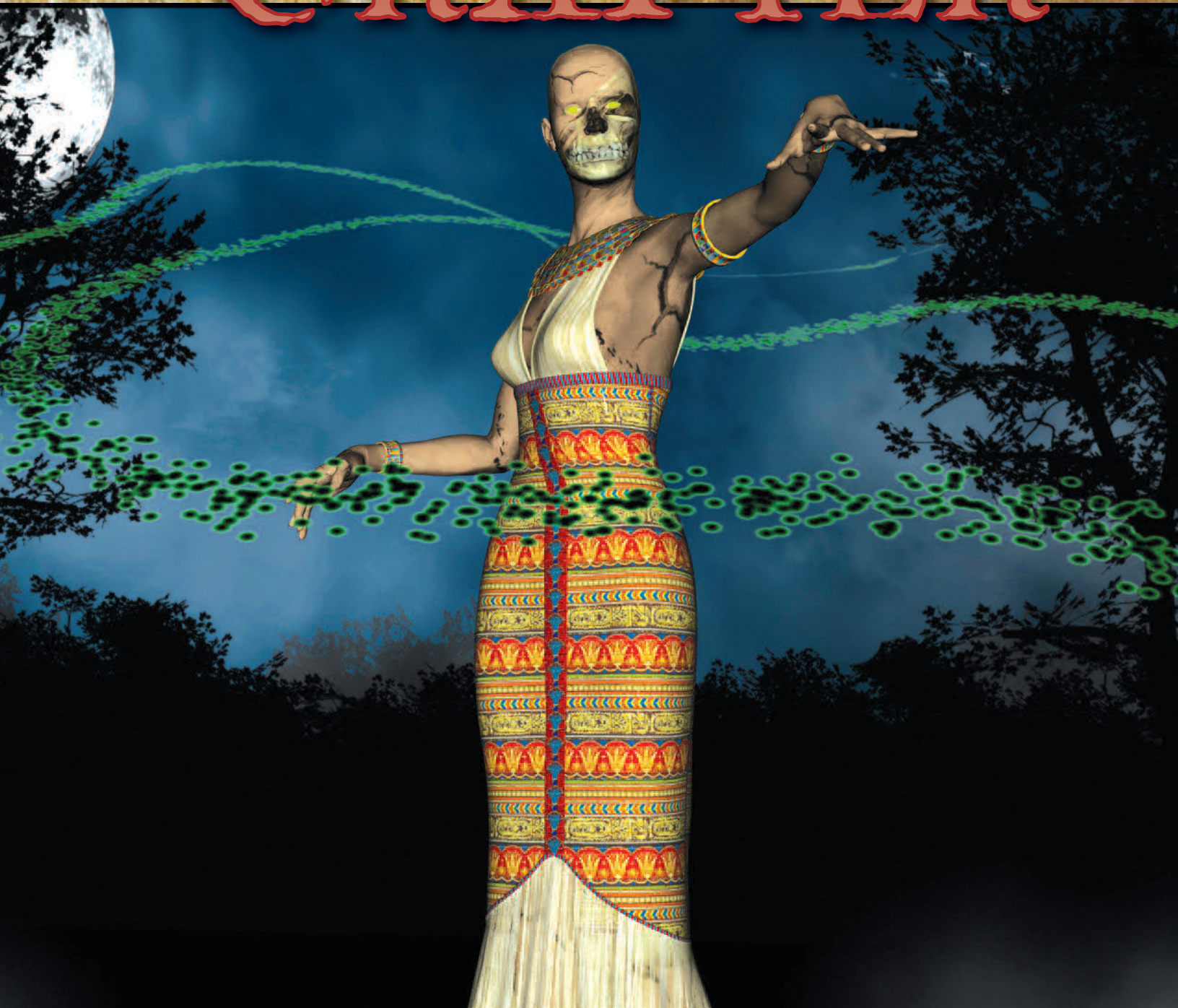


THE C'REATURE C'RAFTER



CREATE MONSTERS FOR ANY ROLE-PLAYING GAME, IN ADVANCE OR ON THE SPOT

BY TOM PIGEON

THE CREATURE CRAFTER

**Create monsters for any role-playing game,
in advance or on the spot**



**BY TOM PIGEON
WORD MILL PUBLISHING**

“He who fights with monsters might
take care lest he thereby become a
monster. And if you gaze for long into
an abyss, the abyss gazes also into you.”

Friedrich Nietzsche

ART & DESIGN

All interior artwork created by Jorge Muñoz.
www.comicspace.com/yorko • theyorko@yahoo.com

Cover art by Tom Pigeon

Layout and design by Tom Pigeon, Word Mill Publishing

Special thanks to Alexandra Pigeon for coming up with the title and
to the members of the Yahoo! Mythic Fan Club site for brainstorming ideas.



Word Mill Publishing

5005 LaMart Dr. #204 • Riverside, CA 92507

www.wordmillgames.com

WARNING!

Here there be monsters ...

Creeping, crawling, lurking, flying, floating, charging ... monsters come in all forms and have been terrorizing adventurers ever since heroes stepped up to the plate. There is hardly a role-playing game on the market that doesn't have at least one (or maybe five) manual of monstrous foes to combat. And yet, it seems, there's always room for more.

The Creature Crafter aims to serve as an endless supply of fresh, horrifying material. Within these covers is a virtual factory of monster creation that can be easily tailored to any game system. This book is designed with the Game Master in mind, allowing the GM to create monsters in advance or to even whip one up on the go, generating stats and descriptions as you need them.

The terminology used when creating monsters with *The Creature Crafter* is common, everyday language for establishing power levels and abilities. This allows you to combine *The Creature Crafter* with any rpg, using statistics from its system that approximate the general values given here.

Before you begin building a creature, you should have in mind the general degree of challenge you want your monster to possess, usually relative to the heroes who will face it. As you generate statistics for your creature, tables and charts will guide you toward tailoring your monster, whether it's for the modest adventurer or a challenge for legendary heroes.

How to make a monster

Before we get into the nitty gritty of making a beast, there are a few concepts to get out of the way. *The Creature Crafter* is designed to be used with any role-playing game, so it doesn't follow any mechanical definitions of its own to define a monster. Instead, it guides you with everyday language to construct the monster in your game of choice.

The two keys to making this work are establishing a **baseline** and using **interpretation**.

Starting at baseline

Before you can make a creature with *The Creature Crafter*, you need to establish a baseline profile from which your creation will spring. This is the "vanilla" to which *The Creature Crafter* will add flavor. It's assumed the creature baseline is a fair challenge to an average member of the character group, not too weak but not too strong. If one of the player characters in your group were to get into a fight with this monster, the character should win, though he might take a serious beating.

You'll need a baseline for all monster statistics used in your game, such as the creature's initiative score or how much damage it does. These baseline statistics will then be modified as you generate your new creature.

There are a number of ways of determining the baseline:

CHARACTER AVERAGE

Figure the creature's baseline statistic scores based upon average scores of the player characters in your group. For instance, if there are three player characters in a group, with combat scores of 8, 3 and 5, then the baseline combat score for a creature would be 5.

You'll have to use some discretion when coming up with average scores depending upon the rpg you are playing. For instance, maybe your game doesn't use numerical values for every statistic. Use your best judgement to create average scores for the creature; the values don't have to be exactly average, just close enough to give you something to start with.

Basing your creature on character averages probably gives the most accurate baseline, but it creates a bit of work for the GM at the beginning to compile these values. Once you have the scores, though, you can record them and keep them handy for when you whip up the next baddy.

REPRESENTATIVE CREATURE

Another approach is to take an already existing monster, one that is a standard challenge to your group of players, and treat it as the baseline creature. The advantage here is you don't have to calculate anything, you just pick a creature as the representative and base your monster creations upon it. In this case, you're just looking for standard statistics, such as speed or armor values, and ignoring any special abilities that make the creature unique. It gives you something handy to refer to once you start generating a new monster.

The disadvantage to this approach is that your baseline monster might bring with it a certain bias. Maybe it has strong offensive values offset by a weak defense. That bias toward a strong offense and weak defense will carry over into the monsters you make from this baseline creature. This is not all bad, though, as you may want to generate creatures that "lean" in a certain direction. For instance, maybe you plan on making creatures that are variations of vampires. So, you start with a standard vampire as the baseline and modify it with *The Creature Crafter* from there.

If you choose a representative creature as the baseline, however, and want to try and minimize the bias, pick a beastie that is as generic as possible.

BALLPARK IT

This is the easiest approach, and is just a looser variation of the first, taking the character average. Here, when you generate a statistic for a creature, just decide on the spot what you think a good average score would be to begin from. As the GM, you know your game world and you know your characters, so it shouldn't be too hard to guess what a creature's average attack scores should be, or how many health points it

should average. You're just trying to get it as close to the player character average as possible without actually sitting down and calculating the exact number.

The art of interpretation

Since *The Creature Crafter* isn't geared toward a particular rpg, it doesn't generate specific statistics. Instead, we start from the baseline created above (which is geared toward the game you are playing) and branch out from there. The tables that follow will generate physical descriptions of your creature, guide you in altering the baseline stats, and generate your monster's special abilities that make it unique and terrifying.

To make all of this work, you must interpret the information you are rolling up. In other words, when you modify a statistic or add a special ability, you need to work it into the monster as a whole and have it make sense. This might require you to alter the monster as you go, or to change the result you rolled to make it fit better.

You should think of the process of generating a monster as an evolution. Starting from the physical description that you come up with, the creature will begin taking shape in your mind. Any new results you add to the creature should fit into that image that is evolving.

For instance, the initial random description may make your monster sound like a reptilian humanoid. Maybe you're imagining a sort of lizard person, with scaly green skin and a snake-like snout. When rolling for special abilities, you come up with Natural Weaponry. You think of the creature's sharp teeth and decide it has a dangerous bite. When determining the creature's defense, you roll surprisingly high and you decide that the creature's scaly hide is very tough and acts like good armor.

The Creature Crafter will give you general ideas about your monster, which you then interpret into the monster as a whole and determine its specific statistics so it all makes sense. One important aspect to this process is the "I Dunno" rule, which means: if you roll up something that makes no sense, and you simply can't fit it into the monster as it now stands, then ignore the rolled result and move on.

The idea is that you are taking your baseline creature



and modifying it into something new and unique. The rules in this book guide you, but they don't decide for you because this system isn't geared toward any particular rpg. *The Creature Crafter* will help you determine if your creature does a lot of damage, or a little, but it's up to you to interpret what that means exactly in terms of how much damage specifically within the framework of the game you are playing.

By the same token, don't feel obligated to roll on every table. If you already know your creature is an undead, just choose undead from the Creature Classification table instead of rolling. As the creature evolves, an idea may strike you about how to finish up the creature and from that point you may just decide to invent the rest of the monster yourself.

The Power of Potency

Following are tables for determining how many creatures there are, what they look like and what they can do. The most important table, however, is the Potency Table. The results of this table are used to modify the baseline statistics of your creature and will be used any time there is a question about what a particular statistic should be. It can also be used to determine other details about your creature, such as how many weapons it carries.

To use the table, roll 2d10 and apply any modifiers. Modifiers can include adjustments based on how many monsters there are, their size, and classification. We'll get to these in a bit.

The table will give you a range of results in common language, including: Minimum, Weak, Less, Baseline, More, Strong, and Maximum.

Minimum: The statistic for this creature should be lowered considerably from baseline, at least down by 75% of its real world power. This value should be near what you would consider to be the minimum possible score for this creature.

Weak: The statistic is low, about half the baseline's real world value.

Less: The statistic is just a little below baseline. Drop it by about 10%.

Baseline: Leave the statistic at baseline.

More: The statistic is just a little above baseline, by about 10%.

Strong: The statistic is well above baseline, by about 50%.

Maximum: The statistic is way over baseline, by at least double, maybe more. This should be the highest you would expect this value to go for this aspect of the creature.

These results are interpreted by the GM and applied to the creature's baseline statistics. Where numerical suggestions are given (-10%, +50%, etc.), these numbers refer to real world values associated with the statistic. For instance, if a creature has the strength to lift 400 pounds, +50% means it can lift 600 pounds. Keep in mind that this is just a rough suggestion which you can approximate as you apply it to the game system you are playing. The Minimum and Maximum categories are considered to be the lower and upper

values for the creature. Use your best judgement when assigning values to statistics, keeping the monster's overall power level in mind.

POTENCY TABLE	
2d10	Relative Potency
-4	Minimum (-75%)
5-6	Weak (-50%)
7-9	Less (-10%)
10-12	Baseline
13-15	More (+10%)
16-17	Strong (+50%)
18+	Maximum (+100% or more)

The *Creature Crafter* can be used to make monsters in advance of a game, or you can use it to generate monsters as you go. If you are generating a monster off the cuff, during a game, don't take all day to figure out what the Potency Table is telling you. Just take the result as a suggestion and modify the baseline statistic the way that seems most appropriate. For instance, you may have determined that baseline damage for a creature is 1d8 (for a game that uses multiple-sized dice for damage). You roll Less on the Potency Table for damage, so you adjust the damage down to 1d6, which seems like the next closest value. A result of Weak may give you 1d4, and Minimum damage is perhaps 1. Likewise, a result of More might give you 1d8+1, Strong a score of 1d12, and Maximum perhaps a score of 2d10.

