

Mooks and Minions

Health: Real HP / Mook HP

Guard			
Fighting	Ty 5/Gd	Health	25 / 10
Agility	Ty 5	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Gd 10	Talents	Spear
Reason	Ty 5	Gear	Spear (GD), Cuirboulli
Intuition	Ty 5	Treasure	3d10 CP
Psyche	Ty 5	Attacks	Spear- A) Gd 10: D) Gd 10
Personality	Pr4	Defense	Ty 5

Barbarian			
Fighting	Gd 10/Ex	Health	35/ 20
Agility	Ty 5	Karma	NA
Strength	Gd 10	Powers	NA
Endurance	Gd 10	Talents	Axe, Hunting
Reason	Pr 4	Gear	TH Axe (Ex), Gambeson
Intuition	Ty 5	Treasure	Rations 1d4
Psyche	Ty 5	Attacks	Axe- A) Ex 20: D) Ex 20
Personality	Pr4	Defense	Pr 4

Soldier			
Fighting	Ty 5/ Ex	Health	25 / 10
Agility	Ty 5	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Gd 10	Talents	Sword, Military, Formations, Sharp Weapons
Reason	Ty 5	Gear	OH Sword (Gd), Cuirboulli
Intuition	Ty 5	Treasure	3d10 CP
Psyche	Ty 5	Attacks	Sword- A) Ex 20: D) Gd 10
Personality	Pr4	Defense	Ty 5

Mercenary			
Fighting	Gd 10/ Rm/ Fn	Health	30 / 20
Agility	Ty 5/ Ex	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Gd 10	Talents	Sword, Military, Formations, Sharp Weapons
Reason	Ty 5	Gear	OH Sword (Gd), Cuirboulli, Heater (Gd)
Intuition	Ty 5	Treasure	2d10 SP, 1d4 Rations
Psyche	Ty 5	Attacks	Sword- A) Ex 20: D) Gd 10
Personality	Pr4	Defense	Ty 5

Archer			
Fighting	Ty 5	Health	20 / 10
Agility	Ty 5/ Ex	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Ty 5	Talents	Bow, Military, Formations,
Reason	Ty 5	Gear	Bow, Cuirboulli, OH Sword (Gd)
Intuition	Ty 5	Treasure	3d10CP
Psyche	Ty 5	Attacks	Sword- A) Ty 5: D) Gd 10 Bow- A) Ex 20: D) Ty 5
Personality	Pr4	Defense	Ty 5

Knight			
Fighting	Gd 10/Rm/Fn	Health	35 / 20
Agility	Ty 5/Ex	Karma	NA
Strength	Gd 10	Powers	NA
Endurance	Gd 10	Talents	Sharp Weapons, Blunt Weapons, Sword, Military, Formations, Read/Write
Reason	Ty 5	Gear	Lance (x3) Ex 20 , OH Sword (Ex), Heater (Ex), Splint
Intuition	Gd 10	Treasure	War Horse: HP 50, Speed: Rm, 5d10SP
Psyche	Ty 5	Attacks	Sword- A) Rm 30: D) Ex 20 Lance- A) Rm 30: D) Ex 20/Rm 30 Shield- A) Gd 10: D) Gd 10
Personality	Gd 10	Defense	Gd 15/Ex 20 -1CS Agility

Gladiator			
Fighting	Ex 20/Rm 30	Health	50 / 30
Agility	Gd 10	Karma	NA
Strength	Gd 10	Powers	NA
Endurance	Gd 10	Talents	Arena, Weapon Master
Reason	Ty 5	Gear	Weapon (Ex), Armor (Pr-Gd)
Intuition	Ty 5	Treasure	3d10SP
Psyche	Ty 5	Attacks	Weapon- A) Rm 30: D) Ex 20
Personality	Ty 5	Defense	Pr 4 - Gd 10

Bandit			
Fighting	Ty 5	Health	20 / 10
Agility	Ty 5	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Ty 5	Talents	Crime
Reason	Ty 5	Gear	Weapon-Spear, Sword, Bow (Gd), Dagger (Gd)
Intuition	Ty 5	Treasure	2d10 CP
Psyche	Ty 5	Attacks	Weapon- A) Ty 5: D) Gd 10 Dagger- A) Ty 5: D) Ty 5 (Agility: Fn to hide blade)

