d6 super minions or 1 sub-boss. To reanimate a boss skeleton takes 3 turns.

**Magic Resistant (MR)**: It is particularly immune to the effects of spells. It has 2 extra points to its ○, but it will try to resist any spell, even those with positive effects, such as healing (Cumulative).

**Mimetic**: Can adopt the form and attributes of any object or living being. ( 6 6 6 in any confronted action ✕ to avoid being identified)

**Mindsucker**: Every 1d6 turns (and with a full turn action) can attempt to mind control a target with a confronted action ✕ of intelligence ▲ (+1) vs target's ▲ (+ ○). (Cumulative, the +1 of the Mindsucker)

**Poisonous**: When it manages to cause damage, its opponent is poisoned. Poisoned creature:

- Will not recover ♥ until it receives an antidote or being healed with magic/potions.
- ♥ every hour until it recovers at least one ♥.

**Possession**: Can possess a Human and control it (every 1d6 turns, it is one ✕)

- Confronted action ✕ of ○ of the creature against the Target's ▲. Each point of difference, one turn of possession. At the end it can be tried again.
- Injuring the possessed with Iron causes the host to leave the body.

**Regeneration**: His wounds heal by themselves. Recovers one ♥ each turn, unless it has been wounded with Silver or if it is Disabled, which will need 1 minute. (Cumulative, only the number of ♥ it regenerates)

**Slow**: Can only perform one combat action ✕ per turn, its Foot & Step are those of a smaller size category (Cumulative).

**Sneaky**: It is a creature capable of moving very silently. 6 to Stealth.

**Spectral**: It is intangible, it cannot physically interact with the physical world, but can only be damaged with a magical or iron weapon.

**Swarm**: Tiny creatures that by themselves do not cause damage but can be lethal and very annoying when they act as a swarm (they use Minion stats).

- +1 to ○ in ○ to anybody that is within a swarm for every 400 creatures (flying creatures only).
- ✕ 100 creatures cause the damage of a small creature, each time you double the number, you increase one more size category (300, medium; 600, big...).
- They have neither □ nor ♥ but an area attack ✕ destroys them.
- Carrying fire (torch) gives ■ ■ against swarm attack.

**Telekinesis**: Can move objects with the mind and even throw them against its enemies, like a ranged weapon. (As attack ✕: ♡ of ▲ vs opponent's □)

**Thermal Vision**: See in the infrared spectrum up to a distance of its Foot (B) and does not suffer the consequences of the darkness condition in combat against warm-blooded creatures.

**Tough**: Ignores the damage of each hit received, unless it is done with a magic weapon or a specific material (Silver, Iron, Bronze, Fire...)

- The creature must have a Weakness.

**Walk on walls**: It can walk on walls and ceilings as if it were on the floor. » in Stealth actions.

**Weakness**: A material (silver, iron...), an object (stake, cross...), a location (the head, the heart) or a condition (day, night...) causes the creature damage, extra damage, or discomfort in the form of penalties. It is up to the GF to establish how a weakness affects the creature.

**Wish**: Can grant one Wish, only one per person, any Wish, as long as it does not cause harm to anyone.

**Witchcraft/Transmutation**: Once a day, it can transform itself into a predatory beast of the same size and category, if the beast is disabled, the creature recovers its original form having one HP ♥ less.