USING THE POTENCY TABLE FOR OTHER VALUES

The Potency Table can be used not only to generate standard statistics for a creature, but for determining other values as well. For instance, you may want to determine how long a creature's magical effect lasts, or the quality of the weapons carried by a monster.

Anytime you need to know something about a

creature, determine what the most likely answer would be first. Consider this to be the baseline statistic for this facet of the creature. For instance, a spider monster that can spin webs has used its webbing to bridge a chasm in an underground labyrinth. An hour later, a group of adventurers come along and decide they want to try and cross the chasm as well, using the web bridge left by the creature. The GM needs to decide how long the creature's webs last. He figures that since the monster is only spider-like, and not a real spider, that its webs are temporary. The GM decides that most likely they retain their full strength for about four hours. To give this guess a random spin, he rolls on the Potency Table. If he got a result of Weak, he might decide that the webs only last two hours. A Minimum result might mean they last only minutes, then dissolve, while Maximum might mean they are permanent until destroyed.

The Potency Table can be used in this manner to decide any factor about the creature that has to do with a range of values. Maybe you need to know the quality of a creature's sword, which could range from nearly broken to of the highest craftsmanship. You could use it to determine how well a monster speaks a certain language, or how many weapons an opponent is wielding, or how often a creature can use a special attack form.

NEW STATISTICS

The baseline statistics for your creature cover the basics, such as attack and defense values. However, when generating the creature on the tables that follow, you will likely roll special abilities which you don't have baseline statistics listed for, such as flight or the ability to regenerate. Many of these abilities will require statistics modified by the Potency Table. Based upon the values you already know for the creature in other areas, come up with a baseline value for the new ability that seems appropriate.

For instance, if a creature has already been established as fairly powerful and doing a lot of damage, then any special abilities that do damage will also have a baseline that does a similar amount.

Determine How Many

So far, the creature you are making is based off the challenge it poses to a single player character. To make the creature more imposing to the entire group of player characters, you can increase the number of creatures in the encounter, or scale the individual monster up.

You may already know how many monsters you want the characters to face. An easy way to make an encounter

more or less challenging is to simply increase or decrease the number of creatures. Since the baseline monster is a serious challenge for a single character, you already have a good idea what the party as a whole can handle.

However, if you want a random determination of how many creatures are present, or if you want to modify the power of individual monsters based on quantity, then use the table below.

NUMBER OF CREATURES		
1d100	Quantity	Potency Modifier
1-50	1	0
51-70	2	-2/+2
71-80	3	-2/+2
81-90	4	-4/+4
91-95	5	-4/+4
95-100	6 or more	-5/+5

Roll 1d100 to get the quantity, or choose. The Potency Modifier is used for all rolls on the Potency Table for determining statistics for the individual creatures. The negative value is used when going up in number of creatures. For instance, if you are generating two of a certain monster, then you would apply -2 to all Potency rolls. If you have four monsters, then apply -4. If you are generating only a single monster, however, and you want it to simulate a challenge equivalent to a larger group, then use the positive modifier. For instance, if you want your single creature to be roughly as powerful as a group of four, apply +4 to all Potency rolls.

The Potency Modifier is a very rough mechanism to make your creatures more or less powerful based on quantity. Bear in mind that by using these modifiers, you are altering the individual statistics of your creature based on the initial quantity. If you intend on having four creatures in an encounter, and you use the modifier, then the individual statistics for this creature will be lower than if you hadn't used the modifier. This changes the makeup of your creature, of course, making it a different monster than if you had generated it as an individual. The Potency Modifier is an attempt to tailor the power of individual creatures based on their quantity and is intended as just another tool for the GM to use. You may

decide it is easier to skip the modifier and generate individual creatures, then decide how many are in an encounter to challenge the party. However, the Potency Modifier based on quantity comes in handy for times when you have a specific number of creatures in mind and you want a suggestion on how to balance the encounter.

For instance, a GM is running a fantasy game where four player characters have delved into the heart of a dungeon. The GM wants to generate a big bad guy at the end, and only wants a single creature. However, he wants that monster to be strong enough to take on the entire party. He consults the Number of Creatures table and sees that the modifier for four monsters is +4 for his single creature. He jots that down and gets ready to generate some stats.

Determine Creature Size

You may have already decided the creature's size. In many cases, the size is simply cosmetic. For instance, if the creature does a lot of damage and can take a great deal of abuse, you may imagine it as larger than usual.

If you want a more formal determination of size, then

CREATURE SIZE					
1d100	Size	Health	Speed	Defense	Offense
1-5	Tiny	-6	-4	-6	-6
6-20	Small	-2	-2	-2	-2
21-70	Human-sized	0	0	0	0
71-85	Large	+2	0	+2	+2
86-95	Very large	+6	-2	+6	+6
96-100	Gigantic	+8	-2	+8	+8

roll 1d100 on the Creature Size table. This will give you a range of results, including **Tiny**, **Small**, **Human-sized**, **Large**, **Very Large** and **Gigantic**.

Human-sized is the standard result, and is just what it sounds like, though it doesn't necessarily mean that the monster is human *shaped*. Small would be anything smaller than this, perhaps down to a medium size dog. Tiny would be anything smaller than that, down to something so small it couldn't be seen. Going in the other direction, Large is something bigger than a normal human, maybe up to 8 feet tall. Very Large would be truly big creatures, such as an elephant or whale. Gigantic is reserved for the largest creatures, the kind that can pick people up and swallow them whole while knocking buildings over.

The Creature Size table gives a range of Potency Table modifiers that should be applied to statistic rolls when needed. Modifiers are broken into rough categories for Health, Speed, Defense and Offense, which will be described a later in the next section on Creature Classification. Keep track of these size modifiers as they will apply to any Potency roll made that falls into one of those four categories.

Determine Creature Classification

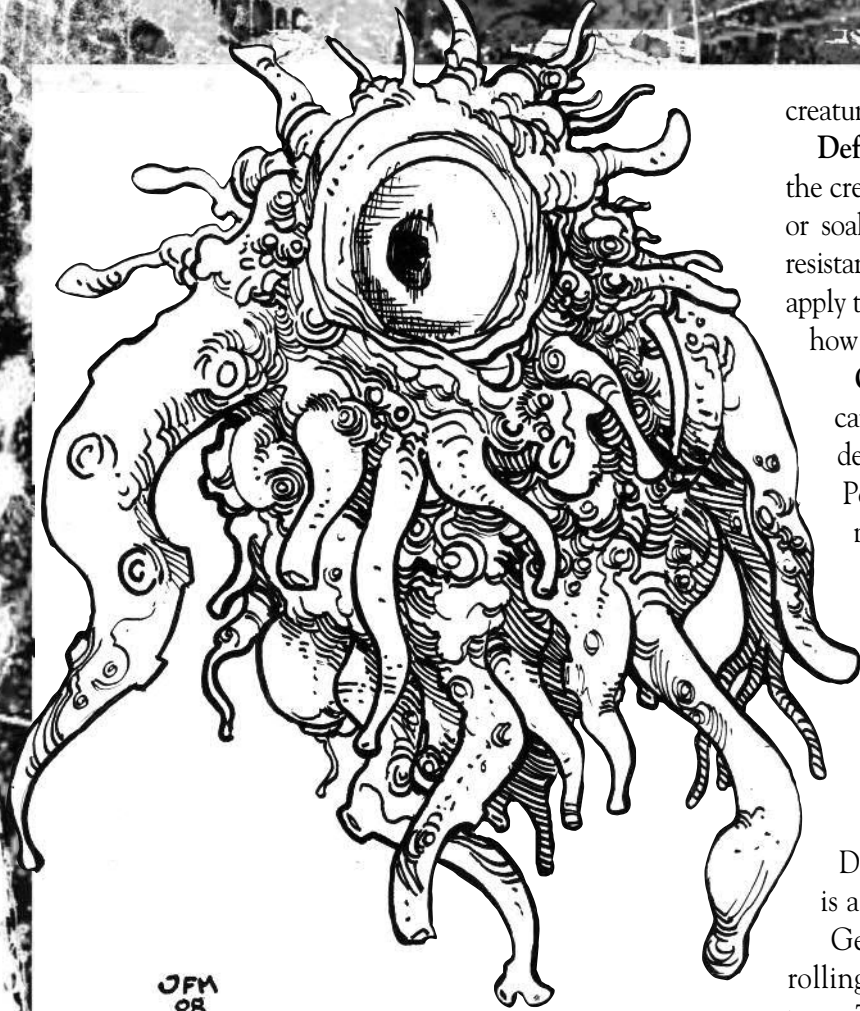
The number of creatures and their size are both optional tables and can be skipped, but the most important aspect you'll have to determine about your creature is what type of beastie it is. Roll 1d100 on the Creature Classification table, or choose the classification you want. The classification determines what general type of creature we're dealing with, and offers basic abilities and Potency modifiers.

The table lists ten general classifications which cover



CREATURE CLASSIFICATION

1d100	Type	General Description	Basic Abilities & Notes	Health	Speed	Defense	Offense
1-10	Alien	Something not of this world, with strange anatomy, abilities and mentality.	<ul style="list-style-type: none"> 60% chance it can see in the dark. Intelligence: 1-50 Animal, 51-100 Intelligent 	+2	+2	+2	+2
11-20	Animal	A living, nonhuman, natural creature, though it can be strange or unusual. It has no supernatural abilities and only animal intelligence.	<ul style="list-style-type: none"> 80% chance it has sharp senses, such as of hearing or smell. Animal intelligence. Ignore any results that give this creature magical or supernatural abilities 	0	+4	0	+2
21-30	Animated	An animated or constructed being, such as a golem or robot. This can also be an object such as a living car or book.	<ul style="list-style-type: none"> Intelligence: 1-80 Mindless, 81-100 Intelligent 70% chance it can see or otherwise sense in the dark Does not need to eat, sleep or breathe. 80% chance it does not heal damage on its own but needs to be repaired. 	+4	-2	+4	+2
31-40	Elemental	A creature made from a single substance, such as water, fire or earth. It can be made of unusual substances as well, such as glass, garbage or insects.	<ul style="list-style-type: none"> Immune to effects that target normal physiology, such as poisons, or attacks that effect specific organs. 80% chance it can see or otherwise sense in the dark Does not need to eat, sleep or breathe. Intelligence: 1-20 Animal, 21-100 Intelligent 	+6	-2	+4	+2
41-50	Humanoid	Of at least basic humanoid shape (two arms, two legs, ect.) Note that this is the category for normal humans as well.	<ul style="list-style-type: none"> Same basic abilities as a normal human being. Normal intelligence 	0	0	0	0
51-60	Supernatural Beast	Unusual creature or animal with supernatural abilities.	<ul style="list-style-type: none"> 60% chance it can see or otherwise sense in the dark Intelligence: 1-50 Animal, 51-100 Intelligent 	+2	+4	+2	+2
61-70	Amorphous	A creature without a stable shape, such as a blob.	<ul style="list-style-type: none"> Immune to effects that target normal physiology, such as poisons, or attacks that effect specific organs. Intelligence: 1-80 Mindless, 81-95 Animal, 96-100 Intelligent 	+4	-4	+4	-2
71-80	Plant	Creature composed of vegetation. This can be a normal plant mutated to monstrous proportions, or any plant-based creature.	<ul style="list-style-type: none"> Immune to effects that target normal physiology, such as poisons, or attacks that effect specific organs. 80% chance it can see or otherwise sense in the dark Intelligence: 1-85 Mindless, 86-95 Animal, 96-100 Intelligent 	+2	-4	0	-2
81-90	Undead	Dead creature animated by supernatural or strange forces. This includes corporeal undead like vampires and incorporeal like ghosts.	<ul style="list-style-type: none"> Immune to effects that target normal physiology, such as poisons, or attacks that effect specific organs. 90% chance it can see or otherwise sense in the dark Intelligence: 1-50 Mindless, 51-60 Animal, 61-100 Intelligent 	+4	-2	+2	+2
91-100	Insect	Insects, arachnids and other invertebrates. Can be a swarm of smaller creatures or a single giant size insect.	<ul style="list-style-type: none"> 70% chance it can see or otherwise sense in the dark Intelligence: 1-50 Mindless, 51-95 Animal, 96-100 Intelligent 	0	+2	+2	+2



creature can move.

Defense: Defense covers any statistic designed to keep the creature safe. Usually, this means armor, defensive skill or soak score of some kind. Defense would also cover resistance rolls and their values. Modifiers for Defense apply to any Potency Table roll for statistics that determine how well the creature can resist harm.

Offense: Whether the monster wields a weapon or can bite your leg off, most creatures have some way of dealing damage. Modifiers for Offense apply to any Potency Table roll for statistics that determine how much harm the creature can do.

But, What Does This Thing Look Like?