Personality	Ty 5	Defense	NA
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Farmer or Levy			
Fighting	Ty 5	Health	20 / 5
Agility	Ty 5	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Ty 5	Talents	Farming
Reason	Ty 5	Gear	Weapon-Spear (Ty)
Intuition	Ty 5	Treasure	1d6 CP
Psyche	Ty 5	Attacks	Spear- A) Ty 5: D) Ty 5
Personality	Ty 5	Defense	NA

Townfolk			
Fighting	Ty 5	Health	20 / 5
Agility	Ty 5	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Ty 5	Talents	Craft/Profession
Reason	Ty 5	Gear	Weapon-Dagger (Gd)
Intuition	Ty 5	Treasure	1d10 CP
Psyche	Ty 5	Attacks	Spear- A) Ty 5: D) Ty 5
Personality	Ty 5	Defense	NA

Typical Deviant Soldier			
Fighting	Ex 20	Health	80 / 30
Agility	Gd 10	Karma	NA
Strength	Ex 20	Powers	1 random Rank Gd 10
Endurance	Rm 30	Talents	Lemurian Society, Military, Read/Write
Reason	Ty 5	Gear	Cestus (Rm), Armor (Varies could be skin)
Intuition	Ty 5	Treasure	1d10 GP
Psyche	Pr 4	Attacks	Cestus- A) Ex 20: D) Rm 30
Personality	Pr 4- Ty 5(Lemuria)	Defense	Gd 10

Typical Atlantean Soldier			
Fighting	Ex 20/Rm	Health	45 / 25
Agility	Ty 5	Karma	NA
Strength	Gd 10	Powers	NA
Endurance	Gd 10	Talents	Atlantean Society, Military, Sharp Weapons, Blunt Weapons, Formations (+2CS), Read/Write
Reason	Gd 10	Gear	Halberd (Rm), Lamellar (Rm)
Intuition	Ty 5	Treasure	1d10 GP
Psyche	Gd 10	Attacks	Halberd- A) Rm 30: D) Ex 20
Personality	Ty 5	Defense	Gd 15/Ex 20 -1CS Agility

Typical Atlantean Sorcerer			
Fighting	Ty 5	Health	25 / 15
Agility	Ty 5	Karma	NA
Strength	Ty 5	Powers	3 Random Powers Ex 20, Shield (front only forcefield) Ex 20
Endurance	Gd 10	Talents	Mystic Origin, Runesmith, Atlantean Lore, Trance, Read/Write
Reason	Gd 10	Gear	Quarterstaff (Rm)
Intuition	Gd 10	Treasure	3d10 GP
Psyche	Rm 30	Attacks	Quarterstaff- A) Ty 5: D) Gd 10
Personality	Gd 10	Defense	Ex 20

Zombie/Skeleton			
Fighting	Pr 4	Health	22/ 5
Agility	Pr 4	Karma	NA
Strength	Ty 5	Powers	NA
Endurance	Gd 10	Talents	None
Reason	Fb 2	Gear	None or broken weapon (Gd)
Intuition	Fb 2	Treasure	1d6 CP
Psyche	Fb 2	Attacks	Hands- A) Pr 4: D) Ty 5 Broken Weapon- A) Pr 4: D) Gd 10
Personality	NA	Defense	Z: -1CS Bludgeon, S: -1CS Slash, Pierce

Lizard Man			
Fighting	Gd 10/Ex	Health	44 / 25
Agility	Pr 4	Karma	NA
Strength	Ex 20	Powers	NA
Endurance	Gd 10	Talents	Spear, Hunting
Reason	Pr 4	Gear	Spear (Ex), Occasionally Heater
Intuition	Gd 10	Mount	1d4 Rations
Psyche	Ty 5	Attacks	Spear- A) Ex 20: D) Ex 20/Rm 30 (risk spear break)
Personality	Fb 2	Defense	Ty 5 (Skin)

