

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 dices) 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
➡️ (d6/Ⓢ)	(8d6/5)	(10d6/5)	(10d6/4)	(12d6/4)
⚡ (d6/Ⓢ)	(5d6/6)	(6d6/5)	(6d6/5)	(8d6/5)
✂/⚡/⚡ y ⚡	(8d6/4)	(10d6/4)	(10d6/3)	(12d6/3)
♥	2	3	5	6
⚡ (MR, dwarves)	1(3)	1(3)	1(3)	2(6)
Health	♥	♥♥	♥♥♥	♥♥♥♥

Size

Size	👤 (B/S)	👤 (B/S)	Hit	Critical hit	♥
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** 👤 (B/S) and the **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) // 🎲 (+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 👤 (B) & 👤 (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 👤 (S) diameter, and at a maximum distance of its 👤 (B) (see environmental condition Darkness).

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

Deadly Breath: t can be fire, ice, poison, acid or whatever fits best. Allows an area attack, which is a ✂ vs ♥ of everyone in an area of 👤 (S) diameter, at a maximum distance of its 👤 (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 👤 (B) radius, do not pass an 🎲 of 🗡️ vs 🎲 1.

Fast: It moves very fast, can do an extra combat action ✂ each turn and its 👤 & 👤 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 👤 (B).

Hound's nose: The creature can smell at a great distance. 🎲 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. (🎲 🎲 🎲 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 👤 & 👤 are those of a smaller size category (Cumulative).

Sneaky: It is a creature capable of moving very silently. 🎲 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 👤 (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.

Bestiary

The budget is a little tight, but with a few pieces of foam rubber, string, spray paint and some costumes from the Halloween store we have made some costumes that will surely look good (the trick is to use low light and lots of smoke). Here are some of the most common creatures in fantasy, sword and sorcery stories. The statistics of all of them are shown more or less like this:

[(d6/x) // (d6/x) // (d6/x) // (d6/x) // damage (Hit/Critical Hit) // (d6/x) // (G/P) // (G/P) // Health // (details of common S.F. or an extra S.F.)]

Humanoids:

Use the Antagonist base template, with [(9/3) // (3/1) // damage (♥ / ♥ ♥ ♥)]. By adding some special features and/or resizing, it is possible to customize:

Orcs and other goblins: Hound's nose [(6) to (6)] / Dark Vision.

Snake people: Explosive death / Sneaky [(6) to Stealth].

Cat people: Claws or Jaws / Fast [(15/6) // (6/1) & (X/X/X/X) per turn].

bird people: Fly.

Skeletons: Tough (Weakness, Iron).

Sorcerers: Witchcraft and/or Necromancy and/or Battle Magic and/or Mindsucker.

Ogres: Big [(15/6) // (6/1) // damage (♥ / ♥ ♥ ♥ ♥) // -1 to ♥].

Trolls: Huge [(30/12) // (9/3) // damage (♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥) // -1 to ♥ // Regeneration / Dark Vision / Weakness [the sun turns them to stone].

Giants: Giant [(60/24) // (18/6) // damage (♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥) // -1 to ♥].

Predatory beasts:

(Wolves, panthers, tigers, bears... or similar creatures, such as direwolves or lycanthropes) All have Beast, Claws or Jaws, Stealth, Hound's Nose; **some** have Dark Vision; **Sub-Chiefs and Chiefs** also have Fast. (If they are **birds**, Fly).

Minion: Medium

[(8d6/5) // (5d6/6) // (8d6/4) // damage (♥ / ♥ ♥ ♥ ♥) // 2 // (9/3) // (3/1) // Health ♥ // (6) to Stealth, (6) to (6)].

Superminion: Medium

[(10d6/5) // (6d6/5) // (10d6/4) // damage (♥ / ♥ ♥ ♥ ♥) // 3 // (9/3) // (3/1) // Health ♥ ♥ // (6) to Stealth, (6) to (6)].

Subboss: Big

[(10d6/4) // (6d6/5) // (10d6/3) // damage (♥ / ♥ ♥ ♥ ♥ ♥) // 5 // (30/12) // (9/3) // Health ♥ ♥ ♥ ♥ // (6) to Stealth, (6) to (6), (X/X/X/X) per turn.

Boss: Big

[(12d6/4) // (8d6/5) // (12d6/3) // damage (♥ / ♥ ♥ ♥ ♥ ♥ ♥) // 6 // (30/12) // (9/3) // Health ♥ ♥ ♥ ♥ ♥ // (6) to Stealth, (6) to (6), (X/X/X/X) per turn.

Spiders, scorpions, and giant insects:

A spider, scorpion or giant insect has a different size depending on its category; **all** have Beast, Walk on Walls, Claws or Jaws, Poisonous and Thermal Vision; **Boss and Subboss** also have Armored Skin. (**Some insects**, such as wasps or bees, also have Fly).

Minion: Small

[(8d6/5) // (5d6/6) // (8d6/4) // damage (0/ ♥ ♥ ♥) // 3 // (3/1) // (1/0) // Health ♥ ♥ // (5d6/5) to Stealth.

Superminion: Medium

[(10d6/5) // (6d6/5) // (10d6/4) // damage (♥ / ♥ ♥ ♥ ♥) // 3 // (9/3) // (3/1) // Health ♥ ♥ ♥ // (6d6/4) to Stealth.

Subboss: Big

[(10d6/4) // (6d6/5) // (10d6/3) // damage (♥ / ♥ ♥ ♥ ♥) // 5 // (1/1) // (15/6) // (6/1) // Health ♥ ♥ ♥ // (6d6/4) to Stealth, Armored skin.