You know a lot about your monster, but you still only have a vague idea of what the thing looks like. This step uses the Creature Description tables to flesh out your creation. There is a table for each one of the ten classifications.

Generate a rough description of the monster by rolling twice on the table appropriate to the creature's type. This will provide a pair of descriptive words or

just about any monster you can imagine. Each type is given a general description which you can use to get your imagination started on what the thing looks like. For instance, the Humanoid classification includes anything that is bipedal. Animated is for creature's that aren't really alive, such as golems or robots.

Each creature type also comes with a stock set of abilities listed in the table. Most of these will include random results which you can roll for right away, such as intelligence level (see page 13 for more about intelligence) or if the thing can see in the dark.

Finally, the table lists Potency modifiers for Health, Speed, Defense and Offense for the creature. These modifiers are applied to any statistic that falls into one of these four categories.

Health: Whether its hit points, vitality, or whatever term your game uses, every rpg has some measure of how healthy a creature is. Modifiers for Health apply to any Potency Table roll for statistics that determine how much "life" a creature has in it.

Speed: Speed covers any statistic or ability that covers movement. This includes how fast it can travel, initiative, reflexes and agility. Modifiers for Speed apply to any Potency Table roll for statistics that determine how fast the

ALIEN DESCRIPTIONS	
1d100	Descriptor
1-5	Fishlike
6-10	Stinky
11-15	Tentacled
16-20	Roll on Animal table
21-25	Extra limbs
26-30	Clothed
31-35	Nightmarish
36-40	Multi-eyed
41-45	Dripping
46-50	Roll on Sup. Beast table
51-55	Levitating
56-60	Insectlike
61-65	Roll on Insect table
66-70	Wormlike
71-75	Humanoid looking
76-80	Bony
81-85	Odd colored
86-90	Serpent-like
91-95	Aquatic
96-100	GM decision

ANIMAL DESCRIPTIONS	
1d100	Descriptor
1-5	Furry
6-10	Clawed
11-15	Sharp teeth
16-20	Tail
21-25	Long-haired
26-30	Ugly
31-35	Bird-like
36-40	Odd color
41-45	Growling
46-50	Hopping
51-55	Tusks
56-60	Hooves
61-65	Mammalian
66-70	Spotted
71-75	Reptilian
76-80	Aquatic
81-85	Amphibious
86-90	Winged
91-95	Horns/Antlers
96-100	GM decision

ANIMATED DESCRIPTIONS	
1d100	Descriptor
1-5	Humanoid
6-10	Roll on Humanoid table
11-15	Made of wood
16-20	Made of stone
21-25	Inscribed with symbols
26-30	Exudes steam or smoke
31-35	Made of common item(s)
36-40	Shaped like an animal
41-45	Roll on Animal table
46-50	Roll on Insect table
51-55	Made of unusual substance
56-60	Wields a weapon
61-65	Glowing eyes
66-70	Noisy
71-75	Made of metal
76-80	Falling apart, in ill repair
81-85	Shape changing
86-90	Levitating
91-95	Robotic
96-100	GM decision

ELEMENTAL DESCRIPTIONS	
1d100	Descriptor
1-5	Air-based
6-10	Roll on Alien table
11-15	Roll on Humanoid table
16-20	Fire-based
21-25	Roll on Amorphous table
26-30	Cloud-like
31-35	Water-based
36-40	Levitating/flying
41-45	Roll on Animated table
46-50	Noisy
51-55	Earth-based
56-60	Unusual substance
61-65	Humanoid
66-70	Flowing shape
71-75	Solid
76-80	Clawed
81-85	Has facial features
86-90	Liquid
91-95	Composed of small items
96-100	GM decision

HUMANOID DESCRIPTIONS	
1d100	Descriptor
1-5	Very ugly
6-10	Roll on Animal table
11-15	Roll on Sup. Beast table
16-20	Toothy
21-25	Primitive
26-30	Tusks
31-35	Pointed ears
36-40	Fine features
41-45	Crude clothing
46-50	Wielding a weapon
51-55	Wearing armor
56-60	Horned
61-65	Roll on Alien table
66-70	Odd skin color
71-75	Very intelligent
76-80	Dumb
81-85	Reptilian
86-90	Has a tail
91-95	Beautiful
96-100	GM decision

INSECT DESCRIPTIONS	
1d100	Descriptor
1-5	Insect-like
6-10	Roll on Alien table
11-15	Carapace
16-20	Bug-like
21-25	Furry
26-30	Mandibles
31-35	Multiple legs
36-40	Worm-like
41-45	Humanoid
46-50	Pincers/claws
51-55	Wall-crawling
56-60	Eyes on stalks
61-65	Multiple eyes
66-70	Aquatic
71-75	Spider-like
76-80	Agile
81-85	Winged
86-90	Odd colored
91-95	Has a stinger
96-100	GM decision

SUP. BEAST DESCRIPTIONS	
1d100	Descriptor
1-5	Roll on Animal table
6-10	Roll on Alien table
11-15	Roll on Elemental table
16-20	Roll on Insect table
21-25	Sharp teeth
26-30	Glowing eyes
31-35	Combination of animals
36-40	Winged
41-45	Horned
46-50	Bird-like
51-55	Mammalian
56-60	Reptilian
61-65	Aquatic
66-70	Has a tail
71-75	Multiple eyes
76-80	Tentacles
81-85	Odd colored
86-90	Extra limbs
91-95	Furry
96-100	GM decision

AMORPHOUS DESCRIPTIONS	
1d100	Descriptor
1-5	Liquid
6-10	Roll on Elemental table
11-15	Amorphous
16-20	Has multiple eyes
21-25	Clingy/sticky
26-30	Tentacles
31-35	Bubbling
36-40	Cloud-like
41-45	Transparent
46-50	Floating/levitating
51-55	Inky black
56-60	Green
61-65	Purple
66-70	Brown
71-75	Blob-like
76-80	Shape shifts
81-85	Forms a simple shape
86-90	Pulsating
91-95	Wall-crawling
96-100	GM decision

PLANT DESCRIPTIONS	
1d100	Descriptor
1-5	Tree-like
6-10	Vines/tentacles
11-15	Roll on Amorphous table
16-20	Mushroom-like
21-25	Thorny
26-30	Colorful
31-35	Aquatic
36-40	Toothy maw
41-45	Flowered
46-50	Rooted in the ground
51-55	Can fly/float
56-60	Humanoid shape
61-65	Collection of smaller plants
66-70	Covered with leaves
71-75	Stinks
76-80	Ambulatory legs
81-85	Moving roots
86-90	Coated in bark
91-95	Fungus
96-100	GM decision

UNDEAD DESCRIPTIONS	
1d100	Descriptor
1-5	Decayed
6-10	Skeletal
11-15	Insubstantial
16-20	Shadowy
21-25	Cold
26-30	Roll on Humanoid table
31-35	Foul smelling
36-40	Silent
41-45	Filthy
46-50	Looks alive
51-55	Roll on Animal table
56-60	Twisted human
61-65	Mummified
66-70	Glowing eyes
71-75	Howling/growling
76-80	Claws
81-85	Fangs
86-90	Ghoulis
91-95	Gaunt
96-100	GM decision

phrases that give you some idea of the creature's appearance. The terms are very general and are only meant to spark your imagination. Combine these two phrases with the general description based on classification and see what you get. Feel free to run with any ideas that spring to mind.

For instance, your creature is a supernatural beast, and you roll "mammalian" and "bird-like." You decide the creature has a classic mythological look with the body of a lion with giant eagle's wings sprouting from its back. Or maybe your baddie is an undead, and you get "cold" and "looks alive." You decide that the creature looks like a normal man but is cold when touched.

Some results will require you to roll on another table. If this is the first roll, then return to the original table for the second key phrase. For the result "GM decision," you are encouraged to let your imagination wander. Consider what you already know about the monster and add another detail. If nothing springs to mind, then you can ignore this result and go with one descriptive phrase.

LOOKS ARE MORE THAN COSMETIC

The description of the creature is important for more than obvious reasons. It's nice to know what the thing looks like, but the appearance you assign will also color your future interpretations of what the creature can do. Since interpretation is a key element to creating your monster with *The Creature Crafter*, what the thing looks like will influence how you decide its abilities work, and everything further you determine will have to fit this mold.

Also, the physical description of the creature will suggest certain abilities right up front. These are abilities you can assume the monster has even before rolling on the Ability Table.

For instance, with our supernatural eagle-lion, its bite would be an obvious attack form. It has wings, so it can also fly, requiring a flight speed to be determined as a statistic. Let's say when generating special abilities we come up with "Ranged Attack." The GM decides that his beast has spiked barbs on its tail and can fling these as projectile weapons.

Or, we're making an elemental monster, and we get the descriptive phrases "water-based" and "cloud-like." The GM might be imagining something that looks like a thick fog, but is alive. One ability the creature would have right away is the ability to fly, or at least float. The GM may also decide that the creature cannot be struck by normal, solid weapons, and is only harmed by

energy and magical attacks.

Use your discretion when interpreting abilities based on the creature's description. If you were trying to create a monster for a group of new adventurers who don't have many resources, suddenly encountering a monster that can't be hit by a sword might be too much to handle. As with determining the values of other facets of a creature, try to keep the monster's baseline power level in mind.

Generating Abilities

A creature's special powers are often what set it apart from other beasts. Abilities could be something fantastic, like being invisible or able to exhale fire. Or, an ability can be something more mundane, like a bird's ability to fly or maybe the animal is a very good climber.

When generating abilities for your creature, roll 1d100 on the Ability Table, starting on page 16. This will give you the result of a general category of ability, such as Natural Weaponry or Unusual Sense. It's up to you to interpret what this means exactly, going by what you already know of the creature.

In each ability description the first paragraph is a general summary of the ability. If you need more information, additional rules and suggestions may follow to help narrow specifics of the ability.

Whatever ability you roll, you'll have to interpret the result within the context of your particular creature. For instance, if your monster is a goblin-like humanoid, and you roll Natural Weaponry, you might determine that the creature has sharp claws that it can use as a weapon. If your creature is a plant, however, the natural weaponry might be a thorn-covered vine.

If a value is needed for an ability, the GM should determine what would be an appropriate baseline score, based on the creature's other baseline scores, and then modify it with a roll on the Potency Table. If the ability falls within a Health, Speed, Defense or Offense category, then use the appropriate modifier from the Creature Classification table and Creature Size table. If the ability doesn't fit into any of these categories, then roll without these modifications.

For instance, if you determine that your creature has the ability to fly, roll on the Potency Table to adjust its baseline flight speed, modifying your roll based on the Speed category. If you decide it can generate fire from its hands, then roll on the Potency Table for damage, adjusted by the offense modifier.

Remember, when coming up with new values for a

creature, such as flight speed, come up with a baseline that is founded on what you think would be a likely value for the creature, and modify from there.

If you roll an ability on the Ability Table your creature already possesses, you can either treat the ability roll as a “No result” or give the creature an additional ability within that same general category. For instance, with our winged lion beast from above, we already determined that it could fly based on the description. If we then rolled the ability Alternate Form of Travel, we could ignore this since we already came up with flight. Or, you could give it a third form of travel, such as the ability to teleport or maybe even fly through space.

BALANCING ABILITIES

Because of the emphasis on interpretation, you have a great deal of leeway when generating abilities for your creature. As such, the choices you make will create a stronger, or weaker, beast. Is that ranged weapon a simple dart-like projectile or an area effect weapon that can hit ten targets at once? The choice you make is up to you, but how powerful you make an ability should be based on what has come before in the creature creation process and how powerful you want the monster to be.

For instance, our lion beast is shaping up nicely, maybe too nicely. The GM may have originally envisioned a creature just strong enough for his characters to take on, but the GM is getting good rolls and the monster is threatening to become too powerful. In this case, for the next ability the GM rolls he may decide to play it down, make the power less powerful. For instance, the GM rolls up Poison as another ability, but he decides that the creature has to make a successful bite to transfer the poison, and it only works once a day.

You can decide these factors for yourself and run with them, or take it a step further and modify the value with a roll on the Potency Table.

ABILITIES AS A WEAKNESS

A quick scan through the Ability Table will show that not all abilities are “abilities.” Some of them are weaknesses, such as a vulnerability to certain forms of attack. Weaknesses are mixed in with the advantageous abilities to make it easier to roll up your creature. Although weaknesses detract from the monster’s overall power, they add character to the creature just like abilities do. Also just like with abilities, it is the GM’s discretion to interpret how a weakness plays out for the creature. Weaknesses should be balanced just like powers

are, giving the GM the opportunity to take his creature down a peg or two if it is becoming too powerful.

HOW MANY SPECIAL ABILITIES?

There is no immediate determination for how many powers a creature can possess. There are three ways the GM can decide this:

- Note on the Ability Table the first result, “No Special Ability.” When this is rolled, you’re done. If it’s the first roll, then the creature doesn’t possess any special abilities beyond what you have already determined it has.
- If the creature looks complete in your mind, or it’s become as powerful as you want it to be, then consider yourself done. For example, our GM may decide that his lion creature has wings and sharp teeth, and that’s it. Or, he might go with the barbed tail and stop there.
- You roll an ability the creature already possesses, in which case you can treat this as a “No Special Ability” result.