Ghoul			
Fighting	Ty 5	Health	35 / 15
Agility	Gd 10	Karma	NA
Strength	Gd 10	Powers	Stench- Gd 10 (Releases cloud of stench, must make Endurance FEAT vs Rank or suffer -2CS to Fighting and Agility for 1d10 rds)
Endurance	Gd 10	Talents	None
Reason	Pr 4	Gear	Claws (Gd)

Intuition	Ty 5	Treasure	None
Psyche	Fb 2	Attacks	Claws- A) Ty 5: D) Gd 10
Personality	Fb 2	Defense	-1CS Bludgeoning

Wolf			
Fighting	Ex 20	Health	45 / 10
Agility	Gd 10	Karma	NA
Strength	Ty 5	Powers	Tracking Ex 20
Endurance	Gd 10	Talents	None
Reason	Pr 4	Gear	Fangs (Gd)
Intuition	Gd 10	Treasure	Hide (valued at 2d10 CP)
Psyche	Fb 2	Attacks	Bite- A) Ex 20: D) Gd 10
Personality	Fb 2	Defense	Pr 4 (Skin)

Lion			
Fighting	Ex 20	Health	50 / 20
Agility	Gd 10	Karma	NA
Strength	Gd 10	Powers	Extra Attacks (2), Tracking Gd 10
Endurance	Gd 10	Talents	None
Reason	Pr 4	Gear	Claws (Gd), Fangs (Gd)
Intuition	Gd 10	Treasure	Hide (valued at 1d10 SP)
Psyche	Fb 2	Attacks	Claws- A) Ex 20: D) Gd 10 Bite- A) Ex 20: D) Gd 10
Personality	Fb 2	Defense	Pr 4 (Skin)

Bear			
Fighting	Gd 10	Health	65 / 20
Agility	Ty 5	Karma	NA
Strength	Ex 20	Powers	Tracking Gd 10
Endurance	Rm 30	Talents	None
Reason	Pr 4	Gear	Claws (Gd), Fangs (Gd)
Intuition	Gd 10	Treasure	Hide (valued at 5d10 CP)
Psyche	Fb 2	Attacks	Claws- A) Gd 10: D) Ex 20 Bite- A) Gd 10: D) Ex 20
Personality	Fb 2	Defense	Ty 5 (Skin)

Rhino			
Fighting	Gd 10	Health	79 / 30
Agility	Pr 4	Karma	NA
Strength	Rm 30	Powers	Powerful Charge In 40
Endurance	Rm 30	Talents	None
Reason	Fb 2	Gear	Horn (Ex)

Intuition	Pr 4	Treasure	Hide (valued at 2d10 SP)
Psyche	Fb 2	Attacks	Horn- A) Gd 10: D) Rm 30 Charge- A)Gd 10: D)In 40
Personality	Fb 2	Defense	Gd 10 (Skin)

Elephant			
Fighting	Gd 10	Health	85 / 35
Agility	Ty 5	Karma	NA
Strength	Fn 35	Powers	Extra Attacks (2)
Endurance	Rm 30	Talents	None
Reason	Pr 4	Gear	Tusks (Ex 20)
Intuition	Ty 5	Treasure	Hide and Tusks (Total valued at 1d2 GP)
Psyche	Fb 2	Attacks	Trunk- A) Gd 10: D) Ex 20 Tusks- A) Gd 10: D) Ex 20 Stomp- A) Gd 10: D) Fn 35
Personality	Pr 4	Defense	Gd 10 (Skin)

Boss Characters

Necromancer			
Fighting	Ty 5	Health	20
Agility	Ty 5	Karma	54
Strength	Ty 5	Powers	3 Random Powers Ex 20, Shield (front only forcefield) Ex 20, Create/Control Undead Gd 10 (Max 100 Generic Undead, 10 a day)
Endurance	Ty 5	Talents	Mystic Origin, Trance, Read/Write
Reason	Gd 10	Gear	Quarterstaff (Ex)
Intuition	Gd 10	Treasure	Books (valued at 3d10SP, Magic Scrolls or Potions (1d3 items, value-immeasurable), 3d10 SP
Psyche	Rm 30	Attacks	Quarterstaff- A) Ty 5: D) Gd 10
Personality	Pr 4	Defense	Ex 20