Boss: Huge

[(12d6/4) // (8d6/5) // (12d6/3) // damage (♥ ♥ / ♥ ♥ ♥ ♥ ♥) // 7 // (2/1) // (30/12) // (9/3) // Health ♥ ♥ ♥ ♥ // (8d6/4) to Stealth, 2xArmored skin.

Dragones:

Majestic winged creatures capable of spitting fire, acid, ice or poison. **All** have Deadly Breath, Claws or Jaws, Armored Skin, Magic Resistant, Thermal Vision and Fly. There are no Dragons Minions or Superminions.

Subboss: Huge

[(10d6/4) // (6d6/5) // (10d6/3) // damage (♥ ♥ / ♥ ♥ ♥ ♥ ♥) // 7 // (3/1) // (30/12) // (9/3) // Health ♥ ♥ ♥ ♥ // after 1d6 turns Deadly Breath (X)

(10d6/3) vs ♥ in an area of 12 m diameter, at a maximum distance of 30 m).

Boss: Giant

[(12d6/4) // (8d6/5) // (12d6/3) // damage (♥ ♥ ♥ / ♥ ♥ ♥ ♥ ♥ ♥) // 9 // (6/1) // (60/24) // (18/6) // Health ♥ ♥ ♥ ♥ // after 1d6 turns Deadly Breath (X)

(12d6/3) vs ♥ in an area of 24 m diameter, at a maximum distance of 60 m).

Environmental conditions and Rest.

The difficulty of the terrain, the cold or scorching heat, the darkness, all influence the performance of the heroes' actions in the form of consequences (don't forget that modifiers of [] & [] also affect (X/X/X/X), but also the actions of its antagonists. Some of the effects can be mitigated by **resting**.

- **In difficult terrain:** (rocky, swamp...) The move (S) is the (S).
- **Extreme cold:** The move (S) is the (S), the difficulty (S) of (S), (S) & (S) increases by 1. **Without rest**, every 12 h ♥, without warm clothing ♥ ♥.
- **Extreme heat:** +1 to the difficulty (S) of (S) & (S). **Without rest**, every 6 h ♥.
- **In water:** If it is not an aquatic creature, difficulty (S) of (S), (S) & (S) increases by 2. **Without rest**, every 1 h ♥.
- **Darkness:** The difficulty (S) of (S) increases by +2, that of (S), (S) & (S) by +1.

Rest:

Except in extreme conditions, **sleeping 6 hours** is enough, and **not doing so** will accumulate a **-4d6 penalty to all actions** for each day without rest.

When the **environmental conditions are extreme** (cold or heat) or in a **hostile** environment (water) **getting rest eliminates the consequences** (both the -4d6 penalty and the ♥). For that, a **Rest test** will be required, a normal action (S) of (S) or (S) (to be chosen) (find a good shelter, fire, food or water, or be very resistant) after a number of hours determined by the environmental condition (12 Cold, 6 Heat, 1 Water) and against an **increasing challenge** (starting at 1 and going up 1 more with each test) until a shelter or a place without those conditions is reached).

Treasures:

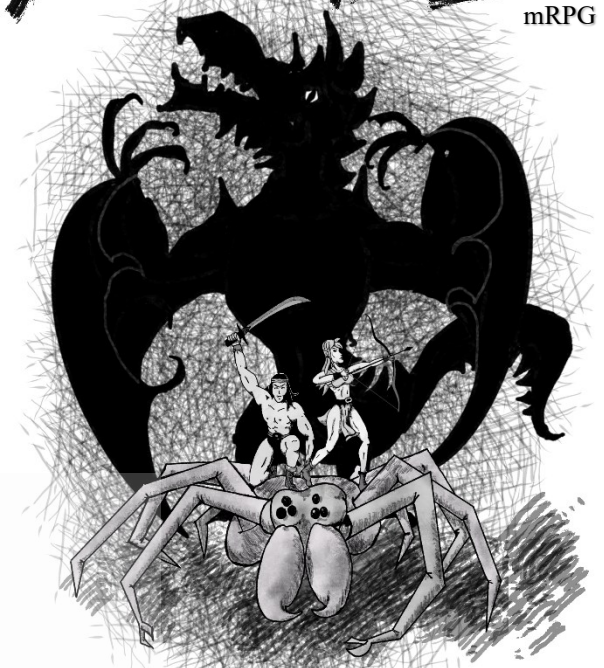
When the heroes come across a treasure, the bounty they find becomes into **savings** \$ on their sheet, but they may also get **magic weapons**, **potions** or **magic items** (capable of **reproducing any power or Special feature**, by spending power points ☆ or by recharging, every 1d6 turns).



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GAME FORGER'S GUIDE

There are a lot of role-playing games for recreating the epic adventures of the most famous **fantasy** sagas of literature and cinema, some of them are specific and others are more generalists.

So, **what does F&S bring to the world of role-playing games?**

Probably nothing unless you really want to recreate the **Italian exploitation movies** of the 80's about **"Sword and Sorcery"** genre. For that it is perfect. It takes up little and costs nothing, or next to nothing, like those movies. What can a Hollywood actor do that an Italian or Spaniard calling himself **Kurt Wisconsin** can't do? If you look from afar, the costumes, the firecrackers and the foam rubber have nothing to envy to those expensive effects of the superproductions. **It's all about the story**, isn't it?

A F&S adventure consists in creating a story among all the players, most of them will play a **hero**, but one will have a different role, his/her function will be to present the different challenges to the others, describe the scenarios, play the antagonists and decide the consequences of the heroes' actions, that player is the **Game Forger (GF)**.

All you need to know **how to play F&S** is in the sheet **Heroes of Fire & Steel** (the other triptych, the one that includes the Hero sheet). In this one, **Game Forger's Guide**, you can find some **help for the GF**, how to create antagonists and some creatures ready to be thrown on the unwary heroes.



Mini-RPG by R. Fernández-Regueira