Skills and Smarts

On the Creature Classification table, most types include a random result for determining the monster’s intelligence. There are three levels of intelligence:

Mindless: The creature has no mind and operates out of instinct or some form of programming. This could be a plant that reacts to movement to a magical golem acting on simple instructions. Usually, since this creature has no mind, then mind altering effects, such as putting it to sleep or hypnosis, do not work. It is up to the GM to determine what mindlessness means for his creature.

Animal: The creature is of typical animal intelligence. These types of creatures won’t use tools of any sort and will behave in primal ways. However, this opens the door to characters who can somehow communicate with animals. Creatures with animal intelligence operate on the most basic of motivations, such as seeking safety or food, making them a little more complicated than mindless creatures.

Intelligent: This type of creature is a thinking, sentient being, capable of language and using tools. This ranges anywhere from a simple brute to a highly evolved alien intelligence.

The GM should keep the creature’s intelligence in mind, not just when determining the monster’s actions but also when generating abilities. For instance, an animal-intelligence creature will likely fight with natural weapons whereas an intelligent creature may have manufactured weapons.

All creatures, regardless of intelligence level, can



Maximum, meaning the creature's wilderness survival skill is actually very high. The GM changes his view of the creature, deciding that it is actually very talented at surviving in the forest, including being sophisticated enough to create traps. The GM may keep this in mind when generating other skill scores for the creature, such as tracking, giving the monster a higher baseline average than he might have before.

Final Notes and Suggestions

Here are a few final thoughts to help you get the most out of *The Creature Crafter*.

Stronger and Weaker Creatures

Your creature creation is based on a baseline designed to give a serious, though not overwhelming, challenge to your characters. What if you want a tougher or weaker creature, though?

Instead of making up a whole new baseline, just apply a modifier to all Potency rolls. Generally, a modifier of -2 on Potency rolls will make the creature a little weaker while a modifier of +2 will make it a little stronger, and modifiers of -4/+4 will make the monster quite a bit tougher or easier. This is a good way to easily modify a creature's overall challenge.

Premade Versus On-the-go Creatures

The Creature Crafter is designed to allow you to make creatures ahead of time, or on the go as you play. When making a monster in advance, simply work your way through all of the appropriate statistics until you're done. If you're making a creature off-the-cuff, however, you'll assemble it as you need to.

When making a creature during gameplay the emphasis is on whipping the creature together as fast as possible. Unlike pre-made monsters, you don't have the luxury of time. First impressions count for a lot when generating a creature on the fly, and you should run with your ideas as they occur.

possess skills. There is no table for skills and learned abilities; these should be judged by the GM on a case by case basis. Basically, if the creature seems like it would have a skill, then it does.

For instance, if the creature is an intelligent humanoid in a fantasy setting, it's reasonable to assume that it has some combat ability and knows a language, among other skills. On the other hand, a wolf won't know how to build a boat, but it may be very "skilled" in scenting or tracking.

If appropriate for the game system you are using, you can determine statistic scores for skills by rolling on the Potency Table just as you determine statistics for other facets of the creature. Come up with a baseline score as usual, based on what you think the average skill score should be for such a creature.

No modifiers are used to alter this roll, including the Defense, Offense, etc. modifiers. Your evaluation of the baseline score is the only modifier needed to tailor this skill to the creature, with the Potency Table used to throw a random twist into the final score.

Just as you incorporate abilities into the overall makeup of your creature, allow the generation of skills to shape your creature as well. For instance, if we were generating skills for an intelligent (though dim-witted) ogre-like creature, the Game Master might assume the monster has some wilderness survival skills since it lives in a forest. He gives the monster a baseline score at a low level, just enough for it to get by. However, when the GM rolls on the Potency Table to modify his baseline value, he gets a result of

To get you started, generate the classification and description first. Just knowing what the thing looks like is enough to get you going, allowing the GM to describe to the players what they see and hear.

Only generate specific statistics for your monster as you need them. When combat begins, you might need to know the monsters' initiative or defensive bonuses. When it gets hit generate its value for health. When it attacks you figure out its offensive scores.

For special abilities, roll one up every round or two, whenever it seems appropriate. When you give it an ability, try to have the monster use it right away so you can put its power into play, further fleshing out the creature. For instance, perhaps you have described to the characters a type of giant beetle with dangerous mandibles. On the next turn the GM generates a special ability and comes up with a short ranged offensive weapon that he determines is acid that the thing spits. The GM decides to make that the monster's attack for this round, putting the acid spit into action.

If you generate an ability that makes no sense then ignore it. For instance, if you make a creature and are already a few rounds into combat where the beast has taken some damage, then you roll a special ability that indicates the creature can only be hurt by magical weapons, ignore this result since this has already been proven to be false. When generating a monster as you go the creature is evolving as you make it. Any facets of the monster you establish in one round continue them into the next and build on them until the monster is in its final form or it's been dispatched by the characters and no longer matters. Interpretation is especially important when making a monster on the spot. The key is that the creature makes sense, so any new results should either be interpreted into what you already know of the creature or ignored.

Make sure to write down each new facet of a creature you generate, not just for this encounter but in case you wish to dredge this monster up again. You may end up with a beast that you really like.

Fantastic Versus Mundane

The creature classifications and special abilities favor monsters with a fantasy feel, such as mythological beasts or magical constructs. However, *The Creature Crafter* can be used for any genre of creature. An animated monster could be a fantasy golem or a futuristic android. The plant creature might be a prehistoric man-eater or a mutated tree from after the bomb.

Abilities and statistics can also be interpreted based on genre. A creature's special Ranged Attack might be a cone of fire it breaths, or a gun it's toting in a hip pocket. Climbing ability might mean the creature has a sticky film on its paws or the thing uses ninja-style clawed gloves.

Regular People

In addition to the more exotic entities *The Creature Crafter* can generate, you can also use it to make statistics for regular people. The same principles apply whether you're cooking up a denizen from the lower planes or the guy wiping the bar table.

If you already know that the NPC you are making is a normal human, without powers or special abilities, then omit rolling on the Abilities Table and forget the description tables (you're on your own as far as a description.)

You'll need baseline scores for mundane non-player characters just as you need them for monsters. There are two ways of coming up with NPC baselines:

- **Monster Method:** Use the same baselines as you are using for creatures. These baselines are founded on the player character averages, generally, and will give you NPCs who are about equal to the player characters. This method is good to use for NPCs who are important and need to be on a par with the main characters. Since there are no classifications for mundane NPCs, there are no guidelines for modifying Offense, Defense, Speed and Health values. However, consider what you already know about the NPC and give them a modifier of -2 in a category they would be weak in, and +2 in one they would be strong in, leaving categories they are about average in unmodified.

For instance, for our guard NPC, as a fighting man he would likely have +2 in all categories, except maybe speed. If he were a thief, however, he may only have a +2 in speed, and no modifiers in the other categories.

- **Expectations Method:** This method for generating baselines is the same as for generating baselines for skills, you just come up with what you think is the most likely value for this type of character, based on what you already know about them, and then roll on the Potency Table to modify the value. There are no modifiers applied to these baselines since the "modifiers" are already built into the baseline score. This method is useful for NPCs who you already know something about, since they enter the story with some background. For instance, with our guard from above, the GM may decide that this guy is just a low level grunt. As such, he has fairly meager statistics, with perhaps a slightly elevated offensive score.

ABILITY TABLE

1d100	Ability
1-30	No Special Ability: This creature either doesn't possess any special abilities or, if one or more have already been rolled, then it has no more.
31	<p>Gaze Attack: This creature can make an attack when an opponent looks into its eyes. If eye contact is made, the victim must resist or suffer the effects. This can be anything, from damage to turning to stone, falling asleep or becoming charmed. The GM can assign the gaze attack to a previously determined attack form or come up with a new one.</p> <p>For a random determination of the nature of the gaze attack, roll 1d100 here: 1-25: The attack causes physical damage. 26-50: Death gaze: If the victim fails to resist, he dies immediately. Otherwise, he suffers no harm. 51-75: Transformation: Failed resistance means the victim is transformed somehow, such as turned to stone or turned into a pig. 76-100: Mind control: Failed resistance results in some form of mind control, such as hypnosis.</p>
32-35	<p>Resist Damage: The creature is able to shrug off a certain amount of harm. The GM can decide if this applies to all damage, or only to certain types of damage (such as piercing attacks or energy attacks.) Use the Potency Table to determine how much harm the creature can resist. Any damage the creature takes that it can resist, subtract this amount from damage taken in attacks.</p> <p>If your game system doesn't use direct amounts of damage that can be easily subtracted from, you can simulate this power by either increasing the creature's defensive score (such as armor) or this ability can lessen the damage score of opponents.</p> <p>Keep in mind that this ability can make your creature very powerful if set too high. When assigning the baseline score, before rolling on the Potency Table, come up with a figure that seems appropriate to the creature's overall power level.</p> <p>For a random determination of what types of damage the creature can resist, roll 1d100: 1-16: Resistant to all forms of damage. 17-28: Only physical damage, not mental or psychic damage. 29-40: Only physical damage, except for energy damage (fire, lightning, etc.). 41-52: Only resistant to piercing attacks (arrows, bullets, etc.). 53-64: Only resistant to blunt attacks (clubs, fists, etc.). 65-76: Only resistant to a special form of attack such as psychic abilities or magic. 77-88: Resistant to all damage, except a certain type of special damage (such as magical attacks, or a certain substance, like silver weapons.) 88-100: Roll twice. If you get a duplicate result, ignore it and roll again. If you get a contradictory result, take the two results and use the one that seems most appropriate.</p>
36	<p>Burst of Speed: The creature can put on a short term burst of speed, doubling or more its normal movement. This should only be for a very limited duration, but can be for whatever mode of travel is normal for the creature, such as a land animal that can charge or a squid that can suddenly propel itself forward through water. The GM should determine how long the burst lasts, how often it can be used and how fast the creature can go.</p> <p>To determine just how fast the creature can go, first figure out what the creature's normal speed is. Use your best judgement then to decide what the speed of the burst would be based on the normal speed. For instance, if the creature is like a cheetah, maybe its burst speed is double that of the normal speed. Apply this statistic to the Potency Table to modify it.</p> <p>You can balance this power for the creature by adjusting how long the creature can maintain this burst, or if there is a limit to how many times it can use it. For instance, if the creature were a robot with flight, you might determine that it can put on a rocket boost for up to five minutes, but it only has enough energy to do this once before it needs to refuel.</p>
37-39	Flight: The creature can fly. Decide what the most appropriate means of flight are for this creature based on what you already know about it (it has wings, it can levitate, etc.) Determine what you think the most appropriate speed of flight would be, then roll on the Potency Table to modify this result.
40	Swim: The creature can swim as quickly as a similar land creature can run. Determine what you think the most appropriate speed would be, then roll on the Potency Table to modify this result.
41-44	<p>Enhanced Sense: This creature has a sense that is stronger than that of a normal human. This is still one of the usual senses, but taken up a few notches. For instance, the creature may be able to hear a heartbeat or can see in the dark.</p> <p>To determine the sense randomly, roll 1d100: 1-20: Sight. 21-40: Hearing. 41-60: Smell. 61-80: Taste. 81-100: Roll twice for two senses, in which case both are enhanced.</p>