Arena Champion			
Fighting	Rm 30/Uc/Am	Health	100
Agility	Ex 20/Rm/Uc	Karma	45
Strength	Ex 20	Powers	Iron Will Gd 10 (Absorbs up to 10 damage and then can burn the pool and take ½; can only burn pool on turn; can only absorb max of pool, overflow deals normally; Applies after armor)
Endurance	Rm 30	Talents	Weapon Master, Sharp Weapons, Blunt Weapons, Weapon Specialist: (choice), Marksman, Arena Lore, Bribery, Martial Arts B, D
Reason	Ty 5	Gear	OH Sword (Rm), Scutum (Rm), Lamellar (Rm), Javelins x5 (Ex)
Intuition	Gd 10	Treasure	1d10 GP
Psyche	Ex 20	Attacks	Sword- A) Uc 45: D) Rm 30 Shield- A) Fn 35: D) Ex 20 Javelins- A) Rm 30: D) Ex 20
Personality	Gd 10	Defense	Gd 15/Ex 20 -1CS Agility

1st Ring Elder of the Atlantean Tower			
Fighting	Pr 4	Health	32
Agility	Pr 4	Karma	100
Strength	Pr 4	Powers	6 Random Spells Rm 30, 2 Dimensional Spells Am 50 Personal Forcefield In 40, Greater Forcefield Am 50 Levitate Rm 30, Eldritch Blast In 40
Endurance	Ex 20	Talents	Mystic Origin, Runesmith, Atlantean Lore (+2CS), Trance, Read/Write, Staff Fighting, Mystic Research (+2CS), Demonologist, Scholar of Antiquities, Stamina
Reason	Ex 20	Gear	Quarterstaff (Rm)
Intuition	Ex 20	Treasure	3d10 GP, Magic Scrolls or Potions (1d10 items, value-immeasurable), Magic Artifact (Randomly determined, value-immeasurable)

Psyche	In 40	Attacks	Quarterstaff- A) Ty 5: D) Ty 5 Eldritch Blast- A) In 40: D) In 40
Personality	Ex 20	Defense	Forcefield In 40

Sorcerer Supreme			
Fighting	Ty 5	Health	50
Agility	Gd 10	Karma	120
Strength	Ty 5	Powers	All Spells Fn 35, 4 Dimensional Spells Sn 60 Personal Forcefield Am 50, Greater Forcefield Un 100 Levitate Rm 30, Eldritch Blast Am 50
Endurance	Rm 30	Talents	Mystic Origin, Runesmith, Trance, Read/Write, Mystic Research (+2CS), Demonologist, Scholar of Antiquities, Stamina, Occultist, Chronicler of Magic, Theoginist, Spell Marksman
Reason	Ex 20	Gear	Quarterstaff (Rm), Eye of Agamatto (See Dr. Strange)
Intuition	Ex 20	Treasure	3d10 GP, Magic Scrolls or Potions (1d10 items, value-immeasurable), Magic Artifact (1d3, Randomly determined, value-immeasurable), Eye of Agamotto
Psyche	Sn 60	Attacks	Quarterstaff- A) Ty 5: D) Gd 10 Eldritch Blast- A) Sn 60: D) Am 50
Personality	Ex 20	Defense	Forcefield Am 50

Lich			
Fighting	Gd 10	Health	70
Agility	Gd 10	Karma	75
Strength	Ex 20	Powers	5 Random Powers Ex 20, Personal Forcefield Rm 30, Create/Control Undead Rm 30 (Max 300 Generic Undead, 30 a day, 1 Special Undead [Use Gray Ape])
Endurance	Rm 30	Talents	Mystic Origin, Trance, Read/Write, Runesmith, Mystic Research, Spell Marksman, Demonologist
Reason	Ex 20	Gear	Quarterstaff (Rm)
Intuition	Gd 10	Treasure	Undead Horse: HP 50, Speed: Rm, 3d10 GP, Magic Scrolls or Potions (1d10 items, value-immeasurable), Magic Artifact (Randomly determined, value-immeasurable)
Psyche	Fn 35	Attacks	Quarterstaff- A) Gd 10: D) Rm 30
Personality	Gd 10	Defense	Ex 20 (Shield) + Pr 4 from Bones