ABILITY TABLE

1d100	Ability
45-46	<p>Concealment: The creature can conceal itself, either partially or totally. This can be anything from the ability to change its colors so it blends in better to becoming completely invisible.</p> <p>To make this power work with your game system, it will likely confer on the creature a negative modifier to a character's ability to perceive the creature. Once you decide what kind of concealment the creature uses, then figure out what an appropriate modifier would be. You can then roll on the Potency Table to modify this statistic, if you wish. In addition to making it harder to detect, if the concealment is ongoing, such as invisibility, then the creature may also gain combat bonuses.</p> <p>In addition to standard forms of concealment such as blending in, this power could also mean the creature has a special form of concealment, such as an undead creature that cannot be photographed or perhaps a goblin that can only be seen by children. Go with whatever form of concealment seems most appropriate to the creature.</p>
47	<p>Paralysis: The creature can cause the target to become paralyzed. The victim should get a chance to resist the effect. It's up to the GM how the paralysis is inflicted, such as through a poisonous bite or a supernatural gaze attack, and if the effect is temporary or permanent. The GM can decide these factors, or check them against the Potency Table.</p>
48-51	<p>Natural Weaponry: This creature has some form of natural weaponry, such as sharp teeth or claws. It gets a +2 bonus to the Potency check when determining how much damage this weapon does. Choose the most appropriate attack form that fits this creature.</p>
52-54	<p>Climber: This creature can climb as quickly and naturally as it can move with its native form of travel (land speed, swim speed, etc.)</p> <p>For a random determination of climbing speed, modify the creature's normal movement rate with a roll on the Potency Table.</p>
55-56	<p>Poison: The creature has a poison attack, usually transferred through a touch, bite or sting. The effect of the poison is up to the GM.</p> <p>There can be many factors to the effects of a poison. At its most basic, you can consider the poison as damage, perhaps in addition to the creature's normal form of damage if a resistance roll is failed. The GM must also determine if the poison takes effect right away or at a later time. The GM could rule that the poison has some other effect besides damage, such as making the target fatigued.</p> <p>For a random determination of some of the poison's properties, roll 1d100: 1-16: The poison does damage if a resistance roll is failed. 17-32: The poison is fatal if a resistance roll is failed. 33-48: The poison takes effect immediately. 49-54: There is a delayed effect to the poison, taking effect within the hour. 55-59: There is a delayed effect, taking effect within the day. 60-64: There is a delayed effect, taking effect within the week. 65-80: The poison has an unusual effect on the target other than damage, such as putting the victim to sleep or causing paralysis. The target likely still gets a resistance roll to avoid the effect. 81-100: Roll twice. If you get a duplicate result, ignore it and roll again. If you get a contradictory result, take the two results and use the one that seems most appropriate.</p>
57	<p>Charge: This creature is adept at charging opponents. When checking the Potency Table for damage from the charge give the roll a +4 bonus. The creature will need ample room and time to build up to a full charge. Examples include a rhinoceros charge or a flying creature diving at a target.</p>
58	<p>Distraction: The creature can distract others somehow, diverting their attention. Examples include a blinding flash of light or piercing sound. The ability does no real, lasting damage, and the effect is temporary.</p> <p>To translate this power into game terms, you can determine that the distraction gives the target a negative modifier to combat or initiative rolls. Or, perhaps the power effectively stuns the target for a short period. Whatever the effect, it should be short lasting, no more than three rounds.</p>

ABILITY TABLE

1d100

Ability

Entangle: The creature can entangle targets somehow, such as with webs or a hold, restricting the victim's movement. The GM should decide how much control over the entangling substance the creature has (for instance, a web that can be sprayed or a limb that can be manipulated.) Entanglement can take other forms as well, such as a sticky ooze.

Entanglement can come in many forms, from a creature with a bear hug to a monster with ropy tentacles. This should be treated as an attack form. On a successful attack, the target is entangled (you may want to allow an additional resistance roll for the target, or offer some way for the target to avoid the entanglement.) There are three factors you'll need to determine about the entanglement: how does the creature entangle, how long is the target held (until he gets free, until the holding substance dissolves, etc.), and what happens to the victim while entangled (is the target just held, does he take damage, etc.). The entanglement can be a delivery device for other abilities, such as life draining or poisoning powers. It's up to the GM how the entanglement ability fits in with the creature's other abilities. At its most basic, an entangled creature is simply held until it can free itself. Use the Potency Table to determine any damage effects caused by the entanglement, or to determine the statistic the target must overcome to resist entanglement.

For a random determination of the properties of entanglement, roll 1d100: **1-20:** Target is held until it breaks free. **21-40:** The entanglement is temporary, such as a glue that wears out. The GM must determine the duration. **41-60:** While entangled, the target also takes damage. Damage is automatic each round until the target can break free. This could also include creatures with a vice-like bite, such as a crocodile or a shark. Determine damage using the Potency Table. **61-80:** Entanglement is combined with another ability of the creature, if it possesses one. For instance, if the creature has a poison attack, then it delivers it after a target is entangled. **81-100:** Roll twice. If you get a duplicate result, ignore it and roll again. If you get a contradictory result, take the two results and use the one that seems most appropriate.

Specific Vulnerability: The creature's defense is lower versus a specific substance, such as iron or wood, or against a form of attack, such as magic, fire or puncture wounds, or against certain effects, like charm. The creature may also lose other abilities when facing this vulnerability. When rolling for the potency of a defense against this substance, attack or effect, apply a -4 modifier. The result must be lower than the creature's standard defense. Alternatively, the GM may decide that, instead of having a separate defense against this vulnerability, the creature suffers additional damage from attacks of this nature.

This "ability" is the weakness form of the Extra Defense ability. For whatever reason, the creature's defenses are lowered against a specific form of harm or manipulation. Considering how the creature is shaping up, an attack form may automatically suggest itself. For instance, if your creature is a vampire-like undead, maybe the vulnerability is against blessed weapons. The vulnerability doesn't have to be from something damaging, but from an effect, such as the creature is easily impacted by mind-altering magic.

For a random determination of the properties of the vulnerability, roll 1d100: **1-8:** The vulnerability is from a common substance, effect or attack, such as sunlight or blunt trauma. **9-16:** The vulnerability is from a less common, though not rare, substance, effect or attack, like wood or puncture wounds. **17-24:** The vulnerability is against a rare substance, effect or attack, such as magic attacks or a very rare form of radiation. **25-32:** The creature has a lower than normal defense against this vulnerability. **33-40:** The vulnerability is from contact with a substance, and not from an attack or effect form. **41-48:** The vulnerability is against an attack, not from an effect or substance. **49-56:** The vulnerability is from an effect, and not a damaging attack or substance. For instance, maybe the creature is vulnerable to mind control. **57-64:** The vulnerability is from a weak point on the creature, such as its eye or a missing piece of armor. In this case, the creature's defenses are weaker there against any attack that can reach that point. Attackers will likely have a serious penalty for trying to hit this location. **65-68:** If the vulnerability is in the form of a substance, actual physical contact is necessary. **69-72:** If the vulnerability is in the form of a substance, the creature only has to be near it to feel the effects, and not in physical contact with it. **73-80:** The vulnerability causes additional damage instead of a lesser defense. The GM determines how much damage. **81-88:** If the creature has other powers, it loses some, or all, of those powers until the source of the vulnerability is removed. **89-100:** Roll twice. If you get a duplicate result, ignore it and roll again. If you get a contradictory result, take the two results and use the one that seems most appropriate.

Unusual Sense: The creature has a sense not normally possessed by most animals, such as the ability to feel vibrations in the ground at great distances or a bat's echolocation ability. The sense will likely be an important one for the creature, attuned to its environment, and will probably be very sensitive. It's possible some of the creature's other senses, such as sight, may be weaker. This sense may also give the creature extra abilities, such as being able to "see" in total darkness.

This ability is very subjective to the creature and could be just about anything. The GM should consider how the creature is shaping up, and what kind of environment would be natural for it. You should go with whatever new sense seems the most logical for your beastie. For instance, if the thing lives off of blood, maybe it can sense the presence of humans. If it can travel through space, maybe it has a natural ability to navigate the stars.

ABILITY TABLE

1d100	Ability
64-65	<p>Extra Defense: The creature has a heightened defense against a particular form of attack or circumstance. Maybe it has a greater resistance to poisons, or is less effected by psionic powers. The exact defense is up to the GM. When rolling for the potency, give a +4 bonus to the roll and the final defense will be greater than the creature's standard defense. Keep in mind that this defense is not necessarily against physical damage but can be against something more exotic, such as a heightened resistance to fear effects.</p> <p>This power is the flipside of the Specific Vulnerability power. Instead of having a weakness toward something, the creature has an extra defense against it. It's up to the GM to determine why the creature has this resistance. The Extra Defense can be against an attack form (blunt trauma, weapons made of iron, etc.) or an effect (it is resistant to sleep spells, for instance.) This ability should also be considered different from the Resist Damage ability: instead of lessening damage, this power allows the creature to potentially avoid it altogether.</p> <p>The nature of this Extra Defense may immediately suggest itself based on the creature you've established so far. For instance, if your monster is a type of fire elemental, you might decide that it has increased resistance to fire-based attacks.</p> <p>For a random determination of the properties of the defense, roll 1d100, first for how common the object of the defense is against: 1-33: The defense is against a common effect or attack, such as metal weapons. 34-67: The defense is against a less common, though not rare, effect or attack, like puncture wounds. 68-100: The defense is against a rare effect or attack, such as magical attacks.</p> <p>Next, determine if the defense is against an attack or an effect: 1-50: The defense is against an attack form, not from an effect. 51-100: The defense is against an effect, and not a damaging attack. For instance, maybe the creature has heightened resistance to mind control.</p>
66	<p>Telepathy: The creature can communicate telepathically with any other creature that has a mind, within a range determined by the GM. The telepathy may be simple, such as being able to communicate basic ideas and feelings, or highly complex, being able to hold conversations or even transmit images.</p> <p>The power of telepathy can encompass many variables, such as how far the telepath can reach, how many minds he can contact at once and what can be transmitted. The GM can decide these things, or roll 1d100 for random properties: 1-9: The telepath can only transmit feelings. 10-18: The telepath can transmit full speech. 19-27: The telepath can transmit images and full memories. 28-36: The range is close, within a few dozen yards. 37-45: The range is within 1 mile. 46-54: The range is wide, a mile or more. 55-63: The telepath can only send and not receive. 64-72: The telepath can send and receive similar information back from a target. 73-81: The telepath can only contact one mind at a time. 82-90: The telepath can contact multiple minds at once. 91-100: Roll twice. If you get a duplicate result, ignore it and roll again. If you get a contradictory result, take the two results and use the one that seems most appropriate.</p>
67-70	<p>Limited Use: One, or all, of the creature's abilities has limits on how often it can be used. It's up to the GM which abilities, and what the limits are, but common limitations include only being able to use the power once every certain number of rounds or times per day. The creature may also be limited by quantity, such as being able to use an ability only a certain number of times before it runs out of "ammo" and it must generate or acquire more.</p> <p>This weakness is a good opportunity for the GM to scale back a creature that might be getting too powerful. If so, then use it where appropriate to downgrade some, or all, of a creature's abilities. For a random determination of the extent of this weakness, roll 1d100 for how many abilities are effected: 1-34: Only one ability is limited. 35-67: Some of the creature's abilities are limited (more than 1, but not all, if possible.) 68-100: All of the creature's special abilities are limited.</p> <p>Next, roll for the extent of the limit. You can roll once and apply it to all abilities that are limited, or roll for each limited ability. 1-33: The ability is limited to use once every few rounds (GM decides how many). 34-67: The ability is limited to a certain number of times per day (GM decides how much). 68-100: The ability is limited by having only a finite number of uses before it must be recharged somehow. For instance, maybe the monster can breathe fire, but only three times before it needs to consume lava rocks to recharge.</p>
71-74	<p>Grievous Attack: The creature possesses a particular, special attack that deals a great amount of damage. When checking for the potency of the damage, give the roll a +4 bonus and the attack should do more damage than any other ability or attack previously generated for this creature. The nature of the attack is up to the GM, but it should be something particular to this creature, such as a dragon's fiery breath or a ghost's chilling touch.</p>

ABILITY TABLE

1d100	Ability
75	<p>Summon: The creature can summon other creatures to its aid. The summons may call others of its kind, or another type of creature or creatures. The GM should determine if the summoned creatures stay indefinitely, or have a limited duration. An example of this ability is a vampire's power to summon wolves.</p> <p>This power can come in many varieties, though the common denominator is that the creature can summon other creatures to its aid. For a random determination of the Summon's properties, roll 1d100: 1-7: The creature can summon other creatures that are greatly inferior to it. 8-14: The creature can summon other creatures that are about the same power level as it is. 15-21: The creature can summon other creatures that are greater than it is. 22-28: The creature can summon only one creature. 29-35: The creature can summon multiple creatures at once. 36-42: The creature can only use this power a limited number of times (a certain number of times per day, for instance.) 43-49: The creature has full control over the creatures it summons. 50-56: The creature has no control over the creatures it summons. 57-63: Once summoned, the creatures remain in effect for a limited duration. 64-70: Once summoned, the creatures will remain for as long as needed. 71-77: If the creature has other abilities, it can use some or all of its abilities through the summoned creatures (for instance, if the creature has a resistance of some kind, then the summoned creatures share that resistance.) 78-85: The creature can sense what the summoned creatures sense (i.e., it can see through their eyes, etc.) 86-92: The creature is in telepathic communication with its summoned creatures. 93-100: Roll twice. If you get a duplicate or a contradictory result, treat it as another dose of this power (for instance, if you get "the creature can only summon one creature" twice, then treat it as though the creature has this power twice, summoning a different monster with each summons).</p>
76-77	<p>Immunity: The creature is immune from a particular type of harm, such as from fire or cold, or from an effect, such as sleep or stun. Any attacks of this nature that strike have no effect.</p> <p>This ability is a heightened version of Extra Defense except that, instead of giving the creature an extra chance to avoid harm, the monster is completely invulnerable to a certain attack or effect. It's up to the GM to determine why the creature has this immunity, but it should be something very specific and in keeping with the nature of the creature. For instance, an amorphous blob may be invulnerable to blunt attacks, or a stone golem might be unharmed by fire damage. Look first for immunities that would seem to come naturally to the creature.</p> <p>For a random determination of the properties of the immunity, roll 1d100, first to determine if the immunity is against an attack or an effect: 1-50: The immunity is against an attack form, not from an effect. 51-100: The immunity is against an effect, and not a damaging attack. For instance, maybe the creature is immune to any effects that force it to sleep.</p> <p>Next, determine how common the object of the immunity is: 1-33: The immunity is against a common effect or attack, such as blunt assault or non-magical weapons. 34-67: The immunity is against a less common, though not rare, effect or attack, like poison or arrows. 68-100: The immunity is against a rare effect or attack, such as the harmful effects of the vacuum of space or a specific magical sword.</p>
78	<p>Tunnelling: This creature can pass through solid earth as fast and naturally as it can move with its native form of travel (land speed, swim speed, etc.)</p> <p>For a random determination of tunnelling speed, modify the creature's normal movement rate with a roll on the Potency Table.</p>
79	<p>Targeted Attack: The creature has a form of attack that only effects a certain type of target. For instance, maybe the creature has a divine touch that burns the undead, or a sonic scream that only hurts men. The GM determines the nature of the attack and the target. If other abilities or attacks have already been generated, then this can be applied to those attacks. Otherwise, when rolling on the Potency Table, give the damage for this attack a +2 bonus. Alternatively, the GM can determine that the attack is not a damaging one, but causes a special effect, such as sleep or charm.</p> <p>To determine the target of this ability, consider if the creature has a natural enemy or target that fits the creature's profile. For instance, if the creature is a ghost seeking revenge, maybe it has a special touch attack that only effects people who are guilty of a heinous crime. Also, the attack must be special in that it inflicts more damage than the creature's other abilities, does something else entirely besides damage, or is delivered in a unique way (i.e., a special song that lulls people to sleep.)</p> <p>For a random determination of this abilities' properties, roll 1D100: 1-16: The ability effects a common target (for instance, human beings). 17-32: The ability effects a less common target (only cats). 33-48: The ability effects a rare target (dragons, for instance). 49-64: The ability does physical damage to the target. 65-80: The ability does something other than damage, such as stunning the target. 81-100: Roll twice. If you get a duplicate result, ignore it and roll again. If you get a contradictory result, take the two results and use the one that seems most appropriate.</p>

ABILITY TABLE

1d100

Ability

Meta Power: This creature has an ability that may encompass many powers, such as spellcasting or psychic ability. It's up to the GM what kind of powers the creature has and how many effects it can achieve. This category can be considered a catchall selection for the GM to give the creature any power or powers that are appropriate for the campaign.

This can be a complicated ability since it can encompass much, but is very dependent on what type of campaign you are running. In a fantasy game, this would likely be spell-casting ability, while in a sci-fi game it might be psychic power or a kind of super power. In any form, this ability is characterized by three factors: 1) The creature can use these powers at will. In other words, they are not always on, but can be "turned on" by the creature. 2) The meta power will encompass a finite list of abilities. For instance, if the creature is a spell-caster, then it has X number of specific spells it can cast. 3) There is likely a limit on how often the creature can use its meta power. For instance, it can cast a spell a certain number of times per day, or its psychic powers drain an internal power supply, etc. If these powers already exist within your campaign, then you can use the rules already set forth, otherwise you should define the power further.

If your campaign has no established meta-powers of any kind (no magic, no psychics, etc.), then roll another ability on the Ability Table and consider that the creature's Meta Power ability. Apply the three factors above. For instance, if you roll Regeneration, then consider that an ability that the creature can "cast," or turn on, at will, perhaps even using it to regenerate others. Then decide how often the creature can use this power. If you decide that the Meta Power includes other abilities as well, continue rolling on the Ability Table and apply the same process each time.

If your campaign has an established meta power, then you need to decide how much ability the creature has with it. This can range from possessing a single power that it can use innately to being a full-fledged wizard or psychic or what have you. For a random determination of the Meta Power properties, roll 1d100: **1-12:** The creature possesses only a single power (i.e., a single spell it can cast or just one psychic ability, etc.) **13-24:** The creature possesses a few powers within the meta power, the number decided by the GM. **25-36:** The creature has a full range of abilities within the meta power. **37-48:** The creature possesses these powers innately, using them naturally as opposed to being trained. **49-60:** The creature can use each power within its meta power a very limited number of times (such as just once per day, etc., as decided upon by the GM.) **61-72:** The creature can use the powers within its meta power as often as others within the campaign with the similar meta power can. **73-84:** The creature can use its meta powers as often as it likes, without restriction. **85-100:** Roll twice. If you get a duplicate or a contradictory result, treat it as applying to another power within the meta power (for instance, maybe the creature can cast a certain spell once per day, but another spell it can cast as often as it likes).

This ability requires even more interpretation than most abilities since it is so far reaching. For instance, if your creature is of animal intelligence or mindless, then it isn't going to be a master of psionics. In that case, you may decide that it naturally has these powers, just like any other power it possesses, and can use them without special training.

If your campaign has a meta power in it, you can choose the specific powers within the creature's Meta Power from the spells, powers, etc., listed with your campaign. Or, you can roll randomly from those lists. Alternatively, you can roll 1D100 for the type of power and then choose a more specific power from there: **1-12:** Protective power (such as a telekinetic shield.) **13-24:** Conjuring power that can create something from thin air (summon creatures, make some object appear.) **25-36:** Healing power, whether oneself or others (heal damage, raise the dead, etc.) **37-49:** Information power (see things far away, detect a lie.) **50-62:** Mind altering power (mind control, charming, making people forget, etc.) **63-75:** Damaging power. (This power's sole purpose is to cause damage or harm, such as fireballs or psychic mind attacks.) **76-87:** Illusion power (make something appear real when it isn't, such as hallucinations, disguises, etc.) **88-100:** Alteration power (this includes any power that changes one thing to something else, such as turning someone into a toad, making metal turn to glass, making someone grow two feet taller, etc.)

If the creature has a small number of powers in its Meta Power, then you may want to roll individually for each power to determine what it is. If it has a full range of powers, then you may want to determine its powers ahead of time more thoroughly, or randomly determine its powers as it uses them (for instance, if this creature is being generated as you go).

Ranged Attack: The creature has an attack that extends beyond itself, perhaps as a projectile, in a beam, cone, cloud or any other means. It can come from its eyes, mouth, or anywhere from its body, or even be a mundane weapon such as a bow or gun. The nature and range of the attack are chosen by the GM, whatever seems most appropriate for this creature. Potency checks are at +2 for damage and effectiveness.

ABILITY TABLE

1d100	Ability
87-88	<p>Alternate Form of Travel: Besides the creature's most obvious mode of travel (running, swimming, flying, etc.), the creature has an alternative mode of travel. This may simply mean it can fly in addition to run, or something more exotic, such as the ability to teleport or travel between dimensions. The exact nature of this ability is up to the GM, though it should be appropriate to the creature.</p> <p>Frightening: This creature's very presence is unsettling, causing effected creatures to be frightened.</p> <p>It's up to the GM how this ability works, but most likely targets of the fright should be given some opportunity to resist its effects. Failure should either mean the effected target suffers action penalties of some sort to something more extreme, like blind panic and flight. The GM should determine how extreme the effect of this ability is based on how powerful the creature is.</p> <p>A more potent version of this ability is to give the frightening effect a supernatural element, where the power extends beyond the creature, whether the monster can be seen or not. The distance is up to the GM, from a few yards to perhaps miles for a very powerful entity.</p>
89-90	
91	<p>Life Force Drain: A successful attack saps the life force from the target and gives it to the attacking creature, boosting its health.</p> <p>This can either be considered a brand new attack form, in which case the Potency Table can be consulted to determine how much damage is done, or the GM can attach this ability to an already established attack. The target should be given some chance to resist its effects. If the target fails, it takes damage as normal, but the attacking creature also gains some of that health. The GM can rule that the creature can only use this power to heal damage it has taken, or allow the creature to stockpile additional health.</p>
92-93	<p>Fast Healing: The creature heals at an accelerated rate. This usually comes in one of two forms: accelerated normal healing and regeneration. If the healing is accelerated, then the creature doesn't heal instantly after a wound, it just takes much less time than normal to heal. With regeneration, the creature heals at an incredible rate, in minutes or seconds instead of days. This ability may also grant the power to regrow limbs or even return from the dead.</p> <p>This can be a very powerful ability so the GM should tailor its effects based on how mighty his creature is. The lower grade version simply means the creature heals faster, such as 5 times faster, than normal. The regeneration version means the creature might heal a certain amount of damage every round, making it a much more formidable opponent. The GM can decide if the creature's ability ceases to work after it is dead, or if once it is dead it can still regenerate and come back to life.</p>
94	<p>Attribute Damage: The creature has an attack that doesn't deal standard damage, but instead attacks one of a character's basic attributes, such as strength or agility, and weakens it. The GM can decide if this power applies to an already existing attack form, or if this constitutes a new attack.</p> <p>How this ability works will depend largely on the game system you are using, but the effects of the attack weaken the character somehow as opposed to causing physical damage. The GM should choose which attribute is effected, either by whichever one makes the most sense or by a random roll. The effects should be temporary and heal just like normal damage does. Examples of this ability include a reptile whose poisonous bite makes the victim weaker to an alien creature whose mental attacks drain a targets intelligence.</p>
95	<p>Dual Classification: The creature is a combination of classifications. Roll again on the Classification Table and apply any new basic abilities to the creature. Also, from here on, when rolling for Potency, use the highest bonus given for each category (for instance, an amorphous plant would get a +4 to health, not +2).</p> <p>The creature always gets the best from both classifications, including the best Potency Table modifications and the best basic abilities, when they conflict with each other. If you have already determined the look of your creature, then don't change it unless you want to. However, if its description is not set in stone yet, then roll once on the additional new classification description table and work that descriptor into the creature. For instance, you have a plant creature described as aquatic with a toothy maw (maybe you envision it as a kind of giant, underwater, man-eating venus flytrap). You add the insect classification to it, and roll up "multiple legs," causing you to change your creature into a mobile plant, perhaps with crab-like legs, that moves slowly across the sea floor.</p>

ABILITY TABLE

1d100	Ability
96	<p>Defensive Perimeter: The creature radiates a protective radius around itself that improves the defense of those within this perimeter who are the target of attacks. The aura may limit itself to certain types of attacks, such as fire, or could offer protection from all harm, as a force field might. This can be anything from a magical, unseen force to a visible field that forms a physical barrier.</p> <p>The GM will have to determine the nature of the perimeter and how far it extends. This doesn't necessarily have to be a supernatural power. For instance, an aquatic creature may have a version of an octopus' ability to create an inky cloud to obscure itself, making the defense a form of concealment that gives attackers a negative modifier instead of offering direct protection. The GM can decide if this ability gives attackers a negative modifier to hit, improves the defense of those it protects, or creates a brand new defense replacing their own. Any values needed can be modified with a roll on the Potency Table.</p>
97	<p>Incorporeal: This creature either has no physical form, or it can make it's physical form become incorporeal. Normal, physical damage will not touch it, though magic and incorporeal damage may. When incorporeal, the creature can pass through solid matter.</p> <p>The GM will have to determine if this power is always on, perhaps for a creature like a ghost, or if it's an ability that it can turn on and off (ability to phase through matter at will.) The GM will have to determine what can still effect the creature when it is incorporeal, though any power that impacts the non-physical (magic that attacks the mind, for instance) should be fair game. Note that, when incorporeal, nothing physical can touch the creature, but that should work both ways also where the creature can't physically touch others. This may limit its attacks to only special abilities, or be a limitation on the creature forcing it to become corporeal to attack.</p>
98	<p>Animate: The creature can animate a normally inanimate object and make it obey its will. For instance, a plant creature might be able to make nearby trees move and act, or an electrical creature might take control of mechanical devices.</p> <p>The nature of what the creature can animate will likely be tied into the creature itself, such as the examples above. This is similar to the Summoning ability, except that instead of calling creatures to its aid, the monster is able to make an available material serve it. The GM may have to determine statistics for the newly animated items (such as how much damage they can take and how much damage they deal), in which case he can use the Potency Table to modify baseline values. The GM will have to determine how much material the creature can animate (anything from a single object to everything within its range), what kinds of things it can animate, how much control the animator has over its subjects, and how long the effect lasts.</p> <p>For a random determination of the properties of this ability, roll 1D100: 1-10: The creature can only animate a single object at a time. 11-20: The creature can animate more than one object at a time. 21-30: The creature must initially touch the object to animate it. 31-40: The creature can animate multiple objects within a wide range (determined by the GM). 41-50: The creature can control the objects as long as it concentrates, but the objects revert to normal when the creature is gone or no longer concentrating. 51-60: The animated objects will continue functioning for a time (determined by the GM) even after the animator is gone. In this case, the objects can be given some degree of programming or autonomy to control their own actions. 61-70: The creature can animate a very common substance (i.e., water, air). 71-80: The creature can animate a less common substance (planes, vines). 81-90: The creature can animate something that is rare (lava, a particular car). 91-100: Roll twice. If you get a duplicate result, ignore it and roll again. If you get a contradictory result, take the two results and use the one that seems most appropriate.</p>
99	<p>Multi-environment: The creature has the ability to survive in an alternative environment that is different from its common environment, such as underwater or in the vacuum of space. The creature can survive and move naturally in both environments. The GM can decide if one environment is primary, or if the creature is equally comfortable in both. As a limitation, the GM can choose that the creature may only be able to survive in the alternate environment temporarily.</p>
100	<p>Transformation: The creature causes a physical transformation unless the victim can resist. The GM determines what the victim transforms into. The GM should decide if the transformation is for a limited duration, or permanent, and how it is transmitted to the target. Examples include a zombie whose kills turn victims into zombies, or an alien spore that slowly turns the victim into a pile of goo.</p> <p>Since this ability can be so many different things, the GM will have to gauge its effectiveness against the creature's overall power. The victim should be allowed a chance to resist the effects. Transformations can be slow and gradual, like the examples above, or quick and sudden, like a medusa turning men into stone. If the transformation is slow, the GM may allow characters who are infected a chance to discover a cure.</p>

Creature Creation Examples

Following are some examples of creatures created with *The Creature Creator*. The examples show the steps the GM goes through to put his monster together either in preparation for a game or during a game in progress. The details of the rpg the creatures are being made for will be generalized as these creatures could be applied to any game.