Gray Ape			
Fighting	Gd 10	Health	70
Agility	Gd 10	Karma	22
Strength	Rm 30	Powers	Climbing-Ex 20, Growth-Gd 10 (9-12ft)
Endurance	Ex 20	Talents	None

Reason	Pr 4	Gear	Claws-cannot break (Ex)
Intuition	Gd 10	Treasure	None
Psyche	Pr 4	Attacks	Claws- A) Ty 5: D) Gd 10
Personality	Pr 4	Defense	Skin/Fur-Gd 10

Giant Serpent			
Fighting	Gd 10	Health	90
Agility	Ty 5	Karma	38
Strength	Fn 35	Powers	Constrict-In 40, after making a successful grapple you may do constrict damage on the following turn, Growth Rm 30 (30ft)
Endurance	In 40	Talents	Hypnotism=Psyche
Reason	Pr 4	Gear	Teeth (Rm)
Intuition	Gd 10	Treasure	12d10 CP (inside)
Psyche	Ex 20	Attacks	Bite- A) Gd 10: D) Fn 35 Constrict- Roll Fighting, then opposed Strength, need full hold
Personality	Pr 4	Defense	Scales-Ex 20

Giant Spider			
Fighting	Ty 5	Health	55
Agility	Ex 20	Karma	16
Strength	Gd 10	Powers	Webcasting-Ex 20, Spiderclimb-Ex 20, Hyper Leaping-Gd 10
Endurance	Ex 20	Talents	None
Reason	Pr 4	Gear	Teeth (Ex)
Intuition	Ty 5	Treasure	8d10 CP (In web)
Psyche	Ty 5	Attacks	Bite- A) Ty 5: D) Ex 20 Webs- A) Ex 20: D) None, traps with Ex strength oppose to break
Personality	Fb 2	Defense	Skin-Ty 5

Hyborian Dragon (Huge)		Dragon Sizes: Human, Large, Huge, Titanic	
Fighting	Ex 20	Health	120
Agility	Gd 10	Karma	70
Strength	In 40	Powers	1 Random Power: Energy Generation In 40, Winged Flight: Rm 30, Growth In 40 (40-50ft), Extra attacks (2), If desired, 1d6 random powers as spells
Endurance	Am 50	Talents	Aerial Combat (+1CS when fighting in the air)
Reason	Gd 10	Gear	Teeth-no break (In), Claws-no break (Rm)
Intuition	Gd 10	Treasure	Horde-10d100x100 CP, 10d100 SP, 3d100 GP, Jewels valued at 2d100 GP (1GP=0.5lbs), (700-1000lbs, coins x 0.014 + jewels in lbs,)

			Hide and other parts (Valued at 5d100 GP)
Psyche	In 40	Attacks	Claws- A) Ex 20: D) Rm 30 Bite- A) Ex 20: D) In 40 (Must be on ground) Breath- A) Gd 10: D) In 40 (Line: 30ft, recharges on 8-10 on d10) Tail- A) Ex20: D) Ex 20 (Must be on ground, sweep attack hitting up to three adjacent targets) Wings- A) Gd 10: D) Gd 10 (Pushes back targets up to 40ft dependent on opposed STR)
Personality	Gd 10	Defense	Hide-Ex 25

Saber Toothed Tiger			
Fighting	Ex 20/Rm	Health	70
Agility	Gd 10	Karma	20
Strength	Ex 20	Powers	
Endurance	Ex 20	Talents	Tracking, Combat
Reason	Pr 4	Gear	Claws-no break (Gd), Fangs (Ex)
Intuition	Gd 10	Treasure	Hide (Valued at 1d10GP)
Psyche	Pr 4	Attacks	Claws- A) Rm 30: D) Ex 20 Fangs- A) Rm 30: D) Ex 20
Personality	Fb 2	Defense	Hide-Gd 10