Example #1

Jill the GM is preparing an adventure for her group of players. Her campaign is set in the modern era, the player characters are investigators of occult phenomena. All the characters are normal humans without supernatural abilities, and each is fairly new and inexperienced.

Jill has already put together most of her adventure, which centers around the investigators looking into a series of missing hikers near a New England forest. The hook that draws the characters into the investigation is a rumor that the forest is inhabited by a Bigfoot-like creature, which, the locals say, is snatching the hapless hikers.

The GM already knows that there is a monster, and it isn't Bigfoot. She decides to whip one up using *The Creature Crafter*. Jill quickly establishes some baseline scores by averaging the abilities of the four player characters. She decides that her big bad guy should be a little tougher than average, so she's going to apply a +2 modifier to all Potency rolls.

There is only going to be one, so there is no need to roll for the number of creatures. Also, she wants it to be roughly man-sized, so no need to roll on the Size Table. Jill goes straight to the Classification Table and rolls up a plant based creature. Okay, that makes sense considering that a large part of her story will take place in the woods.

She looks over the basic abilities and rolls, getting that her creature can sense in the dark. There's not much chance of intelligence, but she rolls high with a 97, making her plant creature a smart one.

Jill's still not sure what her beast is all about, so she goes to the Description Table to see what it looks like. Rolling twice, she comes up with "vines/tentacles" and "humanoid shape."

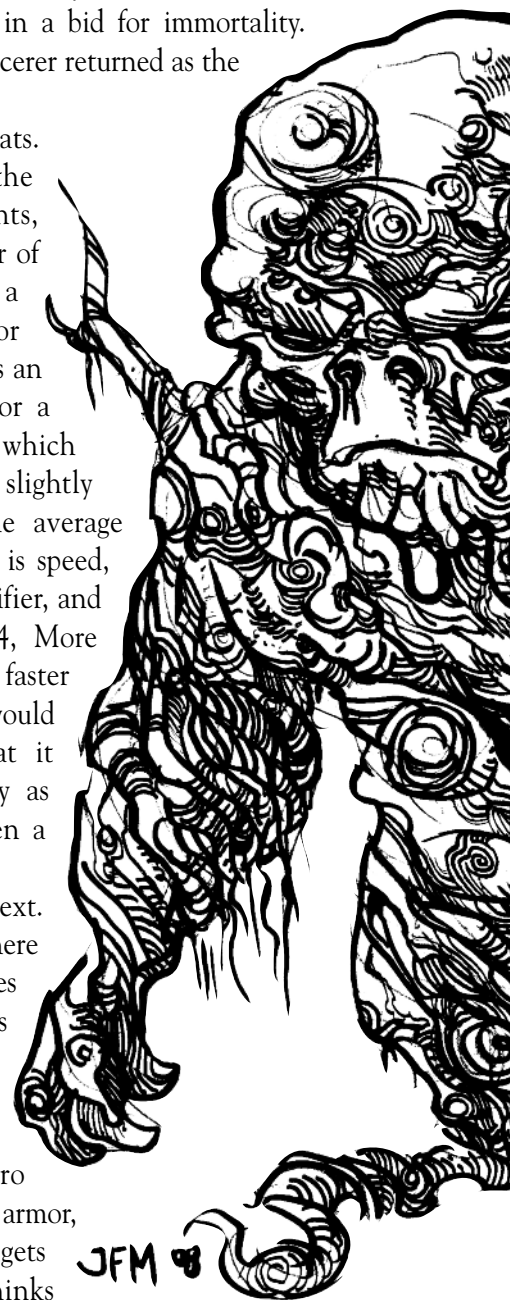
Jill thinks about this and comes up with this idea: her creature looks something like a man composed entirely of vines all packed together. She decides that since it is man-like, that it can walk and move instead of being rooted to the ground.

In her mind, the creature is starting to make sense within the scope of the adventure she set up. Jill decides that the creature is the embodiment of a sorcerer's spirit who used a wicked ritual ten years before to absorb his essence into the forest in a bid for immortality. Time passed, and the sorcerer returned as the creature he is now.

It's time for more stats. For generating the creature's health points, she gets a total modifier of +4 (+2 for being a tougher creature, +2 for being a plant.) She rolls an 11, plus 4, for a 15, for a Potency score of More, which means the creature has slightly higher health than the average Player Character. Next is speed, which garners a -2 modifier, and she rolls a total of 14, More again. The creature is faster than she thought it would be, so Jill decides that it moves just as smoothly as any human, maybe even a little more so.

Defensive scores are next. In the rpg she is using there are no real defense scores other than armor values that some creatures have to resist damage. The Player Characters all have scores of zero because they don't wear armor, but Jill rolls anyway and gets a 17, Strong. She thinks about this a moment, and decides to give the creature some armor; it's vines are very tough. She knows how much damage the average character can inflict (they mostly use handguns), so she gives the creature enough armor to repel about half as much damage as a bullet would cause.

Jill now wants to figure out how much damage her plant creature can do (she'll call it Sylus, the name of



the sorcerer when he was human), and she gets a value of 8, for Less. The creature does a little less damage than the average handgun, Jill decides. She figures that this damage is done by shear strength with his viny fists.

Sylus the plant monster is shaping up nicely and should be a good challenge for her players, but Jill isn't done yet. On to abilities. She rolls 1D100 and gets 91,

Life Force Drain. She

decides to make this a separate attack from Sylus' punches, and rolls the

Potency Table for a new damage score, getting a 7 for

Less. This attack is less damaging than a bullet as well, but it also

drains health. Jill decides that Sylus must score a

successful grapple, grabbing a victim. Thorns in his

"hands" stab into his victim, and he scores damage each

round the victim is held while he drains blood and bodily fluids, adding

the health to himself. Jill decides that the power can only heal

Sylus, not raise him above his normal health score. She also decides

to work this into her story: Sylus loses a point of health every two

weeks, requiring him to drain a human about once every six

months or so or he'll die. This explains the missing hikers, who

ended up being food for Sylus.

Jill hits the Ability Table again and rolls a 27, No Special Ability. This

means she's done, and so is Sylus.

Jill is pleased with her creation. Sylus is tough enough to give the characters a good run for their money when they encounter him. The life draining ability will give the players some clues to discover, as well, when they turn up the dried out, dessicated bodies of a hiker or two.

Example #2

Jill the GM is back, and this time she is running a small group of players through a fantasy campaign. The characters are a band of hardy heroes making their way through an underground cavern.

This example will show the steps a GM might take to create a monster off-the-cuff.

* * *

The characters have been doing pretty well so far in the cavern, fighting off a few monsters and surviving a pit trap. Since Jill is largely coming up with this adventure as she goes, she decides to make a monster on the spot using *The Creature Crafter*.

"You guys reach a junction where the hall branches off in a 'T', to the left and the right. Which way do you go?" she asks. While waiting for the response, Jill rolls on the Creature Classification table to see what kind of monster they are about to encounter. She rolls a 100 for an insect. Checking the Basic Abilities, she makes a few rolls and determines that the thing can't see in the dark and that it has animal intelligence. Making two more quick rolls on the description table, she gets "winged" and "multiple legs." Jill also rolls on the size table and gets Large. Sounds like a nasty critter.

Jill has enough information to present the monster to the characters, so she stops rolling for now and moves the adventure along.

The party chose left, so the GM consults her map and leads them on. There is a large, rough chamber ahead and Jill decides that this would be a natural place for her creature to reside.

"You continue on, your torches guttering in the cool, dank air. The tunnel begins to widen until you enter a large, rough chamber. Its walls are rounded, the ceiling rising into darkness. There are various stalactites dotting the floor, though you see no other features. The opposite end isn't visible in the dark, so you can't tell if there are exits over there."

The players decide to move forward cautiously until they can see tunnels leading out.

"As you move along, you hear the flapping of wings for a moment. Looking up you see nothing, but there is definitely something flying up there in the dark."

The players choose to continue, though now they are looking up with caution. The GM decides its time for her creature to attack.

The baseline statistics Jill is using for her insect



creature is a ballpark estimate of the party average. She needs to come up with the creature's initiative, since it is about to attack. Jill has to roll on the Potency Chart. The roll will be modified by +2 because it is an insect (for speed) and -2 because it is large, for a final modifier of 0. She rolls 2d10 and gets 12, for Baseline. The insect's initiative is on a par with the group.

"The flutter of wings grows louder suddenly and a large shape looms from the darkness," Jill says. Since she only has a few details about what the creature looks like, Jill wings it with what she knows.

"The creature has a large, bisected body, like that of an enormous wasp, with six legs dangling from its sides," she says.

One of the warriors beats the monster on initiative and gets in a strike as it comes down. Jill needs to figure out the creature's armor, so she makes a Potency roll modified by +2 for the insect defense modifier and +4 for being a large creature. Rolling on the Potency Chart, she rolls an 8, modified by 6 into a 14, for More. The creature's armor is a little better than the party average.

The GM resolves the warrior's strike. "You swing your sword as the creature flies in low, hitting the monster on its side," she says, rolling for damage.

Now Jill needs to figure out how healthy the creature is. She rolls a 12 modified by +4 (large) for a 16, Strong. She decides it has about one-and-a-half times as much health as the average party member. The creature takes some damage, though not nearly enough to kill it.

It's the insect's turn to attack, and Jill decides this is a good time to see if it possesses any special abilities. She rolls 1d100 for 42, Enhanced Senses, and rolls again to narrow the sense down to sight. Jill decides that, although she didn't roll up seeing in the dark originally from the Basic Abilities, it would make sense for a creature that lives underground to have something to compensate for the lack of light. She decides that the creature can see in almost total darkness after all. Although this is not an advantage at the moment, if the lights went out the party would be in trouble.

Noting the creature's ability on a scratch pad, Jill decides that the insect attacks the warrior who struck it. She rolls to see what kind of bonus the insect gets to hit, rolling 10 +2 (insect) +4 (large) for 16, Strong. She rolls again for damage, using the same modifiers since this is another check for an offensive statistic and ends up with 15, More.

The insect has combat abilities that are better than the party average, though it does only a little more damage on average. Jill makes a decision about how the creature fights, and rolls for the creature.

"The giant wasp creature zips in at the warrior. On its rear is a jagged point, like a stinger, and as it flies in with incredible speed it snaps the point beneath itself and forward, like stabbing with a short spear. The point strikes your thigh, cutting through your chainmail and stabbing into you."

The other characters get in their attacks and try to drive the creature away from the warrior, doing some more damage to it.

By now the GM has a pretty good idea of what this creature is all about, how hard it is to hit, how much damage it can do and take, and how it moves. Before she resolves the next round of combat, Jill makes another roll on the Abilities Table to see if it can do anything else, getting a result of 46 for Concealment.

The characters aren't too advanced, and Jill decides she doesn't want the creature to be too powerful, as she might use more of these later in the caverns. She chooses to make the concealment less exotic and more of a behavior. The insect creature is good at using its environment to make sneak attacks, Jill counting that as a special ability.

"The thing flies back up into the darkness of the upper ceiling. However, you can still hear its wings beating, or its legs scuttling against the stone," Jill says.

She decides that the insect uses the darkness to find a point where it can dive bomb the party again and gain an attack bonus. The creature and the party go through several rounds of this, with the monster coming down for an attack then retreating into darkness.

Finally, the party delivers a killing blow to the giant insect, but not before they sustain some injuries. The GM took notes of the statistics generated for the creature, deciding that she will use more of these further in the adventure, any place where a high ceiling would grant them an advantage.

Example #3

Following is a monster rolled up randomly with *The Creature Crafter* and tailored to suit the *Mythic Role Playing Game*, also by Word Mill Publishing.

Random generation gives us the following results:

Creature size: Small (-2 Potency, all categories)

Classification: Alien (+2 Potency, all categories)

Description: tentacled, nightmarish

Classification abilities: Sees in the dark, intelligent

Abilities: Incorporeal, Immunity, Alternate form of Travel, Limited Use, Ranged Attack

The Game Master combines the above to come up with the following statistics for a *Mythic* creature. For a baseline, the GM is using statistics for an average human being.

AGITAR

Strength: Above Average

Agility: Average

Reflex: Weak

IQ: Weak

Intuition: Average

Willpower: Above Average

Toughness: Above Average

SUMMARY:

An Agitar is a dim-witted scouting creature sent by a sophisticated alien race to survey planets that interest them. The creators of Agitars live in the heart of a star many light years from Earth. These beings are patient, willing to wait thousands, if not millions, of years for news from their scouts. The Agitars themselves are encased in rock and sent hurtling into the cosmos at incredible speed. When a promising planet is identified, the Agitar heads toward it, streaking down through the atmosphere like a meteor. After it strikes down, within six hours the rock will crack open and the Agitar will emerge.

The creature itself is about the size of a large beachball. It appears as a floating mass of writhing tentacles with a glassy eye in the center. The creature's flesh is an oily gray or orange.

Agitar's travel by means of levitation. They do not breathe or eat, allowing them to explore all environments of a planet, from the depths of the oceans to the heights of its atmosphere. They also do not age, allowing them unlimited time to continue their quest.

The creature's sole purpose is to explore, often with instructions from its masters to look for a particular resource. The creature is intelligent enough to fulfill its mission and solve any simple obstacles which might come before it. If confronted, it will initially try to avoid conflict by phasing into incorporeality or floating away. If it is still harrassed, it will not hesitate to use its eye ray to eliminate pests.

Once an Agitar has completed its mission, it will phase away completely, returning to its home star to report to its ageless masters.

ABILITIES:

Incorporeal: The Agitar is a physical being, however, it can make itself incorporeal by partially phasing itself out of our dimension. It takes 3 rounds to accomplish this act, during which time it can do nothing else but concentrate. When finished, the Agitar is still visible, though transparent. When incorporeal it can pass through any solid object and cannot be harmed by physical means. However, it cannot make physical attacks, either, or contact the physical world while incorporeal. It also cannot use its eye ray while incorporeal. Magic will still effect the creature as will mental attacks. It must concentrate for another 3 rounds to become physical again. Once in its lifetime, the Agitar can phase away completely, which teleports it back to its home star.

Immune to heat and fire: Considering that the Agitar's home environment is the depths of a star, the creature is completely immune to fire and heat attacks of any sort.

Flight: The Agitar gets around by levitating at Average speed. It can also travel through water at Below Average speed and it can travel through the vacuum of space without harm at Average speed.

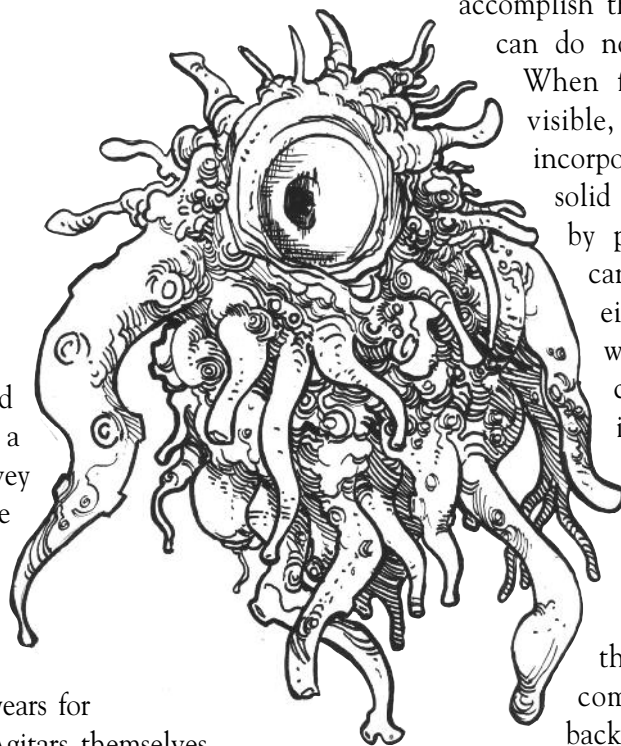
Eye Ray: An Agitar can emit a sizzling orange ray of plasma energy from its eye which does Incredible damage to whatever it strikes. It can fire this ray to 60'.

STRENGTHS AND WEAKNESSES:

Sees in the dark: The Agitar suffers no penalties for operating in the dark.

Survival: An Agitar does not need to breathe or eat.

Energy limit: An Agitar maintains its own internal energy supply, but its abilities to turn incorporeal and its eye ray drain a great deal of power. It can only turn incorporeal once in a day (though it can change back in the same day), and it can only use its eye ray six times in a day. It requires at least 24 hours before it can use these abilities again, though it doesn't need to rest during this time (simply not using those abilities is enough rest.)



CREATURE CLASSIFICATION					
1d100	Type	Health	Speed	Defense	Offense
1-10	Alien	+2	+2	+2	+2
11-20	Animal	0	+4	0	+2
21-30	Animated	+4	-2	+4	+2
31-40	Elemental	+6	-2	+4	+2
41-50	Humanoid	0	0	0	0
51-60	Supernatural Beast	+2	+4	+2	+2
61-70	Amorphous	+4	-4	+4	-2
71-80	Plant	+2	-4	0	-2
81-90	Undead	+4	-2	+2	+2
91-100	Insect	0	+2	+2	+2

POTENCY TABLE	
2d10	Relative Potency
-4	Minimum (-75%)
5-6	Weak (-50%)
7-9	Less (-10%)
10-12	Baseline Average
13-15	More (+10%)
16-17	Strong (+50%)
18+	Maximum (+100% or more)

CREATURE SIZE					
1d100	Size	Health	Speed	Defense	Offense
1-5	Tiny	-6	-4	-6	-6
6-20	Small	-2	-2	-2	-2
21-70	Human-sized	0	0	0	0
71-85	Large	+4	0	+4	+4
86-95	Very large	+6	-2	+6	+6
96-100	Gigantic	+8	-2	+8	+8

ABILITY TABLE		
1d100	Ability	
1-30	No Special Ability	
31	Gaze Attack	
32-35	Resist Damage	
36	Burst of Speed	
37-39	Flight	
40	Swim	
41-44	Enhanced Sense	
45-46	Concealment	
47	Paralysis	
48-51	Natural Weaponry	
52-54	Climber	
55-56	Poison	
57	Charge	
58	Distraction	
59	Entangle	
60-61	Specific Vulnerability	
62-63	Unusual Sense	
64-65	Extra Defense	
66	Telepathy	
67-70	Limited Use	
71-74	Grievous Attack	
75	Summon	
76-77	Immunity	
78	Tunnelling	
79	Targeted Attack	
80-82	Meta Power	
83-86	Ranged Attack	
87-88	Alternate Form of Travel	
89-90	Frightening	
91	Life Force Drain	
92-93	Fast Healing	
94	Attribute Damage	
95	Dual Classification	
96	Defensive Perimeter	
97	Incorporeal	
98	Animate	
99	Multi-environment	
100	Transformation	

NUMBER OF CREATURES		
1d100	Quantity	Potency Modifier
1-50	1	0
51-70	2	-2/+2
71-80	3	-2/+2
81-90	4	-4/+4
91-95	5	-4/+4
96-100	6 or more	-5/+5

ALIEN DESCRIPTIONS	
1d100	Descriptor
1-5	Fishlike
6-10	Stinky
11-15	Tentacled
16-20	Roll on Animal table
21-25	Extra limbs
26-30	Clothed
31-35	Nightmarish
36-40	Multi-eyed
41-45	Dripping
46-50	Roll on Sup. Beast table
51-55	Levitating
56-60	Insectlike
61-65	Roll on Insect table
66-70	Wormlike
71-75	Humanoid looking
76-80	Bony
81-85	Odd colored
86-90	Serpent-like
91-95	Aquatic
96-100	GM decision

ANIMAL DESCRIPTIONS	
1d100	Descriptor
1-5	Furry
6-10	Clawed
11-15	Sharp teeth
16-20	Tail
21-25	Long-haired
26-30	Ugly
31-35	Bird-like
36-40	Odd color
41-45	Growling
46-50	Hopping
51-55	Tusks
56-60	Hooves
61-65	Mammalian
66-70	Spotted
71-75	Reptilian
76-80	Aquatic
81-85	Amphibious
86-90	Winged
91-95	Horns/Antlers
96-100	GM decision

ANIMATED DESCRIPTIONS	
1d100	Descriptor
1-5	Humanoid
6-10	Roll on Humanoid table
11-15	Made of wood
16-20	Made of stone
21-25	Inscribed with symbols
26-30	Exudes steam or smoke
31-35	Made of common item(s)
36-40	Looks like an animal
41-45	Roll on Animal table
46-50	Roll on Insect table
51-55	Made of unusual substance
56-60	Wields a weapon
61-65	Glowing eyes
66-70	Noisy
71-75	Made of metal
76-80	Falling apart, in ill repair
81-85	Shape changing
86-90	Levitating
91-95	Robotic
96-100	GM decision

ELEMENTAL DESCRIPTIONS	
1d100	Descriptor
1-5	Air-based
6-10	Roll on Alien table
11-15	Roll on Humanoid table
16-20	Fire-based
21-25	Roll on Amorphous table
26-30	Cloud-like
31-35	Water-based
36-40	Levitating/flying
41-45	Roll on Animated table
46-50	Earth-based
51-55	Earth-based
56-60	Unusual substance
61-65	Humanoid
66-70	Flowing shape
71-75	Solid
76-80	Clawed
81-85	Water-based
86-90	Liquid
91-95	Composed of small items
96-100	GM decision

HUMANOID DESCRIPTIONS	
1d100	Descriptor
1-5	Very ugly
6-10	Roll on Animal table
11-15	Roll on Sup. Beast table
16-20	Toothy
21-25	Primitive
26-30	Tusks
31-35	Pointed ears
36-40	Fine features
41-45	Crude clothing
46-50	Wielding a weapon
51-55	Wearing armor
56-60	Horned
61-65	Roll on Alien table
66-70	Odd skin color
71-75	Very intelligent
76-80	Dumb
81-85	Reptilian
86-90	Tail
91-95	Beautiful
96-100	GM decision

INSECT DESCRIPTIONS	
1d100	Descriptor
1-5	Insect-like
6-10	Roll on Alien table
11-15	Carapace
16-20	Bug-like
21-25	Furry
26-30	Mandibles
31-35	Multiple legs
36-40	Worm-like
41-45	Humanoid
46-50	Pincers/claws
51-55	Wall-crawling
56-60	Eyes on stalks
61-65	Multiple eyes
66-70	Aquatic
71-75	Spider-like
76-80	Agile
81-85	Winged
86-90	Odd colored
91-95	Has a stinger
96-100	GM decision

SUP. BEAST DESCRIPTIONS	
1d100	Descriptor
1-5	Roll on Animal table
6-10	Roll on Alien table
11-15	Roll on Elemental table
16-20	Roll on Insect table
21-25	Sharp teeth
26-30	Glowing eyes
31-35	Combo of animals
36-40	Winged
41-45	Horned
46-50	Bird-like
51-55	Mammalian
56-60	Reptilian
61-65	Aquatic
66-70	Tail
71-75	Multiple eyes
76-80	Tentacles
81-85	Odd colored
86-90	Extra limbs
91-95	Furry
96-100	GM decision

AMORPHOUS DESCRIPTIONS	
1d100	Descriptor
1-5	Liquid
6-10	Roll on Elemental table
11-15	Amorphous
16-20	Has multiple eyes
21-25	Clingy/sticky
26-30	Tentacles
31-35	Bubbling
36-40	Cloud-like
41-45	Transparent
46-50	Floating/levitating
51-55	Inky black
56-60	Green
61-65	Purple
66-70	Brown
71-75	Blob-like
76-80	Shape shifts
81-85	Forms a simple shape
86-90	Pulsating
91-95	Wall-crawling
96-100	GM decision

PLANT DESCRIPTIONS	
1d100	Descriptor
1-5	Tree-like
6-10	Vines/tentacles
11-15	Roll on Amorphous table
16-20	Mushroom-like
21-25	Covered in needles
26-30	Colorful
31-35	Aquatic
36-40	Toothy maw
41-45	Flowered
46-50	Rooted in the ground
51-55	Can fly/float
56-60	Humanoid shape
61-65	Collection of smaller plants
66-70	Covered with leaves
71-75	Stinks
76-80	Ambulatory legs
81-85	Moving roots
86-90	Coated in bark
91-95	Fungus
96-100	GM decision

UNDEAD DESCRIPTIONS	
1d100	Descriptor
1-5	Decayed
6-10	Skeletal
11-15	Insubstantial
16-20	Shadowy
21-25	Cold
26-30	Roll on Humanoid table
31-35	Foul smelling
36-40	Silent
41-45	Filthy
46-50	Looks alive
51-55	Roll on Animal table
56-60	Twisted human
61-65	Mummified
66-70	Glowing eyes
71-75	Howling/growling
76-80	Claws
81-85	Fangs
86-90	Ghoulis
91-95	Gaunt
96-100	GM decision

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